

MUTANTS & MASTERMINDS



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THIRD EDITION

GAMEMASTER'S KIT

AND QUICKSTART CHARACTER GENERATOR

Writing & Design: Leon Chang & Jon Leitheusser

Development & Editing: Jon Leitheusser

Art Direction and Graphic Design: Hal Mangold

Cover Art: Imaginary Friends Studio

Interior Art: Attila Adorjany, Conley Philpott, and Uko Smith

Publisher: Chris Pramas

Green Ronin Staff: Bill Bodden, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Marc Schmalz, Jeff Tidball

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HEROES IN A FLASH!

The *Mutants & Masterminds Gamemaster's Kit* is a key accessory for your superhero campaign. It features a sturdy and practical three-panel, hardback screen with all the charts and tables you need to play *Mutants & Masterminds, Third Edition*. Also included is a 48-page booklet featuring the Quickstart Character Generator, which allows players to speedily create balanced starting heroes. A 2-page character sheet suitable for photocopying completes the package. The *Mutants & Masterminds Gamemaster's Kit* is the perfect complement to the *Hero's Handbook*. Kick off your super-hero game with style!

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3815 S. Othello St., Suite 100 #304
Seattle, WA 98118

Email: custserv@greenronin.com

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INTRODUCTION

Welcome to the Mutants & Masterminds *Gamemaster's Kit and Quickstart Character Generator*! This kit was assembled to make your job as the Gamemaster easier. While running your series, you'll be able to refer to the screen to reference the most useful charts and tables rather than cracking open the book—though you should have the *Hero's Handbook* handy, too.

This kit also makes your job easier because the booklet you're holding allows your players to quickly generate starting characters. Using these tables, new players can create a hero in mere minutes. All they need to do is roll a d20 to find out what Archetype they get, then roll on the tables for that Archetype and write everything down on a character sheet or piece of paper and they're set! Sure, this method removes a lot of choice from the process, but that speeds up character creation in its own way, since the player doesn't have to

make every single decision along the way. It can also provide some much-needed inspiration for a player who is stuck for an idea for a new hero. Experienced players may not need to randomly generate characters, but they may still want to! The results from the random tables can be interesting in ways a carefully conceived and planned character is not.

Finally, you, as the Gamemaster, can use these tables to quickly come up with a villain or NPC hero. You can randomly roll a character or pick the Archetype and powers you think best fit what you have in mind and *voilà*, you have a new character ready to go!

No matter how you and your players end up using the *Gamemaster's Kit and Quickstart Character Generator*, it should make your job as the GM easier, faster, and more fun.

HOW TO USE THIS QUICKSTART CHARACTER GENERATOR

There are a few different ways to use the character generator. Gamemasters and players should agree on the method they're using before beginning, and work with each other during the process to make sure the end result is agreeable. After all, you're here to have fun, so your main goal should be to make sure the player ends up with a character they *want* to play.

The first method is to pull out a d20 and roll on the Random Archetype Table and then roll the die again every time that Archetype's tables tell you to. Each roll of the die tells you which Abilities, Advantages, Skills, or Powers you get. Sometimes that requires quite a few rolls, sometimes just a few. It depends on the Archetype you get. For example, the Battlesuit, Mystic, and Weather Controller all require a number of different rolls to determine all of their different Powers and Alternate Effects, while the Mimic, Shapeshifter, and Summoner require fewer rolls, because they have only a few powers that cover a broad range of possibilities.

The second option is to treat the tables as a menu; simply pick the Archetype you want, go to that page and start picking the different packages of Abilities, Advantages, Skills, and Powers you want. Keep

in mind, however, there are a *lot* of options for each Archetype, so this method may take longer as you weigh which options you like best. With this method, you won't get as many "weird" combinations as a random character, but the results are fully under your control.

Finally, there's the combination method in which you make some random rolls and choose some options yourself (or choose not to take some random results in favor of something else that looks more interesting). This method combines the best of the two options above because it limits your choices, but also allows you to control, to some extent, what you get.

ADDING COMPLICATIONS

Every superhero has challenges that make life more... interesting for them. Just like the characters in the comics, your hero needs at least two Complications; one is a Motivation and the other is up to you. Each Archetype lists a number of suggestions that are appropriate for that Archetype. This is your hero, so take the Complications that make the most sense to you. If none of the suggestions work for you, there are more Complications to choose from in the *Hero's Handbook*.

PULLING IT ALL TOGETHER

Once you have your character's various traits and Complications determined and on paper, you're ready to go! Your character should be appropriate for a Power Level 10 (PL10) game, so you can start playing right away without changes.

It's possible, however, that you have an advantage that doesn't mesh correctly with your skills. For example, you might get the Daze (Intimidation), Skill Mastery (Technology), or Assessment advantages, each of which requires a specific skill to work correctly; Intimidation, Technology, and Insight, respectively. If that's the case, feel free to choose a different advantage, or if you like the effect the advantage gives

you, swap one of your skills for the one you need. Instances in which this is a problem should be rare, but they can happen.

Another aspect of "pulling it all together" is making sure you have a character you *want* to play. You do this by customizing your character a bit. This is *your* hero, after all! Gamemaster, you should work with your players to swap around a few points' worth of Abilities, Advantages, Skills, and/or Powers so they end up with a character more to their liking. Usually, this process is as simple as replacing ranks of one effect for equivalent ranks of another effect, but remember, if you choose to delete a rank or two from Presence and use those points

"RANDOM" VS. 100% RANDOM

The M&M *Gamemaster's Kit and Quickstart Character Generator* is random, but it's not 100% random. What that means is that it was built to create a character that fits within the concept of one of 20 different super-heroic archetypes—and it does that really well!—but, it doesn't give you a completely random character that combines a bunch of disparate powers at wildly differing ranks that you then have to make work as a character.

The goal for this booklet was to get new players *playing* a hero of their very own as quickly as possible—and not just playing, but playing a hero who is effective in the game with which they may be completely unfamiliar. Plus, by using Archetypes as the starting point, all the heroes should be easily identifiable to anyone with even a passing knowledge of comics.

to buy some ranks of Stealth or to increase your Dodge defense, for example, you'll need to make sure you adjust any skill totals that changed because of the hero's lowered Presence rank. The Abilities trickiest to change are usually Strength, Stamina, Agility, Dexterity, and Fighting because they're so closely tied to a character's total damage, defenses, and combat abilities. If you change those numbers, up or down, make sure the character isn't breaking any PL limits or in danger of being too weak for the game.

DESCRIPTORS

Descriptors like special effects or power sources do a lot to define a hero and his or her powers and appearance. All the Archetypes'

effects include names for their powers, such as the Battlesuit's "Gravity Drivers," which allow it to fly, but you're welcome (encouraged, even!) to change the power's name to something more to your liking. You may even decide to change your character's presumed origin entirely. So, Battlesuits are usually hi-tech inventions, perhaps you want your Battlesuit to be a mystic artifact—one that can fly due to Flight Enchantments or Levitation Gems built into it. Descriptors are a simple way to customize your character and make it unique and interesting compared to all the other heroes out there.

Once you have your character on paper, maybe moved some points around, and decided on your descriptors, you're ready to go!

A CATALOG OF IDEAS: POWERS & ALTERNATE POWERS

Once you're playing the game, have a little experience using Hero Points, and even accumulated a few Power Points to spend to improve your hero, the character generator is an excellent place to look for inspiration when it's time to come up with just the right Alternate Effect. Whether you need an Alternate Effect when you're in a pinch during a game

(by spending those Hero Points!) or between sessions when it's time to make permanent changes and additions to your hero (by spending Power Points), this booklet is filled with hundreds of sample powers that should be easy to use as-is or modify slightly to make them work for your hero. Take advantage of that when you're looking for inspiration!

QUICKSTART CHARACTER GENERATOR

To use the character generator, roll 1d20 *once* and consult the **Random Archetype Table** below. When you have your archetype, go to the page indicated and start generating your character. The tables should be self-explanatory. In some cases there are lists of Advantages, Skills, and Powers you get automatically, write those down (no roll of the die

needed!), then follow any other instructions given. For example, every Crime Fighter (see page 7) receives the advantages listed in the grey box under the **Advantages** heading and also rolls on the tables below that. At the end, your character will have attacks, defenses, skills, and other abilities appropriate for a Power Level 10 character.

RANDOM ARCHETYPE TABLE

d20	Archetype	Page	d20	Archetype	Page	d20	Archetype	Page	d20	Archetype	Page
1	Battlesuit	4	6	Gadgeteer	15	12	Psychic	27	17	Totem	37
2	Construct	5	7	Martial Artist	18	13	Shapeshifter*	29	18	Warrior	40
3	Crime Fighter	7	8	Mimic*	20	14	Speedster	31	19	Weapon-Master	42
4	Elemental	10	9	Mystic	21	15	Summoner*	33	20	Weather Controller	45
5	Energy Controller	13	10	Paragon	23	16	Supernatural Creature	35			
			11	Powerhouse	25						

*These Archetypes include the Variable power or require some knowledge of the rules to run effectively. If you're a new player, you may want to re-roll or pick a different Archetype.

BATTLESUIT

Battlesuits typically fall into one of three categories. They're either ranged combatants, melee powerhouses, or a mix of the two. No matter what role the Battlesuit fills, the person inside the armor tends to be a fairly normal person, possibly highly trained, who relies on the armor for his or her powers.

ABILITIES

Roll 1d20 *once* and record the result.

- 1-12** **Genius:** You're incredibly intelligent and likely had a hand in creating your battlesuit.
- 13-18** **Military:** You were trained by military and may have received your battlesuit there.
- 19-20** **Accidental:** You chanced upon your armor somehow, either it was a one-time fluke, found by you, or given to you by an organization or even aliens.

ABILITIES — GENIUS

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	2	2	8	2	2

ABILITIES — MILITARY

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	1	2	3	2	2	2

ABILITIES — ACCIDENTAL

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	1	3	2	2	3	3	2

ADVANTAGES

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

- 1-4** **Combatant:** You have natural talent or you've been trained in combat, both in armor and out.
- 5-8** **Inventor:** You know your way around technology and can build gadgets given time.
- 9-12** **Lucky:** Things are easy for you.
- 13-16** **Scientist:** You work as a scientist and have some natural talent in that area.
- 17-20** **Wealthy:** Whether you inherited or earned it, you're a part of the upper-crust of society.

ADVANTAGES — COMBATANT

Accurate Attack, All-out Attack, Improved Initiative, Interpose, Move-by Action

ADVANTAGES — INVENTOR

Eidetic Memory, Improvised Tools, Inventor, Ultimate Effort (Technology), Well-informed

ADVANTAGES — LUCKY

Beginner's Luck, Luck 2, Redirect, Teamwork

ADVANTAGES — SCIENTIST

Equipment 3 (Headquarters), Skill Mastery (Expertise: Science), Skill Mastery (Technology)

Headquarters—Size: Large, **Toughness:** 10; **Features:** Communications, Computer, Fire Prevention System, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • 15 points

ADVANTAGES — WEALTHY

Attractive, Benefit 4 (Multi-millionaire)

SKILLS

Roll 1d20 *twice* (do not re-roll if you get the same result twice) and record the results.

- 1-4** **People Person:** You're good with people.
- 5-16** **Sciences:** You're well-educated.
- 17-20** **Student:** You're young, but you still know a thing or two.

SKILLS — PEOPLE PERSON

Expertise: Business 4, Insight 4, Perception 4, Persuasion 4

SKILLS — SCIENCES

Expertise: Science 6, Perception 4, Technology 6

SKILLS — STUDENT

Expertise: Science 4, Perception 4, Persuasion 4, Technology 4

POWERS

OFFENSIVE POWERS

- Weapon Array** (24 points plus 4 points of Alternate Effects), Removable (-6 points)
 - **Plasma Blast:** Ranged Damage 10, Accurate 4 • 24 points

Take the **Weapon Array** and the **Plasma Blast** (above), plus roll 1d20 *four times* on the table below (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

- 1-2**
 - **Electrified Shell:** Reaction Damage 6 • 1 point
- 3-4**
 - **Electro-Stunner:** Ranged Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Accurate 4 • 1 point

- 5-7 • **Plasma Bolts:** Ranged Multiattack Damage 6, Accurate 6 • 1 point
- 8-9 • **Force Capsule:** Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree, Accurate 4 • 1 point
- 10-12 • **Micro Rockets:** Ranged Burst Area Damage 8 • 1 point
- 13-15 • **Omni-Blaster:** Cone Area Damage 10, Penetrating 4 • 1 point
- 16-18 • **Strength and Accuracy Booster:** Enhanced Strength 8; Enhanced Trait 6 (Close Attack 6) • 1 point
- 19-20 • **Tractor/Presser Beam:** Move Object 10, Accurate 4 • 1 point

DEFENSIVE POWERS

Ability Amplifier: Enhanced Defenses 16 (Dodge 4, Fortitude 4, Parry 4, Will 4), Removable (-3 points) • 13 points

Armored Shell: Impervious Protection 8, Removable (-3 points) • 13 points

Sealed Systems: Immunity 10 (Life Support), Removable (-2 points) • 8 points

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

- 1-7 • **Gravity Drivers:** Flight 7 (250 MPH), Removable (-3 points) • 11 points
- **Space Flight:** Movement 2 (Environment Adaptation—Zero-G, Space Travel 1) • 1 point
- 8-10 • **Locomotion Systems:** Speed 7 (250 MPH); Leaping 4 (120 feet); Movement 2 (*Choose two:* Safe Fall, Swinging, Wall-crawling 1, a second rank of Wall-crawling), Removable (-3 points) • 12 points
- 11-17 • **Rocket Turbines:** Flight 7 (250 MPH), Removable (-3 points) • 11 points
- **Aquatic Turbines:** Swimming 8 (120 MPH); Movement 1 (Environment Adaptation—Aquatic) • 1 point

CONSTRUCT

Constructs cover a broad range of character types, from robots to golems or animated statues to undead. Really, anything that moves, but doesn't have a physical or mental makeup quite like a human's. Constructs tend to be physically powerful, resilient, and often have some sort of ranged attack that's either a weapon or innate ability granted by their inhuman form. Most Constructs are solid, but it's possible to have a Construct made of fire, water, or just about anything else.

WHY IS MY STAMINA A DASH?

Characters with a dash have no Stamina and aren't living beings. They don't recover from damage by healing, but by being repaired. They are immune to the fatigued and exhausted conditions as well as any effect resisted by Fortitude.

- 18-20 • **Teleport-Tech:** Teleport 3 (250 feet), Easy, Extended (8 miles), Change Direction, Change Velocity, Turnabout, Removable (-3 points) • 12 points

UTILITY POWERS

Communication Systems: Radio Communication 2, Removable (-2 points) • 6 points

Sensors: Senses 2 (Extended Vision, Infravision), Removable (-0 points) • 2 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+2	+2	+0	+4

POWER POINTS

Abilities	36	Skills	16
Powers	76	Defenses	12
Advantages	10	Total	150

COMPLICATIONS

Identity: The Battlesuit often has a secret identity he or she tries to protect.

Motivation—Responsibility: Whether an inventor of military weapons, a trained soldier, or a random person to whom a Battlesuit was given, this archetype often feels he or she has a responsibility to use the battlesuit to help others or to make up for past shortcomings.

Relationship: The Battlesuit is often surrounded by friends or loved ones that often become entangled in the plots from which only the Battlesuit can save them.

Weakness: Some Battlesuits, especially prototypes or of alien origin, often suffer additional damage from electrical or magnetic attacks (or whatever else seems appropriate for your particular concept).

ABILITIES

Roll 1d20 *once* and record the result.

- 1-4 • **Golem:** You were literally assembled in some way. You're a golem, living statue, some sort of elemental creature, or a human who's been transformed into a "non-living," but animate form.
- 5-12 • **Technological:** You're a robot, android, or some other sort of technological construct.
- 13-20 • **Undead:** You died, but you've been brought back to (some semblance of) life as a zombie, ghost, revenant, or some other form of undead.

ABILITIES — GOLEM

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	—	0	0	6	0	4	4

ABILITIES — TECHNOLOGICAL

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	—	0	2	6	4	1	1

ABILITIES — UNDEAD

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	—	2	3	6	1	2	2

ADVANTAGES

Roll 1d20 *once* and record the result.

1-10 Brawler: You know how to use your strength to your advantage.

11-15 Dabblers: You know how to create useful devices or artifacts.

16-20 Living Computer: You have an uncanny memory.

ADVANTAGES — BRAWLER

Improved Grab, *Choose one:* Power Attack or Accurate Attack

ADVANTAGES — DABBLER

Choose one set: Artificer, Skill Mastery (Expertise: Magic); *or*, Inventor, Skill Mastery (Technology)

ADVANTAGES — LIVING COMPUTER

Eidetic Memory, Well-informed

SKILLS

Roll 1d20 *twice* (do not re-roll if you get the same result twice) and record the results.

1-5 Brute: You're big and intimidating.

6-10 Expert: You know a lot about some subjects.

11-15 Seeker: You're looking for clues to your origin or past.

16-20 Sneak: You're stealthy.

SKILLS — BRUTE

Athletics 6, Intimidation 6

SKILLS — EXPERT

Perception 4, *Choose one:* Expertise: Magic 8 or Technology 8

SKILLS — SEEKER

Investigation 5, Perception 3, Persuasion 4

SKILLS — SNEAK

Deception 6, Stealth 6

POWERS

Find the entry below for the type of Construct that matches what you rolled for your Abilities.

PRIMARY POWERS

GOLEM

Roll 1d20 *once* and record the result.

1-5 Blast: Ranged Damage 8, Accurate 6 • 22 points

Elemental Body: Enhanced Advantages 6 (Close Attack 6)
Plus roll 1d20 *once*:

1-5 Damaging Aura: Reaction Damage 6; Speed 4 (30 MPH) • 22 points

6-10 Gaseous Form: Flight 3 (16 MPH);
Insubstantial 2 (Gaseous) • 22 points

11-15 Liquid Form: Concealment 10 (All Senses;
Limited—In Liquid, Passive); Insubstantial 1
(Liquid); Swimming 6 (30 MPH) • 22 points

16-20 Particulate Form: Elongation 2 (30 feet);
Insubstantial 2 (Particulate); Movement 2
(Permeate 2) • 22 points

11-20 Unstoppable: Enhanced Strength 4; Enhanced Trait 2
(Close Attack 2); Immortality 5; Regeneration 2 • 22 points

TECHNOLOGICAL

Roll 1d20 *once* and record the result.

1-4 Blast: Ranged Damage 9, Accurate 4 • 22 points

5-8 Retractable Claws and Combat Computer: Strength-based Damage 2, Penetrating 6; Enhanced Traits 14 (All-out Attack, Close Attack 4, Diehard, Evasion, Fast Grab, Improved Critical (Claws), Improved Initiative 2, Precise Attack (Close; Concealment), Takedown, Uncanny Dodge) • 22 points

9-12 Jetpack and Blaster Rifle: Flight 5 (60 MPH) Removable (-2 points); Ranged Damage 10, Accurate 4, Easily Removable (-10 points) • 22 points

13-16 Juggernaut: Enhanced Strength 4; Enhanced Trait 2 (Close Attack 2); Immortality 5; Leaping 2 (30 feet) • 22 points

17-20 Repeater: Ranged Mutliattack Damage 6, Accurate 4 • 22 points

UNDEAD

Roll 1d20 *once* and record the result.

1-7 Bestial: Enhanced Traits 16 (Close Attack 8, Diehard, Evasion, Improved Critical (Unarmed), Improved Initiative 2, Takedown, Uncanny Dodge); Leaping 2 (30 feet); Movement 1 (Wall-crawling); Senses 2 (Darkvision, Tracking) • 22 points

8-14 **Unholy Strength and Vitality:** Enhanced Strength 3; Enhanced Trait 5 (Close Attack 5); Impervious on 6 ranks of Protection; Leaping 3 (60 feet); Regeneration 2 • 22 points

15-20 **Wraith:** Flight 1 (4 MPH); Insubstantial 4, Concentration, Distracting; Strength-based Damage 2; Enhanced Advantages 6 (Close Attack 6) • 22 points

DEFENSIVE POWERS

Damage Resistance: Impervious Protection 8 • 16 points

Unliving: Immunity 38 (Aging, Critical Hits, Fortitude effects, Sensory Affliction effects) • 38 points

Roll 1d20 *once* and record the result.

1-6 **Fast and Tough:** Enhanced Defenses 12 (Dodge 8, Parry 4); Impervious Protection 2 • 16 points

7-13 **Unnatural Speed:** Enhanced Defenses 16 (Dodge 10, Parry 6) • 16 points

14-20 **Unnatural Toughness:** Enhanced Defenses 8 (Dodge 6, Parry 2); Impervious Protection 4 • 16 points

SECONDARY POWER

Roll 1d20 *once* and record the result.

1-12 **Inhuman Brain:** Immunity 10 (Mental effects) • 10 points

13-20 **Almost Human:** Enhanced Defenses 5 (Will 5); Immunity 5 (Emotion effects) • 10 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
•0	•0	•0	•0	•0

CRIME FIGHTER

Crime Fighters are normal men or women who've trained for years to become physically and mentally prepared to be heroes. They tend to have a couple of different areas of expertise in addition to equipment or gadgets with which they pursue their goals. Because they tend to not be as physically powerful as other types of heroes, they always look for other means to defeat their foes, such as through intimidation, psychology, or trickery.

ABILITIES

Roll 1d20 *once* and record the result.

1-8 **Dark Avenger:** Your life changed in a single, horrifying moment. Since then you've trained your body and mind to become an instrument of vengeance.

9-15 **Detective:** Physically you're a match for most men, but mentally you're a giant, able to ferret out clues and interpret their meaning faster than a team of other detectives.

POWER POINTS

Abilities	34	Skills	12
Powers	102	Defenses	0
Advantages	2	Total	150

COMPLICATIONS

Motivation—Acceptance: The Construct often feels like an outsider, either because it's not human and wants to be, or used to be human and wants to be again. Regardless, the Construct is a hero because it wants to be accepted by the rest of humanity.

Motivation—Doing Good: An artificial intelligence or magically created Construct may have been created to "do good" and pursues that goal to the best of its ability.

Motivation—Justice: A revenant or ghost-possessed Construct may recall enough of its former life to be on the prowl for revenge against the specific people that killed it, or against all members of groups with similar motivations.

Motivation—Responsibility: The Construct may feel that its powers and abilities were given to it for a reason, so it has a responsibility to help however it can.

Enemy: The Construct could be a rogue android, golem, or summoned elemental hunted by its creator(s) or another person or group who believes the Construct is evil for some reason.

Prejudice: Constructs often appear inhuman, which causes others to react poorly to it.

Weakness: The Construct suffers additional damage or effect from some form of attack; robots may take extra damage from electrical or magnetic attacks, ghosts or magical creatures from magical or holy attacks, and all Constructs may have a weakness to being mind controlled by appropriate outside sources.

16-20 **Inventor:** You fight crime using gadgets that you've created or modified.

ABILITIES — DARK AVENGER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	5	5	8	4	2	3

ABILITIES — DETECTIVE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	4	4	8	5	4	2

ABILITIES — INVENTOR

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	5	5	8	7	2	1

ADVANTAGES

Close Attack 2, Defensive Roll 2, Improved Initiative, Jack-of-all-trades, Power Attack, Ranged Attack 7, Well-informed.

Take the advantages listed above, then roll on the **Background Advantages**, **Mental Advantages**, and **Physical Advantages** tables below.

BACKGROUND ADVANTAGES

Roll 1d20 *once* and record the result. If you rolled the **Dark Avenger** for your Abilities, take **Incredible Presence** instead of rolling on this table.

1-8 Incredible Presence: You are physically impressive or otherwise intimidating. You also have a flair for the dramatic.

9-15 Wealthy Socialite: You are wealthy and know a lot of people.

16-20 World Traveler: You have traveled the world, met people everywhere, and learned a number of languages.

ADVANTAGES — INCREDIBLE PRESENCE

Daze (Intimidation), Skill Mastery (Intimidation), Startle, Leadership

ADVANTAGES — WEALTHY SOCIALITE

Benefit 3 (Millionaire), Connected

ADVANTAGES — WORLD TRAVELER

Languages 3, Contacts

MENTAL ADVANTAGES

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results. If you rolled the **Detective** for your Abilities, take **Sleuth** and only roll *once*, re-roll if you get **Sleuth** again. If you rolled **Inventor** for your Abilities, take **Scientist** and only roll *once*, re-roll if you get **Scientist** again.



1-10 Criminologist: You study your enemies and know how they think and behave.

11-15 Scientist: You are a trained scientist and capable of inventing gadgets of your own.

16-20 Sleuth: You're a student of observation.

ADVANTAGES — CRIMINOLOGIST

Assessment, Skill Mastery (Expertise: Psychology)

ADVANTAGES — SCIENTIST

Inventor, Skill Mastery (Technology)

ADVANTAGES — SLEUTH

Skill Mastery (Investigation), Tracking

PHYSICAL ADVANTAGES

Roll 1d20 *once* and record the result.

1-10 Acrobat: You're a trained acrobat, capable of incredible feats of agility.

11-15 Martial Artist: You're a trained fighter.

16-20 Thief: You're a trained thief, able to disappear with a moment's notice.

ADVANTAGES — ACROBAT

Evasion, Instant Up

ADVANTAGES — MARTIAL ARTIST

Defensive Attack, Uncanny Dodge

ADVANTAGES — THIEF

Hide in Plain Sight, Skill Mastery (Stealth)

SKILLS

Close Combat: Unarmed 6

If you rolled **Dark Avenger** for your Abilities, take **Avenger** and roll *once*, re-roll if you get **Avenger** again. If you rolled the **Detective** for your Abilities, take **Investigator** and roll *once*, re-roll if you get **Investigator** again. If you rolled **Inventor** for your Abilities, take **Expert** and roll *once*, re-roll if you get **Expert** again.

1-4 Athlete: You're physically capable and impressive.

5-8 Avenger: You've trained yourself in a number of useful skills.

9-12 Expert: You know a lot about some subjects.

13-16 Investigator: You've studied investigation and other forms of observation.

17-20 Sneak: You're stealthy.

SKILLS — ATHLETE

Acrobatics 6, Athletics 8, Intimidation 6

SKILLS — AVENGER

Expertise: Psychology 6, Intimidation 8, Vehicles 6

SKILLS — EXPERT

Perception 6, Technology 8, Treatment 6

SKILLS — INVESTIGATOR

Expertise: Streetwise 4, Insight 5, Investigation 6, Perception 5

SKILLS — SNEAK

Deception 6, Sleight of Hand 6, Stealth 8

POWERS/EQUIPMENT

Roll 1d20 *once* and record the result. If you rolled the **Inventor** set of Abilities, take **Gadgets** instead of rolling.

CONTEMPORARY WEAPONS AND EQUIPMENT

Advantage: Equipment 10 (Equipment listed below)
Smartphone • 2 points

Headquarters—Size: Medium, **Toughness:** 8; **Features:** Communications, Computer, Concealed, Garage, Gym, Living Space, Power System, Security System • 10 points

1-4 Motorcycle: Medium; Str 1; Speed 6; Defense 10; Toughness 8 • 10 points

Knife: Strength-based Damage 1, Improved Critical • 2 points

Customized Heavy Pistol with Laser Sight: Ranged Damage 4, Accurate 2 • 10 points

Customized Assault Rifle: Ranged Multiattack Damage 5, Accurate • 16 points

GADGETS

Advantage: Equipment 3 (Headquarters)

Headquarters—Size: Large **Toughness:** 10 **Features:** Communications, Computer, Concealed, Fire Prevention System, Gym, Infirmary, Laboratory, Living Space, Power System, Security System, Workshop • 15 points

Roll 1d20 *once* and record the result.

1-5 Combat Suit: Enhanced Strength 1; Leaping 1 (15 feet); Movement 2 (Wall-crawling 2); Protection 1; Senses 1 (Infravision); Removable (-2 points) • 7 points

5-10 6-10 Flight Suit: Flight 5 (60 MPH), Wings; Senses 1 (Ultravision); Strength-based Damage 1, Movement 1 (Wall-crawling 1); Removable (-2 points) • 7 points

11-15 Gimmick Gadgets: Ranged Damage 5, Accurate, AE—Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), AE—Movement 2 (Safe Fall, Swinging); Easily Removable (-6 points) • 7 points

16-20 Stealth Suit: Concealment 4 (All Visual), Passive; Ranged Affliction 6 (Resisted by Fortitude; Vulnerable, Defenseless), Limited Degree, Unreliable—5 shots; Movement 1 (Wall-crawling 1); Removable (-2 points) • 7 points

HIGH-TECH GEAR

Advantage: Equipment 10 (Equipment listed below)
Smartphone, Restraints, Flashlight, Multi-tool, Rebreather • 6 points

Headquarters—Size: Huge, **Toughness:** 10; **Features:** Communications, Computer, Concealed, Garage, Gym, Laboratory, Living Space, Power System, Security System, Workshop • 15 points

Motorcycle: Medium; Str 1; Speed 6; Defense 10; Toughness 8 • 10 points

Swingline: Movement 1 (Swinging) • 2 points

Utility Belt • 17 points

- 11-20 • Bolos:** Ranged Cumulative Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 12 points
- Boomerangs:** Strength-based Ranged Damage 1, Accurate 2 • 1 point
- Explosives:** Ranged Burst Area Damage 4 • 1 point
- Power-Knuckles:** Strength-based Damage 3, Improved Critical, Inaccurate • 1 point
- Taser:** Ranged Cumulative Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
- Tear-Gas Pellets:** Range Cloud Area Affliction 4 (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled), Extra Condition, Limited Degree • 1 point

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+7	+5	+4	+0	+8

POWER POINTS

Abilities	68	Skills	23
Powers	7/0*	Defenses	24
Advantages	28/35*	Total	150

*If you rolled **Gadgeteer** on the **Powers/Equipment** table, then you have Powers 7 and Advantages 28, otherwise you have Powers 0 and Advantages 35.

COMPLICATIONS

Motivation—Patriotism: You strongly believe in the ideals your country was founded on and fight to uphold them. Patriotic Crime Fighters often have a military background, but they don't have to.

Motivation—Doing Good: Crime Fighters with this motivation are usually trying to live up to an example set by someone else, possibly the previous wearer of the mantle this hero has taken up.

Motivation—Justice: You're on a quest to bring justice to the world, possibly to make up for a past failure. This motivation is especially appropriate for the Dark Avenger.

Motivation—Thrills: You don't have any powers, *per se*, but why should that stop you from having fun?

Enemy: The Crime Fighter usually has at least one villain central to his or her existence who plagues the hero consistently.

ELEMENTAL

The Elemental is a being composed of a pure element, usually one of the classical four elements of earth, air, fire, or water. They have powers reflecting their elemental composition, as well as control and mastery over the element.

ABILITIES

Roll 1d20 *once* and record the result.

1-10 Embodiment: You are a sentient incarnation of an elemental force.

11-20 Transformed: You are a human whose body has been transformed into something other than flesh and blood.

ABILITIES — EMBODIMENT

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	2	5	0	3	1

ABILITIES — TRANSFORMED

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	3	2	6	0	1	2

ADVANTAGES

Choose one: Power Attack or Accurate Attack

Roll 1d20 *once* and record the result.

1-8 Imposing: Your form is fearsome and impressive.

9-12 Overseer: You tend to take a guiding role.

13-20 Unobtrusive: You blend into the background and stay out of the way.

ADVANTAGES — IMPOSING

Daze (*Choose one:* Deception or Intimidation), *Choose one:* Startle or Taunt

INNATE ELEMENTALS

The Elementals described here generally have traits such as Insubstantial default to Permanent. However, some elementals may be able to transform between their elemental and a flesh and blood form. Such elementals may have Sustained powers and possibly the Activation Flaw if the transformation takes time or effort. In this case, the Activation Flaw can free up a point that the player can spend on an additional Alternate Effect or Advantage.

Alternately, the elementals who are considered Embodiments (as rolled on the Abilities) may have Innate forms that cannot be turned off even by nullification effects. Players may wish to take a point from another trait (such as an Alternate Effect or Advantage) to buy the Innate Extra.

ADVANTAGES — OVERSEER

Contacts, Leadership

ADVANTAGES — UNOBTRUSIVE

Favored Environment (*Choose one*), *Choose one:* Evasion or Improved Initiative

SKILLS

Ranged Combat: Element Control 8; *Choose one:* Acrobatics 4, or Athletics 4, or Close Combat: Unarmed 4; *Choose one:* Deception 8 or Intimidation 8

Roll 1d20 *once* and record the result. If you rolled **Embodiment** for Abilities, take **Native** instead of rolling on this table.

1-5 Native: You are well-versed in or have researched the properties of your element.

6-10 Pilot/Driver: You know your way around planes or cars.

11-15 Scientist: You are knowledgeable in the sciences.

16-20 Soldier: You are a former military man.

SKILLS — NATIVE

Expertise: Elements 8, Perception 4

SKILLS — PILOT/DRIVER

Expertise: Repair 4, Vehicles 8

SKILLS — SCIENTIST

Expertise: Science 8, Technology 4

SKILLS — SOLDIER

Athletics 4, Expertise: Military 8

POWERS

Elemental Constitution: Immunity 12 (Critical Hits, Life Support)
• 12 points

ELEMENTAL TYPE

Roll 1d20 *once* and record the result.

1-5 Air Elemental: You have a body formed from air or are a wind entity.

6-10 Earth Elemental: You are formed of earth, clay, sand, or rock; alternatively, you might even be a sentient, humanoid plant elemental.

11-15 Fire Elemental: You are made of living fire, held together by sheer willpower or a containment suit.

16-20 Water Elemental: You are comprised of water in one of its forms: liquid, ice, or vapor.

AIR ELEMENTAL

PRIMARY POWERS

Gaseous Form: Visual Concealment 4, Partial; Insubstantial 2, Permanent • 14 points

Swiftiness: Enhanced Defenses 20 (Dodge 10, Parry 10); Flight 7 (250 MPH) • 34 points

OFFENSIVE POWERS

Air Control: Array (20 points plus 2 Alternate Effects)

- **Air Blast:** Ranged Damage 10 • 20 points

Take the **Air Control** Array and **Air Blast** (above) and roll 1d20 *twice* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

1-4 • **Fog:** Environment 10 (Visibility -5; 2 mile radius) • 1 point

5-8 • **Suffocation:** Progressive Ranged Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

9-12 • **Tornado:** Burst Area Damage 10 • 1 point

13-16 • **Wind Control:** Move Object 10 • 1 point

17-20 • **Wind Screen:** Ranged Burst Area Affects Others (and self) Immunity 5 (slow projectiles), Sustained • 1 points

EARTH ELEMENTAL

PRIMARY POWERS I

Earthen Body: Enhanced Strength 8; Impervious Protection 8 • 32 points

Reconstitution: Regeneration 10, Source (Element) • 5 points

PRIMARY POWERS II

Roll 1d20 *once* and record the result.

1-4 **Clay Form:** Elongation 4; Insubstantial 1; Morph 4 (Any Form); Movement 2 (Slithering, Wall-Crawling) • 33 points

Earth Form: Burrowing 6 (4 MPH); Senses 1 (Ranged Touch); Visual Concealment 4, Limited to earthen surroundings • 11 points

Earth Control: Perception Ranged Move Object 10, Limited to Earthen Materials • 20 points

- 5-10**
- **Earth Blast:** Ranged Damage 10 • 1 point
 - **Earthen Snare:** Cumulative Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1 point

11-14 **Particulate Form:** Elongation 7; Insubstantial 2; Movement 1 (Slithering); Visual Concealment 4, Partial • 23 points

Sandstorm: Environment 5 (Visibility -5; 500 feet radius) • 10 points

Plant Form: Visual Concealment 4, Limited: in vegetation; Teleport 7, Medium (Plants) • 11 points

Plant Control: Array (20 points plus two Alternate Effects)

- **Plant Toxin:** Cumulative Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 20 points

Take the **Plant Control** Array and **Plant Toxin** (above) and roll 1d20 *twice* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

1-4 • **Animate Tree:** Summon 10, Controlled, Limited to Size and Availability of tree • 1 point

15-17

- **Entanglement:** Burst Area Cumulative Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees, Limited: Requires Ambient Plant-life • 1 point

9-12 • **Plant Perception:** Remote Sensing 5 (All Senses), Medium (Plants) • 1 point

13-16 • **Wood Objects:** Create 7, Innate, Movable • 1 point

17-20 • **Transmit:** Teleport 10, Extended, Medium (Plants) • 1 point

Rock Form: Enhanced Strength 4; Immunity 30 (Fortitude effects), Limited to Half Effect; Protection 4, Impervious • 31 points

Plus add the following as Alternate Effects of Strength damage.

- 18-20**
- **Groundstrike:** Burst Area Affliction 10 (Resisted by Fortitude; Dazed and Vulnerable, Stunned and Prone), Extra Condition, Limited to Two Degrees, Limited—Both Elemental and targets must be in contact with the ground • 1 point
 - **Shockwave:** Burst Area Damage 10, Limited—Both Elemental and targets must be in contact with the ground • 1 point

FIRE ELEMENTAL

PRIMARY POWERS

Flame Form: Immunity 5 (Fire Damage); Insubstantial 3, Permanent • 20 points

Flight: Flight 6 (120 MPH) • 12 points

PHYSICAL POWERS

Roll 1d20 *once* and record the result.

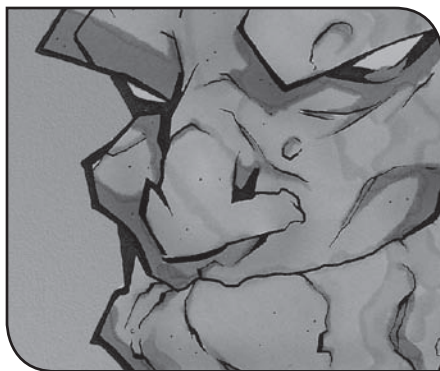
1-10 **Containment Suit:** Enhanced Strength 6, Affects Corporeal 8, Removable (-4 points) • 16 points

11-20 **Flaming Aura:** Reaction Damage 4 • 16 points

OFFENSIVE POWERS

Fire Control: Array (20 points plus two Alternate Effects)

- **Fire Blast:** Ranged Damage 10 • 20 points



Take the **Fire Control** Array and **Fire Blast** (above) and roll 1d20 *twice* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

- 1-3 • **Asphyxiate:** Burst Area Progressive Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
- 4-6 • **Fire Ball:** Ranged Burst Area Damage 6 • 1 point
- 7-10 • **Fire Burst:** Burst Area Damage 10 • 1 point
- 11-13 • **Flame Shapes:** Sustained Shapeable Area Damage 5 • 1 point
- 14-17 • **Flash:** Burst Area Cumulative Affliction 10 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • 1 point
- 18-20 • **Open Flame:** Environment 5 (Extreme Heat, Bright Light) • 1 point

WATER ELEMENTAL

Roll 1d20 *once* and record the result.

Liquid Form: Visual Concealment 4, Limited: in Liquid; Elongation 8; Insubstantial 1, Permanent; Movement 2 (Slithering, Sure-Footed); Protection 8, Impervious; Regeneration 8, Source (Water); Swimming 7 (60 MPH) • 48 points

Water Control: Array (20 points plus two Alternate Effects)

- **Water Blast:** Ranged Damage 10 • 20 points

Take the **Water Control** Array and **Water Blast** (above) and roll 1d20 *twice* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

- 1-10
 - 1-4 • **Dehydrate:** Ranged Damage 6, Alternate Resistance (Fortitude) • 1 point
 - 5-8 • **Hard Water Objects:** Create 10 • 1 point
 - 9-12 • **Move Water:** Perception Ranged Move Object 10, Limited to Water • 1 point
 - 13-16 • **Suffocation:** Progressive Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
 - 17-20 • **Watery Snare:** Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1 point

Ice Form: Enhanced Strength 8; Immunity 5 (cold damage); Impervious Protection 8; Senses 2 (Tracking, Infravision) • 43 points

Ice Slide: Flight 5 (60 MPH), Platform • 5 points

Ice Control: Array (20 points plus two Alternate Effects)

- **Ice Blast:** Ranged Damage 10 • 20 points

Take the **Ice Control** Array and **Ice Blast** (above) and roll 1d20 *twice* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

- 11-15
 - 1-4 • **Cold Blast:** Ranged Damage 6, Alternate Resistance (Fortitude) • 1 point
 - 5-8 • **Cold Field:** Environment 10 (Extreme Cold) • 1 point
 - 9-12 • **Ice Shapes:** Create 6, Continuous, Innate • 1 point
 - 13-16 • **Icy Snare:** Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1 point
 - 17-20 • **Icy Surfaces:** Environment 10 (Impede Movement) • 1 point

16-20 **Vapor Form:** Roll for the powers of an Air Elemental instead, using water vapor as your form's descriptor.

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+1	+0	+8	+0	+6

POWER POINTS

Abilities	34	Skills	16
Powers	82	Defenses	15
Advantages	3	Total	150

COMPLICATIONS

Motivation—Acceptance: A transformed elemental may lament his lost humanity and be isolated as a result of his new, inhuman form.

Accident: Many Elementals have difficulty interacting with others in a normal fashion due to their nature. Fire Elementals, in partic-

ular, are apt to inadvertently cause destruction in their wake, but even Water Elementals may cause property damage by just their presence.

Enemy: Elementals may have a rivalry or feel enmity towards their diametric opposite (fire to water, earth to air) and towards beings associated with their opposing element.

Weakness: Elementals may have weaknesses associated with their composition. For instance, Fire Elementals may be vulnerable to being doused by water, a Water Elemental may be susceptible to cold effects (unless he is an Ice Elemental), an Earth Elemental composed of sand may be dispersed by strong winds or be subject to transformation to immobile glass when hit by flames or high temperatures, and so forth.

ENERGY CONTROLLER

Energy Controllers are able to control a particular form of energy such as fire, electricity, or magnetism. They are generally ranged combatants, have the power of flight, and protect themselves with force fields. In addition to being able to fire powerful energy blasts, Energy Controllers often utilize their powers to produce a wide variety of unusual and useful effects.

ABILITIES

Roll 1d20 *once* and record the result.

- 1-6 Charismatic:** You have a powerful force of personality.
- 7-14 Hotheaded:** You are impetuous and reckless.
- 15-20 Reserved:** You are aloof or serene.

ABILITIES — CHARISMATIC

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	3	3	3	0	2	3

ABILITIES — HOTHEADED

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	4	3	3	0	2	2

ABILITIES — RESERVED

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	4	3	3	2	3	0

ADVANTAGES

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

- 1-4 Aggressive:** You like to take the offensive.
- 5-7 Disciplined:** You were trained to fight smartly and as a team.
- 8-11 Intimidating:** You use your powers in a loud and impressive fashion.
- 12-13 Hidden Reserves:** When you need to, you can push yourself and your powers to amazing levels.
- 14-16 Precise:** You are careful and exact in using your powers.
- 17-20 Wisecracker:** Your powers give you great confidence, and you let everyone know it.

ADVANTAGES — AGGRESSIVE

All-out Attack, Power Attack

ADVANTAGES — DISCIPLINED

Assessment, Teamwork

ADVANTAGES — INTIMIDATING

Daze (Intimidation), Startle

ADVANTAGES — HIDDEN RESERVES

Extraordinary Effort, Great Endurance

ADVANTAGES — PRECISE

Accurate Attack, Precise Attack (Ranged, Cover)

ADVANTAGES — WISECRACKER

Fearless, Taunt

SKILLS

Ranged Combat: Energy Control 5, *Choose one:* Deception 7 or Intimidation 7

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

- 1-4 Athlete:** You have undergone intensive physical training.
- 5-8 Cool:** You're young and trendy
- 9-10 Observant:** You are alert and watchful.
- 11-14 Popular:** You know how to deal with people.
- 15-18 Pilot/Driver:** You are a skilled race car driver or hotshot pilot.
- 19-20 Sly:** You're sneaky and low-key.

SKILLS — ATHLETE

Acrobatics 4, Athletics 4

SKILLS — COOL

Expertise: Popular Culture 4, Perception 4

SKILLS — OBSERVANT

Investigation 4, Perception 4

ENERGY DESCRIPTORS

As a descriptor, substitute any one energy type on the list below (or one you come up with) in place of the word, "Energy," or "Energy Control type," above.

An Energy Controller's personality often reflect the energy type he or she controls, so the descriptions for Abilities, Advantages, and Skills can help narrow down which energy type fits your character if you prefer to assign one to your hero.

Alternatively, you might decide to randomly determine your Energy Controller's descriptor by rolling on the table below.

Roll 1d20 *once* and record the result.

1-3	Cold: You emit cold or remove heat.
4-5	Cosmic: You wield the very versatile and primal cosmic energy.
6-7	Darkness: You control darkness—be it shadow, void, or some other-dimensional force—or else subtract light.
8-9	Electrical: You generate electricity.
10-12	Fire: You produce flame and heat.
13	Hellfire: You control an extra-dimensional, flame-like energy.
14	Light: You generate intense light and heat.
15-16	Magnetic: You generate magnetic fields and manipulate ferrous metals.
17-18	Plasma: You project super-heated gas, or plasma.
19	Sonic: You manipulate and generate sound.
20	Vibration: You produce and control vibration and resonant frequencies.

ALTERNATE EFFECTS

1-2	<ul style="list-style-type: none"> • Dazzle: Cumulative Ranged Affliction 12 (Resisted by Dodge, Fortitude to remove; Impaired, Disabled, Debilitated), Limited to One Sense (<i>Choose one sense: Vision or Auditory</i>) • 1 point
3-4	<ul style="list-style-type: none"> • Disintegrate: Ranged Affects Objects Weaken Toughness 8 • 1 point
5-6	<ul style="list-style-type: none"> • Energy Burst: <i>Choose one:</i> Burst Area Damage 10, Penetrating 4 • 1 point or Ranged Burst Area Damage 8 • 1 point
7-8	<ul style="list-style-type: none"> • Energy Constructs: Create 12 • 1 point
9-10	<ul style="list-style-type: none"> • Energy Manipulation: Deflect 12, Reflect, Redirect, Limited to Energy attacks • 1 point
11-12	<ul style="list-style-type: none"> • Energy Weapon: Penetrating Damage 12 • 1 point
13-14	<ul style="list-style-type: none"> • Environmental Control: Environment 12 (8 miles; <i>Choose two:</i> Cold, Heat, Impede Movement, Light, Visibility) • 1 point
15-16	<ul style="list-style-type: none"> • Obscure: Ranged Visual Concealment Attack, <i>Choose one Extra:</i> Burst Area or Cloud Area • 1 point
17-18	<ul style="list-style-type: none"> • Snare: Cumulative Ranged Affliction 8 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees • 1 point
19-20	<ul style="list-style-type: none"> • Telekinesis: Move Object 12 • 1 point

SKILLS — POPULAR

Insight 4, Persuasion 4

SKILLS — PILOT/DRIVER

Technology 4, Vehicles 4

SKILLS — SLY

Sleight of Hand 4, Stealth 4

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-10	<p>Energy Control: Array (24 points, plus 3 points of Alternate Effects)</p> <ul style="list-style-type: none"> • Energy Blast: Ranged Damage 12 • 24 points <p>Quick Change: Feature 1 (transform into costume as a free action) • 1 point</p> <p>Take the Energy Control array and Energy Blast (above), then roll 1d20 <i>three times</i> on the Alternate Effects sidebar (re-roll if you get the same result twice) and add them to the Energy Control array as Alternate Effects.</p> <p>Energy Control: Array (24 points, plus 4 points of Alternate Effects)</p> <ul style="list-style-type: none"> • Energy Blast: Ranged Damage 12 • 24 points
11-15	<p>Take the Energy Control array and Energy Blast (above), then roll 1d20 <i>four times</i> on the Alternate Effects sidebar (re-roll if you get the same result twice) and add them to the Energy Control array as Alternate Effects.</p> <p>Energy Control: Array (25 points, plus 3 points of Alternate Effects)</p> <p>Roll 1d20 <i>once</i> and record the result as the first power in your Energy Control array.</p>
16-20	<ul style="list-style-type: none"> • Enervating Blast: Ranged Damage 12, Incurable • 25 points • Homing Blast: Ranged Damage 12, Homing • 25 points • Invisible Blast: Ranged Damage 12, Subtle • 25 points • Phantom Blast: Ranged Damage 12, Affects Insubstantial • 25 points • Pinpoint Blast: Ranged Damage 12, Precise • 25 points • Proxy Blast: Ranged Damage 12, Indirect • 25 points • Reflective Blast: Ranged Damage 12, Ricochet • 25 points • Variable Blast: Ranged Damage 12, Variable Descriptor • 25 points <p>Once you have the first power in your Energy Control array, roll 1d20 <i>three times</i> on the Alternate Effects sidebar (re-roll if you get the same result twice) and add them to the Energy Control array as Alternate Effects.</p>

DEFENSIVE POWERS

Energy Immunity: Immunity 5 (Energy Control type damage)
• 5 points

Roll 1d20 *once* and record the result.

1-5 Energy Absorption: Enhanced Strength 10, Fades; Enhanced Stamina 10, Fades • 20 points

6-10 Energy Shield: Enhanced Defenses 10 (Dodge 5, Parry 5); Impervious Protection 5, Sustained • 20 points

11-20 Force Field: Impervious Protection 10, Sustained • 20 points

UTILITY POWERS

Energy Sense: Senses 1 (Energy type Awareness) • 1 point

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4 Energy Aura: Reaction Damage 4, Activation (Standard Action, -2 points) • 14 points

5-8 Energy Form: Insubstantial 3 (Energy Control type), Activation (Move Action, -1 point) • 14 points

9-16 Flight: Flight 7 (250 MPH) • 14 points

17-18 Scry: Visual Remote Sensing 14 (60 miles), Medium (presence or conductor of Energy Control type) • 14 points

19-20 Transmit: Teleport 14 (60 miles), Medium (presence or conductor of Energy Control type) • 14 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+1	+5	+0	+6

POWER POINTS

Abilities	34	Skills	14
Powers	82	Defenses	16
Advantages	4	Total	150

COMPLICATIONS

Motivation—Recognition: Energy Controllers, particularly those with a flashy energy type, often desire fame and attention.

Motivation—Responsibility: Given the potential for collateral damage, Energy Controllers may learn the burden of responsibility that comes with their power.

Power Loss: Energy Controllers may suffer diminished use of their powers under descriptor-dependent conditions. For instance, a Cold Controller may find his powers less effective in extreme heat, a Fire Controller may not be able to use his powers in an environment without oxygen (and therefore fuel to sustain his fires), a Sonic Controller may not be able to use his powers in a vacuum (where sound does not carry), and so forth.

Rivalry: Energy Controllers often have a rivalry with an Energy Controller who command an opposed descriptor.

GADGETEER

Gadgeteers share some things in common with Battlesuits and even Crime Fighters in that they're all "self-made men" that use equipment of some kind to augment their own abilities. In the case of the Gadgeteer, that equipment comes in the form of powerful devices that can take on many different forms, from a jet pack and blaster to ice-themed gadgets to whatever the Gadgeteer happens to be tinkering with at the moment. The Gadgeteer's greatest strengths are his or her intelligence and versatility—especially if there's a few minutes to run to the workbench!

Roll 1d20 *once* and record the result.

1-6 Adventurer: You've always enjoyed pushing the boundaries, in science and in life.

7-14 Gimmick: Your genius is concentrated into a particular field of study, such as force fields, cryogenics, radiation, bio-manipulation, or something more esoteric.

15-20 Scientist: At heart, you're a scientist. You're always working on something in the lab, but you like to get "out in the field" and test the practical applications of your inventions. Plus, there are all sorts of unusual things out in the world that you'd never get to experience in the lab.

ABILITIES — ADVENTURER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	2	4	8	3	2

ABILITIES — GIMMICK

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	1	2	2	4	9	4	1

ABILITIES — SCIENTIST

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	2	2	4	10	4	0

ADVANTAGES

Beginner's Luck, Eidetic Memory, Equipment 3 (Headquarters), Improvised Tools, Inventor, Skill Mastery (Technology)

Headquarters—Size: Large **Toughness:** 10 **Features:** Communications, Computer, Fire Prevention System, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System, Workshop • 15 points



Roll 1d20 *once* and record the result.

- 1-5 Athletic:** You take care of yourself and are physically fit.
- 6-10 Natural Leader:** You're a natural leader.
- 11-15 Tinkerer:** You're constantly tinkering with your inventions and are able to get the most out of them.
- 16-20 Well-to-do Inventor:** You either inherited wealth or have made money off some of your more mundane inventions.

ADVANTAGES — ATHLETIC

Evasion, Improved Initiative, Uncanny Dodge

ADVANTAGES — NATURAL LEADER

Inspire 2, Leadership

ADVANTAGES — TINKERER

Accurate Attack, Luck, Power Attack

ADVANTAGES — WELL-TO-DO INVENTOR

Benefit 3 (Millionaire)

SKILLS

Close Combat: Unarmed or Gadgets 6, Expertise: Science 10, Ranged Combat: Gadgets 6, Technology 10, Vehicles 4

Roll 1d20 *once* and record the result.

- 1-5 Businessman/woman:** You know how to run a business.
- 6-10 Explorer:** You have the skills necessary to explore new places.

11-15 Investigator: You're a talented detective.

16-20 Infiltrator: You're stealthy.

SKILLS — BUSINESSMAN/WOMAN

Expertise: Business 5, Insight 6, Persuasion 5

SKILLS — EXPLORER

Athletics 7, Perception 5, Stealth 4

SKILLS — INVESTIGATOR

Insight 4, Investigation 7, Perception 5

SKILLS — INFILTRATOR

Deception 6, Sleight of Hand 4, Stealth 6

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-4 Energy Projector Device: Ranged Damage 8, Accurate 2; AE—Ranged Affliction 8 (Resisted by Fortitude; Dazed Stunned, Incapacitated), Accurate 2; AE—Ranged Multiattack Damage 5, Accurate 3; AE—Close Cone Area Dazzle 9; Removable (-4 points) • 17 points

5-7 Force Armor: Enhanced Strength 8; AE—Burst Area Affliction 8 (Resisted by Fortitude; Dazed and Vulnerable, Defenseless and Stunned), Extra Condition, Limited Degree; AE—Create 8; AE—Burst Area Damage 8; AE—Reaction Damage 4; AE—Ranged Damage 7, Accurate 2; AE—Move Object 8; Activation—Move Action (-1 point), Removable (-4 points) • 17 points

Gimmick Blaster: Array (24 points, plus 3 points of Alternate Effects), Easily Removable (-10 points) • 17 points (*this cost includes the cost of the Alternate Effects*)

Energy Blast: Ranged Damage 12
Take the **Gimmick Blaster** and **Energy Blast** (above), plus roll 1d20 *three times* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

1-3 Create 7, Continuous, Innate

4-5 Move Object 12

6-8 Ranged Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)

9-11 Ranged Affliction 12 (Resisted by Dodge; Vulnerable, Defenseless, Incapacitated)

12-14 Ranged Cloud Area Affliction 8 (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled) Extra Condition, Limited Degree

15-17 Ranged Burst Area Damage 8

18-20 Close Cone Area Damage 8, Penetrating 8

13-14 Personal Combat Enhancers: Enhanced Advantage 11 (All-out Attack, Defensive Attack, Evasion, Extraordinary Effort, Diehard, Fearless, Great Endurance, Improved Critical (Unarmed), Improved Initiative, Takedown 2); Enhanced Strength 3; Enhanced Trait 5 (Close Attack 5); Activation—Move Action (-1 point), Removable (-4 points) • 17 points

15-16 Physical Boosters: Enhanced Strength 8; Leaping 2 (30 feet); Quickness 2; Speed 2 (8 MPH); Activation—Move Action (-1 point), Removable (-4 points) • 17 point

17-20 Ray Gun, Power Truncheon, Stunner, and Force Capsule Grenades: Ranged Damage 12; AE—Strength-based Damage 8; AE—Ranged Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated); AE—Ranged Affliction 12 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree; Easily Removable (-10 points) • 17 points

DEFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-7 Displacer Field: Enhanced Defenses (Dodge 6, Parry 6) Linked to Protection 4, Sustained, Removable (-3 points) • 13 points

8-14 Energy-Absorbing Body Suit: Protection 10, Impervious 6, Removable (-3 points) • 13 points

15-20 Force Field: Immunity 6 (Critical Hits, Cold, Heat, High Pressure, Radiation) Linked to Protection 10, Sustained, Removable (-3 points) • 13 points

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-4 Biological Overclocking: Enhanced Advantage 1 (Move-by Action); Leaping 2 (30 feet); Quickness 2; Speed 5 (60 MPH); Removable (-2 points) • 8 points

5-8 Boot Jets: Leaping 5 (250 feet); Feature 1 (Can Hover); Movement 1 (Safe Fall); Speed 2 (8 MPH); Removable (-2 points) • 8 points

9-16 Flight Harness: Flight 5 (60 MPH), Removable (-2 points) • 8 points

17-20 Personal Teleporter: Teleport 4 (500 feet), Increased Mass (100 lbs.), Turnabout, Removable (-2 points) • 8 points

INNATE POWERS

Roll 1d20 *once* and record the result.

1-4 Low-Level Telepath: Communication 1 (Mental), Concentration, Limited—Only with friends/loved ones • 2 points

5-8 Mental Database: Enhanced Advantage 1 (Assessment), Enhanced Skill 2 (Insight 2) • 2 points

9-12 Physically Fit: Speed 2 (8 MPH) • 2 points

13-16 Polymath: Quickness 4, Limited to Mental Tasks • 2 points

17-20 Technopath: Comprehend 2 (Machines), Distracting • 2 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+4	+7	+0	+6

POWER POINTS

Abilities	50	Skills	26
Powers	40	Defenses	23
Advantages	11	Total	150

COMPLICATIONS

Accident: Gadgets can be temperamental things, so it's not unimaginable that sometimes a Gadgeteer's devices might act up, run out of power, break, explode, or otherwise cause problems for the hero.

Enemy: For some reason, Gadgeteers tend to have a nemesis who believes they need to prove how superior he, she, or it is compared to the Gadgeteer.

Fame: Gadgeteers often don't hide their identities from the public and in fact might be media darlings because of their incredible inventions.

Motivation—Doing Good: Just as the Gadgeteer creates amazing inventions for the betterment of mankind, he or she may also become a hero for the same reason.

Motivation—Recognition: Some Gadgeteers want their genius recognized not just by other scientists, but by millions of adoring fans.

Motivation—Responsibility: The Gadgeteer often feels it's only right to use his or her incredible intelligence to help others.

Motivation—Thrills: Gadgeteers love to push the limit and live on the edge of scientific research, so it only makes sense that they might like dressing up in tights and taking on the role of a hero.

Quirk—Psychological Problems: Perhaps the Gadgeteer's devices have slowly been poisoning his or her mind, or biofeedback caused by improperly functioning cybernetics or other mechanical systems have caused the Gadgeteer to exhibit some sort of mental problem.

Relationship: Gadgeteers often have a number of important people in their life, either family, loved ones, other researchers, or employees who like to get into trouble.

MARTIAL ARTIST

The Martial Artist has honed his skills in unarmed combat to bridge the physical gap between him and his superpowered associates. In fact, some Martial Artists display feats that seem impossible by normal standards—and may have a mystical origin.

ABILITIES

Roll 1d20 *once* and record the result.

1-6 Finesse and Control: Your speed and reflexes almost too fast to be human.

7-14 Mystic Endowment: You have unlocked your body's potential by cultivating your inner energy.

15-20 Strength and Power: You have trained your body close to human perfection.

ABILITIES — FINESSE AND CONTROL

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	7	5	13	0	5	0

ABILITIES — MYSTIC ENDOWMENT

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	5	5	12	1	6	1

ABILITIES — STRENGTH AND POWER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	6	4	12	1	4	1

ADVANTAGES

Agile Feint, Defensive Roll 4, Improved Initiative, Power Attack, Takedown

BACKGROUND ADVANTAGES

Roll 1d20 *once* and record the result.

1-6 Armed Fighter: You are an expert with exotic weapons.

7-13 Wealthy: You are well-connected and rich.

14-20 Well-Traveled: You have walked the world righting wrongs and challenging senseis.

ADVANTAGES — ARMED FIGHTER

Equipment 2 (select one weapon), Improvised Weapon, Quick Draw

ADVANTAGES — WEALTHY

Benefit 3 (Millionaire), Connected

ADVANTAGES — WELL-TRAVELED

Contacts, Languages 1 (*Choose one*), Tracking, Well-informed

ELEMENT ADVANTAGES

If you rolled **Mystic Endowment** for Abilities, then roll 1d20 *once* and record the result. Otherwise, roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4 Earth: You are steadfast and stable.

5-8 Fire: You are dynamic and creative.

9-12 Metal: You are transformative and quick.

13-16 Water: You are calm and pliable.

17-20 Wood: You are flexible and supportive.

ADVANTAGES — EARTH

Daze (Intimidation), Diehard, Fearless, Great Endurance

ADVANTAGES — FIRE

Extraordinary Effort, Inspire, Interpose, Leadership

ADVANTAGES — METAL

Beginner's Luck, Eidetic Memory, Luck, Taunt

ADVANTAGES — WATER

Assessment, Evasion, Trance, Uncanny Dodge

ADVANTAGES — WOOD

Favored Environment (*Choose one*), Hide in Plain Sight, Precise Attack (Close, Concealment), Teamwork

STYLE ADVANTAGES

Roll 1d20 *once* and record the result.

1-4 Crane: You avoid direct confrontation, countering and pinpointing weaknesses.

5-8 Dragon: Your style emphasizes great versatility and serene balance.

9-12 Leopard: You rely on sheer speed and eschew defense.

13-16 Snake: You fight from unusual stances and positions to catch your opponent off-guard.

17-20 Tiger: You strike with great strength and ferocity.

ADVANTAGES — CRANE

Defensive Attack, Evasion, Grabbing Finesse, Improved Defense, Improved Disarm, Instant Up, Move-by Action, Redirect, Set-up

ADVANTAGES — DRAGON

Accurate Attack, All-out Attack, Defensive Attack, Evasion, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Trip, Move-by Action

ADVANTAGES — LEOPARD

All-out Attack, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Move-by Action, Seize Initiative, Skill Mastery (Acrobatics), Startle, Takedown

ADVANTAGES — SNAKE

Chokehold, Defensive Attack, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Grab, Improved Hold, Prone Fighting, Weapon Bind

ADVANTAGES — TIGER

All-out Attack, Defensive Attack, Improved Critical (Unarmed), Improved Smash, Move-by Action, Skill Mastery (Athletics), Startle, Takedown, Weapon Break

SKILLS

If you rolled **Mystic Endowment** for Abilities, roll 1d20 *once* and record the result. Otherwise, roll 1d20 *twice* (do not re-roll if you get the same result twice) and record the results.

1-4 Agent: You work with a government or private spy agency.

5-8 Mercenary: You contract out your fighting skills.

9-12 Monastic: You learned your martial arts from a temple or mystical city.

13-16 Ninja: You are skilled in the arts of stealth and assassination.

17-20 Soldier: You were trained by the military.

SKILLS — AGENT

Acrobatics 4, Athletics 4, Close Combat: Unarmed 2, Insight 4, Investigation 4, Perception 4, Stealth 6, Technology 4

SKILLS — MERCENARY

Acrobatics 4, Athletics 6, Close Combat: Unarmed 2, Expertise: Streetwise 6, Insight 4, Intimidation 6, Perception 4

SKILLS — MONASTIC

Acrobatics 4, Athletics 4, Close Combat: Unarmed 2, Expertise: Philosophy 6, Insight 6, Perception 6, Treatment 4

SKILLS — NINJA

Acrobatics 6, Athletics 4, Close Combat: Unarmed 2, Deception 4, Perception 4, Sleight of Hand 6, Stealth 6

SKILLS — SOLDIER

Acrobatics 4, Athletics 6, Close Combat: Unarmed 2, Expertise: Tactics 4, Intimidation 4, Perception 4, Stealth 4, Vehicles 4

POWERS

If you rolled **Mystic Endowment** for Abilities, then roll 1d20 *once* and record the result. Otherwise, do not roll for Powers.

Chi Master: Array (12 points plus 2 Alternate Effects)
• 14 points (this cost includes the cost of the Alternate Effects)

Roll 1d20 *three times* (re-roll if you get the same result twice) and record the results.

1-4 Death Touch: Progressive Weaken Stamina 4 (Resisted by Fortitude)

5-8 Iron Fist: Strength-based Damage 5, Penetrating 8, Inaccurate

9-12 Mental Weapon: Damage 6, Alternate Resistance (Will)

13-16 Nerve Strike: Cumulative Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Paralyzed)

1-15

17-20 Restorative Chi: Healing 6

In addition to the powers above, roll 1d20 *once* on the table below and record the result as a separate power, not an Alternate Effect of **Chi Master**.

1-8 Chi Sense: Senses 6 (Detect Life—Accurate, Acute, Ranged; Danger Sense) • 6 points

9-16 Meditation: Immunity 6 (choose six: aging, cold, disease, heat, need for sleep, poison, starvation and thirst, suffocation (suffocation counts as two choices)), Sustained • 6 points

17-20 Weightless Step: Leaping 4, Movement 1 (Trackless) • 6 points

16-20 Untouchable: Immunity 20 (Close range, Physical Toughness effects), Sustained • 20 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+0	+6	+0	+5

POWER POINTS

Abilities	72	Skills	32/16*
Powers	0/20*	Defenses	17
Advantages	29/25*	Total	150

*If you rolled Mystical for Abilities.

COMPLICATIONS

Motivation—Recognition: The title of “best fighter alive” is one that drives many Martial Artists.

Motivation—Thrills: The Martial Artist became a superhero in order to seek excitement.

Honor: Some Martial Artists live by a warrior’s code of honor or a life of ascetic discipline.

Rivalry: Martial Artists often have a nemesis or fated rival against whom they measure themselves.

MIMIC

The Mimic copies the traits of others to use as his own. This affords him immense versatility, limited primarily by the type and availability of his subjects. At the same time, the Mimic usually has few other abilities upon which to rely.

ABILITIES

Roll 1d20 *once* and record the result.

1-8 Blank Slate: You are equally capable of pursuing any path.

9-12 Metamind: Your great mental capacity allows you to master anything.

13-20 Perfect Weapon: You are a weapon created specifically to use your opponent's powers against them.

ABILITIES — BLANK SLATE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	2	2	2	2	2

ABILITIES — METAMIND

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	1	1	2	8	1	1

ABILITIES — PERFECT WEAPON

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	1	1	8	1	2	1

ADVANTAGES

Roll 1d20 *three times* (re-roll if you get the same result twice) and record the results.

1-4 Complementary: You are good at fitting in where needed.

5-8 Discerning: You are good at sizing up people.

9-11 Engramatic: You've retained a little fragment of everyone you've mimicked.

12-13 Innocent: You are naïve and pure.

14-16 Incisive: You know exactly which buttons to push.

17-18 Spontaneous: You don't let your past dictate your actions.

19-20 Subtle: You stay out of the way.

ADVANTAGES — COMPLEMENTARY

Set-up, Teamwork

ADVANTAGES — DISCERNING

Assessment, Skill Mastery (Insight)

ADVANTAGES — ENGRAMATIC

Eidetic Memory, Jack-of-all-trades

ADVANTAGES — INNOCENT

Animal Empathy, Luck

ADVANTAGES — INCISIVE

Daze (Deception), Taunt

ADVANTAGES — SPONTANEOUS

Improved Initiative, Uncanny Dodge

ADVANTAGES — SUBTLE

Evasion, Hide in Plain Sight

SKILLS

Roll 1d20 *twice* (do not re-roll if you get the same result twice) and record the results.

1-3 Dynamic: You are a good all-around athlete.

4-7 Empathic: You instinctively understand what makes other people tick.

8-10 Furtive: You don't like to stand out.

11-14 Inscrutable: Your emotions are difficult to read.

15-18 Observant: Little escapes your notice.

19-20 Sponge: You possess an open and receptive mind.

SKILLS — DYNAMIC

Acrobatics 6, Athletics 6

SKILLS — EMPATHIC

Insight 8, Persuasion 4

SKILLS — FURTIVE

Deception 6, Stealth 6

SKILLS — INSCRUTABLE

Deception 8, Perception 4

SKILLS — OBSERVANT

Insight 6, Perception 6

SKILLS — SPONGE

Expertise: Current Events 4, Expertise: Popular Culture 4, Investigation 4

POWERS

Roll 1d20 *once* and record the result.

1-3	Animal Mimicry: Variable 10 (50 points, to mimic Traits of one animal at a time), Continuous, • 80 points
4-5	Mental Duplication: Mind Reading 10, Limited to Duplicated mind; Variable 10 (50 points, for duplicating a subject's mental traits), Continuous, Resistible by Will • 80 points
6-7	Nemesis: Variable 8 (40 points, for traits suitable for confronting a particular opponent), Continuous, Free Action • 80 points
8-10	Object Mimicry: Variable 8 (40 points, for traits of object touched), Reaction • 80 points
11-15	Power Duplication: Variable 10 (50 points, for duplicating one target's powers), Continuous • 80 points
16-17	Power Theft: Cumulative Affliction 12 (Resisted by Will; Powers Impaired, Powers Disabled, Transformed—Powerless) Linked to Variable 8 (40 points, for duplicating one target's powers), Move Action, Limited to Afflicted subjects • 80 points
18-20	Reflex Memory: Variable 8 (40 points, for observed Skills and Advantages), Continuous, Free Action • 80 points

DEFENSES

BLANK SLATE OR METAMIND / PERFECT WEAPON

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
•5 / •7	•5 / •0	•5 / •7	•0 / •0	•5 / •6

POWER POINTS

Abilities	32	Skills	12
Powers	80	Defenses	20
Advantages	6	Total	150

COMPLICATIONS

Motivation—Acceptance: Due to the nature of their powers, many Mimics feel as if they lack an identity of their own. They may seek acceptance as unique individuals.

Addiction: A Mimic may actually need or somehow derive sustenance from duplicating the traits of others.

Quirk: Mimics may inadvertently absorb a portion of their subject's personality and even be overwhelmed on occasion, forcing the Mimic to behave like their subject.

Weakness: By duplicating their powers, Mimics may acquire the same weaknesses and vulnerabilities of their subjects.

MYSTIC

The Mystic commands vast magical powers and uses them to defend the Earth from otherworldly threats as well as to combat the evils found just down the street. The Mystic typically has extensive knowledge of magic and other realms, but few real-world skills to speak of. The magical powers the Mystic commands are nearly limitless, allowing the Mystic to fire blasts of magical energy, fly, create illusions, heal others, travel to other dimensions, and virtually any other power imaginable.

ABILITIES

Roll 1d20 *once* and record the result.

1-6	Host: You're the host of a mystical being which gives you access to supernatural powers.
7-13	Magical Heritage: Your family has a long history of being blessed with magical powers... or perhaps it's a curse.
14-20	Mystic Master: You've trained long and hard to master the mystic arts.

ABILITIES — HOST

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	0	1	3	4	2	5	5

ABILITIES — MAGICAL HERITAGE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	1	3	4	2	7	4

ABILITIES — MYSTIC MASTER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	1	3	4	3	6	4

ADVANTAGES

Equipment 3 (Headquarters), Ranged Attack 5, Trance, and also roll on the table below.

Headquarters—Size: Medium, **Toughness:** 10; **Features:** Concealed, Dual-size (Huge), Laboratory, Library, Living Space, Personnel, Sealed, Security System, Self-repairing, Workshop • 15 points

Roll 1d20 *once* and record the result.

1-5	Centered: You've trained yourself to remain calm and centered, no matter what.
6-10	Enchanter: You can create magical artifacts.
11-15	Powerful Connection: You have a strong connection or mastery over the magic at your command.

16-20 Student of the Arts: You study and research constantly in order to keep informed.

ADVANTAGES — CENTERED

Fearless, Ultimate Effort (Will checks)

ADVANTAGES — ENCHANTER

Artificer, Skill Mastery (Expertise: Magic)

ADVANTAGES — POWERFUL CONNECTION

Accurate Attack, Power Attack

ADVANTAGES — STUDENT OF THE ARTS

Ritualist, Well-informed

SKILLS

Expertise: Magic 10, Insight 6, Perception 4, and roll on the table below as directed.

Roll 1d20 *once* and record the result.

1-8 Affecting Presence: You have the skills necessary to explore new places.

9-14 Occult Investigator: You make it a point to investigate unusual crimes. You may even consult for the police.

15-20 Prestidigitator: You've studied the art of deception.

SKILLS — AFFECTING PRESENCE

Intimidation 4, Persuasion 4

SKILLS — OCCULT INVESTIGATOR

Investigation 4, Sleight of Hand 4

SKILLS — PRESTIDIGITATOR

Deception 4, Sleight of Hand 4

POWERS

OFFENSIVE POWERS

Magic Spells: Array (24 points, plus 5 points of Alternate Effects)

- **Magical Blast:** Ranged Damage 12 • 24 points

Take the **Magic Spells** and **Magical Blast** (above), plus roll 1d20 *five times* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

1-2 Billowing Darkness: Ranged Burst Area Concealment 4 Attack (All Visual) • 1 point

3-4 Dispel Magic: Nullify 8, Broad (Magic), Simultaneous • 1 point

5-6 Enervation: Ranged Weaken 8, Broad (Physical Abilities (one at a time)) • 1 point

7-8 Enhanced Strength: Enhanced Strength 9; Enhanced Trait 6 (Close Attack 6) • 1 point

9-10 Ghost Hands: Perception Move Object 7, Precise, Subtle 2 • 1 point

11-12 Healing Hand: Healing 5, Energizing, Persistent, Restorative, Stabilize • 1 point

13-14 Maddening Blast: Ranged Damage 8, Resisted by Will • 1 point

15-16 Mystic Bindings: Ranged Affliction 12 (Resisted by Will; Hindered and Vulnerable, Defenseless and Immovable), Extra Condition, Limited Degree • 1 point

17-18 Mystic Constructs: Create 7, Continuous, Innate, Precise • 1 point

19-20 Phantasms: Illusion 4 vs. All Senses, Area (30 cubic feet), Resistible by Will, Selective • 1 point

SECONDARY POWERS

Astral Projection: Remote Sensing 8 (Visual, Auditory, Mental), Limited—Physical body is defenseless, Subtle 2 • 26 points

- **Levitation and Mystic Shield:** Flight 4 (30 MPH); Sustained Protection 12, Impervious 6 • 1 point

OTHER POWERS

Roll 1d20 *once* and record the result.

Additional Magic Spells: Roll 1d20 *three times* (re-roll if you get the same result twice) and add them to your Magic Spells array as Alternate Effects.

1-2 Apparition: Immunity 2 (Suffocation); Insubstantial 4 (Incorporeal) • 1 point

3-5 Hex: Luck Control 4 (All Options), Luck 5 • 1 point

6-7 Illusory Appearance: Morph 2, Attack, Burst Area, Selective • 1 point

1-8 8-9 Invisibility: Concealment 10 (All Senses), Precise, Passive, Resistible • 1 point

10-11 Message: Communication 4 (Mental) • 1 point

12-13 Pierce the Veil: Movement (Dimension Travel 3), Affects Others • 1 point

14-16 Protective Aura: Immunity 7 (Cold, Heat, Pressure, Radiation, Vacuum, All Suffocation), Affects Others, Sustained • 1 point

17-20 Teleportation: Teleport 3 (250 feet), Accurate, Easy, Extended (8 miles), Portal • 1 point

9-10 Immortal: Immortality 1, Immunity 1 (Aging) • 3 points

11-20 Mystic Awareness: Senses 3 (Mystic Awareness, Analytical, Radius) • 3 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
•7	•4	•6	•0	•7

POWER POINTS

Abilities	42	Skills	14
Powers	59	Defenses	24
Advantages	11	Total	150

COMPLICATIONS

Accident: The Mystic commands incredible supernatural powers, sometimes those powers get out of control, or awaken sleeping horrors, or other unintended consequences that have to be dealt with.

Enemy: Some Mystics are plagued by enemies who want to displace them or steal their power.

Honor: It's not uncommon for a Mystic to follow a code of conduct that keeps them on the straight and narrow, perhaps because it's the

right thing to do, perhaps because they need in order to keep their powers in check.

Motivation—Acceptance: Mystics are often either not from Earth or were trained in the mystic arts on another world. When they come to this plane they use their talents to help others and hopefully earn a place for themselves on their adopted world.

Motivation—Responsibility: The Mystic was given his or her power for a reason—to defend Earth, to hunt down otherworldly creatures, or any number of other options. Or perhaps the Mystic recognizes that his or her power comes with a price.

Power Loss: Mystics often have the Complication that prevents them from using their powers when they can't move and/or speak to cast their spells.

Prejudice: Some Mystics are surrounded by an aura of "otherness" that sets them apart from the rest of humanity and makes it difficult for them to interact with others. Or, maybe people just fear witches.

PARAGON

Paragons are what people first think of when they think of super-heroes. A Paragon is nearly perfect in every way; fast, strong, tough, often has the ability to fly, and represents everything good about humanity. Paragons are often talented in a wide range of areas and easily take on leadership roles.

ABILITIES

Roll 1d20 *once* and record the result.

1-6 Man of Action: You're the height of human perfection, whether through a lifetime of experimental training or due to influence from some outside source.

7-14 Superhuman: You're a powerful mutant, alien, or human who's gained incredible abilities.

15-20 Vessel: You are the vessel for the power of a god or some other supernatural force.

ABILITIES — MAN OF ACTION

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	6	6	4	6	3	4	2

ABILITIES — SUPERHUMAN

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	4	4	8	1	2	2

ABILITIES — VESSEL

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	4	4	8	0	3	2

ADVANTAGES

Roll 1d20 *once* and record the results.

1-4 Athlete: You're either a natural athlete or have had extensive training.

5-8 Leader: You're a natural at leading others.

9-10 Lucky: You're extraordinarily lucky.

11-13 Resources: You have extensive resources.

14-17 Warrior: You're either naturally talented at fighting or have trained in fighting styles.

18-20 Wealthy: Whether you inherited or earned it, you're wealthy.

ADVANTAGES — ATHLETE

Extraordinary Effort, Improved Initiative, Power Attack, Uncanny Dodge

ADVANTAGES — LEADER

Inspire 2, Leadership, Teamwork

ADVANTAGES — LUCKY

Beginner's Luck, Luck 2, Redirect

ADVANTAGES — RESOURCES

Equipment 4 (Headquarters)

Headquarters—Size: Gargantuan, **Toughness:** 12; **Features:** Communications, Computer, Gym, Infirmary, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Security System, Teleport (Affects Others), Workshop • 20 points

ADVANTAGES — WARRIOR

All-out Attack, Improved Initiative, Interpose, Move-by Action

ADVANTAGES — WEALTHY

Benefit 4 (Multi-millionaire)

SKILLS

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-5 Athlete: You're a trained athlete.

6-10 Broad Training: You have a broad set of skills from your education or experiences.

11-15 Charismatic: You're good with people.

16-20 Sciences: You're well-educated.

SKILLS — ATHLETE

Acrobatics 6, Athletics 6, Perception 4

SKILLS — BROAD TRAINING

Expertise: (*Choose one*) 4, Insight 2, Perception 2, Persuasion 4, Ranged Combat: Throwing 4

SKILLS — CHARISMATIC

Expertise: (*Choose one*) 4, Insight 4, Perception 4, Persuasion 4

SKILLS — SCIENCES

Expertise: (*Choose one*) 6, Perception 4, Technology 6

POWERS

OFFENSIVE POWERS

If you have the **Man of Action** Abilities, don't roll for you **Offensive Power**, instead, take **Find Weakness**:

Find Weakness: Strength-based Damage 4; Enhanced Advantage 4 (Close Attack 4) • 8 points

Roll 1d20 *once* and record the result.

1-7 Powerful: Enhanced Strength 2, Enhanced Advantage 2 (Close Attack 2); Power-lifting 2 • 8 points

8-14 Super-strength: Enhanced Strength 4 • 8 points

15-20 Soldier: Enhanced Trait 4 (Close Attack 4); Power-lifting 4 • 8 points

DEFENSIVE POWERS

Immunities: Immunity 10 (Life Support) • 10 points

Invulnerability: Protection 4 • 4 points

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-15 Flight: Flight 8 (500 MPH) • 16 points

16-20 Super Movement: Speed 3 (16 MPH); Leaping 7 (900 feet); Movement 3 (Swinging, Wall-crawling 2) • 16 points

UTILITY POWERS

Roll 1d20 *once* and record the result. (Only roll on this table if you have the **Superhuman** or **Vessel** set of Abilities.)

1-4 Improved Invulnerability: Impervious Toughness 6 • 6 points

5-7 Inhuman Physiology: Enhanced Advantage 1 (Diehard); Immunity 2 (Critical Hits); Regeneration 3 • 6 points

8-11 Enhanced Senses: Senses 6 (Extended Auditory 2, Extended Vision 2, Microscopic Vision, Ultra-Hearing) • 6 points

12-15 Quickness: Quickness 6 • 6 points

16-18 Telepathy: Mental Communication 1, Subtle 2 • 6 points

19-20 Traveler: Movement 3 (Dimension Travel 3) • 6 points

DEFENSES

MAN OF ACTION / SUPERHUMAN OR VESSEL

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
•4 / •4	•4 / •0	•4 / •2	•0 / •0	•6 / •6

POWER POINTS

Abilities	74	Skills	16
Powers	38/44*	Defenses	18/12*
Advantages	4	Total	150

*The first number is if you have the **Man of Action** set of Abilities and the second number if you have the **Superhuman** or **Vessel** set of Abilities.

COMPLICATIONS

Identity: The Paragon often hides his or her true identity from the rest of the world. Often the Paragon feels that this "normal" identity keeps him or her grounded and in touch with the rest of humanity.

Motivation—Doing Good: The Paragon is motivated to be a hero because it's the right thing to do.

Motivation—Patriotism: The Paragon is a patriot and fights to uphold the ideals of his or her country.

Motivation—Responsibility: The Paragon is often motivated by the belief that with power comes responsibility.

Power Loss: Usually caused by transforming back to a normal human form, some Paragons lack access to their powers all the time. If you choose this option, create a non-powered version of your character

that doesn't have any of its Powers, has human-level Abilities, and may even have lower ranks of Skills and completely different Advantages.

Prejudice: Some Paragons appear inhuman in some way and are treated with distrust or fear by the public.

Relationship: Paragons often have a large number of friends, family, or fans that get into trouble with alarming frequency.

Weakness: Because the Paragon is so powerful in so many ways, he or she often suffers from a crippling weakness to a particular type of attack.

POWERHOUSE

The Powerhouse is the strongest one there is! Where other archetypes spread their points out amongst a number of different powers and abilities, the Powerhouse concentrates on two things; strength and protection. In fights, the Powerhouse is always on the front line, tearing it up and, even so, is usually the last one standing. The Powerhouse is often inhuman-looking, either because he or she's been turned into a hulking brute, or is from an alien world, or is capable of transforming into living stone, steel, or something equally resistant to damage.

ABILITIES

Roll 1d20 *once* and record the result.

1-6 Alternate Form: You are made of a highly resistant material like metal or stone.

7-14 Innate Power: You're an alien or are from some hidden offshoot of humanity with incredible powers.

15-20 Mutate/Mutant: You were either born with mutant powers or were mutated in a one-in-a-million accident or experiment.

ABILITIES — ALTERNATE FORM

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	1	0	6	0	1	2

ABILITIES — INNATE POWER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	1	0	6	1	1	1

ABILITIES — MUTATE/MUTANT

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	0	0	6	2	0	2

ADVANTAGES

Power Attack

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-2 Driven: You're capable of pushing yourself beyond your limits. Regularly.

4-6 Fighter: You know how to fight and mix up your blows as needed.

7-8 Good with Crowds: You can hold your own against overwhelming odds.

9-10 Popular: You have friends you can call on.

11-13 Team Player: You know your role on a team.

14-17 Tough: You know how to take a hit.

18-20 Quick: You're faster than you look.

ADVANTAGES — DRIVEN

Extraordinary Effort

ADVANTAGES — FIGHTER

Choose one: Accurate Attack or All-out Attack

ADVANTAGES — GOOD WITH CROWDS

Takedown

ADVANTAGES — POPULAR

Connected

ADVANTAGES — TEAM PLAYER

Interpose

ADVANTAGES — TOUGH

Ultimate Effort (Toughness checks)

ADVANTAGES — QUICK

Improved Initiative

SKILLS

Close Combat: Unarmed 2

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-5 Athlete: You're a trained athlete.

6-10 Ex-Military: You used to be a member of the armed forces.

11-15 Rough Upbringing: You were raised on the streets or have had a hard life.

16-20 Sharp Mind: You're difficult to fool.

SKILLS — ATHLETE

Athletics 4, Perception 4, Ranged Combat: Throwing 4

SKILLS — EX-MILITARY

Expertise: Military 4, Perception 4, Ranged Combat: Throwing 4

SKILLS — ROUGH UPBRINGING

Expertise: Streetwise 4, Intimidation 6, Perception 2

SKILLS — SHARP MIND

Expertise: (Choose one) 4, Insight 4, Perception 4

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-3 Density: Growth 8 (-4 Dodge & Parry, +8 Strength, +8 Stamina), Does Not Modify Size, Speed, or Skills; Protection 4 • 20 points

4-6 Growth: Growth 8 (-4 Dodge & Parry, -8 Stealth, +4 Intimidation, +8 Strength, +8 Stamina, +1 Speed); Protection 4 • 20 points

7-11 Solid Form: Activation (Move Action, -1 point), Enhanced Ability 8 (Strength 8); Immunity 2 (Critical Hits); Power-lifting 3 • 20 points

12-20 Super-Strength: Enhanced Strength 8; Power-lifting 4 • 20 points

OFFENSIVE POWERS II

Roll 1d20 *once* and record the result, then roll 1d20 *once* and add the result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

1-3 Energy Blast: Ranged Damage 9, Accurate 5, Distracting, Tiring • 10 points

4-6 Foot Stomp: Line Area Damage 10, Powerhouse and target must be in contact with the same surface • 10 points

7-9 Groundstrike: Burst Area Affliction 10 (Resisted by Fortitude; Dazed and Hindered, Stunned and Prone, Incapacitated), Extra Condition, Instant Recovery, Powerhouse and target must be in contact with the same surface • 10 points

10-12 Shockwave: Burst Area Damage 10, Powerhouse and targets must be in contact with the same surface • 10 points

13-14 Super-Breath: Close Range Cone Area Move Object 5, Limited to moving toward and away, Linked to Cone Area Damage 5, Unreliable (only the Damage is Unreliable) • 10 points

15-17 Cut Loose! Penetrating 10 on Strength • 10 points

18-20 Thunderclap: Cone Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned), Limited Degree • 10 points

DEFENSIVE POWERS

Only if you rolled **Solid Form** or **Super-Strength** on the **Offensive Powers** table, take **Super-Stamina**, directly below, then roll on the table below, as directed.

Super-Stamina: Enhanced Stamina 10 • 20 points

Roll 1d20 *four times* (re-roll if you get the same result twice unless it involves a choice). Only roll *twice* if you rolled **Solid Form** or **Super-Strength** on the **Offensive Powers** table

1-3 Invulnerability: Immunity 10 (Choose one common power descriptor: Cold, Electricity, Fire, Magic, Radiation, Sonic, Weather) • 10 points

4-10 Life Support: Immunity 10 (Life Support) • 10 points

11-13 Resistant: Immunity 10 (choose two 5-point immunities: Alteration effects, sensory Affliction effects, Fatigue effects, or a damage type (Bullets, Cold, Electricity, Fire, Magic, Radiation, Sonic)) • 10 points

14-20 Thick Skin: Impervious Toughness 10 • 10 points

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-3 Burrowing: Burrowing 6 (4 MPH), Penetrating • 12 points

4-8 Flight: Flight 6 (120 MPH) • 12 points

9-14 Super-Leaping: Leaping 12 (4 miles) • 12 points

15-20 Super-Movement: Speed 5 (60 MPH); Leaping 7 (1,000 feet) • 12 points

UTILITY POWERS

Roll 1d20 *once* and record the result.

1-2 Enhanced Senses: Senses 5 (Extended Auditory 2, Extended Vision 2, Low-light Vision) • 5 points

3-6 Fast Recovery: Regeneration 4, Enhanced Advantage 1 (Diehard) • 5 points

7-10 Faster: Depending on the Movement Power you rolled; **Burrowing:** add 1 rank of Penetrating Burrowing and Senses 3 (Infravision, Direction Sense, Distance Sense); **Flight:** add 2 ranks of Flight and an Alternate Effect of Swimming 6; **Super-Leaping:** add 5 ranks of Leaping; **Super-Movement:** add 2 ranks of Speed and 3 ranks of Leaping • 5 points

11-14 Immortal: Immortality 2, Enhanced Advantage 1 (Diehard) • 5 points

15-17 Like Hitting a Brick Wall: Reaction Damage 1, Penetrating 1 • 5 points

18-20 Pliable Form: Elongation 1 (15 feet); Movement 2 (Permeate, Safe Fall) • 5 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+5	+0	+0	+0	+5

POWER POINTS

Abilities	36	Skills	13
Powers	88	Defenses	10
Advantages	3	Total	150

COMPLICATIONS

Identity: Some Powerhouses keep their identity a secret from the rest of the world. Especially those Powerhouses that can change into and out of their super-powered identity.

Motivation—Acceptance: Those Powerhouses with the Prejudice complication often choose this motivation and become a hero in order to earn a place in “normal” society. An alien Powerhouse may also choose this motivation even if he or she doesn’t look unusual.

Motivation—Patriotism: Many Powerhouses are die-hard patriots and fight to defend or represent their country.

Motivation—Responsibility: Due to their incredible powers, many Powerhouses become heroes because they feel as if they have a responsibility to do so.

Power Loss: Some Powerhouses lose their powers in the presence of a certain substance, while others physically transform from a normal human form and return to it often.

Prejudice: The Powerhouse often looks unusual and struggles with feeling isolated or like an outsider, or even being treated like a monster!

Relationship: The Powerhouse typically has a small group of friends he or she relies on for human contact and friendship. These relationships are very important to the Powerhouse.

PSYCHIC

Psychic heroes have a wide variety of psionic powers available to them, but they typically concentrate on one category of powers, be they telepathic or telekinetic in origin. Within those broad categories, the Psychic can usually perform a number of powerful feats. Another common type of Psychic is the ninja-like combatant who combines stealth and mental powers to devastating effect.

ABILITIES

Roll 1d20 *once* and record the result.

1-8 In-Born: Your powers are due to the fact that you’re a mutant or a member of a psychic race.

9-14 Psychic Warrior: You’ve trained your mind and body to work as one and have tapped into a vast psionic reserve of power.

15-20 Wild Talent: Your abilities sprang, seemingly, from nowhere and are quite powerful. Perhaps you’re the next step in human evolution, or perhaps they’re the result of an accident?

ABILITIES — IN-BORN

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	2	0	4	6	4

ABILITIES — PSYCHIC WARRIOR

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	2	4	2	4	0

ABILITIES — WILD TALENT

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	2	2	1	3	6	2

ADVANTAGES

Roll 1d20 *once* and record the result.

1-4 Charmed Life: You live a charmed life, maybe it’s natural talent, but maybe it’s low-level psionic influence... who can say?

5-8 Contemplative: You are always calm and controlled.

9-12 Perfect Mind: You use a greater percentage of your mind.

13-16 Thought Leader: You use your abilities to help others reach greater heights.

17-20 Trained Fighter: You know how to fight.

ADVANTAGES — CHARMED LIFE

Attractive, Fascinate (Persuasion), Luck

ADVANTAGES — CONTEMPLATIVE

Fearless, Trance, Ultimate Effort (Will checks)

ADVANTAGES — PERFECT MIND

Eidetic Memory, Jack-of-all-trades, Ultimate Effort (Will checks),

ADVANTAGES — THOUGHT LEADER

Choose either: Inspire, Leadership, Teamwork or Inspire 2, Teamwork

ADVANTAGES — TRAINED FIGHTER

Improved Initiative, Power Attack, Uncanny Dodge

SKILLS

Roll 1d20 *twice* (do not re-roll if you get the same result twice) and record the results.

- 1-4 **Charmer:** You're good with people.
- 5-8 **Dabbler:** You dabble in whatever interests you.
- 9-12 **Ninja:** You have been trained in the way of the ninja.
- 13-16 **Sneak:** You're sneaky and underhanded when you need to be.
- 17-20 **Student:** You're a high-school, college, or post-graduate student.

SKILLS — CHARMER

Deception 4, Insight 4, Persuasion 4

SKILLS — DABBLER

Expertise: (*Choose one*) 4, Insight 4, Perception 4

SKILLS — NINJA

Acrobatics 4, Perception 4, Stealth 4

SKILLS — SNEAK

Deception 4, Perception 4, Stealth 4

SKILLS — STUDENT

Expertise: (*Choose one*) 6, Insight 2, Perception 4

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* to find the table you should roll on, then roll 1d20 again on that table and record the result.

Psionic: Take **Telepathy**, listed immediately below, then roll on the **Psionic Table**.

Telepathy: Mind Reading 5 Linked to Area Mental Communication 3 • 25 points

Psionic Table: Roll 1d20 *once* and record the result as the first power of an array, then roll 1d20 *twice* and add each result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

- | | | |
|------|-------|--|
| 1-10 | 1-3 | ESP: Remote Sensing 6 (Normal Visual, Normal Auditory, Mental) • 24 points |
| | 4-7 | Mental Blast: Perception Range Damage 6, Resisted by Will • 24 points |
| | 8-11 | Psi-Knife: Damage 8, Penetrating 4, Accurate 4, Resisted by Will • 24 points |
| | 12-14 | Psionic Invisibility: Concealment 10, Affects Others, Limited—Concealment only works against beings with a brain, Precise, Reach 3 • 24 points |
| | 15-17 | Sleep Touch: Cumulative Affliction 10 (Resisted by Will; Dazed, Stunned, Incapacitated), Accurate 3, Alternate Resistance—Dodge, Subtle • 24 points |
| | 18-20 | Telekinetic Weapon: Damage 8, Accurate 4, Affects Insubstantial 2, Penetrating 8, Reach, Split • 24 points |

Mentalist: Take **Telepathy**, listed immediately below, then roll on the **Mentalist Table** as directed.

Telepathy: Mind Reading 5 Linked to Area Mental Communication 3 • 25 points

Mentalist Table: Roll 1d20 *once* and record the result as the first power of an array, then roll 1d20 *twice* and add each result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

- | | | |
|-------|---|--|
| 11-15 | 1-3 | ESP: Remote Sensing 6 (Normal Visual, Normal Auditory, Mental) • 24 points |
| | 4-5 | Induce Blindness: Perception Range Cumulative Affliction 8 (Resisted by Will; Visually Impaired, Visually Disabled, Visually Unaware), Limited to one sense • 24 points |
| | 6-12 | Mental Blast: Perception Range Damage 6, Resisted by Will • 24 points |
| | 13-14 | Mental Illusions: Illusion 6 (All Senses), Feedback, Resistible by Will, Selective • 24 points |
| | 15-16 | Mental Paralysis: Perception Range Cumulative Affliction 6 (Resisted by Will; Dazed, Stunned, Paralyzed) • 24 points |
| | 17-19 | Mind Control: Perception Range Cumulative Affliction 6 (Resisted by Will; Dazed, Compelled, Controlled) • 24 points |
| 20 | Weaken Resolve: Perception Range Weaken Will 8 • 24 points | |

Telekinetic: Take **Telekinesis**, listed immediately below, then roll on the **Telekinetic Table**.

Telekinesis: Move Object 10, Accurate 4 • 24 points

Telekinetic Table: Roll 1d20 *once* and record the result as the first power in an array, then roll 1d20 *three times* and add each result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

- | | | |
|-------|---|---|
| 16-20 | 1-3 | Telekinetic Column: Line Area 2 (60 feet) Damage 8 • 24 points |
| | 4-7 | Telekinetic Constructs: Create 8, Movable • 24 points |
| | 8-12 | Telekinetic Bolt: Ranged Damage 10, Accurate 4 • 24 points |
| | 13-14 | Telekinetic Grab: Ranged Concentration Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Accurate 4, Extra Condition, Instant Recovery, Limited Degree • 24 points |
| | 15-16 | Telekinetic Hammer: Ranged Burst Area Damage 8 • 24 points |
| | 17-18 | Telekinetic Snare: Ranged Cumulative Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Accurate 4, Extra Condition, Limited Degree, Limited—There must be materials about to bind the target • 24 points |
| 19-20 | Telekinetic Weapon: Damage 8, Accurate 4, Affects Insubstantial 2, Penetrating 8, Reach, Split • 24 points | |

DEFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-5 Armored Costume and Combat Training: Protection 4, Subtle, Removable (-1 point); Enhanced Advantages 8 (Defensive Attack, Defensive Roll 2, Evasion, Improved Defense, Improved Initiative, Instant Up, Takedown); Enhanced Defenses 8 (Dodge 4, Parry 4) • 20 points

6-10 Precognitive Reactions: Enhanced Advantages 8 (Defensive Roll 4, Evasion 2, Improved Defense, Improved Initiative); Enhanced Defenses 12 (Dodge 6, Parry 6) • 20 points

11-15 Psychokinetic Shield: Protection 10, Impervious 5, Sustained, Linked to Immunity 10 (Mental effects), Limited to Half Effect • 20 points

16-20 Telekinetic Shield: Impervious Protection 10, Sustained • 20 points

UTILITY POWERS

Roll 1d20 *once* and record the result.

1-3 Levitation: Flight 2 (8 MPH), Subtle • 5 points

4-7 Mental Awareness: Senses (Mental Awareness, Acute, Detect, Radius, Range) • 5 points

8-10 Telekinetic Flight: Flight 5 (60 MPH), Distracting • 5 points

11-12 Telekinetic Hands: Move Object 2, Precise • 5 points

13-14 Telepathic Translation: Comprehend Languages 3, Noticeable • 5 points

15-16 Healing: Empathic Healing 4, Stabilize • 5 points

17-18 Inhuman: Immunity 5 (Critical Hits, Disease, Poison, and *Choose one environmental condition:* Cold, Heat, Pressure, Radiation, Vacuum) • 5 points

19-20 Immortal: Immortality 2; Immunity 1 (Aging) • 5 points

MIX AND MATCH PSYCHIC POWERS

The Psychics you can create using these tables tend to be very specialized, especially the Telekinetic and Telepathic. If you're interested in playing a hero who has both telekinetic and telepathic powers, take the Telepathy power, then take the Telekinesis power as the first power in an array and roll for (or choose) three alternate effects off whichever lists you want.

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+4	+5	+0	+8

POWER POINTS

Abilities	36	Skills	12
Powers	76	Defenses	23
Advantages	3	Total	150

COMPLICATIONS

Identity: Psychics often keep their identities and the fact that they have powers a secret from the rest of the world.

Motivation—Acceptance: Psychics often become heroes to act as an example of the good psychics can do in the hope of gaining acceptance for him- or herself as well as other psychics.

Motivation—Responsibility: Some Psychics use their powers for good, because they feel they must have been given their powers to help others.

Power Loss: Because mental powers often require some amount of focus; drugs, disorientation of any kind, or noisy settings may prevent a Psychic from using his or her powers.

Quirk—Impressionable: Psychic's with telepathy may pick up personality traits and attitudes from people they've interacted with using their powers.

SHAPESHIFTER

Shapeshifters include characters who actually change their shape to become animals, machines, mythic creatures, or humanoid monsters, as well as characters who can grow, shrink (or both!), or stretch into fantastic shapes.

ABILITIES

Roll 1d20 *once* and record the result.

1-10 Everyman: You're an ordinary, everyday Joe. Or you're an alien being or construct made to look and behave just like you're an ordinary, everyday Joe.

11-20 Scientist: You're an inventor and scientist.

ABILITIES — EVERYMAN

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	2	2	2	2	2

ABILITIES — SCIENTIST

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	0	2	7	1	0

ADVANTAGES

Defensive Roll 3, Move-by Action

Roll 1d20 *once* and record the result.

- 1-4 Fast Reaction Speed:** You have excellent reaction times.
- 5-8 Inventor:** You love gadgets, especially building them!
- 9-12 Smart Alec:** You never stop talking. Sometimes people want to hit you.
- 13-16 Spontaneous:** You have poor impulse control, which is actually a blessing in combat.
- 17-20 Wealthy:** You inherited or have your own money somehow.

ADVANTAGES — FAST REACTION SPEED

Evasion, Improved Initiative

ADVANTAGES — INVENTOR

Inventor, Skill Mastery (*Choose one*)

ADVANTAGES — SMART ALEC

Daze (Deception), Taunt

ADVANTAGES — SPONTANEOUS

Improved Initiative, Uncanny Dodge

ADVANTAGES — WEALTHY

Benefit 2 (Independently Wealthy)

SKILLS

Close Combat: Unarmed 8

Roll 1d20 *twice* and record the result (do not re-roll if you get the same result).

- 1-4 Adventurer:** You like action and adventure and you have the skills to keep you alive while pursuing them.
- 5-8 Explorer:** You're well-traveled and know how to blaze your own trails.
- 9-12 Infiltrator:** You're a trained deceiver and infiltrator.
- 13-16 Investigator:** You're a talented detective.
- 17-20 Researcher:** You've been educated in a field of interest.

SKILLS — ADVENTURER

Athletics 4, Expertise: (*Choose one*) 4, Perception 4

SKILLS — EXPLORER

Athletics 4, Perception 6, Stealth 2

SKILLS — INFILTRATOR

Deception 5, Stealth 3, Technology 4

SKILLS — INVESTIGATOR

Insight 4, Investigation 4, Perception 4

SKILLS — RESEARCHER

Expertise (*Choose one*) 6, Technology 6

POWERS

Roll 1d20 *once* and record the result.

- 1-5 Shapeshifter:** Variable 9 (45 points, for assuming different shapes), Move Action • 72 points

Size-Changer: Roll 1d20 *once* or *choose Giant Size* or *Shrinking*. You may take the other power as an Alternate Effect by reducing **Giant Size's** Power-lifting to only 1 rank and dropping the Impervious extra from **Shrinking's** Protection 1. Also, only take the Flight Belt supplied by the Giant Size power.

- 1-10 Giant Size:** Growth 10 (40 feet tall; +10 Str, +10 Sta, -5 Dodge, -5 Parry, -10 Stealth, +5 Intimidation, +1 Speed), Continuous, Linked to Enhanced Advantages 8 (Accurate Attack, Great Endurance, Improved Grab, Improved Hold, Improved Smash, Interpose, Power Attack, Ultimate Effort (Toughness checks)) and Enhanced Defenses 2 (Dodge 1, Parry 1) and Enhanced Presence 4 and Enhanced Skill -2 (Close Combat: Unarmed -2) and Immunity 5 (Bullets) and Impervious Toughness 12 and Protection 1 and Power-lifting 2; **Flight Harness:** Flight 6 (120 MPH), Limited—Not when grown, Removable (-1 point) • 72 points

- 6-10 Shrinking:** Shrinking 12 (6 inches tall; +6 Dodge, +6 Parry, +12 Stealth, -6 Intimidation, -1 Speed), Continuous, Normal Strength, Linked to Damage 8, Limited—Growth Punch (1 rank of Damage per rank of Shrinking you grow up from) and Enhanced Advantages 10 (Evasion 2, Hide in Plain Sight, Improved Defense, Improved Trip, Power Attack, Redirect, Set-up, Taunt, Ultimate Effort (Dodge checks)) and Impervious Protection 1; **Flight Harness:** Flight 5 (60 MPH), Removable (-2 points) • 72 points

- 11-15 Specific Shapeshifter:** Variable 9 (45 points, for assuming different shapes), Continuous, Limited (*Choose one type of entity you can turn into:* Animals, Machines, Humanoids, Aliens, etc.), Move Action • 72 points

- 16-20 Stretcher:** Strength-based Damage 6; Elongation 8 (1,800 feet); Enhanced Advantages 14 (Accurate Attack, Chokehold, Close Attack 2, Evasion, Fast Grab, Improved Grab, Improved Hold, Improved Trip, Interpose, Power Attack, Precise Attack (Close; Cover), Takedown 2); Enhanced Skill 4 (Close Combat: Grab +8); Impervious Toughness 8, Limited—Physical Impact Damage; Insubstantial 1 (Liquid), Precise; Morph 2 (Humanoid Forms), Distracting; Movement 6 (Environmental Adaptation: Tight Spaces, Safe Fall, Slithering, Sure-footed, Swinging, Wall-crawling); Protection 7; Speed 3 (16 MPH) • 72 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+6	+6	+0	+6

POWER POINTS

Abilities	32	Skills	16
Powers	72	Defenses	24
Advantages	6	Total	150

COMPLICATIONS

Fame: Many Shapeshifters (especially heroic ones) don't worry about hiding their identities and are often well known to the public.

Motivation—Acceptance: Alien, robotic, or artificial life form Shapeshifters often become heroes to win acceptance from the people of their new world.

Motivation—Doing Good: Some Shapeshifters are heroes because it's the right thing to do.

Motivation—Recognition: Shapeshifters sometimes become heroes in order to receive praise or fame.

Motivation—Thrills: Many Shapeshifters become heroes because they enjoy the action and adventure... and their powers often keep them from any lasting injury.

SPEEDSTER

Speedsters can move great distances in little or no time. They do this either by running or flying at superhuman speeds, or by instantly transporting themselves from one place to another. Because of their great speed, Speedsters seldom need ranged powers. Speedsters are also able to use their movement mode to break the laws of physics in ways even other fast superheroes are incapable of doing.

ABILITIES

Roll 1d20 *once* and record the result.

- 1-10 Veteran:** You're an experienced hero who has come into his own.
- 11-15 Youth:** You're still just an impulsive kid, new to the scene and experimenting with your powers.
- 16-20 Old-Timer:** You've seen a lot more than most heroes, but you're not quite ready to hang up your cleats.

ABILITIES — VETERAN

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	4	3	4	1	2	2

ABILITIES — YOUTH

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	5	5	4	0	2	2

ABILITIES — OLD-TIMER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	3	2	5	2	3	3

ADVANTAGES

Roll 1d20 *once* and record the result.

- 1-5 Fighter:** You were trained in combat.
- 6-10 Nimble:** You are quick-footed.

11-15 Prodigy: You have learned a little bit of everything.

16-20 Team-Player: You have experience working as part of a super-team.

ADVANTAGES — FIGHTER

Close Attack 2, Equipment (Sword or other melee weapon)

ADVANTAGES — NIMBLE

Evasion, Instant Up, Move-by Action

ADVANTAGES — PRODIGY

Beginner's Luck, Eidetic Memory, Well-informed

ADVANTAGES — TEAM-PLAYER

Interpose, Set-up, Teamwork

SKILLS

Roll 1d20 *twice* (do not re-roll if you get the same result twice) and record the results.

1-4 Athlete: You are a trained athlete.

5-8 Charmer: People like you.

9-12 Police: You work in law enforcement.

13-16 Scientist: You are an expert in a field of science.

17-20 Thief: You've operated outside the law.

SKILLS — ATHLETE

Acrobatics 4, Athletics 8, Perception 4

SKILLS — CHARISMATIC

Deception 6, Insight 4, Persuasion 6

SKILLS — POLICE

Insight 4, Investigation 6, Perception 6

SKILLS — SCIENTIST

Expertise: (Choose one) 6, Technology 6, Vehicles 4

SKILLS — THIEF

Deception 4, Stealth 6, Technology 6

POWERS

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

Running: Roll 1d20 *once*:

1-10 Gravity-Defying Runner: Movement 3 (Wall-crawling 2, Water Walking), Limited to While Moving; Quickness 10; Speed 15 (64,000 MPH) • 28 points

1-10 11-15 Rapid Metabolism: Immunity 1 (Poison); Quickness 11; Regeneration 5; Speed 11 (4,000 MPH) • 28 points

16-20 Time-Traveler: Movement 3 (Time Travel—any time); Quickness 10; Senses 4 (Precognition), Check Required (Intellect or Expertise: History); Speed 10 (2,000 MPH) • 28 points

Flying: Roll 1d20 *once*:

11-15 1-5 Cosmic Speedster: Flight 9 (1,000 MPH); Immunity 6 (cold, heat, radiation, suffocation, vacuum); Movement 2 (Environmental Adaptation—Zero-G; Space Travel 1) • 28 points

6-15 Hypersonic: Flight 14 (32,000 MPH) • 28 points

16-20 Hyper-Speed: Flight 10 (2,000 MPH); Quickness 8 • 28 points

Teleporting: Roll 1d20 *once*:

1-5 16-20 Dimensional Walker: Movement 3 (Dimension Travel—any dimension); Teleport 11 (8 miles) • 28 points

6-10 Proximal: Teleport 9 (2 miles), Accurate, Turnabout • 28 points

11-15 Transmit: Teleport 9 (2 miles), Easy, Extended (500 miles), Medium (Choose one), Turnabout • 28 points

16-20 World-Walker: Teleport 9 (2 miles), Extended (500 miles), Turnabout • 28 points

OFFENSIVE POWERS

Speedster Stunts: Array (20 points plus 1 point of Alternate Effect)

Roll 1d20 *once* and record the result as the first power in the **Speedster Stunts** array. Then roll on the following table.

1-2 Disruption: Penetrating Damage 9, Accurate 2 • 20 points

3-4 Kinetic Theft: Ranged Affliction 9 (Resisted by Will; Hindered, Immobile, Paralyzed), Accurate 2 • 20 points

5-10 Rapid Attack: Selective Multiattack Damage 6, Accurate 2 • 20 points

11-14 Rapid Fire: Selective Ranged Multiattack Damage 4, Accurate 4 • 20 points

15-18 Sonic Boom: Burst Area Damage 10 • 20 points

19-20 Vertigo Attack: Cumulative Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Accurate 2 • 20 points

Roll 1d20 *once* and add the power to the array as an Alternate Effect

1-4 Air Control: Cone Area Move Object 10, Close Range • 1 point

5-6 Anchor: Simultaneous Nullify Movement Effects 10 • 1 point

7-8 Phase Shift: Insubstantial 4 • 1 point

9-10 Temporal/Dimensional Duplicate: Summon Duplicate 10, Active, Feedback • 1 point

11-20 Roll on the table above instead (re-roll if you get the same result as earlier) • 1 point

DEFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-4 Bullet: Enhanced Defenses 12 (Dodge 6, Parry 6); Protection 8, Impervious • 28 points

5-12 Hard Target: Enhanced Advantages 6 (Defensive Roll 3, Improved Initiative 3), Enhanced Defenses 22 (Dodge 11, Parry 11) • 28 points

13-16 Natural Selection: Enhanced Agility 2, Enhanced Stamina 2, Enhanced Defenses 20 (Dodge 10, Parry 10) • 28 points

17-20 Too Fast to Follow: Concealment 4 (visual), Limited to While Moving; Enhanced Advantages 4 (Defensive Roll 2, Improved Initiative 2); Enhanced Defenses 20 (Dodge 10, Parry 10) • 28 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
•0	•0	•7	•0	•7

POWER POINTS

Abilities	40	Skills	16
Powers	77	Defenses	14
Advantages	3	Total	150

COMPLICATIONS

Power Loss: Your powers might come from some extradimensional source from which you could be cut off.

Quirk: Speedsters often find the mundane world moves too slowly for their tastes or are incredibly hot-headed.

Relationships: Speedsters often rely on their friends, relatives, or loved ones to stay grounded.

SUMMONER

The Summoner is an archetype that covers a lot of ground, from heroes who create duplicates of themselves to those who animate images, summon otherworldly creatures, or create minions out of thin air. In order to make the Summoner fit into this book, these tables produce a duplicator who's either a Martial Artist or a summoner whose summoned creatures are minions with decent combat abilities. You are free to swap points around to change your duplicating Martial Artist into a duplicating Powerhouse, just be sure the duplicates remain within their power level limits (PL8 for Twin, PL7 for Triplets).

Note that on the table below, after determining your hero's set of Abilities, you next roll on the Powers tables. That's out of order compared to the other archetypes in this book. That's because the Summon power your character has influences the number of points available to spend on other sections of the character.

ABILITIES

Roll 1d20 *once* and record the result.

- 1-10 Duplicator:** You can summon duplicates of yourself.
- 11-20 Summoner:** You can summon creatures from other dimensions or seemingly from nowhere.

ABILITIES — DUPLICATOR

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	5	5	10	1	2	0

ABILITIES — SUMMONER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	2	2	2	4	4	4

POWERS

PRIMARY POWER

Roll 1d20 *once* on this table if you have the **Duplicator** set of Abilities and record the result.

- 1-10 Twin:** Summon 8 (One PL8, 120 point duplicate), Heroic, Mental Link • 33 points
See sidebar for statistics.
- 11-20 Triplets:** Summon 7 (Two PL7, 105 point duplicates), Heroic, Horde, Mental Link, Multiple Minions 1 (2 duplicates) • 50 points
See sidebar for statistics.

WHY ARE MY DUPLICATES A FEW POINTS SHORT?

The idea behind the duplicates (the **Twin** and **Triplets**, not any of the other Summon powers) is that they're exactly the same as the hero of which they're duplicates. The way the points work out between the main character and their summoned duplicates means the **Twin** is 3 points short of the total allowed by its power level and the **Triplets** are 5 points short. As the hero gains experience (up to 3 for the **Twin** and 5 for the **Triplets**) you can purchase new abilities for your hero and add the same abilities to your duplicates without affecting the cost or rank of the Summon power. Once your hero earns more power points, however, you'll need to buy up his or her Summon power to keep the main character and the duplicates exactly the same.

TWIN

PL8

STR 4, **STA** 4, **AGL** 5, **DEX** 5, **FGT** 10, **INT** 1, **AWE** 2, **PRE** 0
Equipment: Smartphone, Flashlight, Motorcycle, Restraints, Swingline (Movement 1 (Swinging)), Tonfa (Strength-based Damage 2, Reach 1), AE-Throwing Disks (Ranged, Strength-based Damage 1) **Advantages:** Chokehold, Daze (Deception), Defensive Roll 2, Equipment 4, Evasion, Improved Initiative, Instant Up, Power Attack, Quick Draw, Set-up, Teamwork **Skills:** Acrobatics 7 (+12), Athletics 6 (+10), Deception 8 (+8), Expertise (*Choose one*) 7 (+8), Perception 6 (+8), Ranged Combat (Throwing Disks) 5 (+10), Stealth 7 (+12), Vehicles 4 (+9) **Offense:** Init +9, Throwing Disks +10 (Ranged, Damage 5), Tonfa +10 (Close, Damage 6), Unarmed +10 (Close, Damage 4) **Defense:** Dodge 10, Parry 10, Fort 8, Tou 6/4, Will 8
Totals: Abilities 62 + Powers 0 + Advantages 15 + Skills 25 + Defenses 15 = 117

TRIPLETS

PL7

STR 4, **STA** 4, **AGL** 5, **DEX** 5, **FGT** 10, **INT** 1, **AWE** 2, **PRE** 0
Advantages: Daze (Deception), Improved Initiative, Power Attack, Set-up 2, Teamwork **Skills:** Acrobatics 6 (+11), Athletics 6 (+10), Deception 8 (+8), Expertise (*Choose one*) 7 (+8), Perception 5 (+7), Stealth 6 (+11) **Offense:** Init +9, Unarmed +10 (Close, Damage 4) **Defense:** Dodge 10, Parry 10, Fort 7, Tou 4, Will 7 **Totals:** Abilities 62 + Powers 0 + Advantages 6 + Skills 19 + Defenses 13 = 100

Roll 1d20 *once* on this table if you have the **Summoner** set of Abilities and record the result.

Imaginary Friend: Summon 10 (One PL10, 150-point creature; Choose or roll up another character using the tables in this book and use that as your summoned creature. Note: the summoned creature may not have minions, a headquarters, or any other traits the GM decides are outside the scope of the Summon power), Controlled, Heroic, Mental Link • 51 points

Roll 1d20 *once* and record the result. (Only roll on this table if you **Summon** the **Imaginary Friend**.)

- 1-7**
- 1-4 Invisibility:** Concealment 10 (All senses), Blending • 10 points
- 5-8 Lucky:** Luck Control 2 (Force a re-roll, Negate luck), Luck 4 • 10 points
- 9-12 Mimic:** Variable 2 (10 points), Limited—Can only mimic a trait of Imaginary Friend, Increased Action (Standard), Tiring • 10 points
- 13-16 Shapechange:** Morph 2 (Humanoids) • 10 points
- 17-20 Projections:** Create 5 • 10 points

- 8-14** **Summon Animals:** Summon 4 (Sixteen PL4, 60-point minions; You can summon up to 16 animals with a cost of 60 power points or less (see the *Hero's Handbook* for sample animals)), Active, Broad Type (Animals), Controlled, Horde, Mental Link, Multiple Minions 4 (16 minions) • 61 points
- 15-20** **Summon Minions:** Summon 6 (Eight PL6, 90-point minions), Controlled, Multiple Minions 3 (8 minions), Horde, Mental Link • 61 points
- Roll 1d20 *once* to determine what sort of minions you summon and record the result.
- 1-7** **Ninjas:** See sidebar for statistics.
 - 8-14** **Robots:** See sidebar for statistics.
 - 15-20** **Shadows:** See sidebar for statistics.

ADVANTAGES

TWIN

Chokehold, Daze (Deception), Defensive Roll 2, Equipment 4, Evasion, Improved Initiative, Instant Up, Power Attack, Quick Draw, Set-up, Teamwork

Equipment: Smartphone, Flashlight, Motorcycle, Restraints, Swing-line (Movement 1 (Swinging)), Tonfa (Strength-based Damage 2, Reach 1), AE-Throwing Disks (Ranged, Strength-based Damage 1)

TRIPLETS

Daze (Deception), Improved Initiative, Power Attack, Set-up 2, Teamwork

NINJAS

PL 6

STR 2, STA 2, AGL 4, DEX 4, FGT 7, INT 0, AWE 2, PRE 0
Powers: Leaping 2 (30 feet); Movement 2 (Swinging, Wall-crawling); Speed 2 (8 MPH) **Equipment:** Bow, Club, Knife, Nunchaku, Shuriken, Sword **Advantages:** Equipment 4, Evasion, Hide in Plain Sight, Quick Draw **Skills:** Acrobatics 6 (+10), Athletics 6 (+8), Perception 3 (+5), Ranged Combat (Ninja Weapons) 3 (+7), Sleight of Hand 4 (+8), Stealth 10 (+14) **Offense:** Init +4, Bow +7 (Ranged, Damage 5), Sword +7 (Close, Damage 5), Unarmed +7 (Close, Damage 2) **Defense:** Dodge 10, Parry 10, Fort 6, Tou 2, Will 6 **Totals:** Abilities 42 + Powers 8 + Advantages 7 + Skills 16 + Defenses 17 = 90

ROBOTS

PL 6

STR 8, STA —, AGL 2, DEX 0, FGT 2, INT —, AWE 0, PRE —
Powers: Armored Chassis (Protection 10, Impervious 8); Built-in Repeating Blaster (Ranged Multiattack Damage 4, Accurate 4), AE-Stun Gun (Ranged Cumulative Affliction 4; Resisted by Dodge/Fortitude; Dazed, Stunned, Incapacitated; Accurate 4); Jetpack (Flight 6; 120 MPH); Robot (Immunity 30 (Fortitude Effects)); Self-repair Systems (Regeneration 1); Sensors 3 (Darkvision, Radio) **Advantages:** Close Attack 2, Interpose **Skills:** Athletics 7 (+15), Perception 5 (+5), Vehicles 12 (+12) **Offense:** Init +2, Built-in Repeating Blaster +8 (Ranged, Multiattack Damage 4), Stun Gun +8 (Ranged, Cumulative Affliction 4; Resisted by Dodge/Fortitude), Unarmed +4 (Close, Damage 8) **Defense:** Dodge 2, Parry 2, Fort Immune, Tou 10, Will None **Totals:** Abilities -6 + Powers 81 + Advantages 3 + Skills 12 + Defenses 0 = 90

SUMMONER

Defensive Roll 4 and *Choose one:* Artificer, Ritualist, or Inventor

SKILLS

TWIN

Acrobatics 7, Athletics 6, Deception 8, Expertise (*Choose one*) 7, Perception 6, Ranged Combat: Throwing Disks 5, Stealth 7, Vehicles 4

TRIPLETS

Acrobatics 6, Athletics 6, Deception 8, Expertise (*Choose one*) 7, Perception 5, Stealth 6

SUMMONER

Expertise (*Choose one:* Magic or Science) 6, Perception 4, Stealth 4

DEFENSES

TWIN / TRIPLETS / SUMMONER

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+5 / +5 / +10	+0 / +0 / +8	+4 / +3 / +4	+0	+6 / +5 / +7

POWER POINTS

Abilities	62/62/48*	Skills	25/19/7*
Powers	33/50/61*	Defenses	15/13/29*
Advantages	15/6/5*	Total	150

*The first set of numbers is for the Twin, the second for the Triplets, and the third for the Summoner.

COMPLICATIONS

Motivation—Acceptance: The Summoner has unusual abilities that make him or her an outsider. He or she uses those powers to gain acceptance.

Motivation—Doing Good: Some Summoners are heroes because they believe it's the right thing to do.

Motivation—Responsibility: With the powers they've been given, some Summoners believe it's their responsibility to help others.

Motivation—Thrills: Outside of their Summon ability, many Summoners don't have a lot of powers. Some may find the constant threat of danger to be a bit much, but not this Summoner! The more danger, the better!

SHADOWS

PL 6

STR 4, STA —, AGL 0, DEX 0, FGT 6, INT 0, AWE 0, PRE 0
Powers: Shadow Form: Claws (Strength-based Damage 2, Affects Corporeal), Flight 1 (4 MPH), Immunity 30 (Fortitude Effects), Insubstantial 4 (Incorporeal; Innate; Permanent), Protection 4, Strength Affects Corporeal **Skills:** Perception 4 (+4), Stealth 12 (+12) **Offense:** Init +0, Claws +6 (Close, Damage 6) **Defense:** Dodge 6, Fort Immune, Tou 4, Will 5 **Totals:** Abilities 10 + Powers 61 + Advantages 0 + Skills 8 + Defenses 11 = 90

Power Loss: Summoners may need to speak or move their hands in order to summon their minion(s). When these Summoners are bound and/or gagged, they lose their powers.

Relationship: A Summoner may have friends or family to whom he's responsible—but it may be that the Summoner needs to keep their summoned creature(s) happy as well. The Summoner may have

Controlled minions, but that doesn't mean he can be mean to them and still expect them to show up!

Secret: The Summoner's minions and abilities come from somewhere, what if their origin is particularly dark or dangerous? The Summoner would certainly want to keep that secret private as long as possible.

SUPERNATURAL CREATURE

Supernatural Creatures are fantastical beings out of folktales and scary stories. They're generally regarded as urban legends in comic books, but when they exist, their powers place them on par with other superhumans. They draw their powers from a mystical or infernal source, although some Supernatural Creatures have a scientific origin or explanation for their powers.

ABILITIES

Roll 1d20 *once* and record the result.

1-7 Demon: You are a creature from the nether realms, such as a hellspawn, revenant, or incubus.

8-14 Vampire: You are an undead creature with supernatural powers and who subsists on blood.

15-20 Werewolf: You have features of both man and wolf.

ABILITIES — DEMON

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	6	2	2	10	1	2	2

ABILITIES — VAMPIRE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	—	3	2	10	1	3	2

ABILITIES — WEREWOLF

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	6	4	2	10	0	2	1

ADVANTAGES

Roll 1d20 *once* and record the result.

1-5 Heartthrob: People are attracted to your dark and handsome looks.

6-10 Aristocrat: You used your powers to gain wealth and social status.

11-15 Savage: You delight in your strength and power.

16-20 Wilder: You are comfortable in the wild.

ADVANTAGES — HEARTTHROB

Attractive, Daze (Deception), Fascinate (*Choose One*: Deception or Persuasion), Inspire

ADVANTAGES — ARISTOCRAT

Benefit 2 (Wealthy), Equipment 2 (Lair Headquarters)

Lair: Headquarters—Size: Large **Toughness:** 10; **Features:** Concealed or Secret, Defense Systems or Deathtraps, Laboratory or Workshop, Library, Living Space, Security System • 10 points

ADVANTAGES — SAVAGE

Agile Feint, Evasion, Great Endurance, Power Attack

ADVANTAGES — WILDER

Animal Empathy, Great Endurance, Favored Environment (*Choose One*), Track

SKILLS

Roll 1d20 *once* and record the result.

1-4 Bestial: You are feral and powerful.

5-8 Mysterious: You are enigmatic and secretive.

9-12 Refined: You take advantage of the finer things.

13-16 Teen: You are just a kid exploring his newfound powers.

17-20 Tempter: You are cunning and deceitful.

SKILLS — BESTIAL

Acrobatics 6, Athletics 6, Intimidation 12, Perception 6

SKILLS — MYSTERIOUS

Deception 8, Expertise: Magic 6, Expertise: Theology 4, Insight 6, Perception 6

SKILLS — REFINED

Expertise (*Choose One*) 4, Insight 4, Perception 6, Persuasion 12, Stealth 4

SKILLS — TEEN

Deception 8, Expertise: Popular Culture 6, Insight 4, Perception 4, Stealth 4, Technology 4

SKILLS — TEMPTER

Deception 12, Insight 6, Perception 6, Stealth 6

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result.

- 1-6 **Brutish Strength:** Enhanced Strength 4 • 8 points
- 7-12 **Devilish Speed:** Enhanced Advantages 6 (Close Attack 4, Improved Initiative 2); Quickness 2 • 8 points
- 13-20 **Supernatural Might:** Enhanced Strength 2; Powerlifting 2; Enhanced Advantages 2 (Close Attack 2) • 8 points

DEMON

Demonic Physiology: Protection 3 • 3 points

PRIMARY POWERS

Hellfire Control: Array (20 points plus 1 Alternate Effect) • 21 points total

Roll 1d20 *once* and record the result as the first power in the array, then roll again (re-roll if you get the same result on the second roll) and add the result to the Array as 1-point Alternate Effect.

- 1-3 • **Fire Breath:** Cone Area Damage 10 • 20 points
- 4-6 • **Flaming Body:** Reaction Damage 5 • 20 points
- 7-11 • **Hellfire Blast:** Ranged Damage 9, Accurate 2 • 20 points
- 12-14 • **Hypnosis:** Perception Ranged Affliction 10 (Resisted by Will; Entranced, Compelled, Controlled), Visual Sense-Dependent • 20 points
- 15-17 • **Punishing Gaze:** Perception Ranged Affliction 10 (Resisted by Will; Dazed, Stunned, Incapacitated), Visual Sense-Dependent • 20 points
- 18-20 • **Shapechange:** Morph 4 (any form) • 20 points

DEFENSIVE POWERS

- 1-5 **Hellfire Form:** Insubstantial 3 (Hellfire) • 15 points
- 6-10 **Immortal:** Immortality 5, Regeneration 5 • 15 points
- Supernatural Resistance:** Roll 1d20 *three times* (re-roll if you get the same result twice) and record the results.
 - 1-3 Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • 5 points
 - 4-6 Immunity 5 (Disease, Poison, Starvation and Thirst, Suffocation) • 5 points
 - 7-8 Immunity 5 (Alteration effects) • 5 points
 - 9-10 Immunity 5 (Cold damage) • 5 points
 - 11-12 Immunity 5 (Electricity damage) • 5 points
 - 13-14 Immunity 5 (Emotion effects) • 5 points
 - 15-17 Immunity 5 (Fire damage) • 5 points
 - 18-20 Immunity 5 (Magic damage) • 5 points

MOVEMENT POWER

Roll 1d20 *once* and record the result.

- 1-4 **Demonic Cape:** Flight 6 (120 MPH), Gliding, Removable (-1 point) • 5 points
- 5-10 **Demonic Movement:** Leaping 2 (30 feet); Speed 3 (16 MPH) • 5 points
- 11-16 **Giant Bat Wings:** Flight 5 (60 MPH), Wings • 5 points
- 17-20 **Hellrider:** Movement 2 (Wall-crawling, Water Walking), Limited to While Moving; Speed 6 (120 MPH), Activation (standard action, -2 points), Removable (-1 point) • 5 points

VAMPIRE

Blood Drain: Regeneration 10, Source (Blood) • 5 points

PRIMARY POWERS

Roll 1d20 *once* and record the result.

- 1-5 **Living Vampire:** Enhanced Stamina 15; Impervious Toughness 10 • 40 points
- 6-20 **Undead Invulnerability:** Immunity 30 (Fortitude effects); Impervious Protection 10, Limited—Not against blessed or magical weapons • 40 points

UTILITY POWERS I

Roll 1d20 *once* and record the result.

- 1-6 **Children of the Night:** Summon 2 (Bats, Rats, and Wolves), Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice • 20 points
- 7-12 **Dominate:** Perception Ranged Affliction 10 (Resisted by Will; Entranced, Compelled, Controlled), Visually Sense-Dependent • 20 points
- 13-20 **Mist Form:** Insubstantial 2, Linked to Flight 5 (60 MPH) • 20 points

UTILITY POWERS II

Roll 1d20 *once* and record the result.

- 1-7 **Eyes of Darkness:** Senses 2 (Darkvision) • 2 points
- 8-14 **Spider-Climb:** Movement 1 (Wall-crawling) • 2 points
- 15-20 **Vampire Bite:** Weaken Stamina 4, Grab-Based • 2 points

WEREWOLF

OFFENSIVE POWERS

Thick Skin: Protection 4; Impervious Toughness 10, Limited—Not versus magical or silver weapons • 9 points

Roll 1d20 *once* and record the result.

- 1-10 **Brother to Wolves:** Summon 2 (Wolves and Dogs), Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice • 20 points

- 11-20** **Deathly Howl:** Auditory Perception Area Affliction 10 (Resisted by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree • 20 points

UTILITY POWERS

Roll 1d20 *three times* (re-roll if you get the same result twice) and record the results.

- 1-4** **Human Transformation:** Morph 1 (Human Form) • 5 points
- 5-8** **Loping Movement:** Leaping 2 (30 feet); Speed 3 (16 MPH) • 5 points
- 9-12** **Sharp Claws:** Penetrating 5 on Strength Damage • 5 points
- 13-16** **Wolf Senses:** Senses 2 (Danger Sense, Low-Light Vision, Acute and Tracking Olfactory, Ultra-Hearing) • 5 points
- 17-20** **Wolf Transformation:** Morph 1 (Wolf Form) • 5 points

DEFENSES

DEMON OR WEREWOLF / VAMPIRE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6 / +6	+0 / +0	+5 / +0	+0 / +0	+6 / +6

TOTEM

The Totem is a superhero whose powers are closely tied to a particular animal. The Totem may have acquired its powers through an accident of science, an invocation of the animal spirits, or may even be an exceptional, self-aware animal. Totem heroes tend to be as varied as the animals they represent, and they can resemble other archetypes such as the Martial Artist, Warrior, and Powerhouse.

ABILITIES

Roll 1d20 *once* and record the result

- 1-6** **Awakened:** You are an unusual member of your species with a human intellect and perhaps even a human form.
- 7-12** **Invocation:** You were granted your powers by calling upon the animal spirits.
- 13-20** **Mutation:** You came upon your powers through a freak accident.

ABILITIES — AWAKENED

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	6	2	2	4	0	2	0

ABILITIES — INVOCATION

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	2	2	4	0	4	2

POWER POINTS

Abilities	62/44*	Skills	15
Powers	52/75*	Defenses	17/12*
Advantages	4	Total	150

*If you rolled **Vampire** for Abilities, then you have Abilities 44, Powers 75, and Defenses 12; otherwise, you have Abilities 62, Powers 52, and Defenses 17.

COMPLICATIONS

Motivation—Acceptance: The Supernatural Creature is usually an outcast.

Motivation—Doing Good: Some Supernatural Creatures attempt to go against the grain and use their powers for good.

Power Loss: Some Supernatural Creatures only have their powers at night, or lose their powers when on holy ground or when they assume human form... if they have one.

Quirk—Angst: The Supernatural Creature often feels great anguish over its lost humanity.

Reputation: Most humans regard Supernatural Creatures with fear and hatred as a result of folklore and myth.

Weakness: Supernatural Creatures may be vulnerable to holy weapons. Others may be unable to function in sunlight.

ABILITIES — MUTATION

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	2	4	6	0	2	0

ADVANTAGES

COMBAT ADVANTAGES

Roll 1d20 *once* and record the result.

- 1-5** **Active:** You are in constant motion.
- 6-10** **Aggressive:** You dominate through sheer ferocity.
- 11-15** **Catch and Hold:** You like to grab hold of your prey.
- 16-20** **Playful:** Your combat style reflects your mischievous nature.

ADVANTAGES — ACTIVE

Agile Feint, Instant Up, Move-by Action

ADVANTAGES — AGGRESSIVE

Daze (Intimidation), Startle, Takedown

ADVANTAGES — CATCH AND HOLD

Chokehold, Improved Grab, Improved Hold

ADVANTAGES — PLAYFUL

Daze (Deception), Redirect, Taunt

BEHAVIORAL ADVANTAGES

Roll 1d20 *once* and record the result.

1-5 Adaptive: You adjust to the demands of your surroundings.

6-10 Mystic: Your mind focuses more on the spiritual than the physical.

11-15 Sneaky: You are sly and devious.

16-20 Sociable: You are accustomed to a community.

ADVANTAGES — ADAPTIVE

Favored Environment (choose one), Great Endurance, Uncanny Dodge

ADVANTAGES — MYSTIC

Assessment, Ritualist, Trance

ADVANTAGES — SNEAKY

Evasion, Hide in Plain Sight, Improved Initiative

ADVANTAGES — SOCIABLE

Animal Empathy, Set-up, Teamwork

SKILLS

You'll be rolling *once* on the **Animal Skills** table and *once* on the **Human Skills** table unless directed otherwise by your die roll result.

ANIMAL SKILLS

Roll 1d20 *once* and record the result.

1-4 Dominating: You are afforded respect by other creatures.

5-8 Predator: You are on the top of the food chain.

9-12 Trickster: You are a cunning prankster.

13-15 Wise: You are astute and perceptive.

16-20 Roll 1d20 an additional time (do not re-roll if you get the same result twice) on the **Human Skills** table instead of this table.

SKILLS — DOMINATING

Athletics 4, Intimidation 12, Perception 4

SKILLS — PREDATOR

Acrobatics 4, Athletics 4, Perception 6, Stealth 6

SKILLS — TRICKSTER

Acrobatics 6, Deception 6, Sleight of Hand 4, Stealth 4

SKILLS — WISE

Insight 8, Perception 8, Treatment 4

HUMAN SKILLS

Roll 1d20 *once* and record the result.

1-4 Athlete: You are active and fit.

5-8 Hunter: You are a big game hunter.

9-12 Scientist: Your scientific expertise was responsible for your powers.

13-15 Shaman: You are attuned to nature spirits.

Roll 1d20 an additional time (do not re-roll if you get the same result twice) on **Animal Skills** table instead of on this table.

SKILLS — ATHLETE

Acrobatics 6, Athletics 4, Intimidation 6, Perception 4

SKILLS — HUNTER

Acrobatics 4, Athletics 4, Perception 6, Stealth 6

SKILLS — SCIENTIST

Expertise: Science 8, Investigation 4, Technology 8

SKILLS — SHAMAN

Expertise: Magic 8, Insight 4, Perception 4, Treatment 4

POWERS

TOTEM TYPE

Roll 1d20 *once* and record the result

1-4 Arthropod: Your totem is a spider, scorpion, wasp, or even an insect swarm.

5-8 Avian: Your totem is a bird like a falcon or owl.

9-14 Carnivoran: Your totem is a carnivore from the canine, lupine, or feline family.

15-17 Pachyderm: Your totem is a massive, thick-hided mammal, such as an elephant or rhinoceros.

18-20 Reptile: Your totem is a reptile, such as a crocodile, lizard, or snake.

ARTHROPOD POWERS

Nimble: Enhanced Agility 4, Enhanced Fighting 4 • 16 points

Resilient and Strong: Enhanced Strength 3, Enhanced Stamina 2 • 10 points

Roll 1d20 *once* and record the result.

SWARM

Blinding Barrage: Burst Area Visual (All) Concealment 4
Attack • 12 points

1-5 Flight: Flight 5 (60 MPH) • 10 points

Swarm Perception: Senses 2 (Danger Sense, Radius (Vision)) • 2 points

Swarm: Insubstantial 2 • 10 points

SCORPION

- 6-10 Climbing:** Movement 2 (Wall-crawling 2) • 4 points
Sting: Progressive Weaken Stamina 10 • 30 points

SPIDER

- Spider-Movement:** Leaping 2; Movement 3 (Swinging, Wall-crawling 2) • 8 points
Spider Senses: Senses 4 (Danger Sense, Darkvision, Ranged Touch) • 4 points
11-15 Web Snare: Ranged Affliction 7 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), Cumulative, Extra Condition, Limited to Two Degrees • 21 points
 • **Web Tether:** Move Object 7 • 1 point

WASP

- Insect Senses:** Senses 4 (Acute Smell, Darkvision, Ranged Touch) • 4 points
16-20 Sting: Cumulative Affliction 8 (Resisted by Fortitude; Impaired, Disabled, Incapacitated), Linked to Damage 8 • 24 points
Wings: Flight 6 (120 MPH), Wings • 6 points

AVIAN POWERS

Birdlike: Enhanced Agility 4, Enhanced Advantages 7 (Close Attack 4, Defensive Roll 2, Favored Environment—Airborn), Enhanced Parry 4 • 19 points
Talons: Strength-based Damage 2, Improved Critical • 3 points

Roll 1d20 *once* and record the result.

FALCON

- Flight:** Flight 6 (120 MPH), Wings • 6 points
Keen Eyesight: Senses 2 (Extended and Rapid Vision) • 2 points
1-10 Sonic Scream: Cone Area Affliction 10 (Resisted by Fortitude; Dazed and Auditory Impaired, Stunned and Auditory Disabled, Incapacitated and Auditory Unaware), Extra Condition • 30 points

OWL

- Nightvision:** Senses 2 (Extended Vision, Low-Light Vision) • 2 points
11-20 Shrieking Call: Cumulative Cone Area Affliction 10 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) • 30 points
Silent Flight: Flight 5 (60 MPH), Subtle, Wings • 6 points

CARNIVORAN POWERS

Bestial: Enhanced Strength 4, Enhanced Stamina 2, Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Fighting 4 • 36 points

Roll 1d20 *once* and record the result.

CANINE/LUPINE

- Bite:** Strength-based Damage 2, Improved Critical • 3 points
Canine/Lupine Senses: Senses 3 (Low-Light Vision, Acute and Tracking Olfactory) • 3 points
1-10 Canine/Lupine Movement: Leaping 2 (30 feet); Speed 4 (30 MPH) • 6 points
Howl: Auditory Perception Area Affliction 6 (Resisted by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree • 12 points

FELINE

- Claws:** Strength-based Damage 2, Improved Critical • 3 points
Feline Senses: Senses 3 (Low-Light Vision, Acute and Tracking Olfactory) • 3 points
Feline Movement: Leaping 3 (60 feet); Movement 3 (Safe Fall, Sure-Footed, Trackless); Speed 4 (30 MPH) • 13 points
 Plus roll 1d20 *once* and record the result.

11-20

- 1-5 Black Cat:** Affliction 10 (Resisted by Dodge; Vulnerable, Defenseless, Incapacitated), Side-Effect (Chosen by player) • 5 points

- 6-10 Jinx:** Luck Control 1 (*Choose one:* negate hero or luck point or force re-roll), Luck 2 • 5 points

- 11-15 Lucky Cat:** Selective Burst Area Luck Control 1 (*Choose one:* grant re-roll or bestow luck point) • 5 points

- 16-20 Nine Lives:** Immortality 5, Limited: only works eight times • 5 points

PACHYDERM POWERS

Massive: Enhanced Strength 8, Enhanced Stamina 2 • 20 points
Thick Hide: Protection 4, Impervious 10 • 14 points

Roll 1d20 *once* and record the result.

ELEPHANT

- Groundstrike:** Cumulative Burst Area Affliction 10 (Resisted by Strength; Hindered and Vulnerable, Stunned and Prone), Extra Condition, Limited to Two Degrees, Limited: Both Elephant and targets must be in contact with same surface • 20 points
1-10 Trunk: Extra Limb 1, Elongation 1 • 2 points
Tusks: Strength-based Damage 2, Improved Critical 2 • 4 points

RHINO

- Armored Plates:** Immunity 4 (Critical Hits, Self-inflicted slam damage) • 4 points
11-20 Charge: Speed 4 (30 MPH) • 4 points
Great Horn: Strength-based Damage 2, Improved Critical 2, Penetrating 14 • 18 points

REPTILE POWERS

Reptilian Movement: Movement 1 (Slithering) • 2 points
Reptilian Senses: Senses 4 (Acute and Accurate Smell, Infravision) • 4 points
Scaly Hide: Protection 6, Impervious 10 • 16 points

Roll 1d20 *once* and record the result.

CROCODILE

- Aquatic:** Movement 1 (Environmental Adaptation—Aquatic), Swimming 6 (30 MPH) • 8 points
1-6 Bite: Strength-based Damage 2, Accurate, Improved Critical, Penetrating 12 • 16 points
Brute Strength: Enhanced Strength 6 • 12 points
Regrowth: Regeneration 2 • 2 points

CREATING YOUR OWN POWERS

Once you've played M&M a while and learn how effects are assembled to create powers, you may want to take a stab at it yourself—and you should! You'll be able to customize your character to get exactly what you want, which makes your character even more fun to play!

LIZARD

7-13

- Fast and Strong:** Enhanced Strength 4, Enhanced Advantages 4 (Close Attack 4) • 12 points
- Paralyzing Spit:** Affliction 9 (Resisted by Dodge; Dazed, Stunned, Paralyzed), Reach 2 • 11 points
- Prehensile Tail:** Elongation 1, Extra Limb 1 • 2 points
- Regrowth:** Regeneration 1, Persistent • 2 points
- Speedy:** Leaping 2 (30 feet); Movement 2 (Wall-crawling 2); Speed 3 (16 MPH) • 9 points
- Teeth and Claws:** Strength-based Damage 2 • 2 points

SNAKE

14-20

- Tensile Strength:** Elongation 4; Enhanced Strength 6 • 16 points
- Venomous Bite:** Weaken Physical Abilities 10 (Resisted by Fortitude), Accurate 2, Broad • 22 points

DEFENSES

Dodge	Parry	Fortitude	Toughness	Will
•6	•4	•4	•0	•6

WARRIOR

Warriors naturally excel in battle. They are versatile and have many of the skills of Martial Artists and Weapon-Masters but the strength and power to fight alongside the Paragons and Powerhouses. They often owe their greater-than-human abilities to genetic or technological modification or to an otherworldly heritage.

ABILITIES

Roll 1d20 *once* and record the result.

- 1-10 Altered Human:** Through nature or nurture, you have become greater than human.
- 11-20 Otherworldly:** You are the exemplar of a mythical or otherworldly race.

ABILITIES — ALTERED HUMAN

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	6	6	6	10	1	4	1

ABILITIES — OTHERWORLDLY

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	8	6	4	8	1	2	3

POWER POINTS

Abilities	44	Skills	20
Powers	60	Defenses	20
Advantages	6	Total	150

COMPLICATIONS

Motivation—Acceptance: The Totem can be regarded as a pariah or outcast in human society and wish to use their powers to gain acceptance as an equal.

Motivation—Responsibility: A Totem who was granted his powers by mystical or higher beings may be required to use his powers in their service. Other Totems may be motivated simply because they have great power.

Enemy: The Totem often has an extensive rogues gallery consisting of other Totem archetypes, particularly those whose totem animals are natural enemies to the hero's.

Identity: The Totem may transform between a normal, powerless form and a more animalistic, heroic form.

Prejudice: The Totem may have an unusual appearance or display strange powers that frighten the public.

Quirk: The Totem often has personality traits associated with his totem animal—traits which may prove problematic in human society.

ADVANTAGES

Agile Feint, Power Attack, Takedown

BACKGROUND ADVANTAGES

Roll 1d20 *once* and record the result.

- 1-5 Field General:** You know how to lead in battle.
- 6-10 Hunter:** You honed your talents hunting the most dangerous game or bounties.
- 11-15 Mysterious Past:** Your memories are lost or implanted but you demonstrate competence in unexpected areas.
- 16-20 Survivor:** You are always the last one standing.

ADVANTAGES—FIELD GENERAL

Inspire, Leadership, Teamwork

ADVANTAGES—HUNTER

Skill Mastery (Perception), Tracking, and *Choose one:* Favored Environment or Favored Foe

ADVANTAGES—MYSTERIOUS PAST

Beginner's Luck, Benefit (Cipher), Languages (*Choose one*)

ADVANTAGES—SURVIVOR

Diehard, Great Endurance, Ultimate Effort (Toughness checks)

COMBAT ADVANTAGES

Roll 1d20 *once* and record the result.

1-5 Agile: You seldom suffer a solid hit.

6-10 Daring: You fight with a devil-may-care attitude.

11-15 Grappler: You like to keep your opponents in front of you.

16-20 Skillful: You fight with flair and precision.

ADVANTAGES—AGILE

Evasion, Grabbing Finesse, Improved Defense

ADVANTAGES—DARING

All-out Attack, Fearless, Improved Critical (*Choose one* Attack)

ADVANTAGES—GRAPPLER

Chokehold, Improved Grab, Improved Hold

ADVANTAGES—SKILLFUL

Accurate Attack, Defensive Attack, Precise Attack (Close; Concealment)

SKILLS

Acrobatics 6, Athletics 6, Insight 4, Perception 6

Roll 1d20 *once* and record the result.

1-4 Advanced: You come from more highly developed society.

5-8 Charismatic: You have a way with people.

9-12 Cultured: You are well-learned and articulate.

13-16 Military: You are experienced in the ways of war.

17-20 Mystical: You are familiar with myth and magic.

SKILLS — ADVANCED

Technology 6, Vehicles 6

SKILLS — CHARISMATIC

Insight 6, Persuasion 6

SKILLS — CULTURED

Expertise: History 6, Persuasion 6

SKILLS — MILITARY

Expertise: Tactics 6, Intimidation 6

SKILLS — MYSTICAL

Expertise: (*Choose one*: Magic or Mythology) 6, Insight 6

POWERS**PRIMARY POWERS****ALTERED HUMAN**

Roll 1d20 *once* and record the result.

1-4 Animalistic: Comprehend Animals 2; Enhanced Stamina 2; Enhanced Skill 4 (Perception 4); Senses 6 (Acute and Tracking Smell, Danger Sense, Extended Hearing, Low-Light Vision, Ultra-Hearing) • 16 points

5-8 Cybernetic Implants: Enhanced Awareness 2; Enhanced Advantages 2 (Eidetic Memory, Improved Initiative); Enhanced Defenses 4 (Parry 2, Dodge 2); Senses 6 (Accurate and Extended Hearing, Analytical and Extended Vision, Infravision) • 16 points

9-15 Healing Factor: Enhanced Stamina 2; Immunity 2 (disease, poison); Regeneration 10 • 16 points

16-20 Tactical Mastermind: Enhanced Intellect 2, Enhanced Awareness 2; Enhanced Advantages 3 (Defensive Roll 2, Uncanny Dodge); Senses 5 (Danger Sense, Detect Weakness—Acute, Analytical, Ranged) • 16 points

OTHERWORLDLY

Roll 1d20 *once* and record the result.

1-4 Alien: Enhanced Advantages (Defensive Roll 2), Enhanced Defenses 4 (Parry 2, Dodge 2); Immunity 10 (Life Support) • 16 points

5-6 Aquatic: Enhanced Stamina 2; Immunity 3 (cold, drowning, pressure); Movement 1 (Environmental Adaptation—Aquatic); Senses 1 (Low-Light Vision); Swimming 6 (30 MPH) • 16 points

7-12 Immortal: Enhanced Awareness 2; Immortality 5, Limited (choose effect); Immunity 3 (Aging, Disease, Poison); Protection 2; Regeneration 2 • 16 points

13-17 Offshoot Civilization: Enhanced Stamina 1, Enhanced Awareness 1, Enhanced Defenses 2 (Dodge 1, Parry 1); Immunity 2 (aging, disease); Quickness 4; Speed 4 (30 MPH) • 16 points

18-20 Winged: Enhanced Awareness 2, Enhanced Defenses 4 (Dodge 2, Parry 2); Flight 6 (120 MPH), Wings; Immunity 1 (Cold); Senses 1 (Extended Vision) • 16 points

COMBAT POWERS**ALTERED HUMAN**

Roll 1d20 *once* and record the result.

1-7 Beastly Strength: Enhanced Strength 5; Leaping 6 (500 feet) • 16 points

8-13 Berserker Rage: Enhanced Strength 2, Enhanced Advantages 3 (Close Attack 3); Immunity 10 (Emotion Effects, Interaction Skills), Activation (Move Action, -1 point) • 16 points

14-20 Living Weapon: Strength-based Damage 2, Multiattack 7, Selective 7 • 16 points

OTHERWORLDLY

Roll 1d20 *once* and record the result.

1-5	Brawler: Enhanced Strength 3, Enhanced Advantages 2 (Close Attack 2); Vambraces: Immunity 10 (choose two Damage effects—e.g., bullets and magic, or one common power descriptor or Life Support), Sustained, Removable (-2 points) • 16 points
6-10	Strong Warrior: Enhanced Strength 5; Battle Armor: Impervious Toughness 7, Removable (-1 point) • 16 points
	Unique Weapon: Strength-based Damage 3, Accurate, Penetrating 10 Plus roll 1d20 <i>once</i> :
1-5	Atom Slicer: Weaken Toughness 10, Penetrating 2, Linked to Damage, Easily Removable (-10 points) • 16 points
6-10	Boom Staff: Movement 3 (Space Travel 3), Portal; Easily Removable (-10 points) • 16 points
11-15	Dimension Cutter: Movement 3 (Dimension Travel 3), Portal; Easily Removable (-10 points) • 16 points
16-20	Thundering Mallet: Cumulative Affliction 10 (Resisted by Fortitude; Vulnerable, Defenseless), Limited Degree, Linked to Damage, Penetrating 2; Easily Removable (-10 points) • 16 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+2	+2	+0	+6

POWER POINTS

Abilities	78	Skills	17
Powers	32	Defenses	14
Advantages	9	Total	150

COMPLICATIONS

Honor: Warriors often have a “warrior’s code” or strong sense of honor. Most of the time this makes them even more heroic, but their honor also leaves them open to being manipulated.

Motivation—Patriotism: Duty to country may have motivated the warrior to have undergone experiments that transformed him or to visit the world outside his home.

Motivation—Responsibility: The warrior is often bound by organizational or racial ties.

Motivation—Thrills: The warrior may have chosen his profession to court danger.

WEAPON-MASTER

The Weapon-Master is recognized for his dedication to perfecting the use of a signature weapon and is capable of holding his own against superpowered beings due to his uncanny skill and the technological or magical enhancements made to his weapon.

ABILITIES

Roll 1d20 *once* and record the result.

1-5	Enhanced: You gained your martial prowess through accident or experimentation.
6-13	Natural: You were born to wield your chosen weapon.
14-20	Self-Made: You reached this level of ability through intensive training.

ABILITIES — ENHANCED

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	6	6	7	1	1	0

ABILITIES — NATURAL

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	7	7	8	0	0	0

ABILITIES — SELF-MADE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	6	6	7	0	2	1

ADVANTAGES

Defensive Roll 3

Choose two: Accurate Attack, All-out Attack, Defensive Attack, Power Attack

ADVANTAGES I

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4	Alert: You are ready to fight at any moment.
5-8	Dead Eye: Your aim is impeccable.
9-11	Field Commander: You have led others into battle.
12-14	Master Tactician: You can spot and take advantage of an enemy’s weakness.
15-17	Peak Conditioning: You are incredibly fit.
18-20	Trick Shot Artist: You make shots others don’t even attempt.

ADVANTAGES — ALERT

Evasion, Precise Attack (*Choose One*: Close or Ranged; Concealment), Uncanny Dodge

ADVANTAGES — DEAD EYE

Improved Aim, Improved Critical (weapon), Ultimate Effort (Aim)

ADVANTAGES — FIELD COMMANDER

Inspire, Leadership, Skill Mastery (Persuasion)

ADVANTAGES — MASTER TACTICIAN

Assessment, Skill Mastery (Insight), Teamwork

ADVANTAGES — PEAK CONDITIONING

Diehard, Great Endurance, Skill Mastery (Athletics)

ADVANTAGES — TRICK SHOT ARTIST

Benefit (Ambidexterity), Precise Attack (*Choose One*: Close or Ranged; Cover), Quick Draw

ADVANTAGES II

Roll 1d20 *once* and record the result.

1-5 Fast: You often hit your opponent before he has a chance to react.

6-10 Imposing: Opponents find you unsettling.

11-15 Quick: You are shifty and hard to hit.

16-20 Tricky: Your antics distract your opponents.

ADVANTAGES — FAST

Improved Initiative, Takedown

ADVANTAGES — IMPOSING

Daze (Intimidation), Startle

ADVANTAGES — QUICK

Agile Feint, Evasion

ADVANTAGES — TRICKY

Daze (Deception), Taunt

SKILLS

Acrobatics 4, Athletics 4, Expertise: (*Choose One*) 6

Choose one set:

Set I: Close Combat: Weapon 6, Close Combat: Unarmed 4, Ranged Combat: (*Choose One*) 4

Set II: Close Combat: (*Choose One*) 6, Ranged Combat: Weapon 8

BACKGROUND SKILLS

Roll 1d20 *once* and record the result.

1-5 Soldier: You trained in the military.

6-10 Vigilante: You use your weapons to fight crime and injustice.

11-15 Time-Displaced: You come from a different time, wielding unusual weapons.

16-20 Weaponsmith: You craft your own weapons and even augment them with the latest technology.

SKILLS — SOLDIER

Expertise: Military 6, Vehicles 6

SKILLS — VIGILANTE

Expertise: Streetwise 6, Investigation 6

SKILLS — TIME-DISPLACED

Expertise: History 6, *Choose One*: Expertise: Magic 6 or Technology 6

SKILLS — WEAPONSMITH

Expertise: Weapons 6, Technology 6

PHYSICAL SKILLS

Roll 1d20 *once* and record the result.

1-6 Flamboyant: You fight with great flair.

7-14 Instinctive: You let your well-honed reflexes take over.

15-20 Sneaky: You prefer to avoid a direct confrontation.

SKILLS — FLAMBOYANT

Acrobatics 8, Athletics 4, Sleight of Hand 4

SKILLS — INSTINCTIVE

Acrobatics 6, Athletics 6, Stealth 4

SKILLS — SNEAKY

Acrobatics 6, Athletics 4, Stealth 6

MENTAL SKILLS

Roll 1d20 *once* and record the result.

1-4 Assertive: You know how and when to take charge.

5-8 Cunning: You are good at manipulating others.

9-12 Empathic: You seem to understand others.

13-16 Forceful Personality: Others seem to instinctively respect you.

17-20 Smooth Talker: You know how to get your way.

SKILLS — ASSERTIVE

Insight 8, Intimidation 8, Persuasion 8

SKILLS — CUNNING

Deception 10, Insight 8, Perception 6

SKILLS — EMPATHIC

Insight 10, Perception 6, Persuasion 8

SKILLS — FORCEFUL PERSONALITY

Deception 8, Intimidation 8, Persuasion 8

SKILLS — SMOOTH TALKER

Deception 10, Insight 4, Persuasion 10

POWERS

SIGNATURE WEAPON POWERS

Roll 1d20 *once* and record the result.

Bow and Trick Arrows: Array (10 points plus five Alternate Effects), Easily Removable (-6 points) • 9 points total

Standard Arrow: Ranged Damage 5 • 10 points

Roll 1d20 *five times* (re-roll if you get the same result twice) and add them to the **Bow** as Alternate Effects.

1-2 • **Boomerang Arrow:** Ranged Damage 4, Homing 2 • 1 point

3-4 • **Boxing Glove Arrow:** Ranged Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

5-7 • **Cable Arrow:** Movement 1 (Swinging) • 1 point (if you get this result twice, place the Cable Arrow outside the array instead for 2 points); **Cable Arrow:** Movement 1 (Swinging) • 2 points

1-5

8-10 • **Explosive Arrow:** Burst Area Ranged Damage 3 • 1 point

11-12 • **Flare Arrow:** Ranged Cumulative Affliction 5 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • 1 point

13-15 • **Knockout Gas Arrow:** Burst Area Ranged Affliction 3 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • 1 point

16-18 • **Net Arrow:** Ranged Affliction 5 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees • 1 point

19-20 • **Smoke Arrow:** Cloud Area Ranged Concealment Attack 2 (Normal Sight) • 1 point

6-9

Magic Sword: Strength-based Damage 3 (6 Damage with Strength), Multiattack 6, Penetrating 6, Easily Removable (-6 points) • 9 points

10-11

Modified Nunchaku: Strength-based Damage 2 (5 Damage with Strength), Multiattack 5, Improved Grab, Improved Trip, Reach 3, Ricochet; Movement 1 (Swinging); Easily Removable (-6 points) • 9 points

12-13

Perfect Aim: Perception Range Damage 5, Easily Removable (ranged or improvised weapon, -6 points) • 9 points

14-15 **Rapid Shot:** Ranged Multiattack Damage 5, Easily Removable (ranged weapon, -6 points) • 9 points

Super-Shield: Array (13 points plus 2 points of Alternate Effects), Easily Removable (-6 points) • 9 points total

• **Blocking:** Deflect 13 • 13 points

16-20 • **Shield Bash:** Strength-based Damage 2 (5 Damage with Strength), Penetrating 5 • 1 point

• **Shield Throw:** Strength-based Ranged Damage 2 (5 Damage with Strength), Multiattack 5 • 1 point

UTILITY POWERS

Roll 1d20 *once* and record the result.

1-2 **Blindsight:** Senses 6 (Accurate, Analytical and Extended Hearing, Hearing Counters Illusion) • 6 points

3-6 **Catlike Balance:** Enhanced Skills 4 (Acrobatics 4), Leaping 2 (30 feet), Movement 1 (Safe Fall) • 6 points

7-10 **Healing Factor:** Immunity 1 (Disease); Regeneration 5 • 6 points

11-12 **Probing Sight:** Mind Reading 4, Limited to Surface Thoughts, Visually Sense-Dependent; Senses 4 (Vision Penetrates Concealment) • 6 points

13-14 **Reinforced Body:** Impervious Toughness 6 • 6 points

15-16 **Resilient:** Immunity 6 (Cold, Drowning, Heat, Need for Sleep, Pressure, Starvation and Thirst) • 6 points

17-20 **Super-Soldier:** Enhanced Fortitude 2, Regeneration 2; Speed 2 (8 MPH) • 6 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+7	+6	+5	+0	+8

POWER POINTS

Abilities	56	Skills	40
Powers	15	Defenses	26
Advantages	13	Total	150

COMPLICATIONS

Motivation—Recognition: The Weapon-Master is driven by a need to be recognized as the best at what he does.

Disability: The Weapon-Master has a disability of some sort, such as blindness or only one arm, that he overcomes through his skills or powers.

Honor: The Weapon-Master abides by a warrior's code of honor.

Rival: The Weapon-Master has a foil—another Weapon-Master who tries to outdo him at every turn.

WEATHER CONTROLLER

Weather Controllers combine control over the elements of air and water with cold and electrical energy. They generally command the more violent aspects of the weather, such as storms and blizzards. As such, Weather Controllers wield an impressive array of offensive powers that allow them to strike groups of targets from range.

Roll 1d20 *once* and record the result.

1-7 Conjurer: You appeal to the forces of nature to grant you your powers.

8-14 Psionic: You control the weather through force of will.

15-20 Technological: You use scientific means to manipulate the weather.

ABILITIES — CONJURER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	2	2	4	1	3	8

ABILITIES — PSIONIC

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	3	2	4	1	4	2

ABILITIES — TECHNOLOGICAL

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	3	2	5	4	2	1

ADVANTAGES

Defensive Roll 3

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the result.

1-4 Adapted: You learned to brave the elements.

5-8 Divine: Your powers reflect those of an ancient storm god.

9-12 Facilitator: You are good at using your power to help out others.

13-16 Raging: You are as tempestuous as the storms you control.

17-20 Sovereign: You are regarded as royalty by your people.

ADVANTAGES — ADAPTED

Favored Environment (*Choose one*), Great Endurance

ADVANTAGES — DIVINE

Extraordinary Effort, Ritualist

ADVANTAGES — FACILITATOR

Set-up, Teamwork

ADVANTAGES — RAGING

Daze (Intimidation), Power Attack

ADVANTAGES — SOVEREIGN

Benefit (Status), Connected

SKILLS

Expertise: (*Choose one*) 8

Roll 1d20 *once* and record the result.

1-5 Attuned: You're sensitive to your surroundings.

6-10 Organic: You understand how nature works.

11-15 Sneak: You have a shady past.

16-20 Spirited: You are full of energy.

SKILLS — ATTUNED

Expertise: Weather 8, Insight 8, Perception 8

SKILLS — ORGANIC

Expertise: Biology 8, Perception 4, Persuasion 8, Treatment 4

SKILLS — SNEAK

Deception 4, Expertise: Streetwise 4, Sleight of Hand 8, Stealth 8

SKILLS — SPIRITED

Acrobatics 8, Athletics 8, Intimidation 8

POWERS

OFFENSIVE POWERS

Weather Control: Array (30 points, Dynamic plus 4 Dynamic Alternate Effects) • 39 points

Roll 1d20 *five times* and add the results to the **Array** as Dynamic Alternate Effects (re-roll if you get the same result twice).

- 1-2**
 - **Dazzling Strike:** Ranged Cumulative Affliction 10 (Resisted by Fortitude; Vision and Auditory Impaired, Vision and Auditory Disabled, Vision and Auditory Unaware) • 30 points
- 3-4**
 - **Dense Fog:** Visual (All) Concealment Attack, Burst Area (x4), Selective • 30 points
- 5-6**
 - **Downdraft:** Ranged Burst Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 30 points
- 7-8**
 - **Glacier:** Create 9, Continuous, Innate, Linked to Environment 2 (Cold, Impede Movement 1) • 30 points
- 9-10**
 - **Lightning Bolt:** Ranged Damage 12, Accurate 3, Indirect 3 (any point downwards) • 30 points

- 12-14** • **Stormy Weather:** Environment 10 (2 miles; Cold, Impede Movement, Visibility) • 30 points
- 15-17** • **Tornado:** Ranged Burst Area Damage 10 • 30 points
- 18-20** • **Whirlwind:** Burst Area Move Object 10 • 30 points

DEFENSIVE POWERS I

Roll 1d20 *once* and record the result.

- 1-5** **Aquatic:** Immunity 3 (Cold, Drowning, Pressure), Senses 5 (Darkvision, Accurate and Extended Hearing); Swimming 2 (2 MPH), Stacks with other Swimming • 10 points
- 6-10** **Cold Immunity:** Immunity 10 (Cold effects) • 10 points
- 11-20** **Weather-Proof:** Immunity 10 (Weather effects) • 10 points

DEFENSIVE POWERS II

Roll 1d20 *once* and record the result.

- 1-7** **Force Field:** Impervious Protection 8, Sustained • 16 points
- 8-14** **Vigorous:** Enhanced Stamina 3; Enhanced Defenses 10 (Dodge 5, Parry 5), Sustained • 16 points
- 15-20** **Wind Shield:** Enhanced Defenses 16 (Dodge 8, Parry 8), Sustained • 16 points

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

- 1-8** **Arc Riding:** Leaping 10 • 10 points

- 9-12** **Swimming:** Movement 1 (Environmental Adaptation—Aquatic); Swimming 8 (120 MPH), Stacks with other Swimming • 10 points

- 13-20** **Wind Riding:** Flight 5 (60 MPH) • 10 points

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+2	+0	+4	+0	+6

POWER POINTS

Abilities	40	Skills	16
Powers	75	Defenses	12
Advantages	7	Total	150

COMPLICATIONS

Motivation—Responsibility: The Weather Controller may feel that he or she has a responsibility to help others, head off disastrous weather, and help however he or she can.

Accident: A Weather Controller's power may fluctuate according to her mood, which may lead to unpredictable storms.

Fame: A Weather Controller's powers are difficult to hide, often resulting in a public identity.

Phobia: A Weather Controller sometimes displays fear of open spaces or certain climates opposed to her own.

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MUTANTS & MASTERMINDS

HERO: _____

PLAYER: _____ IDENTITY: _____ SECRET PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: _____

POWER POINT TOTALS: ABILITIES _____ * POWERS _____ * ADVANTAGES _____ * SKILLS _____ * DEFENSES _____ = _____

STRENGTH	<input type="text"/>	AGILITY	<input type="text"/>	FIGHTING	<input type="text"/>	AWARENESS	<input type="text"/>
STAMINA	<input type="text"/>	DEXTERITY	<input type="text"/>	INTELLECT	<input type="text"/>	PRESENCE	<input type="text"/>

DEFENSE

DODGE (AGL)

PARRY (FGT)

FORTITUDE (STA)

TOUGHNESS (STA)

WILL (AWE)

OFFENSE

INITIATIVE

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

NOTES & CONDITIONS

HERO
POINTS

POWER POINTS
EARNED

POWER POINTS
SPENT

POWERS & DEVICES

CHARACTER ILLUSTRATION

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MUTANTS & MASTERMINDS

ADVANTAGES

COMPLICATIONS

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

TOTAL

ABILITY

RANKS

OTHER

ATHLETICS

CLOSE COMBAT

DECEPTION

EXPERTISE

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

SERIES: _____ GAMEMASTER: _____

INFORMATION

NOTES: _____
