

WITH A MIND VIGILANCE



SUPER HERO SUPER HERO



VIGILANCE

SUPERHERO



by Charles Rice

Copyright 2002© **CHARLES RICE**

Version: 1.31

Dedication: this work would not be possible without the input and constant support of my sister, Paula Rice.

Special Thanks: to Roy Thomas and Chris Claremont, for firing young imaginations, and for the being the very best at what you do, and to Dominic Covey and Chris Davis for your help and many suggestions.

OGL: All material in this book derived from the SRD is OGC. All non game mechanic text is Product Identity. Vigilance is always Product Identity. This book requires the 3rd Edition Player's Handbook.

D20: The D20 System and the D20 logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System license version 1.0 a. A copy of this license may be found at www.wizards.com

Any comments about Vigilance are needed for its continued growth. Interested parties are encouraged to send comments and suggestions to: Vigilance2112@aol.com

The fonts in **VIGILANCE** are from LarabieFonts <http://www.larabiefonts.com>

CHAPTER 1: THE BASICS

VIGILANCE

Introduction

Heroism. Flying through the air. Leaping tall buildings in a single bound. These are the stuff of SuperHeroic adventures. Vigilance is a d20 game designed to allow players to live this fantasy, rescuing the helpless, encouraging the meek, and standing up against the villainous. Vigilance characters are beyond mortal kin, allowing even veteran d20 players the chance to do things with their characters that they never dreamed possible. This is the world of heroes who strive to protect humanity, and the villains who seek to control the weak: A world that requires constant Vigilance from those who would protect it.

What's Different

Some things work differently in Vigilance than in other d20 games. Here are the essentials:

Defense: this Stat replaces AC. It represents the character's ability either to avoid damage, or to shrug it off. A character's Def. is $10 + \text{his Fort and Ref Saves} + \text{Dex}$ only adds to Def. once, so to avoid confusion compute your total Ref Save (including Dex Modifier) and add it to your Def.

Armor: Armor has no effect on your chance to be hit, instead providing Damage Resistance. Most types of Armor only provide DR to one type of attack. So, a Flak vest would protect against physical attacks, but not energy or

psychic attacks.

Damage: Vigilance uses the Vitality Point/Wound Point variant for determining damage. A character has Vitality points equal to his hit dice plus his con bonus as normal. A character's Wound Points are equal to his Con, and unless the character is a Brick, or takes a feat, these do not increase. Wound points are taken only after all Vitality Points are gone. Critical hits deal damage to Vitality Points as normal. Vitality Points heal one per level per hour. Wound Points heal one per level per day.

Resources: Instead of starting money based on class, Vigilance rates resources as an ability. This is determined by Cha, Skills, Feats, and Disadvantages.

Contacts: SuperHero characters often rely on their friends to provide them important information. Heroes start the game with contacts equal to their Cha Bonus.

Reputation and Infamy: A Hero can live or die at times on his good name alone, and Villains can turn their infamy into a villain team banded together by fear and the strength of his dark will. Reputation not only determines how well liked the character is, it also allows him to gain more contacts as he rises in level.

Power Points and Skill Points: Powers have numerous skills associated with them, which represents a character learning to use his existing Powers in new

ways as he gains experience. All Vigilance characters gain six points per level, divided between their Skills and their Powers. This division is determined by Character Class. Power Points are modified by Con, not Int., but otherwise work exactly like Skill Points. Like skills, certain character classes have certain Powers associated with them, so Power Points spent on Energy Blast grant more yield to an Energy Projector than they do to a Brick. Skill Points are limited by level as in the PHB, but Power Points may be spent in any way the character desires.

Heroism (and Villainy) Points:

Gaining Heroism Points: A character starts the game with 1-4 Hero Points. Thereafter, he gains one per level, to a maximum of four. If a Hero risks his life in the performance of a Heroic deed, not only can he immediately earn a Heroism point, but his maximum Hero points rise by one as well.

Using Heroism Points: These allow a character to rise above the common man, performing the impossible. Using a Heroism point allows a character to roll 1d6/5 levels and add it to the roll. Heroism dice are open-ended, so any six on a heroism die allows the character to roll again and add the result. Further uses of Heroism points may be found in the Heroism and Villainy chapter.

A Note on Balance: the information in this book has been designed to simulate the abilities of larger-than-life comic book heroes. The abilities presented here are not balanced with those in the PHB, and are not intended to be loosed in any regular d20 game. The Martial arts feat,

for instance, is much better than Improved Unarmed Combat, and includes a skill (Throw), which effectively takes the place of a Feat (Improved Trip) and has no prerequisites. The Power of some existing feats likewise has been changed. Since your Ref and Fort saves determine your defense, Great Fortitude and Lightning Reflexes are more powerful, as they now also give a +2 Def. Again, these changes are meant only to be balanced with *each other*.

New Abilities

While Vigilance uses the standard abilities we all have grown to love, it also introduces some new ones to help better represent the SuperHeroic world.

Contacts

All Heroes need friends. Contacts can help a hero find things out he doesn't know, get places he couldn't get, and solve crimes he couldn't solve on his own. A Hero begins the game with a number of Contacts equal to his Cha modifier (if any). At the start of the game, a character's Contacts should be people from his private (non-superheroic) life. This gives the player and GM a chance to fill out the character. Where does the character work? Whom does he love? Later in the game, as the character's Reputation grows, he will have the opportunity to develop much grander Contacts. In the beginning, stick to the character's private life.

Reputation

Fame is fleeting and fickle. It's also hard work! However, it comes in handy. Positive Reputation can help a character in many ways, especially when dealing with Law Enforcement and the Government. Oh and by the way, Villains

have Reputations too. A well-known Hero or Villain can expect healthy respect from his opponents, who often know about his abilities and disadvantages before the fight begins.

Starting Reputation: A character's initial Reputation score is equal to his Level + his Cha modifier. So, a 1st level character with an 18 Charisma has a reputation of five.

Using Reputation to win friends and influence people: a character with a positive Reputation may add his Reputation Modifier to the following skills when dealing with characters of Good alignment: Bluff, Diplomacy, Gather Information, Innuendo. A Villainous Reputation (a negative one) works as above on characters of evil alignment. Against everyone else, it grants its modifier as a bonus to Intimidate.

Making New Contacts: One handy use for Reputation is to gain new Contacts. In fact, it's the only way to gain new Contacts. As the Hero meets people in his adventures, he may wish to befriend them so he can dial them up later and ask for information. You never know when having the phone number of that sexy mysterious Russian Agent of U.S.H.E.R. your character met in Eastern Europe will come in handy.

Roll a d20, modified by the Character's Reputation modifier (treat the character's total reputation like an ability, so a 12 Rep would give +1 to this roll). If the roll is equal to the DC set by the GM to acquire this contact, you have a new friend and can add the person to your Contact list. If the roll fails . . . well maybe you'll be back

in Eastern Europe someday. When your Reputation improves, you may try again.

Contact DC Table:

DC 10: The Contact is about as powerful, rich, and influential as the PC (in other words, there's as much of an upside for the Contact as for the PC).

DC 20: The Contact is more powerful, more rich, or more influential than the PC (so a rich blue-blooded newspaper owner might still like the idea of having a friend who can knock down walls).

DC 25: The Contact is more powerful, more rich *and* more influential than the PC.

Sometimes the roll is not necessary. Some adventures are designed by the GM to introduce you to a certain person, and having that person as a Contact will be part of the reward for the adventure. One final note on Contacts: Contacts work both ways. If you make a Contact of that sexy U.S.H.E.R. Agent, one day she'll be in America and want *your* help.

Resources

How much a character can afford often defines, in many small ways, what kind of Hero he is. Does the character live in a room at the mansion of the big supergroup? Or did he buy the mansion? Does the character fight crime from the back of a van? A Loft? A huge cave underground loaded with supercomputers? All types of Heroes can be successful. It just depends on whether you need to watch your budget or not.

How resources work: Rather than deal with accounting and lots of scrap paper, Vigilance handles the issue of money with a *Resource Rating*. A character's initial

Resource Rating is his Cha modifier, modified by things like Feats and Disadvantages. A character also receives +1 to his Resource Rating for every two points spent on Professional skills. Instead of a set price, objects are assigned a DC based on how expensive they are. Roll a d20, add your Resource rating . . . and either you can afford it or you can't. From an adventuring standpoint, Resources are handy for everyone, but truly important for Gadgeteers. Need a new BattleSuit? Well they don't come cheap.

Improving resources: Characters may make one resource roll each game session, attempting to acquire something they need for their adventures. However, a character may also choose to make his resources roll in an attempt to improve his Resource Rating. The character must roll 10 higher than the Resource Rating he is attempting to achieve, which can be no more than one higher than his current Resource Rating. So, a character with Resources +4, could attempt to raise them to +5, by rolling a 15 on a d20 (adding his +4 Resource Rating). If a natural one is rolled on this attempt, the character's Resource Rating is instead reduced by one.

Resources Retries: as stated above you may only attempt one Resources roll per game session. However, if you fail and wish to try for the same again during the next session, you roll at +2 for each previous attempt.



CHAPTER 2: ORIGINS

ORIGINS

Vigilance does not use race per se. A character in comics might be of a different race, but his origin is a much more important factor in determining his abilities. Thus a WWII supersoldier and a friendly neighborhood hero would both be “human,” but are very different sorts of heroes because of their Origins. All Characters, regardless of Origin, receive one Power and one Feat at first level.

ADVANCED TRAINING

This character has received training not available to most characters. She could belong to a world-spanning spy organization like U.S.H.E.R., have been trained in the martial arts in an exotic Tibetan monastery, or have been the only product of a super-soldier program. The character is otherwise “human,” and as such has fewer Powers than most characters.

Advanced Training Abilities

Stat Bonus/Penalty: +2 to one Stat of the character’s choice; -2 to one Stat of the character’s choice

Bonus Feat: One bonus Feat at 1st Level
Bonus Skill Points: 4 Bonus skill Points at 1st level, one bonus skill point each level after 1st.

*Powers:*The Character alternates between a Feat and a Power every 2nd level. So, the character gains a feat at 2nd level, a Power at 4th level, a Feat at 6th level, and so on. While the character will have fewer Powers than other characters, his Powers may be Inborn or Gadgets,

and are often a mixture of the two.

Favored Classes: Acrobat, Detective, Gadgeteer

ALIEN

Alien characters are usually the last survivors of a doomed race. The player may decide that his character is the last scion of a homeworld that was destroyed in his infancy, or the last representative of a doomed race that lost a genocidal war. A common feature of this Origin is the return of members of the character’s race as Enemies. Yes, even if you are the “last” scion, there’s always another of your kind kicking around out there who doesn’t like you.

Alien Abilities

Stat Bonus/Penalty:+2 to one or two stats of the character’s choice; -2 to one or two Stats of the character’s choice. These are assumed to be racial abilities, and any other members of the character’s race encountered in the campaign will have these same racial bonuses and penalties.

Alien Physiology: The character gains a bonus power at 1st level. This is considered a racial trait, and will be possessed by any other members of the character’s race

Enemy: all Alien characters have this disadvantage. The Enemy is always a member of the character’s race. The Disadvantage Rating of the Hunted must be at least two(see the Disadvantages section for more information on DSR’s).

*Powers:*Alien characters gain one power every two levels. Alien Powers may be either Inborn or Gadget based.

Favored Classes: Psychic, Energy Projector, Brick

ARTIFICIAL LIFE

A character with this Origin was literally made, not born. The character could be a genetic creation, her DNA spliced together from thousands of donors to create a “perfect” human. Or the character could be a living machine, an artificially intelligent android.

Stat Bonuses/Penalty: +2 to one stat of the character’s choice; -2 to one stat of the character’s choice

Save Bonuses: due to differences in bodily makeup, Artificial Life characters receive a +2 Bonus to one Save of their choice. Thus a robot might have been constructed with Speed in mind, or a character’s mind might be so bizarre that she gains a +2 Will Save.

Forbidding Demeanor: Artificial characters feel their separation from the “normal” people they live with. They have no mother, no father, and feel isolated, wanting others to stay at bay as well. All Artificial characters must take this Disadvantage at 1st level at a DSR of two. They receive no experience for this disadvantage.

Powers: Artificial Life characters receive one Power every two levels. All of these Powers must be inborn, except for Gadgeteer characters.

Favored Classes: Brick, Energy Projector

MUTANT

Mutants characters are born different. For whatever reason, certain members of the population are of a new species, the next step in human evolution. These powers surface during puberty, and are

often wild and uncontrolled while the mutant is young. This has caused mutants to be the subject of fear and misunderstanding. The very idea that one’s own child could develop wild uncontrolled abilities seems to unnerve many people.

Mutant Abilities

Stat Bonus/Penalty: +2 to one stat of the character’s choice, -2 to one stat of the character’s choice.

Prejudice: All mutants must take the Prejudice disadvantage. The Disadvantage Rating must be at least two(see the Disadvantages section for more information on DSR’s).

Bonus Power Points: Mutants receive 4 additional Power Points at 1st level, and one bonus Power point for each level after 1st.

Powers: Mutants receive one Power every two levels. All Mutant Powers must be Inborn. The only exception to this is if the character is of the Gadgeteer class, and Mutant Gadgeteers are extremely rare.

Favored Classes: Acrobat, Energy Projector, Brick

MYSTIC ENCOUNTER

This character has had an encounter with the supernatural. Perhaps the character has learned things man was not meant to know. Perhaps the character is the embodiment of some hero of myth. Or the character could have been enchanted by a sorcerer to do his bidding.

Mystic Encounter Abilities

Stat Bonus/Penalty: +2 to one stat of the character’s choice; -2 to one Stat of the character’s choice

Stat Bonus: +2 Wisdom; the character's encounter has left her at least moderately more adept at dealing with the supernatural.

Powers: One power is gained every two levels. These powers may be "Gadgets" (in the form of mystic artifacts), or inborn.

Favored Classes: Brick, Energy Projector, Psychic

SCIENTIFIC EXPERIMENT

While conducting (or the subject of) a high-tech experiment, something unexpected happens. The character's powers are the result of this experiment. Since the results were unintended, the effects cannot be replicated, leaving the character as the only example. The character could be the lone survivor of a test with radiation, or even a bystander at a public experiment involving irradiated vermin of some kind.

Scientific Experiment Abilities

Stat Bonus/Penalty: +2 to one Stat of the character's choice; -2 to one Stat of the character's choice

Stat Bonus: +2 Intelligence; the Character usually has a scientific background of some sort, if only as a lab assistant or the scientist's pilot.

Powers: One Power is gained every two levels. The character's Powers may be Gadgets or Inborn, and many characters of this Origin have a mixture of the two.

Favored Classes: Acrobat, Brick, Gadgeteer, Energy Projector

CHAPTER 3: CLASSES

ACROBAT

The Acrobat is a Hero who relies on his wits and mobility to survive. He might be a resurrected hero from WWII, a friendly, neighborly hero or the fastest man alive. Whatever his powers, the Acrobat is quite capable in combat, relying on his ability to not get hit. Although he will have less Vitality points than a Brick, the Acrobat will get hit a lot less often.

Class Abilities:

Hit Die: d6

Alignment: any

Skill Points per Level: 4+Int. Modifier (x4 at 1st Level).

Class Skills: Balance, Climb, Escape Artist, Hide, Jump, Martial Arts, Move

Silently, Tumbling

Power Points per Level: 2+Con Modifier (x4 at 1st level).

Power Skills: Danger Sense, Deflection, Desolidification, Ensnaring Attack, Flight, Invisibility, Plasticity, Shrinking, Super Running, Superhuman Dexterity, Teleport, Unique Item

Evasion: this ability works exactly as described in the Player's Handbook

Uncanny Dodge: this ability works exactly as described in the Player's Handbook

Combat Evasion: this ability works as Evasion, except it also works against Powers which require the character to save vs. Fort for ½ damage as well, resulting in no damage on a successful save.

M e e e

Evasion: high level Acrobats are almost never squarely hit. Constantly in motion, twisting turning and rolling, even solid hits turn into glancing blows. This ability allows the character to make a Reflex save (DC equal to the damage dealt) to reduce the damage by ½. The character

Acrobat					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+1	+1	+0	Evasion
2 nd	+1	+2	+2	+0	
3 rd	+2	+2	+2	+1	Unc. Dodge(no flat footed)
4 th	+3	+3	+3	+1	Combat Evasion
5 th	+3	+3	+3	+1	Unc. Dodge(can't be flanked)
6 th	+4	+4	+4	+2	
7 th	+5	+4	+4	+2	
8 th	+6/+1	+5	+5	+2	Improved Evasion
9 th	+6/+1	+5	+5	+3	
10 th	+7/+2	+6	+6	+3	Improved Combat Evasion
11 th	+8/+3	+6	+6	+3	
12 th	+9/+4	+7	+7	+4	Melee Evasion
13 th	+9/+4	+7	+7	+4	
14 th	+10/+5	+8	+8	+4	
15 th	+11/+6/+1	+8	+8	+5	
16 th	+12/+7/+2	+9	+9	+5	
17 th	+12/+7/+2	+9	+9	+5	
18 th	+13/+8/+3	+10	+10	+6	
19 th	+14/+9/+4	+10	+10	+6	
20 th	+15/+10/+5	+11	+11	+6	Improved Melee Evasion

Brick	Level	Base Attack	Fort	Ref	Will	Special
	1 st	+1	+2	+0	+0	Bonus Power
	2 nd	+2	+3	+0	+0	+1 Wound Point
	3 rd	+3	+3	+1	+1	
	4 th	+4	+4	+1	+1	+1 Wound Point
	5 th	+5	+4	+1	+1	
	6 th	+6/+1	+5	+2	+2	+1 Wound Point
	7 th	+7/+2	+5	+2	+2	
	8 th	+8/+3	+6	+2	+2	+1 Wound Point
	9 th	+9/+4	+6	+3	+3	
	10 th	+10/+5	+7	+3	+3	+1 Wound Point
	11 th	+11/+6/+1	+7	+3	+3	
	12 th	+12/+7/+2	+8	+4	+4	+1 Wound Point
	13 th	+13/+8/+3	+8	+4	+4	
	14 th	+14/+9/+4	+9	+4	+4	+1 Wound Point
	15 th	+15/+10/+5	+9	+5	+5	
	16 th	+16/+11/+6/+1	+10	+5	+5	+1 Wound Point
	17 th	+17/+12/+7/+2	+10	+5	+5	
	18 th	+18/+13/+8/+3	+11	+6	+6	+1 Wound Point
	19 th	+19/+14/+9/+4	+11	+6	+6	
	20 th	+20/+15/+10/+5	+12	+6	+6	+1 Wound Point

Alignment: any
Skill Points per Level: 2+Int. Modifier (x4 at 1st Level).
Class Skills: Brawling, Climb, Intimidate, Jump, Profession
Power Points per Level: 4+Con Modifier(x4 at 1st Level).
Power Skills: Armor, Claws, Damage Touch, Density Increase, Growth, Life Support, Regeneration, Superhuman Durability, Superhuman

may do this against any physical attack. This ability may be used a number of times each game session equal to the character's Dex Modifier.

Improved Melee Evasion: this ability allows the character to make a Reflex Save(DC equal to the damage dealt) to reduce damage done by a melee attack to zero. This ability may only be used once per game.

BRICK

The Brick is the backbone of any Vigilance team. He is the character who wades into battle while others hold back. He is the first one in while others hold back. He takes the hits that other characters can't take. It takes bravery to be a Brick, it takes guts, it takes nerves of steel.

Hit Die: d10

Presence, Superhuman Strength, Unique Item

Bonus Power: at First Level the Brick receives a Bonus Power from the following list: Armor, Growth, Regeneration, Superhuman Durability, Superhuman Strength, Unique Item

DETECTIVE

A Shadow among shadows. Watching unseen. The dark shadow of the city. The Detective sees everything while saying little. He is a mysterious figure, using knowledge as his greatest weapon.

Hit Die: d8

Alignment: any
Skill Points per Level: 4+Int. Modifier (x4 at 1st Level).

Class Skills: Bluff, Brawling, Climb, Criminology, Diplomacy, Disable Device, Disguise, Forgery, Gather Information,

Detective					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+0	+2	+2	Area Knowledge +1
2 nd	+1	+0	+3	+3	Research
3 rd	+2	+1	+3	+3	Contacts +1
4 th	+3	+1	+4	+4	
5 th	+3	+1	+4	+4	Area Knowledge +2
6 th	+4	+2	+5	+5	Contacts +2
7 th	+5	+2	+5	+5	
8 th	+6/+1	+2	+6	+6	Sleuthing
9 th	+6/+1	+3	+6	+6	Contacts +3
10 th	+7/+2	+3	+7	+7	Area Knowledge +3
11 th	+8/+3	+3	+7	+7	
12 th	+9/+4	+4	+8	+8	Contacts +4
13 th	+9/+4	+4	+8	+8	
14 th	+10/+5 +4	+9	+9		
15 th	+11/+6/+1	+5	+9	+9	Area Knowledge +5;Contacts +5
16 th	+12/+7/+2	+5	+10	+10	
17 th	+12/+7/+2	+5	+10	+10	
18 th	+13/+8/+3	+6	+11	+11	Contacts +6
19 th	+14/+9/+4	+6	+11	+11	
20 th	+15/+10/+5	+6	+12	+12	Area Knowledge +6

opponent, able to sift through cover identities and track down hidden agendas. A Detective with a computer and an Internet connection can add his Detective Level to his Criminology or Gather Information skills.

Contacts: Detectives are also skilled in finding human avenues toward their prey. As a Detective rises in level, he

receives free contacts. These are in addition to any he can make through Reputation rolls.

Sleuthing: at higher levels a Detective can actually see how the crime happened in his head. At this level the Detective can roll his criminology twice and take the best of the two rolls.

ENERGY PROJECTOR

The Energy Projector is the sniper of the world of Vigilance. He is the undisputed master of long range combat. Energy Projectors make excellent Heroes, using their speed and mobility to keep enemies at bay.

Hit Die: d6

Alignment: any

Hide, Innuendo, Intimidate, Listen, Martial Arts, Move Silently, Open Lock, Pick Pocket, Search, Sense Motive, Spot, Use Rope

Power Points: 2+Con Modifier (x4 at 1st Level).

Powers Skills: Danger Sense, Enhanced Senses, Ensnaring Attack, Metamorphosis, Radar Sense, Sonar, Spectral Sight, Superhuman Intelligence, Superhuman Presence, Unique Item, Unique Vehicle, X-Ray Vision

Area Knowledge: Detectives have a home city that they know like the back of their hand. All class skills gain a bonus in their home city, as listed on the class table.

Research: As astute as his powers of direct observation are, a Detective with a computer is an even more dangerous

Class Skills: Intimidate, Profession(any), Spot

Skill Points per Level: 2 +Int. Modifier (x4 at 1st Level).

Power Points per Level: 4+Con Modifier (x4 at 1st level).

Power Skills: Armor, Aura, Blast, Damage Touch, Desolidification, Ensnaring Attack, Flight, Invisibility, Light Control, Superhuman Dexterity, Weather Control

Blast Power: the signature power of the Energy Projector class, all Energy Projectors gain this power at 1st level.

Bonus Feats: every four levels an Energy Projector gains a bonus feat. The feats that may be selected are: ArcBlast, ArcStorm, Bolt, Combat Flying, Combination Blast, Concentrated Blast, Cone Attack, Devastation, Explosive Blast, PowerBlast, PureBlast, Strafe, Superior Concentration, UltraBlast

GADGETEER

He sits alone in a hidden laboratory, alone with his science. Dark goggles shield his eyes from the glare of his welding torch as he labors over minute details of microcircuits and wiring and hydraulics. A scientist? Surely. But not only that, for his work, when completed, will strike fear into the hearts of those who would use science to do evil in the world. This is the Gadgeteer.

Item Creation feats: Gadgeteers work differently than other characters. Rather than take powers and learn to use them, as the Brick does, for instance, the Gadgeteer uses Item Creation feats and esoteric skills to achieve the same effect. With his skills and feats, the Gadgeteer can make a BattleSuit to protect him in battle, Vehicles to carry his team into

battle, and a Headquarters for them to relax in between adventures. Gadgeteers receive Powers in the same way that Advanced Training characters do: a Feat at levels 2, 6, 10, etc. and a Power at levels 4, 8, 12, etc. Furthermore, all of their Powers must be Gadget based, and cannot be Inborn (see Disadvantages, Equipment).

How Gadgets Work: like Item Creation feats from the PHB,

Energy Projector					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	Blast Power
2 nd	+2	+0	+3	+0	
3 rd	+3	+1	+3	+1	
4 th	+4	+1	+4	+1	Bonus Feat
5 th	+5	+1	+4	+1	
6 th	+6/+1	+2	+5	+2	
7 th	+7/+2	+2	+5	+2	
8 th	+8/+3	+2	+6	+2	Bonus Feat
9 th	+9/+4	+3	+6	+3	
10 th	+10/+5	+3	+7	+3	
11 th	+11/+6/+1	+3	+7	+3	
12 th	+12/+7/+2	+4	+8	+4	Bonus Feat
13 th	+13/+8/+3	+4	+8	+4	
14 th	+14/+9/+4	+4	+9	+4	
15 th	+15/+10/+5	+5	+9	+5	
16 th	+16/+11/+6/+1	+5	+10	+5	Bonus Feat
17 th	+17/+12/+7/+2	+5	+10	+5	
18 th	+18/+13/+8/+3	+6	+11	+6	
19 th	+19/+14/+9/+4	+6	+11	+6	
20 th	+20/+15/+10/+5	+6	+12	+6	Bonus Feat

building a Gadget costs the Gadgeteer time, money, and experience. However, since Vigilance gadgets work differently than d20 Magic Items, these rules need revisiting. The maximum ability of any Gadget made by the Gadgeteer is $\frac{1}{2}$ his skill. So, a 1st Level Gadgeteer with a 16 Int.(+3 Modifier) could have a maximum Hydraulics skill of +7. He decides to add an exoskeleton granting a +3 enhancement bonus to Str.($\frac{1}{2}$ skill rounded down) onto the BattleSuit he receives for free(Gadgeteer class ability).

How long Gadgets take to Build: Building a Gadget takes a number of days equal to its enhancement bonus, modified as follows:

- 1 Day per enhancement plus of Gadget
- -1 Day per Int. Modifier of Gadgeteer
- x2 for adding a Gadget onto an existing Gadget

Continuing our example from above, our intrepid 1st Level gadgeteer is adding a Str. enhancing exoskeleton onto his BattleSuit. The total bonus of the Gadget is +3, so the Device will take him three days to build. 6 Days for adding a +3 Gadget onto an existing Gadget, minus his Int. Modifier of three.

How much money Gadgets Cost: Vigilance uses an abstract *Resource Rating* system to determine whether a character can afford something or not. The cost of a Gadget is its enhancement bonus +10. So, continuing our example from above, the exoskeleton would require a Resource roll of 13 or higher.

How much XP gadgets cost: Gadgets cost XP as well. Multiply the total enhancement bonus of the Gadget by 20 for an Exclusive gadget. So, our exoskeleton would cost 60 XP to create.

Hit Die: d6

Alignment: any
Skill Points per Level: 4+Int. Modifier (x4 at 1st Level).

Class Skills: Craft(Int.), Disable Device(Int.), Knowledge(Int.), Open Lock(Dex), Profession(Wis)

Power Points per Level: 2+Con Modifier (x4 at 1st Level).

Power Skills: Armor, Flight, Life Support, Light Control, Radar Sense,

Gadgeteer					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+0	+2	+0	Item Creation Feat; Invention
2 nd	+1	+0	+3	+0	Item Creation Feat
3 rd	+2	+1	+3	+1	Invention +1
4 th	+3	+1	+4	+1	New Power
5 th	+3	+1	+4	+1	Invention +2
6 th	+4	+2	+5	+2	Item Creation Feat
7 th	+5	+2	+5	+2	Invention +3
8 th	+6/+1	+2	+6	+2	Power
9 th	+6/+1	+3	+6	+3	Invention +4; HeadQuarters
10 th	+7/+2	+3	+7	+3	Item Creation Feat
11 th	+8/+3	+3	+7	+3	Invention +5
12 th	+9/+4	+4	+8	+4	Power
13 th	+9/+4	+4	+8	+4	Invention +6
14 th	+10/+5	+4	+9	+4	Item Creation Feat
15 th	+11/+6/+1	+5	+9	+5	Invention +7
16 th	+12/+7/+2	+5	+10	+5	Power
17 th	+12/+7/+2	+5	+10	+5	Invention +8
18 th	+13/+8/+3	+6	+11	+6	Item Creation Feat
19 th	+14/+9/+4	+6	+11	+6	Invention +9
20 th	+15/+10/+5	+6	+12	+6	Power

Sonar, Spectral Sight, Superhuman Intelligence, Time Manipulation, Unique Item, Unique Vehicle

Invention: the Gadgeteers scientific advances have great commercial applications. Although no Gadgeteer of Good Alignment would sell military hardware, he still creates ancillary technology of great value, such as new forms of microchips, miniature gears and so forth. The Gadgeteer adds his Int. Modifier to his starting Resources.

Free Creation: the gadgeteer starts the game with one example of the best type of device he could make. Either a Strength enhancing Exoskeleton, a BattleSuit, a Blaster, or a Vehicle.

Item Creation Feat: as the Gadgeteer advances in level, he begins to master more advanced technological skills. At each level indicated on the chart below, he gains free Item Creation Feats.

PSYCHIC

The Master of the Mind. Psychics are a staple in comic book adventures, whether a master of the mystic arts, or one able to read minds and project his thoughts over vast distances. Often these characters, despite their weaker physical stature are the glue that holds a team together, linking their teammates, allowing for silent communication and coordination of attacks.

Hit Die: d6

Alignment: any

Skill Points per level: 2+Int. Modifier (x4 at 1st level)

Class Skills: Animal Empathy, Bluff, Diplomacy, Profession, Sense Motive

Power Points per Level: 4+Con Modifier (x4 at 1st Level).

Class Powers: Blast, Danger Sense, Flight, Invisibility, Mind Control, Superhuman Presence, Superhuman Will, Telekinesis, Telepathy, Teleport, Time Manipulation

Mental Power: Psychic characters receive a free Power at first level. This free Power may be: Mind Control, Superhuman Will, Superhuman Presence, Telekinesis, Telepathy

Mental Shields: at this level, the Psychic gains a supernatural warning from his subconscious about incoming attacks. This ability allows the Psychic to use his Will save modifier in place of

Psychic					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+0	+0	+2	Mental Power
2 nd	+1	+0	+0	+3	
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	Mental Shields 1/day
5 th	+2	+1	+1	+4	
6 th	+3	+2	+2	+5	Mental Force 1/day
7 th	+3	+2	+2	+6	
8 th	+4	+3	+3	+6	Mental Armor
9 th	+4	+3	+3	+7	Mental Shields 2/day
10 th	+5	+3	+3	+7	Will Force
11 th	+5	+3	+3	+7	Mental Force 2/day
12 th	+6/+1	+4	+4	+8	Mental Evasion
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	Mental Shields 3/day
15 th	+7/+2	+5	+5	+9	Your Mind is your own
16 th	+8/+3	+5	+5	+10	Mental Force 3/day
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	Mental Shields 4/day
20 th	+10/+5	+6	+6	+12	

his Ref or Fort saves any time he must make a saving throw. This ability may be used a limited number of times per day.

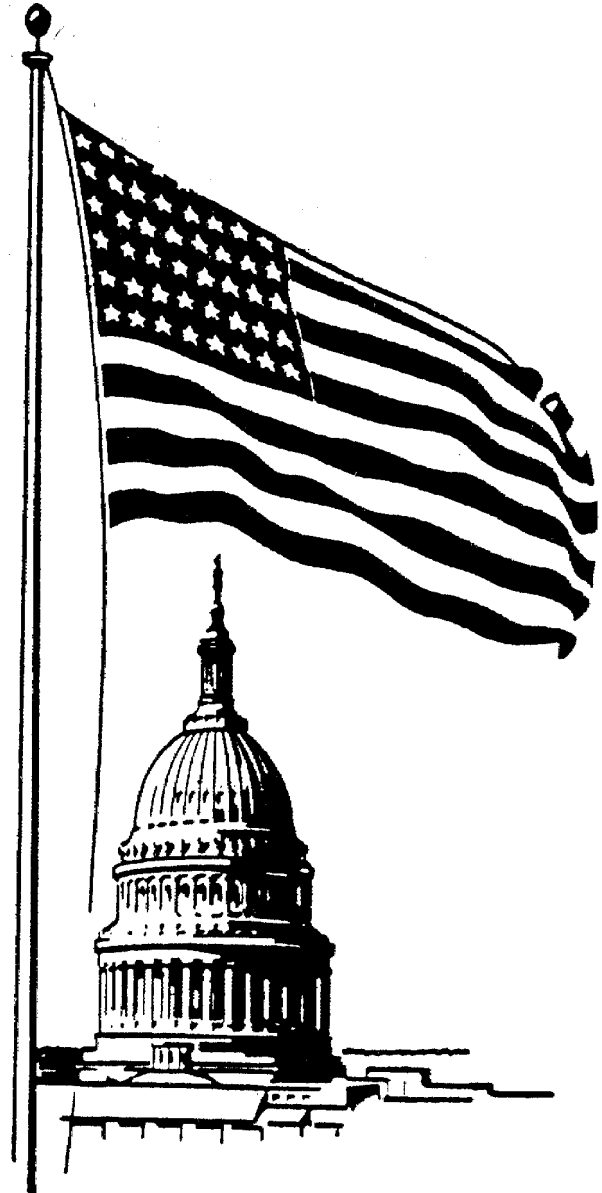
Mental Force: by tapping into subconscious reserves, a Psychic may add his Will save modifier to the damage from his attacks a certain number of times per day.

Mental Armor: at this level, the Psychic has learned to close his mind to unwanted intrusion. The Psychic gains *PsiArmor* (as the Superhuman Will Power skill) equal to his Will Save. If he already has *PsiArmor* from another source, then his Will Save adds to this.

Will Force: the Psychic's force of Personality makes him a formidable presence, and higher level Psychics have learned to channel their sense of self into their attacks. At this level the Psychic may add his Cha modifier to his chance to hit or the DC of the save to any mental Power.

Mental Evasion: at this level, on a successful Will save to any attack that grants $\frac{1}{2}$ damage, the Psychic takes no damage. This ability may be used once per day per level, and may be combined with Mental Shields.

Your Mind is your own: at this level, the Psychic's mind is so well Shielded that he cannot be controlled or scanned under any circumstances. It functions as the spell Mind Blank PHB pg. 228.



CHAPTER 4: NEW SKILLS

Criminology(Int.; trained only)

This skill includes every aspect of police work, from crime scene analysis, pattern detection, to forensics. For every 5 ranks of skill in Criminology a character takes, he receives a Contact either in the police or in the underworld.

Example DCs:

Determine an obvious cause of death(DC10)

Find clues to suspect's identity such as fingerprints: (DC15)

Find minute clues to identity such as hair and fiber:(DC20)

Detect cause of death in an uninjured corpse, noticing poison or disease:(DC 20)

Detect a pattern in a series of seemingly unrelated murders or crimes:(DC 20)

Driving(Dex)

This is the ability to drive wheeled vehicles, and boats. It allows the character to push the vehicle beyond its normal limits. The character may urge the vehicle to greater speed, using racing techniques such as drafting, adding a temporary bonus of speed. The DC is 15, and each +2 above this the character rolls adds 10'/round to the vehicle's speed. The character may also attempt to force another character off the road, using opposed checks.

New Knowledge Skills(Int.; trained only)

Armorsmith: this skill determines the armor rating of devices constructed by a Gadgeteer.

Demolitions: This skill demonstrates a character's knowledge of the construction of explosive devices, including timers and detonators. It does not allow a character to defuse a bomb he did not build, that is handled under Disable Device.

Special: A character with five or more ranks in Knowledge (Demolitions) gains a +2 synergy bonus to Disable Device checks involving bombs and explosives.

Hydraulics: this skill determines the Strength of an exoskeleton made by a Gadgeteer character. It determines the carrying capacity of a vehicle made by a Gadgeteer.

Physics: this skill demonstrates a knowledge of the physical laws of the Universe. For a Gadgeteer with the High Energy Physics feat it determines the damage of any weapons he constructs.

Psychology: This skill allows a character to diagnose mental illness in a willing subject on a skill roll(DC 15). Once an illness has been diagnosed, the character may begin treating them through Psychoanalysis. This skill has applications in Combat as well, as a character can spot the Phobias and mental Character Disadvantages of his opponents. The DC of this skill check is 10+ the level of the character the Psychologist is attempting to examine "on the fly."

Special: A character with five or more ranks in ESP or Empathy gains a +2 synergy bonus to Knowledge (Psychology).

Thermodynamics: this skill demonstrates knowledge of the laws of motion. For a Gadgeteer with either the BattleSuit or the Vehicular Construction feats it determines the maximum speed of either the BattleSuit or Vehicle.

Weaponsmith: This skill represents knowledge of weapons. The character knows how to build weapons, how to maintain them, and their history. On a skill check(DC 20) he can identify a weapon from the injury inflicted by it.

Piloting(Dex; trained only)

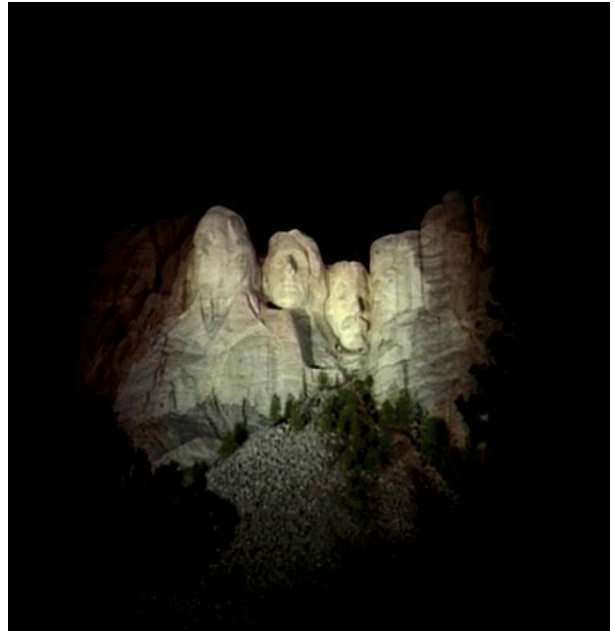
This skill allows the character to fly all types of aircraft, both rotor and fixed wing. The character can fly the craft in combat, and can even bring a fixed wing craft to a temporary halt(known as a stall) for one round. The character must make a piloting check(DC 20) or the stall turns into a nosedive at double the vehicle's speed before the stall, if the character then fails a second piloting check, his craft crashes.

Psychiatry(Wis; trained only)

This skill is the treatment of mental illness through both therapy and medicine.

Check: on a successful skill check(DC 10 +DSR of the Disadvantage), a character may help a character buy off one or more mental disadvantages, provided the character has the XP necessary to do so. The skills takes weeks to use, and must be done in a quiet, therapeutic environment.

Special: A character with five or more ranks in ESP or Empathy gains a +2 synergy bonus to Psychiatry. A character with five ranks in Knowledge (Chemistry) gains a +2 synergy bonus also.



CHAPTER 5: NEW FEATS

Adaptive Attack (MetaEnergy)

Prerequisite: PowerHouse Level 1+

The character's blast changes subtly at the molecular level to match the defenses used by his opponent. As long as the character attacks the same opponent without interruption, he gains +1 to hit each round. So if a character attacked a target two rounds in a row, on the third round he would gain +2 to hit on all his Blast attacks. If on the fourth round the character blasted some debris to prevent it from injuring some innocent bystanders, his Adaptive Attack bonus would then return to zero. If the character stops attacking the same opponent for any reason, his bonus returns to zero.

Amphibious (General)

A character with this feat can breathe water, and swim at a speed of 5' per point of swimming skill. Swimming is added to the character's list of class skills. If a character with this Feat takes the SuperRunning Power, he may apply that movement increase to his swimming speed instead.

Amnesia (MetaPsionic)

Prerequisite: +10 ESP

This feat allows the Mind Master to permanently delete information from his target's Mind. The character may delete as much of the target's mind as he wishes, but for each minute of information deleted him must spend 100 XP.

ArcBlast (MetaEnergy)

Prerequisite: +3 BAB

If the character's target fails her Saving throw vs. his Blast attack, he may make

another attack at his highest attack Bonus. The character may only make one such extra attack each round.

ArcStorm (MetaEnergy)

Prerequisite: ArcBlast, +8 BAB

This feat works like ArcBlast, except the character may continue making extra attacks as long as his targets fail their Saving throws. Although there is no limit to the number of times this Feat may be used in a single round, it may only be used to attack a single target once.

Arsenal (Item Creation)

Prerequisite: Gadgeteer Level 1+

This feat allows the character to create custom firearms.

Effect: the maximum damage a weapon created with this feat can inflict is equal to the character's Knowledge(Weaponsmith) skill, rounded to the nearest "die." So a character with a 10 or 11 skill may create a firearm capable of inflicting 1d10 points of damage. A character with 15 skill or more in Knowledge(Weaponsmith) may make a weapon capable of burst or spread fire, and a character with 20 or more skill in Knowledge(Weaponsmith) may make a fully automatic weapon.

Cost: the cost of a weapon built with this feat is 1/4 the total number of skill points used to build it, added to 10. So a weapon built by a character with 24 skill in Knowledge(Weaponsmith) would require a resources roll of 16. The XP Cost is 10 per skill point, so a weapon built with 24 skill points would cost 240 XP.

Banter (General)

The character is constantly making

annoying, witty remarks to his opponents in combat. The character adds his Cha bonus to his Def. If the character is surprised or caught flat-footed, he loses this bonus, but does *not* lose it in any other situation which would deprive him of his Dex bonus. In other words, you *can* banter while being flanked, while ensnared etc. The character must be able to communicate to receive this bonus, however.

BattleSuit (Item Creation)

Prerequisite: Gadgeteer level 1+

This feat allows the Gadgeteer to create a BattleSuit, a rare and powerful suit of armor that allows him to enter the fray on equal footing with Bricks and Energy Projectors. BattleSuits incorporate two very handy abilities: Armor and Flight. How powerful these abilities are is determined by the characters skills. The maximum Armor rating of the BattleSuit is the character's Armorsmith skill. The maximum Flight rating of the suit is the character's Thermodynamics skill. The Cost, in time, money, and XP of Items made with Item Creation Feats is explained under the Gadgeteer class. A BattleSuit made with this Feat is *exclusive*. This means that the item is so complicated that only the Gadgeteer himself would have a hope of understanding it. Even another Gadgeteer would take weeks, perhaps months to decipher its workings.

Bolt (MetaEnergy)

Prerequisite: PowerBlast

The character has learned to focus his beam into a tight, powerful bolt. The DC of the Save vs. the character's Blast attacks is five higher. The character may not use this feat in conjunction with any

feat that allows him to widen his Blast (such as a Cone Blast).

Brainstorm (MetaPsionic)

Prerequisite: +10 ESP

This Feat allows a Telepath to reach into his target's mind, pulling forth a barrage of memories which all come crashing down on the target's conscious mind at once. If the target fails a Will Save(DC 10+ ½ Telepathy), he is Confused as the spell in the PHB.

Brawling (General)

A wilder, less formalized style than Martial Arts, but effective nevertheless. Note that Brawling is listed as a Class Skill for Bricks. This is because skill points are used to improve its sub-abilities, not Power Points.

Attack: The character makes unarmed attacks as if armed. The character's skill points determine his "die" for HTH attacks. Round odd skill ranks to the nearest "die." So, at skill six and seven, the character does a d6 with a successful HTH attack.

Block(trained only): by sacrificing an attack, the character may attempt to intercept an incoming melee attack made by an unarmed attacker. The character and his attacker both make opposed attack rolls. If the blocking character scores higher, then the attack is blocked.

Grab: This skill shows training in various wrestling holds, perhaps a boxing clench. This skill grants a character +1 to hit and +1 to opposed grappling checks. A character with this skill does not take the usual -4 penalty to opposed grappling checks for dealing normal damage(see grappling, PHB pg. 137).

Cascade Effect (MetaEnergy)

Prerequisite: Chain Reaction, PowerHouse Level 1+

When the character uses her Chain Reaction Blast, the energy seeps into her target's nervous system, forcing the target to make a Fort Save (DC 10+ levels of PowerHouse) or be stunned for one round for each 10 rolled on the character's damage.

Chain Reaction (MetaEnergy)

Prerequisite: PowerHouse Level 1+

This Feat increases the base damage of the character's Blast attacks from 1d6 to 1d10. This Feat may be used once per day for every five PowerHouse levels possessed by the character. Once the character unleashes this attack, the energy feeds itself. When determining damage, roll all 10's again and add.

Combat Driving (General)

Prerequisite: Driving 5+ ranks

This feat improves the Handling of a vehicle being driven by the character by one step. It may be taken more than once. Handling may not be increased above Good.

Combat Flying (General)

Prerequisite: Dexterity 13+

Improves the character's maneuverability class by one step while flying. It may be taken more than once.

Combat Piloting (General)

Prerequisite: Pilot 5+ ranks

This feat improves the Handling of an airborne vehicle piloted by the character by one step. It may be taken more than once. Handling may not be increased above Good, and a vehicle may not hover unless it was designed to do so (in other words if its Handling wasn't Good to begin

with).

Combination Blast (MetaEnergy)

Prerequisite: +6 BAB, PowerBlast

This feat allows a character to combine two different attacks into one. Thus, a player who sees his character as an ice projector, could wrap his opponents in solid ice, combining a blast with an ensnaring attack. A fire projector could combine a blast with a blinding attack. When the feat is chosen, the character must decide which two attacks he is "packaging" with this feat. Thereafter when this feat is used it must always be those same two attacks. If this feat is taken more than once, it applies to two different powers. This feat may be used once per day for every five character levels. If the character has taken this feat more than once, he may still only perform this attack once per five levels (so, a 10th character with a Blast/Blinding combo and a Blast/Ensnarement combo could use each once, or either one twice, but not *both* twice).

Concentrated Blast (MetaEnergy)

Prerequisite: +1 BAB

This feat allows the character to concentrate his energy attacks so they diffuse less at range. The Range Increment for the character's range attacks becomes 90 ft.

Cone Attack (MetaEnergy)

Prerequisite: +1 BAB

The character's Blast may be widened into a Cone 5' wide at its widest point for every 8 Power Points the character has invested in her Blast Power.

Confidante (MetaPsionic Feat)

Prerequisite: +10 Mindlink

This Feat allows the Mind Master to forge a permanent Psychic link with a loved one. It acts as the Mindlink skill, only it is permanent. The character can only have one Confidante at a time. Forging this link requires the character to spend 100 XP per level.

Cooperative Attack (Teamwork)

Prerequisite: Teamwork, Coordinated Attack

This feat allows two or more characters such timing on their attacks that by attacking the same spot on a target at the same moment, the target only gets to subtract his damage resistance from the attacks *once*.

Coordinated Attack (Teamwork)

Prerequisite: Teamwork

This feat allows two characters to suddenly ignore their current opponent, attacking an unsuspecting opponent designated by codeword or hand signal. This opponent is considered flanked, even though neither attacker need be any where near the target.

Crawler (General)

A minor Power, this ability allows the character to *Spider Climb* as the PHB spell at will.

Cross Training (General)

The character has spent extensive time studying with a member of another profession. He may add one class skill to his skill list. The character's current skill does not change as a result of this feat (in other words it isn't retroactive).

Crowd Control (MetaPsionic Feat)

Prerequisite: +10 Domination

As Mass Charm, except that the Feat

affects 2 HD for each point of Mind Control skill. Use of this Feat counts as one use of the character's Domination skill, which may be used once per day per level.

Devastation (MetaEnergy)

Prerequisite: +15 BAB, Bolt, PowerBlast, UltraBlast, PureBlast

This is the most fearsome energy attack known, because the attacker literally puts his heart and soul into the effort. Use of this power to protect others *automatically* grants the character at least one Heroism Point and a +1 Reputation. Use of this power in an attempt to kill someone *automatically* grants an evil character one Villainy Point and +1 Infamy, while a good character who uses it for this purpose immediately shifts one step closer to evil. The character is +10 to hit, and the DC of any Save to resist this attack is raised by 10. The damage of the attack is *as much as the attacker wants*, with a maximum value of the attacker's VP and WP added together. If this number is enough to reduce the attacker's WP below zero, he immediately dies, no saving throw necessary. If this number is not enough to reduce the attacker's WP below zero, he suffers that amount of damage, and must make a Fort Save of the same DC as this attack, or die.

Diesel (General)

Prerequisite: Toughness

The character gains an extra Hit Die each time he takes this Feat.

Drive and Dish (Teamwork)

Prerequisite: Teamwork, Target Practice

One character charges the target, only to dive at the last minute, executing the charge to the lower half of the target's

body, while his teammate, who is behind him, blasts the target over his partner's head. The target is considered flanked, and gains no save against the Blast attack.

Empathic Healing (MetaPsionic Feat)

Prerequisite: +10 ESP

This Feat allows the instantaneous Healing of Mental afflictions. The cost is 500 XP per DSR of the Disadvantage being removed. An unwilling character may make a Will Save(DC 10+ ½ the character's level) to resist. Removing a tragedy from the mind of an otherwise good Villain might induce a profound change in his personality, often with unexpected results.

Enhanced Ability (General)

Due to intense training, the character adds 1d4 to the ability of his choice. If the character takes this ability more than once, its effects do not stack. Instead, the feat affects a different ability score.

Exoskeleton (Item Creation)

Prerequisite: Gadgeteer Level 1+

This Feat allows the Gadgeteer to create a Strength enhancing exoskeleton. The amount of extra Strength the suit grants is equal to ½ the Gadgeteer's Hydraulics skill. A character with a BattleSuit may incorporate an Exoskeleton into his BattleSuit.

Explosive Blast (MetaEnergy)

Prerequisite: +3 BAB

The character's Blast radiates out from the target in an Explosion with a radius of 10 feet for every 10 Power Points the character has invested in his Blast.

Frenzy (General)

The character has a dark side, which occasionally kicks in while he is in combat. The character may Rage as a Barbarian once per day per five levels.

Gadget Use (General)

This feat allows a character to use a Gadget created with the Personal Invention feat.

Gadgeteering (Item Creation)

Prerequisites: Gadgeteer Level 12+, any 4 Item Creation Feats

This feat allows a Gadgeteer to make inventions on the fly. The character can make anything he could normally make, but the time is measured in *rounds* rather than days. However, the invention will work once.

Give and Go (Teamwork)

Prerequisite: Teamwork

One character throws a large object to her teammate, who then, either through a physical or energy attack, knocks the object into her opponent. The target is flatfooted against this attack, and, if hit, takes 5d6 points of damage, and must make a Ref save (DC 15) or be knocked prone.

Gliding (General)

This skill, either through innate power or equipment, allows a character to descend safely from any height. It functions as Feather Fall, PHB pg. 203

High Energy Physics (Item Creation)

Prerequisite: Gadgeteer Level 1+

This feat allows the Gadgeteer to create *Blasters* to.. well... Blast things. A Blaster must a Hand-Held device(see the Gadget Power disadvantage) unless the character has a BattleSuit, in which case he may

incorporate it into the BattleSuit, effectively making it a Worn Item (again see the Gadget Power disadvantage). The Damage of such a weapon is 1d6 for every 4 Points of the Gadgeteer's Physics skill. Such a weapon is *exclusive*. See the BattleSuit Feat for the game definition of this term.

Lair (General)

A character with this feat has a small HQ. Not nearly as grand as that which can be constructed by a Gadgeteer, this HQ is nevertheless a useful place for the character to rest and recover between adventures. A Lair also counts as lab, granting the character +4 to one skill, or +2 to two skills used while there. This Feat can be taken more than once, allowing the character to expand his Lair, granting +4 to two skills, or +2 to four.

Loner (General)

The character receives +2 to all attack and skill checks when he is alone.

Marksman (General)

Prerequisite: Spot 5+ or higher

The character may use $\frac{1}{2}$ his Spot skill (rounded down) as a bonus to offset penalties to hit due to range.

Martial Arts (General)

Note that Martial Arts is listed as a Class skill for some classes. This is because Skill points are used to improve its sub-abilities, as opposed to Power Points.

Attack: The character is considered armed for the purpose of making HTH attacks. The character's skill points determine his "die" for HTH attacks. Round odd skill ranks to the nearest "die." So, at skill six and seven, the character does a d6 with a successful HTH attack.

Block (trained only): by sacrificing an attack, the character may attempt to intercept an incoming melee attack made by an unarmed attacker. The character and his attacker both make opposed attack rolls. If the blocking character scores higher, then the attack is blocked.

Throw (trained only): this skill works like the Improved Trip feat in the PHB pg. 83. The character receives a +1 bonus to hit on this attempt per two skill points.

Disarm (trained only): this skill works exactly like the Improved Disarm feat in the PHB pg. 83. The character receives a +1 on his opposed attack roll (see the Disarm rules pg. 137) for determining if he successfully disarms his opponent.

MeltDown (MetaEnergy Feat)

Prerequisite: PowerHouse Level 1+, Devastation

The character builds up an enormous charge inside of him, the energy increasing round after round until he finally lets it go in a horrific explosion. The explosion affects everyone within a 10' radius around the character. The character suffers damage from the attack as well, and his defenses against energy protect him normally. However, being at the epicenter of the explosion, the character is not allowed a Saving Throw to reduce the damage. The attack increases the base damage of the character's Blast from 1d6 to 1d10. For every round the character lets the energy build up inside him, he adds +1 to each die of damage. Everyone in the radius (except the character) may make a Reflex save (DC 10 + $\frac{1}{2}$ the character's PowerHouse Level + 1 for each round he let the Blast build) for half damage. This Feat may only be used once per day, and the character is exhausted for eight hours, and fatigued for 24 hours after using it.

Note that if a fatigued character uses any MetaEnergy Feat he becomes exhausted until he rests for one hour.

MultiBillionaire (General)

Prerequisites: Rich, Wealthy

The character receives +4 Starting Resources. This is cumulative with any other feat that raises resources. This feat may only be taken when a character is created.

Optics (Item Creation Feat)

Prerequisite: Gadgeteer Level 1+

Effect: The character has studied advanced imaging techniques for the making of scopes and other targeting devices. The character may build a scope onto a weapon, or into the helmet of a BattleSuit, granting a +1 Enhancement bonus to hit with Ranged attacks for every four points of the character's Optics skill. A character with an Optics skill of 15 or higher may also build a scope with Low Light Vision.

Cost: the Resources cost of a Scope is 10 + the Enhancement bonus. The XP cost is 50 x the enhancement bonus.

Use of Optics to enhance a character's attack roll is a move equivalent action that provokes attacks of opportunity from threatening attackers.

Ordinance (Item Creation Feat)

Prerequisite: Gadgeteer Level 1+

This feat allows the character to make explosives.

Effect: The character has a working knowledge of making explosives for use in combat. For every three points of skill in Knowledge (Demolitions) the character can make an explosive dealing 1d6 of damage. For each seven points of skill in Knowledge(Weaponsmith) the explosive

can have an area of 10 feet (see the Explosives section of the Expanded Weapons Rules). Finally for each 10 points of skill in Knowledge(Chemistry), the character can give the explosive one Side Effect or Special, as described in the Expanded Weapons Rules.

Cost: the Resources cost of an Explosive device 10 +1 for every 10 points of skill applied to explosive(so, an explosive dealing 5d6 damage to a 10' area would require 15 points of skill in Knowledge(Demolitions) and seven points of skill in Knowledge(Weaponsmith), a total of 22 skill points, would require a Resource roll of 12 to create). The XP cost of such an item is five per point of skill (so our explosive above would cost 110 XP to create).

Personal Invention (Item Creation)

Prerequisites: Gadgeteer level 3+, one other Item Creation Feat

This allows the character to make inventions that can be used by others, albeit with extensive training in the extremely technical nature of the item(the Gadget Use Feat). The cost to the Gadgeteer in XP is doubled to make such an item, and he must personally teach them to use it, taking weeks to train them.

PostHypnotic Suggestion (MetaPsionic Feat)

Prerequisite: +10 Domination

This feat allows the character to make either a long-lasting suggestion, or a Suggestion triggered by a certain event. Thus a Mind Master, after catching a thug, could plant a PostHypnotic suggestion, that the next time he commits a crime, the police station is his safehouse, and the police his friends, to whom he should brag about his exploits.

In either case, the duration of the power is one day/100 XP spent by the Mind Master. He must decide which type of suggestion to plant when the Power is activated, and if a conditional suggestion is what he desires, he must state the conditions then.

PowerBlast (MetaEnergy)

Prerequisite: +3 BAB

This Feat allows a character to channel extra energy into his Blast attacks. The base damage of the character's Blast attacks go from 1d6 to 1d8. This Feat may be used once per day for every three levels the character possesses.

Precognition (MetaPsionic Feat)

Prerequisite: +10 Danger Sense

This Feat allows the Mind Master to pierce the veil of the future. It acts as the PHB spell Divination, except the chance of success is 70% +1% per point of the character's Danger Sense skill. This Feat may be used once per week.

Public Relations (General)

Prerequisite: Cha 13+

The character has a reputation for being good, honest, trustworthy, friendly, brave, yada yada. This feat adds +4 to the character's starting Reputation.

PureBlast (MetaEnergy)

Prerequisite: +10BAB, PowerBlast, UltraBlast, Bolt

The character must use a full attack action to perform this attack. The character gains +10 to hit on his Blast, as well as adding +10 to the DC of its Saving Throw. The damage of his blast six points per level. After performing this attack, the character is exhausted until he rests for one hour, after which he is fatigued until he rests for eight hours. If a

fatigued character uses any MetaEnergy feat he is considered exhausted again until he rests for an hour.

Quick Change (General)

This feat allows a character to change from his secret identity to his heroic identity as a free action. This normally is a full round action.

Residual Energy (MetaEnergy)

Prerequisite: PowerHouse Level 1+, Adaptive Attack

The character's Blast actually insinuates itself into her target's system, continuing to affect her. The character must announce that a Blast will be "residual" after she has hit her target, but before rolling damage. For each one rolled on the character's Blast damage, the duration of the Residual Energy is one round. For each round of the Feat's duration, the character's target suffers one point per die of the original attack. This residual damage completely ignores damage resistance. So, if a character rolled three dice for damage, scoring a one, a two, and a three, on the next round her target would suffer 3 Vitality damage. This feat may be used once per day for each Five PowerHouse levels the character possesses.

Rich (General)

The character gains +2 Initial Resources. This feat may only be taken when the character is created.

Signature Attack (General)

Prerequisite: 9th Level

This feat allows the character to create his own Power skill in consultation with the GM.

Sniper (General)

Prerequisite: Marksman, BAB 5+

If the character attacks an unaware target with a ranged attack, the character gets no save vs. that attack.

Strafe (General)

Prerequisite: Combat Flying

This feat allows the character to move, make a ranged attack, then move again. The character does not provoke attacks of opportunity from his target due to his movement.

Superior Concentration (MetaEnergy)

Prerequisite: +5 BAB, Concentrated Blast

The character has refined his energy attacks even further, increasing his range increment to 120 ft.

Tactician (General)

The character is a skilled leader, with a strong grasp of tactics and an ability to make those around him better in combat. The character adds his Int. modifier to either the attack rolls or initiative rolls of those he is leading. A character may lead a number of characters equal to his Cha modifier. If the leader of a team using the Teamwork feat, a Tactician adds a one-time bonus to the Heroism fund of Heroism points equal to his Int. or Cha Modifier, whichever is higher.

Target Practice (Teamwork)

Prerequisite: Teamwork

This maneuver allows two teammates, usually an Energy Projector and a Brick, to combine their efforts. Both characters must have this feat to execute the maneuver. One character grapples the target, then throws him up in the air. A waiting Energy Projector then Blasts the

target while he is helpless in the air. The target is considered flat footed, and gets no save against the Blast attack if it hits.

Teamwork (Teamwork)

This feat allows a team of Heroes or Villains to pool their Heroism/Villainy points for joint use. Each member of the team contributes Heroism points, which are then spent as needed by any member of the team.

Trust Fund Baby (General)

Prerequisite: Cha 13+

The character receives a small inheritance. +2 to Resources. This feat may be taken after the character is created.

UltraBlast (MetaEnergy)

Prerequisites: +8 BAB, PowerBlast

This feat allows a character to supercharge his Blast, increasing the base damage from 1d6 to 1d10. The character may only use this feat once per day, and is winded for the rest of the encounter after using it(-2 on attacks and saves).

Universal Invention (Item Creation)

Prerequisites: Gadgeteer Level 9+, four other Item Creation feats.

This Feat allows the character to make inventions that can be used with little or no training. The cost to the character in XP is *100 times* the normal cost.

Vengeance (General)

The character has it in for one villain or a group of villains. This feat works like the Ranger's Favored Enemy class ability. See PHB pg. 45 for more details. This starts at +1, and goes up an additional +1 every five levels. If a SuperVillain is

chosen, it applies to one villain, or to a small team of villains. However, the character can choose Criminals, in which case it applies to all non-superpowered criminals. Some Heroes are known to devote a lot of time cleaning their city up of common crime.

Vehicle (General)

The character possesses one unmodified ground vehicle. Sample Vehicles may be found in the Vehicles and Equipment chapter.

Vehicular Construction (Item Creation feat)

Prerequisite: Gadgeteer Level 1+

Like BattleSuit, this is another core feat for the Gadgeteer. In fact, many Gadgeteer characters in comics do not own a BattleSuit, instead focusing on a Vehicle(it's the car right, chicks love the car). Rules for building and modifying vehicles may be found in the Vehicles and Equipment Chapter.

Viral Blast (MetaEnergy Feat)

Prerequisite: PowerHouse Level 1+, Adaptive Attack

The character's Blast actually damages his target's Armor, corroding it and decreasing its effectiveness. The character must declare his attack "Viral" after hitting his target, but before rolling damage. For each one rolled on the dice, the target's armor suffers one damage, treated as ability damage to the Energy DR of his armor.

Wealthy (General)

Prerequisite: Rich

The character receives +4 Starting resources(cumulative with that gained

from being Rich). This feat may only be taken when the character is created.

Weapon Master (General)

Some Heroes fight with a weapon, whether it's a sword, a bow, or a gun of some sort.

Attack: the character receives +1 to hit and damage for every four skill points.

Block(trained only): A character with a melee weapon can sacrifice an attack to intercept a melee attack. The character makes an opposed attack roll, and of his roll is higher than the attacker's, the attack misses.

Called Shot(trained only): a character with a missile weapon can make called shot if his attack roll is 25 or higher(modified by $\frac{1}{2}$ his called shot skill). This allows the character to perform special actions, such as shooting the tires from a car(forcing a driving check equal to the damage inflicted or the driver loses control of the car), or disarming an opponent at range.

Wit (General)

Prerequisite: Banter

The character is constantly barraging his opponent with insults and "witty" remarks. When she uses this ability, the character's opponent must make a Will Save (DC 10 + the character's Cha bonus + $\frac{1}{2}$ his level) or become enraged, taking a minus to hit equal and Def. equal to the character's Cha Bonus. This ability be used a number of times per day equal to the character's Cha Bonus.

CHAPTERS: POWERS

Powers are gained in much the same way as feats. A character gains powers at levels determined by his origin. Many Powers have skills associated with them. This represents the importance of practice and training in making an effective hero (or villain). Not all Power skills are assumed to be class skills for the character. A Brick for instance could have an energy blast Power, but developing his skill in that Power would be more expensive than it would be for an Energy Projector.

Exclusive Powers Some Powers are exclusive. Exclusive Powers only allow the character to take one skill based on the Power. If he wishes to take another skill based on the Power, he must Purchase the Power again. So, a character taking the Blast Power may choose between Energy, Physical, and Psychic Blasts. However, once he selects one of these skills, that is the only skill under the Power he can develop, unless he purchases the Power a second time.

Improving Powers and skills: characters in most d20 games are limited to spending four points on a skill, plus one per level. While this holds true for skills, the character may spend her Power Points however she likes.

Special Effects This is a game term describing the "look" of a character's power. A character with a Physical Blast (resisted by Fortitude) could decide that his Blast was a Poison attack, a Telekinetic Fist, or a bolt of ruby red pure force. As long as the game effect of the power remains unchanged, the character

may define the powers look and effects however he wishes.

Armor

Armor is a common accouterment for comic book heroes, and the look of such armor varies widely. This power may even represent toughened flesh. As with all powers, the look is up to the character. **Armor(Con):** this skill acts as DR vs. Physical attacks. DR is $\frac{1}{2}$ skill.

Energy Resistance(Con): this skill acts as DR vs. Energy attacks. DR is $\frac{1}{2}$ skill.

Aura(Energy or Physical); exclusive

This Power sheathes the character with damage force, inflicting 1d6 points per 8 Power Points invested on anyone successfully attacking the character in HTH. The character may also inflict this damage on a successful grapple.

Physical(Con): these represent spikes or poison from the character's skin or some such. A Fortitude Save reduces damage by half.

Energy(Con): this represents a sheath of fire, cold, electricity etc. around the character. A Reflex Save reduces damage by half.

Blast(Energy, Physical, or Psychic); exclusive

All Blast attacks (regardless of type) do 1d6 damage per 4 Power Points spent on the Blast Power. Each type of Blast is resisted by a different saving throw, as determined by its type. The DC of this save is $10 + \frac{1}{2}$ the attacker's Blast skill. All Blasts have a Range Increment of 60 ft.

A Blast is a standard action. As a full

round action a character may make multiple Blast attacks, and incur no attacks of opportunity from threatening characters when he makes a Blast attack.

Energy Blast(Dex): Energy Blasts are resisted by Reflexes. Electricity is an example of this type of Blast. The character's Dex modifier is used as a bonus to the attack roll.

Physical Blast(Dex): Physical Blasts are resisted by Fortitude. Telekinesis is an example of this type of Blast. The character's Dex modifier is used as a bonus to the attack roll.

Psychic Blast(Wis): Psychic Blasts are resisted by Will. Pure Telepathic energy or a mystic attack are examples of this type of Blast. The character's Wis modifier is used as a bonus to the attack roll.

Claws

The Base damage of Claws is 1d8. They Critical on 19-20, and inflict x2 damage on a critical.

Claws(Str.): this skill adds +1 to hit and damage for every four points of skill to the character's Claw attacks.

ClawJoust(Str.): the character holds both clawed hands out in front of him while executing a Charge. In addition to the normal modifiers for performing a charge, the character adds ½ his ClawJoust skill to the damage inflicted.

Rend(Str.): the character attacks the Armor of his opponent, rather than the opponent himself. Rending is a full-round action. If the character hits, he rolls his Claw damage, modified by his Rending skill. The target takes that amount as ability damage to his Armor Power.

Danger Sense

The character is extremely hard to

surprise. Perhaps he simply has the reflexes of a cat on speed, or perhaps he truly has a sixth sense of some sort. The character is allowed a Will Save(DC 20) to avoid being surprised.

Danger Sense(Wis): The Character adds +1 per 2 points in this skill to his Will Save to avoid being surprised.

Sixth Sense(Wis; trained only): The character has refined his senses to tune out the "normal" dangers associated with combat, being able to feel where and when his opponent will strike a split second before he does. The skill adds +1 per 2 points to the character's Defense. If the character is surprised or caught flat-footed or otherwise denied his Dex bonus he loses this bonus.

Damage Touch(Energy, Physical, or Psychic; exclusive)

The character may deliver a touch attack at will. A Physical attack might be poison, while an energy attack could be heat or cold generation, and a Psychic attack could be a psychic blade projected from the character's ego. Whatever its form, this attack does not gain a strength bonus to its damage (which is why it's cheaper than Claws).

The damage from this attack is 1d6 for every 3 Power Points invested.

Energy Touch(Con): This attack is resisted by a Ref Save (DC 10 + ½ Power Points).

Physical Touch(Con): This attack is resisted by a Fort Save (DC 10 + ½ Power Points).

Psychic Touch(Wis): This attack is resisted by a Will Save (DC 10 + ½ Power Points).

Deflection

The character has the ability to sacrifice

an action to deflect ranged attacks. This is done with opposed attack rolls. If the character's roll is higher than his opponents, the attack is deflected, inflicting no damage. The character must have something to deflect the attack *with*, usually a Unique Item(a Shield perhaps). Although a character in a bind can use anything he can grab to deflect attacks with this Power, the item he grabs will surely be destroyed, and most heroes are trying to *save* cities not destroy them.

Deflect Physical attacks(Dex): this could be anything from a bullet to a telekinetic punch. The character adds ½ skill to his opposed attack roll.

Deflect Energy attacks(Dex; trained only): the character adds ½ skill to his opposed attack roll.

Density Increase

Density Increase(Con): this power adds ½ skill to Str., and ½ skill to Armor. If the character already has armor from some other source, the Armor this power grants stacks. The Power subtracts 5' per point of skill from the character's movement, and at 0 or less movement the character is motionless. The character's weight increases 10 lbs. per point of skill, which may also eventually put him through the floor of whatever he's standing on.

Desolidification

Desolidification(Con): this power allows the character to become immaterial, granting the ability to walk through walls, and immunity to most attacks(the character is still perfectly vulnerable to the attacks of other desolid characters and to psychic attacks). The duration of this Power is very limited however. The character can remain desolid a number of rounds equal to ½ skill.

Inside Out(Wis; trained only): The

character reaches inside his target while Desolidified, then slightly rematerializes. This attack deals 1d4 damage for every 6 Power Points. Also, the target must make a Fort Save (DC 10 + ½ Power Points) or be stunned for 1-4 rounds.

Enhanced Senses

When this power is chosen, one of the skills below may be used untrained. All the rest, as marked are usable only if Power Points are spent on the skill. For game purposes, Sight has a Range Increment of 40' for Spot checks, Hearing a Range Increment of 20' for Listen checks, and Smell has a Range Increment of 5' for identifying Scents.

Enhanced Hearing(Wis; trained only): this Power adds to the character's Listen skill.

Enhanced Smell(Wis; trained only): this allows the character to track by scent. This functions as if he had the tracking feat, using this Power skill as his Wilderness Lore. The character can also identify others by scent with this Power on a skill check(DC 20). The Range of identification is also increased by 5' per 4 skill points(so at 8 points in this skill, the Range Increment for identifying a scent would be 15 ft).

Enhanced Vision(Wis; trained only): this Power adds to the characters Spot skill. This skill also grants the character LowLight Vision of 5' per skill point.

Telescopic Hearing/Vision(Wis; trained only): this is actually two separate skills, one each for Hearing and Vision. Each adds 10' per point of skill to the Range Increment of the sense in question.

Ensnaring attack

Ensnarement(Dex): a character hit by this attack is entangled: -2 to attack, -4 to effective Dexterity, and can't move. The

character can escape either by making a Str. check or an Escape Artist check(DC 10+skill)

Flight

Flight(Dex): this skill determines the character's movement rate in the air. The character's movement rate is 10 feet per round per skill point. Maneuverability of this flight is Poor(see Maneuverability DMG Pg. 69)

Swoop(Dex; trained only): this is a dive-equivalent of a charge attack. The character must move 20 feet in a straight line to perform this attack, gaining +1 damage for each point of skill.

Growth

Growth(Con): this adds ½ skill to Str., and ½ skill to Con and subtracts ½ skill from Defense and Hide. The character's Con increase adds to both HP and Fortitude Saves temporarily. The increased Fortitude(which is added into Def.) helps somewhat offset the character's Def. penalty. Though he is easier to hit, he is bigger and thus more able to shrug off the shock of physical damage. The HP gained are considered real HP, and thus the damage transfers when the character returns to normal Size. Note that although the character's legs are proportionally longer, his Move stays the same. He has a *lot* of extra weight to pack around. The character's Height is increased by 1 ft per point of skill, so at 6 pts an average height would be 12 feet.

Invisibility

Invisibility(Wis): the character becomes completely unseen, barring Psychic detection or Spectral Sight. Duration of this Power is 10 minutes per point of skill.
Invisibility by touch(Wis; trained only): this

allows the character to render others Invisible by touch. This power will only work on those the character touches, and the duration is 1 minute per point of skill. This skill may not be higher than the character's Invisibility skill.

Improved Invisibility(Wis. ;trained only): this skill allows the character to fight while Invisible, as the spell of the same name. Duration is 1 round per skill point. This skill may not be higher than the character's Invisibility skill.

Life Support

Air Supply(Con): the character may survive without oxygen 10 minutes per point of skill.

Vacuum(Con; trained only): the character may survive in vacuum 10 minutes per point of skill.

Light Control

Blinding Attack (Con; trained only): The character is Blinded for 1 round per point of skill unless a Fort Save (DC 10 + ½ Power) is successful.

Darkness (Con; trained only): All within a radius of 1 foot per Power are enveloped in Darkness as the spell. The character is not immune to his own power, and is as blind as everyone else if he has no way to navigate.

Metamorphosis

Disguise is added to the character's class skill list when he selects this Power.

Mimic(Cha.): the character can assume the likeness of anyone he has seen. Anyone who knows the person the character is impersonating may make a Spot roll opposed by the character's Mimic skill to notice something "odd" about the character. Anyone who knows the person the character is impersonating

intimately may make a Sense Motive roll opposed by the character's Mimic skill to notice that the character is "a little off." The character may even fool sophisticated security systems based on Voice Prints, Palm Scans, Retinal Scans and the like if he succeeds a check versus the DC of the security system (the same DC that would be required of a character using Disable Device to bypass the system).

Mind Control

Domination(Wis; trained only): this skill allows a character direct control over another's actions. A Will Save(DC 10+ ½ Skill) negates this power. This power otherwise functions as Dominate Person (PHB pg. 197). This Power may be used once per day per level.

Mental Paralysis(Wis; trained only): as Hold Person(PHB pg. 214), except that the Will Save DC is 10 + ½ skill. This Power may be used a number of times per day equal to 2+ the character's level.

Plasticity

Elongation(Con): this gives the character a reach of 5' per point of skill

Bouncing(Con): this allows the character to ignore 10' of falling damage per point of skill

Daddy Long Legs(Con): elongation of the legs grants the character the ability to elevate 10' per point of skill

Malleability(Con; trained only): the character adds ½ Power skill to all Escape Artist and Grappling checks.

Radar Sense

Radar Vision(Wis; trained only): this Power grants the ability to see through anything other than solid objects 360 degrees at a range increment of 1'. So,

Darkness and fog would have no effect on the character within this limited range. Skill in this power helps to offset the severe range penalty, with ½ skill adding to the character's roll to sense someone.

Skill is also used to determine if a character can detect someone approaching under cover of invisibility. If a character's ranks in Radar Sense are greater than a character's ranks in Invisibility, then he may "see" him normally.

Regeneration

Fast Healing(Con): the character heals naturally at a greatly accelerated rate. For every 5 points of skill one point of damage is healed every round.

Regrowth(Con; trained only): this skill allows the character to regrow severed limbs. It also allows the character to recover ability damage at an accelerated rate. The time to regrow a severed limb is 14 days of rest minus ½ skill. Ability damage is regained at ½ skill per day instead of the normal 1 per day.

Retarded Aging(Con; trained only): the character adds 10 years to each age category per point of skill

Shrinking

Shrinking(Con): this power adds ½ skill to Def. and to Hide skill. It subtracts ½ skill from Str. and Move. Every point of skill reduces the character's size by 1 ft, until height becomes 1 ft, then each point of skill reduces height by half. So, 7 points of skill would render the character 3 inches tall. (Assuming an average height of 6 feet, down to one foot for the first 5 points of skill, then halved twice to 6 and finally 3 inches).

Up and Under(Dex; trained only): a shrunken character can, get close to someone in combat and then suddenly

return to normal size, using their growth as momentum adding to their attack. This skill adds ½ skill to hit and damage, and the character uses his unmodified Str. for the attack as well. This attack is disorienting to the attacker due to the rapid size change, and is a full round action. Since this attack relies on surprise, it may only be used once per combat.

Sonar

Echolocation(Wis): this skill allows the character to emit a distinctive high-pitched “ping,” and “hear” the surrounding area as the sound returns. Emitting a ping is a move-equivalent action. Anyone may make a listen check to determine where this “ping” originated from, and characters with enhanced hearing may do so automatically. On the character’s next action, he “sees” everything around him like a snapshot as it existed then, out to a range of 30'. He gets another “snapshot” the next time he spends an action to let out a “ping.” Underwater this skill is much more useful, allowing the character to “see” out to range of 120'. Also, while swimming, emitting a “ping” is a free action.

Passive Sonar(Wis; trained only): this skill allows a character to just listen and receive an impression of what’s around him. The character can negate 10% of the miss chance due to concealment for every 4 points of skill. In a noisy urban environment, this skill is not really usable as a substitute for sight. This skill is more useful underwater, where it can be used for true navigation, allowing the character to “see” at a range increment of 60'.

Spectral Sight

Spectral Sight(Wis): this Power allows the

character to see across the energy spectrums. If his ranks in this Power Skill exceed those of an *Invisible* character, then the character with Spectral Sight can detect him. The character must get close for this power to work. Maximum sighting distance is 5' per point of skill.

DarkVision(Wis): this Power grants the character DarkVision of 5' per point of skill.

Super Running

Running(Dex): adds 10' per point of skill to Movement.

HyperRunning(Dex; trained only): this skill allows a character to run across water or up the sides of buildings. It cannot be higher than the character’s *Running* skill. If it is lower than the *Running* skill the character uses this skill to determine his movement rate across anything other than a flat surface.

Superhuman Dexterity

When a character takes this Power, he rolls 1d6 and adds it to his Dex. Unlike most powers, this Power may be taken more than once. Each time a character takes the Power he adds an additional d6 to his Dex.

Swinging(Dex; trained only): the character can swing from a rope or cable almost as if flying. In any sort of Urban or Jungle environment this power allows the character to move in any direction at will. Movement rate is 5'/rd for each point of skill.

Superhuman Durability

When a character takes this Power, he rolls 1d6 and adds it to his Con. Unlike most powers, this Power may be taken more than once. Each time a character takes the Power he adds an additional d6

to his Con.

Resistance(Con; trained only): the character picks a specific form of attack(poison, heat, cold not something broad like physical attacks or energy attacks). He adds ½ skill to any Saves involving those attacks.

Resilience(Con; trained only): the character is extremely difficult to kill. Add ½ skill to Wound Points, and to natural healing.

Superhuman Intelligence

When a character takes this Power, he rolls 1d6 and adds it to his Int. Unlike most powers, this Power may be taken more than once. Each time the character takes the Power he adds an additional d6 to his Int.

Genius(Int.; trained only): the character adds ½ skill to *all* Int-based skills.

Superhuman Presence

When a character takes this Power, he rolls 1d6 and adds it to his Cha. Unlike most powers, this Power may be taken more than once. Each time the character takes the Power, he adds an additional 1d6 to his Cha.

Superstitious Aura(Cha; trained only): the character understands the psyche of his opponents, and uses this to his benefit. Any character less than half the character's level must make a Will Save(DC 10+ ½ skill) or be shaken, taking a minus to attack and save rolls equal to the character's Cha bonus. Anyone less than one-fourth the character's level must make this save or flee.

Magnetism(Cha; trained only): people are drawn to you. You know how to project, how to say what they want to hear, how to get them to really like you. You add ½

skill to your Reputation check to establish a new Contact, and to all reaction rolls.

Fascinate(Cha; trained only): either through pheromones, or pure physical attraction, you are able to sway members of the opposite sex. This ability is usable once per day for every 5 points of skill, and acts as the PHB spell Charm Person. The Save is 10 + ½ Skill.

Superhuman Strength

When a character takes this Power, he rolls 1d6 and adds it to his Str. Unlike most powers, this Power may be taken more than once. Each time the character takes the Power, he adds an additional d6 to his Strength.

Shockwave(Str.; trained only): the character strikes the ground with such force, everyone within a radius of a number of feet equal to his skill must make a Balance check(DC 10+ ½ skill) or be knocked prone. This ability may be used once per combat.

Superleap(Str.; trained only): this skill functions as the Jump skill, except that there are no maximum limits based on height for the distance a character can jump.

Superhuman Will

When a character takes this Power, he rolls 1d6 and adds it to his Wis. Unlike most powers, this Power may be taken more than once. Each time the character takes the Power, he adds an additional d6 to his Wisdom

PsiScreens(Wis; trained only): the character has learned to shield his mind against intrusion. Any attempt to use Telepathy on a character with this ability automatically fails if the character's PsiScreen skill is greater than the skill of the Telepath trying to read his mind. The character is aware of the attempt, and on

a Spot check(DC 10 +1/2 Telepath's skill) determines its source.

PsiArmor(Wis; trained only): this power grants the character damage resistance against Psychic Attacks. DR is ½ Skill.



Telekinesis

This power allows the character to move things by thought alone.

TK Fist(Wis): This skill is the application of brute force at range. The "Strength" of this fist, rated exactly as a character's Strength, is the skill points in the power. The character may exert force with this power, but no fine control. So, he could move an object, damage it, throw it into the air, but could not hold it motionless

and still in the air. If this Power is used to attack, its "die" is equal to the character's skill. So, 6 points of skill means that the character does 1d6 damage + Will Modifier. Used as an attack this Power has a Range increment of 20 ft, Criticals on a 20, and does x2 damage on a critical.

TK Hand(Wis; trained only): This skill allows the character fine manipulation, performing delicate tasks at range with his mind. The Str. of this Hand is still equal to the character's *TK Fist* skill. However, that fist is now an open hand, with Dex equal to the character's *TK Hand* skill. This hand could do anything a normal hand can, including picking locks at range(modified by the Dex of the hand), wielding a weapon at range hold an object motionless in the air, etc. If the character wishes to exercise a skill with the hand(such as Pick Pocket) he must possess that skill. This Power simply allows him to use it at range.

TK Shield(Wis; trained only): The character erects a field of mentally energy in front of himself, shielding his body from attacks. The character receives a +1 bonus to his Def. for every two points invested in this skill, and +1 to all Saving throws for every four points invested in this skill. It otherwise acts as cover.

Telepathy

Esp (Wis): this skill works like the PHB spell Detect Thoughts(pg. 194). The Will save for actual mindreading is 10+ ½ Skill. This skill also grants the character a synergy bonus of ½ skill to any Sense Motive skill checks on someone within his presence.

Mindlink(Wis; trained only): this skill allows silent, mental communication of ½

skill characters over a distance of the character's skill in miles. This link must be established with all parties in line of sight, and may be maintained until the Telepath either has to sleep, or is knocked unconscious.

Empathy(Wis; trained only): this skill allows the character to stir emotions within his target's mind. It acts as the Emotion spell from the PHB(pg. 199), except that this ability only affects one target at a time. Good characters will never use this skill to inspire Hate, however. This Power may only be used a number of times per day equal to the character's Level.

Teleport

The most basic use of this power is to instantaneously transport oneself from one place to another, without crossing the distance in between. If the character can see the place he is teleporting to, then there is no problem. If he is teleporting blind, however, then he must make a roll, modified by his Teleport skill to see if he arrives safely. The DC is 15 if the character has seen the location recently or knows it well. The DC is 20 if the character has only seen the location once, and 25 if the character has never seen the location. Failing this roll means that the character briefly arrives inside something before a defense mechanism kicks in and shunts the character to the nearest open area. The character suffers 1d6 damage for each point by which he failed the roll. On a roll of 1, the character lands too far "inside" an object for his subconscious to carry him through. Not only is he trapped in the object, but he suffers 1d10 damage per point he missed the roll by.

Movement(Wis): The character can teleport 10 feet per point of skill.

Blinking(Dex; trained only): This skill allows the character to briefly blink in and out during combat, making him harder to hit. For every two points of skill, the character gains a 10% chance to be missed in combat. This otherwise works like concealment.

'PortStorm(Dex; trained only): This skill allows the character to blink all around one target, seeming to shower him with blows from multiple directions. The victim of this attack is flat-footed. In addition, the attacker receives +1 to hit for every two points in this skill. This power only allows the character to make multiple attacks if he normally has the ability to do so.

Time Manipulation

This Power allows a character to manipulate Time in very small amounts(within one round).

Rewind(Wis): this allows the character to reroll an attack, skill check, or saving throw. The character must use the second roll even if it is worse than the initial attempt. This power may be used once per day for every 10 Power Points.

Fast Forward(Wis): the character slows down time for everyone else, allowing him to react faster in combat situations. The character receives +1 Def. and Ref Saves for every 4 Power Points.

Pause(Wis): the character slows down time to a crawl, then walks behind his opponent and "restarts" time. To anyone watching this looks like the character has Teleported behind his opponent. The target of this attack must make a Spot check(DC 10 + $\frac{1}{2}$ the attacker's Pause skill) or be flatfooted.

Unique Item

The character possesses an item beyond the range of normal technology.

Unbreakable: the item's hardness and HP are no longer an issue. The item simply cannot be destroyed under any normal game conditions.

Enhancement(trained only): for every 4 points spent on this skill, the item has an enhancement bonus of +1 to hit and damage.

Unique Vehicle

The character possesses an *extremely* sophisticated vehicle. Perhaps an aircraft with advanced stealth technology, or maybe just an extremely tough, cool armored van. Alien characters may even take a spacecraft.

Enhancement(Int.): although price is no object for a vehicle taken with this power, the character may further modify it with Power Points. The rules for doing so may be found in the Vehicles and Equipment Chapter.

Weather Control

This power allows the character(with enough practice and skill) control over all forms of weather. One of the skills under this power is gained for free upon taking the Power. The rest of the Power skills are trained only, as noted in their descriptions.

Fog Control(Wis; trained only): this power generates a cloud of fog 10' across per point of skill. The fog is thick enough to grant everyone inside concealment, granting a miss percentage of 10% per 2 points of skill.

Wind Control(Wis; trained only): allows the character to increase or decrease wind speed by 10 mph/2 points of skill. See the Wind Effects table on Pg. 87 of the DMG for details. Note that winds above 75 miles per hour are effectively out of the character's control. He can

generate them, but in doing so has cause a hurricane or tornado that could cost hundreds of lives. A good character would never do so in a crowded urban environment.

Precipitation Control(Wis; trained only): the character can generate rain, or snow if the conditions are cold enough. Rain invokes a penalty of -1 to Spot and Search checks for every 2 points of skill, and a -1 to Missile attacks for every 4 points of skill.

Cold Generation(Wis; trained only): a cold snap can drain the vigor out of even the hardest foe. On a successful ranged touch attack, the victim of this attack must make a Fort Save(DC 10 + ½ skill) or lose Str. The amount of Str. lost is determined by skill, with the number of skill points rounded down to the nearest "die." So, 4 or 5 points of skill results in 1d4 Str. loss. The range increment is 10 ft.

Heat Generation(Wis; trained only): this allows a character to actually damage his opponents. On a successful ranged touch attack, the character does damage, with skill points rounded down to the nearest die. The victim may make a Fort Save(DC 10 + ½ skill) for ½ damage. The range increment is 10 ft.

X-ray Vision

X-ray Vision(Wis; trained only): this skill allows a character to see through 1' per skill point of most solid objects, with lead, gold, and anything else the GM decides being exceptions. Activating this power is a move equivalent action, which provokes attacks of opportunity from threatening characters.

CHAPTER 6: DISADVANTAGES

Disadvantages are a part of SuperHeroic adventures. Some Heroes have such strong moral stands that they are prevented from killing, even when the Villain in question deserves it. Some Heroes have loved ones that must be protected, forcing them to live double lives, lest their enemies take out their vengeance on those close to the Hero. Perhaps the Hero has a Power he can't control. Sometimes the Power fails to function, or the Power might even damage the Hero in some way. All of these things are disadvantages. They make the game more interesting, and the character's life a lot more complicated.

Disadvantage Ratings(DSRs): Disadvantages have a Rating, abbreviated DSRs, determining how often they appear, and how dangerous they are to the character when they do. DSRs work like challenge ratings. After the character has been finished, total his DSRs, and refer to the experience table in the DMG pg. 166. The character starts the game with that much XP. So, a character with 3 DSR 1 Disadvantages and 1 DSR 2 would start the game with 1,500 XP, and would thus be 2nd level.

Character Disadvantages vs. Power Disadvantages: some Disadvantages affect the character, while some effect his Powers. Those that affect the character, like the Claustrophobia in the previous example, give the character additional XP. If a Disadvantage affects a Power(such as a Power that requires a concentration skill check in order to work), then the DSR provides no XP, but instead

is added to the Power's skill checks. If a character has more than one skill for the Power in question, the DSR adds to *all of them*. However, if the skill is not usable untrained, the character must have one point in the skill to get this bonus.

Disadvantages during play: once play starts, the GM will throw in the character's disadvantages to make the adventure more interesting. Every time a disadvantage comes into an adventure, the character receives bonus XP equal to the DSR. So, mild Claustrophobia (DSR 1), is the equivalent of an additional CR 1 encounter.

Changing and Removing disadvantages: change is part of life. As the character advances in level, he may decide its time to stop taking care of his sickly aunt and get married. With the GM's permission, and with suitable roleplaying(maybe his aunt will get cured and won't be sickly anymore, perhaps she'll die and the character can tearfully go to her funeral). The character doesn't have to worry about his aunt anymore, but now his wife is getting threatened by his Nemesis. The character has traded one disadvantage for another. Or perhaps the character no longer desires a Dependant at all. Perhaps the campaign has taken a Cosmic direction and the player just doesn't feel like returning to New York all the time. Anytime a character is entitled to a new Power, he may instead subtract his level from the DSR of any one Disadvantage. If this reduces the Disadvantage to 0 or less, the character no longer has the Disadvantage. Again

this may only be done with the GM's permission, and must be roleplayed during the campaign on the Player's part. **Maximum Disadvantages:** GMs should take care that the disadvantages rules provided here are not abused. A maximum of 10 DSR in disadvantages is about the most a character should have. Any more than that and all his adventures would revolve around his disadvantages, and the campaign story would suffer.

Achilles Heel(DSR 3 Character Disadvantage)

The character has a vulnerable spot. The character picks a number from 1 to 19. This area becomes a critical threat area for him. So if the character picked 6, any roll of 6 in combat would automatically hit, and would also be a critical threat. This Disadvantage may be taken more than once by the very brave, and may either add another critical threat number, or increase the Critical Multiplier to a previous threatened number by 1.

Activation Time(DSR variable Power Disadvantage)

The power takes longer to activate than normal. If a power activated as a free action(like aura) must take be activated with a move-equivalent action, then the DSR is +2. If a power activated with a move-equivalent of normal attack action(like a blast) requires a full round action, then the DSR is +2. A power activated as a free action, may be moved to a full round activation at a DSR of +4. Lastly, if a character designates that a Power provokes attacks of opportunity, then the DSR is +2.

Alter Ego(DSR variable Character Disadvantage)

The character has someone else inside of him, just waiting to get out. This character could be the Hero's adventuring persona. If the character and his alter ego are of the same alignment, and the character can transform into his Alter Ego whenever he wishes, then this isn't a Disadvantage at all, rather the Quick Change feat. This Disadvantage transforms the character whether he wants to or not, and his alter ego is often of a different alignment and personality. (DSR 0):If the transformation is triggered by Common Circumstances and the character and his Alter Ego are of the same AL.

(DSR variable): each 2-place AL shift between the character and his alter ego(+1 DSR per AL shift). So, LG becoming CE would be worth +2 DSR. LG becoming LE or CN would be worth +1.

(DSR 1): if the transformation requires uncommon circumstances(say the character taking 50% HP damage, or the Full Moon), or a Concentration check of 15 is required to transform.

(DSR 2): the transformation requires very rare Circumstances(less than 10% HP or a solar eclipse), or a Concentration check of 20 is required to transform.

Code(DSR variable Character Disadvantage)

Heroes are people of strong moral conviction. Sometimes so strong, they make the character's life harder. Some common Codes are detailed below, but the Hero and GM will surely come up with others. As people feel better about being protected by someone honorable, most of these Codes grant Reputation bonuses equal to their DSR.

Code of the Hero(DSR 1): always protect those weaker than yourself, always help

those in need.

Code of the Crusader(DSR 3): never kill unless no other option presents itself, always do what you say, always protect the weak and the innocent.

Deadly(DSR variable Character Disadvantage)

Use of this power can actually endanger the character's life. For every 4 DSR, the power inflicts 1-2 wound damage to the character, which must be Healed normally.

Dependant(DSR variable Character Disadvantage)

The character has a loved one, either a wife, child, sickly aunt, someone he must frequently protect and care for. The chance of this person getting involved in the adventure is rolled in a d20 plus the DSR, with the DC of the check being 15.

Difficult(DSR variable Power Disadvantage)

One of the character's Powers is difficult to use. He must concentrate to use the power, and sometimes it simply doesn't function. The character must make a Concentration skill check(DC 10 +DSR) to activate the Power. Furthermore, if the DSR is 5 or higher, the Power provokes attacks of opportunity. On the plus side, Concentration becomes a class skill for the character.

Enemy(DSR variable Character Disadvantage)

Someone is after the Hero. This Villain may appear at any time, out of the blue and take a shot at the character. What's worse, sometimes the Villain will learn of what's going on and join forces with the main Villain of the adventure. The Villain

appears on a d20 roll +the DSR(DC 15). The Villain is DSR levels higher than the character. However, the Villain only gains a level when the character does on a roll of 15 or higher on d20(modified by DSR). Thus, the Enemy usually becomes less threatening over time.

Occasionally, if the Enemy gets so much weaker than the character that he presents no threat, the GM will "trade up" to a new enemy of DSR levels higher than the character. The GM will work this trade into his adventures, perhaps having one villain kill the other.

Equipment(DSR variable Power Disadvantage)

Some characters rely on technology, possessing few if any true "powers." These heroes are not to be underestimated, but still their Powers can be taken away from them. Certain characters, like Gadgeteers are required to take this disadvantage.

Handheld Equipment(DSR 4):

this type of Gadget, be it a bow or a custom gun or a scanner of some sort may be taken from the character with a disarm maneuver in combat. The character can pick it up again, obviously, but this means the character will be deprived of the Power momentarily a lot of the time. If the device gets stolen, the character will be denied the use of that Power for a significant length of time. Usually several encounters, certainly not more than one adventure. Enough time to either go back to their HQ to get another device, or make another one.

Worn Equipment(DSR 1): this type of Gadget is typified by the Gadgeteer's BattleSuit. The character will sometimes be denied this Power, but not often, since taking it away would require the character and all his allies to be unconscious.

However sometimes circumstances will deprive the character of getting into his equipment in the first place(My BattleSuit is in my briefcase! How do I get to it without revealing my secret identity?!?) GMs are encouraged to be devious and make sure this disadvantage hinders the character from time to time.

Exclusive(DSR variable Power Disadvantage)

This Disadvantage turns a Power with many Power skills into an exclusive power. The DSR is 2 for each skill the power possesses over one. So, if a character took Weather Control(5 skills) and only wanted to be able to generate wind, the DSR would be 8.

Exertion(DSR variable Power Disadvantage)

The character possesses a Power that is extremely exhausting to use. For every 2 DSR of this disadvantage the Power does 1d6 Vitality damage to the character each time it is used. This damage heals at the normal rate for subdual damage(1 HP per hour per level). Furthermore, as long as the character has taken any damage from this power he is -2 Str. and Dex due to exhaustion.

Forbidding Demeanor(DSR variable character Disadvantage)

For whatever reason, the character is hard to get close to. For each DSR of the Disadvantage he takes a -1 on all Cha based skills, as well as a -1 on his Leadership score should he possess that Feat. Furthermore, the character receives a penalty to starting reputation equal to the DSR of this Disadvantage, and applies the DSR as a penalty to any Reputation check to gain a new Contact.

Grudge Magnet(DSR variable character Disadvantage)

Some Heroes just strike a chord in their opponents. One time encounters with Villains seem to turn into lifelong pursuits for Vengeance. These characters have a host of villains out to get them, who frequently gang up, combining their efforts to get the Hero. Another explanation for this disadvantage is the Hero who has the unfortunate habit of being the *cause* of the Villain's origin, always being there or somehow involved, leading the Villain to blame him for their "transformation." This Disad. crops up on a 20, with +1 being added to the roll for every 2 points of the DSR.

Jinxed(DSR 1 Character Disadvantage)

The character just can't catch a break. The water main in his house breaks, flooding everything he owns and forcing him to sleep on his mom's couch for 2 weeks. The character's girlfriend gets mono right before that big date he has planned. One and on it goes. The character's Heroic life is not affected, but his personal life is always in a shambles. Hopefully he's at least a friendly neighborhood type guy to make up for it.

Misfire(DSR 2 Power Disadvantage)

If the character rolls a 1 while attacking with or otherwise using a Power, it misfires, requiring a skill check(character's choice) of 20 to get operational again. This takes several minutes, and can only be done outside of combat.

Nemesis(DSR variable Character Disadvantage)

The character has a bitter enemy who will

not rest until he has defeated him. This Power operates as Enemy above, with the following changes: the Villain always gains a level when the character does, and the Villain gains +1 to hit and damage per DSR vs. the Hero due to his intimate knowledge of the Hero's tactics and his intense hatred for the Hero. The Hero receives experience of DSR+2 for this disad.

Phobia(DSR variable Character Disadvantage)

The character has a deep fear of something. How strong his phobia is determines the DSR of the Disadvantage. The Phobia must be something the character will encounter occasionally during an adventure.

Mild Phobia(DSR 1): the character's fear is fairly manageable, requiring a Will Save(DC 15) to resist. If the character fails this save, he is *shaken*.

Serious Phobia(DSR 3): the character has a deep seated fear, usually rooted in some past trauma, requiring a Will Save(DC 17) to resist. If the character fails this save he is *frightened*.

Severe Phobia(DSR 5): the character has a fear that is totally out of control, requiring a Will save(DC 20) to resist. If the character fails this save he is *panicked*.

Prejudice(DSR variable Character Disadvantage)

For some reason, people have a bad opinion of the character. It's very hard for the character to find a job, be believed by the authorities, or get a thank you from the people he just saved. All mutants have this Disadvantage at DSR 2 at least, as the current public hysteria has made them all suspect in the eyes of the

authorities. Other characters might have this Disadvantage as well. Perhaps the local newspaper editor has taken a dislike to the character, and constantly reminds the public what a "menace" he is.

The character receives a -1 to Resources for each DSR. Also, if the character is recognized, on a DC of 15 (d20 + the DSR), he will receive a minus to all Cha-based skills equal to his DSR and cannot apply his Reputation.

Secret ID(DSR 1 Character Disadvantage)

Superheroes frequently feel they need to keep their private lives separate, and adopt a persona under which they adventure. This is especially true of characters with dependants, who must keep their enemies from finding out about their vulnerable loved ones. However, even a character without dependants has co-workers, acquaintances, lovers that a villain will take advantage of unless he protects his identity. Thus, although the character will often be hampered by this Disadvantage, it has benefits for him and the low DSR reflects this.

Selfless Savior(DSR 4 Character Disadvantage)

The character's Origin was *public*. It happened during a SuperVillain attack, and the character got in the way, attempting to save someone. The Villain's attack, however, rather than killing him, instead triggered his Powers. The character cannot have a Secret ID, is always receiving requests from people for help, and is constantly under media scrutiny. Worse, the Villain the character "embarrassed" is after him too, looking for revenge. *Game Information:* the character has a Nemesis of at least DSR

2, for which he receives no further experience. The character is forbidden to have a Secret ID. On a roll of 5 or less, the character receives a request for aid, adding a side encounter to his current adventure, perhaps delaying him. If the character ignores this request for aid, the media hears of it, and the character loses -2 Reputation. However, it isn't all bad. The character starts the game with an extra Heroism point, and a max of 5. The character also doubles his Cha bonus for starting Reputation.

feet. A very rare substance (like a meteorite) is worth ½.

Tragedy (DSR 5 Character Disadvantage)

Something terrible happened to the character. This is the reason he decided to become a Hero, and constantly tries to overcome. It is with him always. Should someone or something remind the character of this event (which happens on a 5 or less), the character must make a Will Save (DC 20), or be effectively paralyzed. Tragedy can turn even the toughest most fearsome heroes into a crying heap at times. However, should anyone attack the character while in this state, he will go Berserk, forgoing all Def. (Def. becomes 10). Instead, the character adds his Def-10 to his attack rolls.

Vulnerability (DSR variable Character Disadvantage)

The character is vulnerable to a substance or a form of energy (lead or sound for example). For every DSR of this Disadvantage, the character takes an additional 2d6 when attacked with substance. Furthermore, merely being around the substance for any length of time is hurtful to the character, inflicting 1d6 damage per minute he is within 10

CHAPTER 7: VEHICLES AND EQUIPMENT

Vehicles

Vehicles in Vigilance are rated in 5 categories: Handling, Speed, Armor, Carrying Capacity, and Cost. Each of these terms are defined below for game purposes.

Handling: a vehicle's Handling is essentially its maneuverability rating. These categories are the same as those used for flying characters on DMG pg 69. Handling affects a Vehicle's cost as follows: Clumsy -2 Resource DC; Poor -1 Resource DC; Good +1 Resource DC; Perfect +4 Resource DC. A Vehicle may not have Perfect Handling unless it is created that way, or modified by a Gadgeteer with the Vehicular Creation Feat. Handling may only be improved to Good by the Combat Driving/Piloting Feat.

Handling for Air Vehicles: Air Vehicles may only Hover if they were designed with Good or better Handling, unless modified by a Gadgeteer with the Vehicular Creation Feat. Combat Piloting will not allow an air vehicle to Hover even if it raises the maneuverability to Good.

Handling for Vehicles with multiple movement types: if a Vehicle has two modes of travel (such as an amphibious jeep), it is considered to Handle best in one mode, usually its fastest movement mode. In all other modes it's Handling is reduced by one. Thus an amphibious jeep with Good Handling would be average when it takes to the water.

Speed: this is the Vehicle's combat speed, rated in feet per round. The Base Speed for a vehicle in Vigilance is 80 ft./round of ground speed, 0 ft./round of air speed, and 0 ft./round of water speed. Each +20 ft./round raises the Cost by 1, each -20 ft./round lowers the Cost by 1. An air vehicle with a handling of Average or less must taxi to lift off, achieving a ground speed 1/10th its flight speed.

Armor: A Vehicle's Armor is rated in 3 different respects: the Vehicle's Damage Resistance, the Vehicle's Hit Points, and the Cover a Vehicle gives to its occupants. The Base DR for a Vehicle is 4, Base Hit Points are 20, and Base Cover is $\frac{1}{2}$, $\frac{1}{4}$ for the driver. Each +1 increase in DR is +2 to the Resource DC. Each +5 HP is +1, and each increase in Cover is +1. Each -1 DR is -1 Cost, each -5 HP is -1 Cost, and each -1 Cover is -1 Cost. The driver's Cover is always one step worse than that granted to Passengers. If an attack at the occupants of a Vehicle misses due to cover, then the Vehicle itself is hit.

Capacity: this is rated in persons. If you want a Vehicle that carries cargo rather than people, simply multiply its CC by 200 lbs. The base CC is 4. Each x2 Capacity raises the Resource DC by 1, and each $-\frac{1}{2}$ Capacity lowers the DC by 1.

Cost: The base Cost of a Vehicle is 10, modified as above.

Sample Vehicles

Name	Handling	Speed	Armor	Capacity	Cost
Bus	Clumsy	60/0/0	4/50/90%	32	22
Lear Jet	Average	40/400/0	4/20/90%	8	33
Motorcycle	Good	160	2/20/0%	1	15
Panel Van	Clumsy	60	4/30/90%	8	14
Roadster	Good	140	2/25/50%	2	14
Helicopter, Transport	Good	200	4/30/90%	32	24

Modifying Vehicles

A Gadgeteer with the Vehicular Creation feat, or a character with the Unique Vehicle Power may modify a Vehicle, rather than settling for an “off the shelf” variety. Each character accomplishes in slightly different ways.

Vehicle Modification by Gadgeteer: a Gadgeteer with the Vehicle Creation feat may modify a vehicle using his unique skills and abilities.

Handling: For every 10 pts of skill in Thermodynamics, a Gadgeteer may increase the Handling of a Vehicle by one category, to a maximum of Good. Each increase in Handling requires a Resource roll of 10 +4 per increase (so 14 to increase from Poor to Average, 18 to increase from Poor to Good. XP cost is 250 per category.

Speed: For every 2 pts in Thermodynamics, a Gadgeteer may increase the Speed of a Vehicle by 10'. The cost of increasing a Vehicle's Speed is 10 +1/10' for land and water vehicles, double that for air vehicles. The XP cost of increasing a vehicle's speed is 25 for every 10' increase.

Armor: For every 4 points of Armorsmith skill, a Gadgeteer may increase the DR of a vehicle by one. This has a cost of 10+1/DR Resources and 50 XP per DR.

Hit Points: Hit points may be increased by 1/pt of Armorsmith skill. The Cost is 10 +1/10 HP Resources and 5 XP per HP.

Cover: for every 10 points of Armorsmith

skill the character may increase the Cover by one category. Maximum Cover is 90%, and the cover afforded to the driver is always one category worse (so maximum Cover for the driver is 75%.) The Cost of improving the cover afforded by a vehicle is 10+4/Category increase, and 250 XP per category.

Capacity: Capacity may be doubled for every 4 points of the Gadgeteer's Hydraulics skill. Cost is 10+2/doubling, and 100 XP per doubling.

Vehicle Modification by Power: the cost for a character to modify a Unique Vehicle with Power Points is the same as the skill required for a Gadgeteer. Thus increasing the Handling by one category costs 10 Power Points. Improving a Vehicle with Power Points costs no Resources or XP, and the character does not require the skills to do the work himself. He pays the Power Points, and the vehicle is altered.

Equipment

All the equipment in the PHB may be purchased for use in a Vigilance campaign. Simply divide the GP cost of the item by .3, drop all fractions, and add that number to 10. This is the item's Resource DC. So a Longsword has a Resource DC of 14. A character is much better off taking any such weapon as a Unique Item than buying it with money, as he will be able to spend his Power Points to give the item enhancement bonuses. At the very least a character relying on a

weapon as his attack should have invested

heavily in Weapon Mastery.

Weapons

Improvised Weapons

Name	Min Str	Damage	Reach	Critical	Notes	Cost
Door	20	1d10	10'	20		
Flag Pole	22	1d12	15'	19-20		
Light Pole	22	1d12	20	20		
Telephone Pole	25	2d8	20'	19-20/x3		
Compact Car	28	2d10	10'	20	1	
Sedan	33	3d10	15'	19-20	1	
Sports Car	28	2d8	10'	20	1	

Notes

The Range Increment of all these “weapons” is dependant on the character’s Str. If the character’s Str is less than 5 points above the Str Min, he may not throw the object. For each 5 points of Str above the Str Minimum the character has a Range Increment of 10' when throwing the items.

1: On a successful Critical(not a threat), the Vehicle’s fuel reservoir explodes, inflicting energy damage equal to the listed physical damage.

Firearms

Name	Min Str	Damage	Range	Ammo	Critical	Notes	Cost
Sm Revolver	4	e	60'	4	20/x2		12
Revolver	8	1d8	100'	6	20/x3		14
Lg Revolver	14	1d10	110'	6	19-20/x3		15
AutoPistol	8	2d6	150'	10	20/x3		14
Mod AutoPistol	6	1d10	150'	15	20/x3	Burst	16
Hunting Rifle	8	1d10	170'	5	19-20/x2		15
DoubleShotgun	8	1d12	100'	2	20	Spread	14
SwdOff Shotgun	10	4d6	40'	2	18-20	Spread	14
PumpShotgun	12	4d6	100'	5	20	Spread	15
CombatShotgun	14	4d6	60'	15	20	Spread, Burst	18
SMG	10	4d6	60'	30	20/x3	Burst	14
Assault Rifle	12	1d10	200'	30/50	19-20/x3	Burst, Auto	18
Grenade	10	1d12	100'	1	*		18
Launcher		*					

Notes

Auto: the weapon may fire continuously, granting the ability to deal a great deal of damage at the expense of needing to reload frequently. Each attack made with a weapon on full auto is a full round action, and uses 10 rounds of ammunition. The attacker may elect to either fire a wide burst, granting a +4 to hit, or a tight burst, which allows him to roll up to two extra attacks. If the first attack hits, the attacker may roll

again, and if the second attack hits, he may roll a third time.

Burst: the weapon fires in controlled, short bursts, usually 3 per attack. The attacker may elect to fire either a wide burst, granting +2 to hit, or a tight burst, which allows him to roll a second attack if his first attack hits.

Spread: a Shotgun's damage works differently than regular damage. Each of its 4 dice of damage is considered an independent attack(which means 6 DR protects completely against the attack). Start with the target closest to the attacker and roll to hit for the first die. If that hits, roll for the second and so on. Once that target is missed, move on to second closest target, until you run out of dice. The Combat Shotgun's Burst fire works differently as well. Add an extra die for each shot, so a Burst from a combat Shotgun has 7 dice to apply in the same manner as normal Spread damage.

* A Grenade Launcher's damage and critical are based on the grenade fired.

Grenades

Grenades work differently in some respects from other weapons. Like any ranged attack, a grenade adds the character's Dex modifier to his attack roll. However, the range increment is 10', plus 10'x the characters Str Modifier. So, a character with a 12 Str throws a grenade 20' before range penalties are applied, while a character with an 18 Str throws a grenade 50' with no range penalty.

As a ranged weapon however, missing with a grenade is fairly difficult. Each 10' Area grants the attacker a +1 to hit. Misses should be handled under the grenadelike missile rules DMG pg 68. On a critical, the Grenade has actually hit the target at the exact moment of detonation. This disallows the save normally granted for ½ damage, and often carries other nasty penalties to the character determined by the type of grenade.

Name	Area	Damage	Side Effects	Critical	Cost
Dynamite	10'	3d6		20	10
Smoke	30'	None	30% Concealment	None	8
Fragmentation	30'	5d6	None	Special 1	12
Phosphorous	30'	5d6	Energy Damage	Special 2	14
Concussion	30'	None	Stun 1-4 rds.	Special 1	14
Tear Gas	30'	Nausea	30% Concealment	Special 3	12
Poison Gas	30'	Poison	30% Concealment	Special 4	20

Notes

Nausea: this damage works exactly as the spell Stinking Cloud, PHB pg 256

Poison: deals 2d10 Con damage, Fort Save(DC 15) for ½ effect. A character reduced to 0 Con by this attack is killed instantly.

Special 1: a character who suffers a Critical is Blinded for 1 hour, minus 10 minutes per point of Con Bonus(yes, Characters with a 22 Con are immune to this effect).

Special 2: the character catches fire, suffering full damage for 1 round per 10 points of damage from the original attack.

Special 3: the character is rendered unconscious for 1 hour, minus 10 minutes per Con bonus.

Special 4: the character must make a Fort Save(DC 15) or die.

Modifying Weapons

Both Gadgeteers and Vigilantes can modify existing weapons. Also, a character could take a Firearm as a Unique Item and modify it with Power Points. Weapons are modified by Gadgeteers and Vigilantes in the same manner as they are constructed, except that the character only pays Resources and experience for what has been added to the weapon.

CHAPTER 8: PRESTIGE CLASSES

BEHEMOTH

The Behemoth is a character totally given over to the physical. These characters can be monsters or saviors, but their physical prowess is what sets them apart. The things these characters can do is truly beyond the mortal realm.

Requirements

BAB: +5

Abilities: the character's Strength and Con scores must total 40 or more

Powers: Superhuman Durability, Superhuman Strength

Skills: Intimidate +8

Feats: Great Fortitude

Class Features:

Hit Die: d12

Class Skills: Brawling, Climb, Intimidate, Jump, Profession

Skill Points per Level: 2+Int Modifier

Power Skills: Armor, Claws, Damage Touch, Density Increase, Growth, Life Support, Regeneration, Superhuman

Durability, Superhuman Presence, Superhuman Strength

Power Points per Level: 8+Con Modifier
Improvised Weapons: the Behemoth is so large and powerful that he can handle ungainly objects with ease. He automatically gains proficiency in the Improvised Weapons group.

Glare: just a look from a Behemoth can stop a hardened criminal(or hero) in their tracks. Anyone of less than ½ the Behemoth's level must make a Will Save(DC 10 + ½ Intimidate skill) or be *Shaken*.

Ham Handed: the Behemoth hits *hard*. The target of this attack must make a Fort Save(DC 10 + the Behemoth's Str modifier) or be stunned for one round. This ability may only be used once per round.

Bull Charge: a Behemoth uses his size to devastating advantage in a fight. At 5th level, if a Behemoth charges, he inflicts double normal damage, and the target must make a Fort save (DC 10+ the Behemoth levels) or be knocked prone.

Roar: this ability functions exactly as

Glare, except that if the target fails his save he is *Panicked*.

Rib Breaker: anyone grappled by a Behemoth is in serious trouble. At 8th level, anyone the Behemoth successfully

Behemoth					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+1	+2	+0	+0	Improvised Weapons
2 nd	+2	+3	+0	+0	Glare
3 rd	+3	+3	+1	+1	Ham Handed
4 th	+4	+4	+1	+1	
5 th	+5	+4	+1	+1	Bull Charge
6 th	+6	+5	+2	+2	
7 th	+7	+5	+2	+2	Roar
8 th	+8	+6	+2	+2	Rib Breaker
9 th	+9	+6	+3	+3	
10 th	+10	+7	+3	+3	Size Increase

grapples(rolling to hit and winning the opposed Str check) must make a Fort save(DC 10 + Behemoth levels) or take 1 point of Con damage. This damage continues each round until the target successfully breaks the grapple, or is reduced to 0 Con, at which point he dies.
Size Increase: the Behemoth is now a Large size humanoid. He gains +8 Str, -2 Dex, +4 Con

MENTOR

Mentors are a powerful force for good. Mentors bring young would-be heroes together to train them, teaching them to master their abilities, to either better combat evil, or perhaps just to live lives as better people. Usually Mentors are NPCs, but a determined experienced PC may take this role onto himself, seeking to nourish the flame of young heroism in the world of Vigilance. Many Lawful Good Mentors style themselves in the role of a true teacher, whereas a Lawful Neutral Mentor might have take the role of a drill instructor, forging his pupils into a military style unit.

Requirements:

Abilities: Int 13+, Wis 15+, Cha 13+

Alignment: Lawful Good or Lawful Neutral

Skills: Profession(Teacher) +8

Feats: Leadership, Tactician

Class Features

Hit Die: d6

Skill Points per Level: 4+Int Modifier

Class Skills: Diplomacy, Gather Information, Knowledge(Tactics), Profession(Teacher), Sense Motive, Spot

Power Points per Level: 2+Con Modifier

Class Powers: Danger Sense, Deflection, Enhanced Senses, Radar Sense, Sonar, Spectral Sight, Superhuman Intelligence, Superhuman Presence, Superhuman Will, Unique Vehicle

Advise: any time a group of characters are cooperating, if they can communicate with their Mentor, he may add his Will bonus to the Leader's skill check(see PHB pg 62 for details). Note that this bonus is in addition to the normal bonuses a character gets for cooperating on a skill check.

Unique Vehicle: at 2nd level the Mentor gains this Power for free.

Counsel: if a PC trains with a Mentor, he may actually expand his list of class skills. This training takes one month, during which the character must see the Mentor at least once per week. At the end of that time, the character may add one of the Mentor's class skills to his own. As long as he continues to train with the Mentor,

Mentor						
Level	Base Attack	Fort	Ref	Will	Special	
1 st	+0	+0	+0	+2	Advise	
2 nd	+1	+0	+0	+3	Unique Vehicle	
3 rd	+1	+1	+1	+3	Counsel	
4 th	+2	+1	+1	+4	HQ	
5 th	+2	+1	+1	+4	Bonus Feat	
6 th	+3	+2	+2	+5	Combat Training	
7 th	+3	+2	+2	+5		
8 th	+4	+2	+2	+6	Bonus Feat	
9 th	+4	+3	+3	+6		
10 th	+5	+3	+3	+7	Adv. Combat Training	

the character may spend skill points on that skill as though it were a class skill. If the character wishes to be taught a different skill by the Mentor, he must spend another month learning the basics of that skill. After which, he begins spending skill points on this new skill as though it were a class skill, but the previous skill is again removed from his class list. In other words, any given character may only redesignate one skill as a class skill at a time by studying with a Mentor. A Mentor may have one student per Mentor level.

HQ: as the Gadgeteer ability, at 4th level the Mentor gains the ability to construct an elaborate HQ, containing training facilities, defenses, sensors to prevent surprise attacks, etc.

Combat Training: at 5th level, a Mentor may his students prepare for an upcoming fight against a known opponent. After this training, the students receive a bonus to hit and damage against that opponent equal to the Mentor's Will bonus. He must know who his students are preparing to fight, so he has a chance to study the Villain's tendencies and weaknesses, which makes this ability especially good for the comic book convention of the "rubber match." That is where a character or group has encountered a villain once, and gotten the stuffing beaten out of them. Then, they go consult with their Mentor, and practice, developing new strategies aimed at their enemy. Then they confront the Villain and

put him behind bars.

Bonus Feats: at 5th, and again at 8th level, the Mentor gains bonus feats from the Teamwork line of Feats.

Advanced Combat Training: as Combat Training, except the Mentor can now give his students bonuses to their saving throws as well.

MIND MASTER

The Mind Master is the ultimate Psi. A character who has, through discipline and sheer force of personality, turned his mind into the deadliest imaginable weapon. To face a Mind Master in battle is to risk more than your life, but your very sanity. The Mind Master has a new and potent range of abilities at his disposal, MetaPsionic feats, allowing him to alter the minds of his opponents, sometimes permanently.

Requirements

Powers: a total of 30 Power Points spent on mental powers; Superhuman Will

Skills: Knowledge(Psychology) +8

Feats: Iron Will

Mind Master					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+0	+0	+2	MetaPsionic Feat
2 nd	+1	+0	+0	+3	
3 rd	+1	+1	+1	+3	MetaPsionic Feat
4 th	+2	+1	+1	+4	Pinnacle of Will
5 th	+2	+1	+1	+4	MetaPsionic Feat
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	MetaPsionic Feat
8 th	+4	+2	+2	+6	
9 th	+4	+3	+3	+6	MetaPsionic Feat
10 th	+5	+3	+3	+7	Body Feeds the Mind

Class Features

Hit Die: d6

Class Skills: Animal Empathy, Bluff, Concentrate, Diplomacy, Intimidate, Knowledge(Psychology), Sense Motive

Skill Points per Level: 4+Int Modifier

Class Powers: Blast(Psychic), Danger Sense, Desolidification, Invisibility, Mind Control, Superhuman Presence, Superhuman Will, Telekinesis, Telepathy, Teleport

Power Points per Level: 6+Con Modifier

MetaPsionic Feats: the signature ability of the Mind Master class. Although these Feats may be selected by anyone who meets the Prerequisites, the Mind Master gains one of these Feats for free every other level.

Pinnacle of Will: at 4th Level, the Mind Master rolls 1d10 and adds it to his Wisdom

Body Feeds the Mind: this ability allows the Psychic to literally pour his soul into a mental endeavor. The Psychic may increase the damage of a mental attack or the DC of the save required to resist a mental attack by 1 for every 1 point of Wound damage the character takes.

POWERHOUSE

While an energy projector might be the sniper of Vigilance, the Powerhouse is the artillery cannon. These characters can channel enough energy through their body to power an entire city. Good members of this class are always mindful of the awesome responsibility that comes with their ability

to knock a hole through a mountain. Evil Powerhouses revel in it.

Requirements

BAB: +8

Feats: Concentrated Blast, Power Blast, UltraBlast

Skills: Concentration 8+

Powers: 16 or more points spent on Blast power skills

Class Features

Hit Die: d6

Class Skills: Concentration, Intimidate, Profession, Spot

Skill Points per Level: 2+Int. Modifier

Class Powers: Armor, Aura, Blast, Damage Touch, Desolidification, Ensnaring Attack, Flight, Light Control, Superhuman Presence, Telekinesis, Weather Control

Power Points per Level: 8+Con. Modifier

Bonus Feats: every 5 levels the PowerHouse gains a bonus feat. The feats that may be selected with these Bonus Feats are: Adaptive Attack, Bolt, Cascade Effect, Chain Reaction, Devastation, MeltDown, PureBlast, Residual Energy, Strafe, Superior

PowerHouse

Level	Base Attack	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	Bonus Feat
2 nd	+2	+0	+3	+0	
3 rd	+3	+1	+3	+1	Overcharge
4 th	+4	+1	+4	+1	
5 th	+5	+1	+4	+1	Bonus Feat
6 th	+6	+2	+5	+2	
7 th	+7	+2	+5	+2	
8 th	+8	+2	+6	+2	Human Capacitor
9 th	+9	+3	+6	+3	
10 th	+10	+3	+7	+3	Bonus Feat

Concentration, Viral Blast

OverCharge: the energy running through the character's body is difficult to maintain. By releasing the "circuit breakers" on her internal energy, the character can channel tremendous power, at the risk of feeling its effects herself. After a character successfully hits her target, but before rolling damage, she may OverCharge her attack. The character sets the minimum that may be rolled on each die. So, if a character OverCharges by two, all ones and twos rolled on her Blast damage for that attack are counted as threes. After rolling her damage, the character must make a Concentration skill check, with a DC of 10 + 5 for each point she OverCharged, or take 1d6 Vitality per OverCharge. So a character who Overcharged by two, would have to make a Concentration check of 20 or take 2d6 damage.

Human Capacitor: the character is so attuned to his Body's energies that she may absorb *any* source of energy to fuel her attacks. For each 1d6 the character absorbs in this way, she adds +1d6 damage to her next Blast attack. The character may absorb a maximum of two dice for each PowerHouse level per day. The character suffers no damage from absorbed energy.

SECRET AGENT

Secret Agents tread the gray twilight of Vigilance. They do the work governments either can't or won't. Frequently these intrepid souls must operate alone, in hostile territory, with only their guile to keep them alive. Secret Agents serve a variety of masters, from real world organizations such as the FBI and CIA, to fanciful four color groups like

U.S.H.E.R.(United States Headquarters for Emergency Response).

Requirements

Skills: Hide+6, Move Silently +6, Criminology +6

Alignment: any non-good

Membership: When the character takes his first level of Secret Agent, he must make a choice: either he has received training from an agency and is an operative in good standing with them, or he received his training and then went "rogue." If the character is an agent in good standing, he takes the DSR 2 Disadvantage "Patron," which is a special kind of Contact that asks for more than it gives (the Patron requires the character to perform some task for it on a roll of 13 or higher each game session: 15 plus the DSR). If the character is a rogue agent, he must take Enemy(agency) with a DSR of 2. Either of these Disadvantages provide the character with no XP.

Class Features

Hit Die: d8

Class Skills: Bluff, Criminology, Decipher Script, Disable Device, Disguise, Driving, Escape Artist, Forgery, Gather Information, Hide, Innuendo, Intimidate, Listen, Martial Arts, Move Silently, Open Lock, Pick Pocket, Piloting, Read Lips, Search, Sense Motive, Spot, Tumble, Use Rope

Skill Points per Level: 8+Int Modifier

Class Powers: Danger Sense, Deflection, Desolidification, Enhanced Senses, Invisibility, Metamorphosis, Spectral Sight, Superhuman Presence, Superhuman Will, Unique Item, Unique Vehicle

Power Points per Level: 2+Con Modifier

Agency: if the character is a member of an agency, he may add the agency to his Contact list. The agency will provide support for the character including transportation, fake passports etc. If the character is a Rogue Agent, he receives a free underworld contact in the country of his choice.

Dirty Tricks: in combat, Secret Agents are there to win, by any means necessary. This ability allows a character to pull an unexpected maneuver out of his bag of tricks, rendering his opponent flat footed for the round.

Cheap Shot: once per combat, the Agent may execute a sudden unexpected attack at a vulnerable area of his opponent, such as the eyes or genitals, inflicting extra damage.

Contacts: Agents excel at getting others to trust them, and gain bonus Contacts as they rise in level. These Contacts may be virtually anyone, from the lowest shopkeeper to a high ranking Military commander in a 3rd world country. You never know who you're going to need help from.

Agency Rank: if the character is an agent in good standing, then he now has the clout to call on his agency for a great deal of support. Equipment, support

agents as if the character had Leadership (with his Agent Level added to his Leadership score), Vehicles, virtually anything within the agency's resources is available to the character (GM's call). However, the agency also expects more from the character, and the DSR of his Patron Disadvantage goes up to 4. If the character is a Rogue Agent, he receives a free underworld contact, and his Enemy DSR rises to 4 (he's on their "10 most wanted" list).

SPEED DEMON

The Speed Demon is most at home when he is *moving*. In battle he is always moving, never in one place long enough for his enemies to hit. Although an Acrobat is a hard character to get your hands on, the Speed Demon relies strictly on raw speed for his protection.

Requirements:

BAB: +3

Evasion: the Speed Demon must possess the Evasion class ability.

Feats: Lightning Reflexes, Improved Initiative, Combat Flight or Combat Reflexes

Powers: one Movement Power (Amphibious, Flight, Super Leap, Super Running, Swinging) granting a move of 100 ft/round or better.

C l a s s

Secret Agent					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+0	+2	+0	Agency; Dirty Tricks 1/fight
2 nd	+1	+0	+3	+0	Cheap Shot +1d6
3 rd	+2	+1	+3	+1	Contacts +1
4 th	+3	+1	+4	+1	Cheap Shot +2d6
5 th	+3	+1	+4	+1	Dirty tricks 2/fight
6 th	+4	+2	+5	+2	Cheap Shot +3d6
7 th	+5	+2	+5	+2	Contacts +2
8 th	+6	+2	+6	+2	Cheap Shot +4d6
9 th	+6	+3	+6	+3	Agency Rank
10 th	+7	+3	+7	+3	Dirty Tricks 3/fight; Cheap Shot +5d6

Features

Hit Die: d6

Class Skills: Balance, Climb, Escape Artist, Profession, Spot, Swim, Tumble

Skill Points per Level: 4+ Int. Modifier

Class Powers: Deflection, Ensnaring Attack, Flight, Life Support, Radar Sense, Sonar, Super Running, Superhuman Dex, Superhuman Presence, Teleport

Power Points per Level: 6+Con. Modifier

Flurry: the character may make an extra at his highest base attack, but that and all other attacks made in that round receive a -2 penalty to hit.

Poetry in Motion: the character is as fluid as a gazelle. When he is in motion, he gains +1 Initiative for every 10 ft. moved in the round.

Need for Speed: the character is as fast as a cheetah, by the time his opponent has him in his sights, he is already out of range. The character gains a +1 Defense for every 20 ft. moved in the round.

Underfoot: the Speed Demon moves so fast that he often “accidentally” runs right over his opponents in combat. Underfoot is a special Charge attack, requiring the Speed Demon to move at least 60 ft. before it can be performed. The character simply barrels over his target at

high speed, dealing normal melee damage, +1 for each 20 ft. moved in the round. Also, the target of this attack must immediately make a Reflex save(DC 10 +1 per 20 ft. the Speed Demon moved in the round) or be knocked prone.

Whirlwind Attack: at 8th level the Speed Demon receives this feat for free, regardless of whether or not he has the prerequisites.

Human Tornado: the character whirls among his opponents with dizzying speed. He may attempt to Trip(as Improved Trip) or Disarm(as Improved Disarm) multiple opponents in a manner similar to Great Cleave: as long as his last Trip or Disarm was successful, he may move and try again, to a maximum of 1 opponent per Speed Demon level. However, when the Speed Demon fails to Disarm or Trip an opponent, his Move is immediately halted in front of that opponent, and he may take no further actions in the round. Also, the last target of this maneuver may immediately make a Trip attempt against the Speed Demon. The character may move as much as he wishes between each attempt, though again as soon as he is unsuccessful his movement stops.

Speed Demon					
Level	Base Attack	Fort	Ref	Will	Special
1 st	+0	+0	+2	+0	Flurry
2 nd	+1	+0	+3	+0	Poetry in Motion
3 rd	+2	+1	+3	+1	
4 th	+3	+1	+4	+1	Need for Speed
5 th	+3	+1	+4	+1	
6 th	+4	+2	+5	+2	Underfoot
7 th	+5	+2	+5	+2	
8 th	+6	+2	+6	+2	Whirlwind Attack
9 th	+6	+3	+6	+3	
10 th	+7	+3	+7	+3	Human Tornado

CHAPTER 9: HEROISM AND VILLAINY

Forget the flashy powers, forget flying through the air, forget being bulletproof. These are tools, handy tools perhaps, but merely tools in the fight against evil. What really separates a Hero from the common man is something else, something inside. Police officers have it, so do Firefighters. It takes more than Powers to be a Hero. Likewise, there are plenty of Villains in the world who don't have Powers. They stalk the night, looking through a different lense than the common man. Where you see friends, neighbors, co-workers, they see victims, like a Lion watching the herd, picking out the weak, the most likely to submit, the prey.

HEROISM

One of the ways Vigilance represents the heart of a Hero in game terms is through Heroism Points. A game about Heroes and Villains should allow a character to rise above, to make his player feel like he is running something that isn't just a collection of numbers. Players are fantastic at crunching numbers. They know what their average damage is, how many attacks they can take, and how often they hit. Three rounds into a combat, a good player can tell you the BAB of his opponent. This might be "metagaming", but it's a strategic part of any game. Heroism and Villainy points alter that mix. A Villain willing to spend Villainy points freely will tilt the odds of an encounter greatly. GMs should encourage their characters to be Heroic, to challenge them, and to give them chances to show off. Let them flex the

considerable muscles they have at their disposal. This is as much role-playing as anything.

The Rewards of Valor

What follows is a list of some of the uses of Heroism Points. This list is by no means exhaustive, and GMs are encouraged to alter it to their liking. What Heroism points can and cannot do will affect the tone of the campaign. The uses for Heroism points listed below assume a "default" realism level of four-color (that of the major comic companies). If a GM wishes to run a more gritty campaign, for example, he might not allow Heroism points to be used to reduce damage or improve Saving throws. This will make characters much more vulnerable and death a more common occurrence.

Altering die rolls: This is the most basic use of a Heroism Point. The character simply announces he is spending the point, then adds 1d6/5 levels to whatever roll he is making. Heroism Points can be used to alter Attack rolls, Saving Throws, Skill Checks, and Initiative rolls. Only one Heroism Point may be spent on any given die roll in this fashion.

Protection and Healing: Heroism points can also be used to defend a character. He can use a Heroism point to increase his Defense by 5 for one round, or to reduce the damage from an attack by 5. Unlike altering die rolls, a character may spend as many Heroism Points for Protection and Healing as he wishes in a round. This is one of the reasons why teamwork

is such a handy feat for a team. If a character gets hit with a critical and is going to take 50 points of damage, he could reduce that damage substantially, turning an attack that would alter the course of a battle into just another hit.

Avoid Death: Another important use of Heroism is to save the character's life. If an attack would have killed a character, he can spend 5 Heroism Points to merely be unconscious. If he doesn't *have* five Heroism Points, the GM may allow either him to go negative on Heroism Points, paying off the "debt" as he rises in level, or he may rule that the character dies. This is an important "atmosphere builder" for a campaign, and the GM should always let the players know what he is and isn't using Heroism for before the campaign begins. If the GM allows players to go negative on Heroism Points to avoid death, it will be almost nonexistent. A third option, is to allow a Player to go negative, but not allow him to spend Heroism points to avoid death while he *is* negative.

VILLAINY

The Wages of Sin

Just as the uses of Heroism Points affect the campaign, the uses of Villainy Points in some ways affect it even more. For instance, if the GM allows Heroes to do everything with Heroism Points Villains can do with Villainy Points, is there any real difference between them? This says a lot about the campaign. The GM might *want* the difference between Heroes and Villains to be ambiguous. As with Hero Points, the rules below have a "default" realism level that makes the difference

between Heroes and Villains very black and white.

Altering Die Rolls: Like Heroes, Villains can spend Villainy points to alter die rolls at the rate of 1d6/5 levels. However, Villainy points can be used to alter different types of die rolls. Villainy Points modify attack rolls, damage rolls, and initiative rolls.

Deadly Attacks: A Villain can pour his hatred and venom into his attacks, making them particularly potent. A Villain spend a Villainy point to raise the DC of a Saving Throw vs. one if his attacks by five, or to automatically make a successful attack a Critical Threat.

Mysterious Death: A Villain can spend 2 Villainy Points to "die" in a way that allows him to come back later in the campaign. He could fall off a cliff, his body never recovered, only to reappear later. At least 4 game sessions must pass before the Villain can return if he uses this ability.

Escape Route: For 5 Villainy Points the Villain can instantly escape by some prearranged route when a battle goes against him.

Walking the Line

It is also possible for the GM to add complexity by using the above cut and dried system for Heroism and Villainy points, but allow the players to spend a point either way. However, there are consequences. If a character spends a Heroism point as a Villainy Point he immediately earns a Villainy Point, and must make a Will Save (DC 15) or Shift one step toward evil.

Appendix 1: Tables and Charts

Included below, for your convenience, is a list of all the Powers, and what classes they are Class Powers for. Special thanks to Peter Antonacopoulos for the idea to put these tables in.

O= Class Power X= Cross-Class Power

Powers	Acr	Br	Det	EP	Gad	
Psy						
Armor	X	O	X	O	O	X
Aura	X	X	X	O	X	X
Blast	X	X	X	O	X	O
Claws	X	O	X	X	X	X
Danger Sense	O	X	O	X	X	O
Damage Touch	X	O	X	O	X	X
Deflection	O	X	X	X	X	X
Density Increase	X	O	X	X	X	X
Desolidification	O	X	X	O	X	X
Enhanced Senses	X	X	O	X	X	X
Ensnaring Attack	O	X	O	O	X	X
Flight	O	X	X	O	O	O
Growth	X	O	X	X	X	X
Invisibility	O	X	X	O	X	O
Life Support	X	O	X	X	O	X
Light Control	X	X	X	O	O	X
Metamorphosis	X	X	O	X	X	X
Mind Control	X	X	X	X	X	O
Plasticity	O	X	X	X	X	X
Radar Sense	X	X	O	X	O	X
Regeneration	X	O	X	X	X	X
Shrinking	O	X	X	X	X	X
Sonar	X	X	O	X	O	X
Spectral Sight	X	X	O	X	O	X
Super Running	O	X	X	X	X	X
Superhuman Dex	O	X	X	O	X	X
Superhuman Durability	X	O	X	X	X	X
Superhuman Intelligence	X	X	O	X	O	X
Superhuman Presence	X	O	O	X	X	O
Superhuman Strength	X	O	X	X	X	X
Superhuman Will	X	X	X	X	X	O
Telekinesis	X	X	X	X	X	O
Telepathy	X	X	X	X	X	O
Teleport	O	X	X	X	X	O
Time Manipulation	X	X	X	X	O	O
Unique Item	O	O	O	X	O	X
Unique Vehicle	X	X	O	X	O	X
Weather Control	X	X	X	O	X	X
X-ray Vision	X	X	O	X	X	X

And here's the same table, with the same format, for the Prestige Classes.

Powers	Beh	Men	MM	Pow	Sec	Spd
Armor	O	X	X	O	X	X
Aura	X	X	X	O	X	X
Blast	X	X	O	O	X	X
Claws	O	X	X	X	X	X
Danger Sense	X	O	O	X	O	X
Damage Touch	O	X	X	O	X	X
Deflection	X	O	X	X	O	O
Density Increase	O	X	X	X	X	X
Desolidification	X	X	O	O	O	X
Enhanced Senses	X	O	X	X	O	X
Ensnaring Attack	X	X	X	O	X	O
Flight	X	X	X	O	X	O
Growth	O	X	X	X	X	X
Invisibility	X	X	O	X	O	X
Life Support	O	X	X	X	X	O
Light Control	X	X	X	O	X	X
Metamorphosis	X	X	X	X	O	X
Mind Control	X	X	O	X	X	X
Plasticity	X	X	X	X	X	X
Radar Sense	X	O	X	X	X	O
Regeneration	O	X	X	X	X	X
Shrinking	X	X	X	X	X	X
Sonar	X	O	X	X	X	O
Spectral Sight	X	O	X	X	O	X
Super Running	X	X	X	X	X	O
Superhuman Dex	X	X	X	X	X	O
Superhuman Durability	O	X	X	X	X	X
Superhuman Intelligence	X	O	X	X	X	X
Superhuman Presence	O	O	O	O	O	O
Superhuman Strength	O	X	X	X	X	X
Superhuman Will	X	O	O	X	O	X
Telekinesis	X	X	O	O	X	X
Telepathy	X	X	O	X	X	X
Teleport	X	X	O	X	X	O
Time Manipulation	X	X	X	X	X	X
Unique Item	X	X	X	X	O	X
Unique Vehicle	X	O	X	X	O	X
Weather Control	X	X	X	O	X	X
X-ray Vision	X	X	X	X	X	X

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Vigilance Copyright 2002 by Charles Rice