

XD12 SUPERHERO SYSTEM

BY MATT FRISBEE



***SUPERPOWERED
ROLEPLAYING!***



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THE BASICS

Welcome to the *XD12 Superhero System* (*XD12SS* for short), and thank you for supporting Your Friendly Neighborhood Game Designer! Believe it or not, *Monoceros Games* is pretty much a one-man band, though I do have a great bunch of friends and fellow gamers who have provided input into this project! To all of you, thank you so very much for your help and advice!

I'm going to assume this isn't the first time you've played a tabletop roleplaying game and jump right into defining the terms and mechanics you'll need to know. If you're feeling a bit lost or have a rules question, please contact me at mrfrizgames@gmail.com.

Let's start with what you'll need to play. First and foremost, you're going to need at least two people who are interested in playing comic book superhero characters or running the game or both.

One of these people is going to be the **referee**. This is the person who runs the game by setting up the adventures, playing the villains and other people in the game setting, and describing what the characters experience, deciding what happens when the characters try to do things, and so on.

Everyone else at the table will be **players**. Each of these people is the controller of one of the heroes in the game, deciding what that character does and says during each gaming session.

The next thing needed are dice. As you might expect, *XD12SS* uses 12-sided dice – a lot of them. Depending on how powerful the heroes and villains are in the game, you may need as many as a dozen 12-siders for each player and the referee. In these rules, I'll be using the shorthand 'D' to represent 12-sided dice, placing a number in front of the letter to indicate how many. Thus 6D, for example, means six 12-sided dice.

The other kind of dice used in this game are the standard 6-sided dice, though each person won't need more than a couple of these. In these rules, they'll be referred to as ½D, since they're half the value of a 12-sided die. If any other roll is needed, I'll refer to them with a lower case 'd' instead; such as 2d.

You will also need a copy of the character record sheet found in this book, or a reasonable facsimile, for each hero in the game. Referees will probably want to use character record sheets for the supervillains in their adventures.

In addition to all that, you'll probably want some scratch paper or a notebook to keep track of details in the game during play; a few reliable writing instruments of your choice; at least one copy of these rules, of course; plus, a nice, level table surface for dice rolling, writing, etc. While some referees may wish to use a gaming screen to hide their dice roll results and adventure notes from the players, it is a matter of personal preference. The same goes with miniatures and maps.

Terminology

XD12SS is designed to simulate the characters and adventures found in superhero comic books, movies, and television series. To that end, all characters will have **traits** representing in game terms what they can do.

Traits are rated by the number of 12-sided dice a character's controller rolls when attempting to do something using that trait – which is called a **task roll**. Traits are rated from 1D on the low end to 12D on the high end. If the character doesn't have a specific trait, his controller rolls a six-sided die (a ½D) instead.

The number of dice the character has in a trait is called his **trait rating**. This is sometimes used as the difficulty for task rolls that others make that may involve the character (such as determining if an attack hits the character). To get an idea of what trait ratings represent, check out the Benchmarks and Materials Tables on the next page.

When a task roll is made, each of the dice rolled are compared to the task's **difficulty**, which is set between 2 (practically a sure thing) and 12 (a harrowing task). The normal difficulty for most tasks is 7.

Standard Task Difficulties Table

#	Difficulty	#	Difficulty
2	<i>Sure Thing</i>	8	<i>Challenging</i>
3	<i>Child's Play</i>	9	<i>Daunting</i>
4	<i>Trivial</i>	10	<i>Vexing</i>
5	<i>Easy</i>	11	<i>Demanding</i>
6	<i>Mundane</i>	12	<i>Harrowing</i>
7	<i>Normal</i>	13+	<i>Impossible (?)</i>

In a **standard task roll**, if one or more of the dice rolled is equal to or greater than the difficulty, the task is successful. If all of the dice show numbers less than the difficulty, the task fails.

In an **effect task roll**, the number of dice you roll that equal or exceed the difficulty matter – and are called **success dice**. The number of success dice in a task roll indicate the **effect level** of the task, which is often used by the referee to determine what happens as a result. Usually, the greater the effect level, the better the character did on the task.

The final type of task roll is the **opposed task roll**, where two or more characters are opposing one another. In that case, each character makes a task roll with the most applicable trait, using the number of dice the other character is rolling for his difficulty for the task. The character with the most success dice succeeds in the competition.

The amount of victory – the effect level – of an opposed task is determined by the differential between the victor's success dice and the opponent's success dice. This is most common in a **damage / effect task roll** when a character is using a trait against another character or combatant.

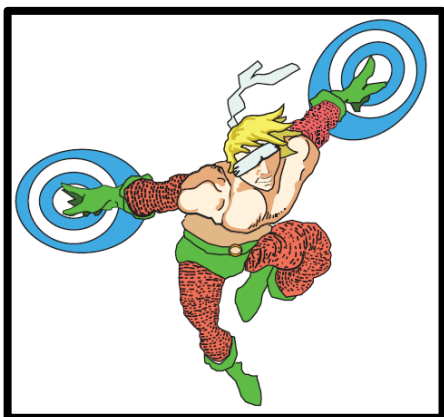
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Benchmarks Table

TR	Speed	Time	Weight	Distance
1/128	---	---	1 ounce	½ inch
1/64	---	---	¼ pound	1 inch
1/32	---	---	½ pound	3 inches
1/16	---	---	1 pound	6 inches
⅛	---	---	5 lbs.	1 foot
¼	Stationary	Instantaneous	10 lbs.	1 yard
½	1 mph	1 second	25 lbs.	2.5 yds.
1	5 mph	10 seconds	50 lbs.	5 yds.
2	10 mph	30 seconds	100 lbs.	25 yds.
3	25 mph	1 minute	250 lbs.	50 yds.
4	50 mph	5 minutes	500 lbs.	100 yds.
5	100 mph	30 minutes	2 tons	250 yds.
6	250 mph	1 hour	10 tons	1 mile
7	500 mph	12 hours	25 tons	2.5 miles
8	Mach 1	1 day	50 tons	10 miles
9	Mach 5	1 week	100 tons	25 miles
10	Sublight	1 month	1 kiloton	100 miles
11	Lightspeed	1 year	10 kilotons	1,000 miles
12	Warp Speed	10 years	100 kilotons	10,000 miles
13+	Hyperwarp	x10 per +TR	x10 per +TR	x10 per +TR

Materials Table

TR	Material Strength / Resistance
¼	Plastic Wrap, Tissue Paper
½	Gauze, Paper
1	Cardboard, Linen, Styrene
2	Drywall, Interior Door, Lexan, Plate Glass
3	Exterior Door, Leather, Plywood, Safety Glass
4	Car Door, Chain Mail Armor, Cinderblock, Fire Door
5	Curtain Wall, Light Pole, Riot Gear, Tree Trunk
6	Armored Car, Ballistic Armor, Brick / Stone Wall, Sheet Metal
7	Bomb Squad Armor, Reinforced Concrete, Stone Column
8	AFV Armor, Ship's Hull, Street Pavement
9	Highway Pavement, Steel I-Beam, Plastisteel
10	Airport Runway, Transteel
11	Diamond
12	Progressium
13+	Eternite



Collision Damage: Damage inflicted to a target by a moving object or vehicle has a base damage trait rating equal to the speed TR (i.e. that's how many d12 are rolled to determine the damage Effect Level to the target).

Distance Note: A combat space is a volume that is approximately 10 x 10 x 10 yards. Interior combat spaces are usually smaller.

Leaping: A character's Leap or Teleport power translates directly to the Distance column for non-combat use. See a power's description for its use in combat.

Lifting: A character's Strength attribute or Psychokinesis power will be able to lift the weight listed for the trait rating. Any weight one or more trait ratings less than the trait's maximum can be carried or thrown.

Material: The trait rating of a specific material indicates the equivalent Armor trait rating provided to a target if used as cover, or the resistance trait rating to damage inflicted.

Movement: A character's trait rating in a typical movement power (Fly, Run, Swing, Swim) usually indicates non-combat use speed. See power descriptions for details.

Throwing: The maximum distance an object can be thrown is equal to the difference between the character's trait rating and the object's weight TR. Thus, a Strength 8D character could throw a car (2 tons, Weight TR 5) about 50 yards (Distance TR 3) or five combat spaces. The referee may alter the distance based on conditions (balance, aerodynamics, size, etc.)

Time Note: A combat round lasts approximately 10 seconds.

Opposed Task Roll Example

If a spy is trying to sneak past a guard, the spy would use his Agility trait while the guard would use his Perception trait. If the spy is Agility 5D and the guard is Perception 4D, then the spy's controller rolls five 12-sided dice with a difficulty of 4, while the guard's controller rolls four dice with a difficulty of 5.

The spy's controller rolls 1, 6, 7, 9, and 10 for a total of 4 success dice. The guard's controller rolls 1, 3, 6, and 8, for a total of 2 success dice. The spy wins the contest with an effect level of (4 - 2 =) 2, and manages to get past the guard without being noticed.

Heroes in XD12SS have a special advantage over the villains in the game called **fate dice**. Each hero has a pool of fate dice he can expend to add a single success to a task roll his controller makes – either to gain a single success from a failed roll, or to improve the effect level of a successful one. Fate dice also have other uses that will be detailed later on. Only one fate die may be expended in a single task roll, and once all dice in the pool are expended, the character no longer has the benefit. However, a character can gain additional fate dice during play through various means.

Traits

Okay, we've talked about traits in passing, but what are they, exactly? Glad you asked. A **trait** represents an ability the character has. In the game, there are two types of traits – **attributes** and **powers** – which are expressed as a number of dice; the number of 12-sided dice the character's controller rolls when attempting a task with that trait.

Attributes represent the basic abilities all people have to some extent. In the game there are nine **primary attributes** and three **derived attributes**. The primary attributes are determined by the number of **character dice** expended in each when the character is created before play. If a character expends no dice in a primary attribute, its value is $\frac{1}{2}D$, meaning the character's controller will roll a six-sided die for task rolls with that attribute. The derived attributes have each of their values determined by the number of dice in three of the primary attributes – rounding up in cases where half-dice are present.

Powers are those incredible abilities that separate superheroes and supervillains from the rest of humanity – the ability to fly, or shoot beams of energy, or turn invisible, for examples. Like attributes, these are also rated in dice. Unlike attributes, there are some powers that are especially useful or powerful in comparison to the others, and will require additional character dice expenditures to achieve the same number of dice as in attributes.

Edges

Characters have one other set of abilities that are supplemental to their traits, representing skills, personal experience, birthrights, or special advantages not everyone has. They are called **edges**. An edge is a pool of dice the character can use to supplement the number of dice in an attribute or power task roll, or to pump up an attribute's trait rating when it is being used as the difficulty for a task roll being made by someone else that will affect the character either directly or indirectly. However, edge dice expenditures are limited to the specific situations where they apply.

Like fate dice, edge dice are expended during the course of a gaming session and reset at the beginning of the next session. Unlike fate dice, a character may expend as many edge dice as he has remaining in that edge's pool on a single task roll – so long as he doesn't violate the campaign cap of the game. For each character die expended on edges, the character gains two edge dice. Also, the maximum number of dice a character may have in a single edge pool is equal to the campaign cap of the game. All edge dice must be full dice – no half-dice are allowed for edges.

Power Tiers

There are four power tiers in play for XD12SS – **human**, **metahuman**, **superhuman**, and **ultrahuman**. Each tier represents a relative level of power available to characters and an upper limit to the number of dice any particular trait may have.

Human level characters – which are people like most of us in the real world – will have a maximum of 3D for a trait for a starting character. Traits for humans are limited to **attributes** and **edges**. In general, humans cannot have **powers**, unless they are in the form of items.

Metahuman level characters represent people who have either attained enhanced traits through extensive training – like an athlete or an elite agent – or have lower level superhuman powers that make them somewhat better than the average person. Often, player-characters of this level are thought of as 'street-level' or 'crimefighter' types protecting a single city or district in a very large metropolis. Metahuman characters have a maximum of 6D for a trait or edge for a starting character. This doesn't imply that all of the character's traits will be metahuman level, of course.

Superhuman level characters are the superheroes and supervillains – the types that pop into mind when it comes to comic books, movies, and television series. They may protect a single city by themselves, or team up with others of their ilk to protect nations or entire worlds. Superhuman characters have a maximum of 9D for a trait or edge for a starting character. This is the 'default level' for superhero campaigns.

Ultrahuman level characters are the high-end supers – tasked with protecting worlds by themselves, or teaming up with their peers to protect interstellar regions, and even entire galaxies. Ultrahuman characters have a maximum of 12D for a trait or edge for a starting character. Ultrahuman villains are often challenges for teams of superhuman heroes as well.



COMBAT

Scale

Combat is somewhat abstract in *XD12SS* with no set scale or grids for movement. Instead, this game's battlegrounds employ the idea of **Spaces**. Spaces are roughly ten yards across outdoors, but can be smaller for subdivided interior spaces. Vertical distances are measured in spaces as well. Spaces regulate combat movement as well as help define who and what is in the character's general vicinity without turning combat into a purely tactical exercise. Any combatants in the same space can make touch and melee attacks against one another without taking an action to move.

There are also **Features** within a space, which are items or locations that are of particular interest – a vehicle, a dumpster, a fire escape, a piece of furniture, a light pole, a news stand – any significant object or small structure qualifies. Anything a character could reasonably do on, around, inside, behind, etc. with a feature should be permitted by the referee.

It's the referee's decision to map out a combat scene or not. If there will be a large number of combatants, it's usually easier to keep track of the combat with a map and counters or miniatures. Smaller numbers of combatants can generally be handled with a quick sketch on scratch paper, or in the theater of the mind.

The Combat Round

Each combat round in *XD12SS* covers about ten seconds of time in the game setting, meaning there are six rounds per minute. In a combat round, everyone gets an opportunity to act, though it is entirely possible that a combatant may not be able to act due to being stunned, knocked out, or otherwise prevented by power effects.

Initiative

Each character has an Initiative attribute that is the average (rounding up) of the TR's of his Perception, Prowess, and Reflexes attribute. The trait rating of his Initiative is the number of actions he may take during a combat round. If two combatants on opposing sides of a conflict have the same Initiative, they should make an opposed task roll to determine who has the opportunity to act first between them.

Characters are ranked by the number of actions each gets during each round of the combat scene, from highest to lowest. The character with the greatest number of actions gets the opportunity to act first, and play proceeds down the order until all characters have had the opportunity to perform their actions.

Actions

During each combat round, each character will get the opportunity to take a number of actions – **combat**, **free**, and **move**. A character may only take one combat action in a round (though he may make more than one attack in that action if he has the *Rapid Attack* power). A character may take free and move actions as long as he has actions to expend in a given round.

A combatant doesn't have to take all of his actions at once. He can expend a free action to *hold* his remaining actions until later in the round. However, no actions can be held from one combat round to the next.

When all combatants have had the opportunity to act, any characters holding actions may opt (in initiative order) to expend any remaining actions they have. Each may elect to pass, or take one, some, or all of their available actions at that time.

If all of the combatants from opposing sides have been taken out of the fight or have fled the battleground, the combat scene ends. Otherwise, each character again has his full number of actions to take, the initiative returns to the top of the order, and another round begins.

Action Types

A **combat action** means the character is making an attack or supporting an attack by another combatant. Combat actions are fairly straightforward – the character uses them to make an attack against another combatant or other target (such as an object or a combat space, for those powers with the *Area of Effect* booster).

A **free action** indicates the character is taking some type of non-combative miscellaneous action. This is a broad category of possibilities for a character, but generally encompasses everything that isn't covered by combat or move actions.

The more common types of free actions are:

- Activate or deactivate a continuing power,
- Make a standard Intelligence or Perception task roll;
- Use a non-combative trait;
- Recover from being stunned;
- Go prone or stand without moving;
- Switch powers in a Power Array or Power Pool; and
- Give instructions to one or more NPC's.

A **move action** permits a character without a movement power to run from one combat space to another (or up to 10 yards out of combat) for each move action he expends during a round. Characters with a movement power may move up to a number of combat spaces indicated in the power's description based on the trait rating of that power.

Pre-Combat Free Actions

All characters who are aware they are initiating combat (i.e. are not unaware or surprised) get two free actions before the combat scene begins to get ready for that combat. More often than not, such characters will activate powers, ready weapons, etc.

Interrupt Actions

If a character is holding one or more actions, he may attempt to interrupt another character's declared action before it happens, rather than wait until the end of the round. In order to do so, his controller must perform an interrupt by announcing the intended action, and then make an Initiative opposed task roll versus the Initiative of the character he is interrupting. If the interrupter wins the contest, his action(s) are performed first. If the originally acting character wins, then the interrupter's action(s) occur after she performs her actions.

Making an Attack

To make an attack, the character expends a combat action, declares the target(s) of the attack, what power will be used for damage or effect from the attack, and makes an opposed attribute task roll, with both attacker and target using the appropriate attribute for the attack type. Note that appropriate edge dice may be added to increase the number of dice attacker and/or defender rolls, thereby increasing the difficulty for the other. If the attacker achieves at least one effect level in the task, the target may be affected by the power the attacker is using.

There are four types of attacks – **melee**, **mental**, **ranged**, and **touch** – and each is handled slightly differently.

Touch and Melee attacks use the Prowess attribute. In order to use a touch or melee attack, the attacker and target must be in the same combat space (or within 10 yards of each other) and the attacker must not have a condition or situation that prevents his ability to make the attack. Note that a character with the *Stretch* power may be able to make ranged touch and melee attacks.

Touch attacks differ from melee attacks in that melee attacks may apply bonus damage dice from the attacker's Strength attribute (thus requiring the attack to be able to use his Strength to make such an attack). A touch attack solely relies on the damage power's trait rating to determine damage.

Ranged attacks use the Reflexes attribute. Ranged attacks generally require Line of Sight between the attacker and target, and the attacker must not have a condition or situation that prevents his ability to make the attack. Unless the attacker has the *Accuracy* booster for the attack power, the attacker's difficulty increases by one for every combat space (ten-yard increment) between himself and the target.

Mental attacks use the Ego attribute. Mental attacks generally require Line of Sight between the attacker and target, and the attacker must not have a condition or

situation that prevents his ability to make the attack. Mental attacks are generally not affected by range.

Damage

An attacker who makes a successful attack task roll has the possibility of inflicting damage or applying effect levels of a non-damaging power to the target.

The attacker's controller makes an opposed task roll against the target's controller. The attacker uses the attack power's trait rating, while the target's controller uses the trait rating of an appropriate defense power; or her Fortitude attribute trait rating for a melee, ranged, or touch attack; or her Ego attribute for a mental attack. If the power doesn't do damage, then refer to the power description for the appropriate method to determine the power's effectiveness.

If this is a melee attack, the attacker also gains additional damage dice from the trait rating of his Strength attribute as well. Note that the target may apply edge dice from her *Mental Discipline* edge for a mental attack or power.

If the attacker achieves one or more Effect Levels versus the target, the target sustains that many dice of Stamina damage if it is a standard attack of any type; a lethal attack inflicts one die of Fortitude damage if it is a physical attack, or one die of Ego damage if it is a mental attack for every three dice of Stamina damage inflicted. If the attack is non-damaging, the target is affected by the number of Effect Levels of the attacker's power.

Damage Dice

When damage is applied to one of Ego, Fortitude, or Stamina, the effect level of the power reduces the targeted attribute by -1D per point of effect level. When an attribute is reduced in this fashion, there is a chance the character will be adversely affected by the damage inflicted. If one of these attributes is reduced to 0D by damage from an attack, there are automatic adverse results for the character.

Damage Effects

Catatonic: When a character's Ego attribute is reduced to 0D by damage, the character is **catatonic**. A catatonic character needs immediate medical attention or she could perish from extreme mental / psychological trauma. A character who is catatonic is automatically knocked out, with all the effects of that condition.

While a character is catatonic, she must make a Fortitude standard task roll every minute (six combat rounds) with a difficulty equal to the sum of one and the number of minutes that have elapsed since the character was rendered catatonic. A catatonic character may expend fate dice to succeed at this task until help arrives. If this roll is failed before help arrives, the character either dies, or lapses into a fugue state that will require extensive treatment for her recovery.

If the character is treated by a character with the *Medic* edge, he must be able to touch the character, must expend

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a number of free actions equal to the power tier of the catatonic character, and then must make an Intelligence task roll with a difficulty equal to the patient's Ego trait rating. If the medic character is successful, the effect rating is the number of Ego dice restored to the patient and the patient is no longer catatonic or in danger of dying. The character will still be knocked out, and will need to be revived from that state.

If the character is subjected to the *Heal* power, the effect level of the task roll is the number of Ego dice restored to the character. The character will still be knocked out, and will need to be revived as per that condition's rules.

Critically Wounded: When a character's Fortitude attribute is reduced to 0D by damage, the character is **critically wounded**. A critically wounded character needs immediate medical attention or she could perish from extreme physical trauma. A character who is critically wounded is automatically knocked out, with all the effects of that condition.

While a character is critically wounded, she must make an Ego standard task roll every minute (six combat rounds) with a difficulty equal to the sum of one and the number of minutes that have elapsed since the character was critically wounded. A critically wounded character may expend fate dice to succeed at this task until help arrives. If this roll is failed, the character dies, or lapses into a coma that will require extensive treatment for her recovery.

If the character is treated by a character with the *Medic* edge, he must be able to touch the character, must expend a number of free actions equal to the power tier of the catatonic character's Fortitude trait rating, and then must make an Intelligence task roll with a difficulty equal to the patient's Fortitude trait rating. If the medic character is successful, the effect rating is the number of Fortitude dice restored to the patient and the patient is no longer critically wounded or in danger of dying. The character will still be knocked out, and will need to be revived from that state.

If the character is subjected to the *Heal* power, the effect level of the task roll is the number of Fortitude dice restored to the character. The character will still be knocked out, and will need to be revived as per that condition's rules.

Knocked Out (KO'd): When a character's Stamina attribute is reduced to 0D by damage (it cannot be reduced any lower than that – additional Stamina damage becomes either Ego or Fortitude damage, depending on the attack type), the character is **knocked out**.

If a KO'd character isn't revived or subjected to the *Heal* power, she goes prone (if allowed by conditions) and takes no actions at all for the duration of the current scene. All active powers turn off unless they have the *Always Active* limiter.

A character who is KO'd usually recovers all Stamina dice at the beginning of the next scene. Stamina is not permanent damage, after all.

Stunned: When a character takes one or more dice of Stamina damage, and her new temporary Stamina total is equal to or less than the campaign cap (9D in the default Superhuman Tier game), she makes a Stamina standard task roll with a difficulty equal to the number of dice of damage she sustained. If the task is successful, there is no effect. If the character fails, she is **stunned**.

A stunned character cannot take any other actions until she has expended a free action to recover or 'shake it off.' Any active ongoing powers that require concentration shut off when the character is stunned. A stunned character defends against further attacks in the standard fashion, but cannot expend edge dice until she has recovered.

A character can be stunned multiple times in succession or even be stunned again while already stunned. A stunned character must expend a free action for every stun result she has sustained before taking any other actions.

Traumatized: A character who sustains Ego damage dice makes an Ego standard task roll at the trait rating after damage is applied, with a difficulty equal to the number of damage dice the character sustained in the attack. If the task roll is successful, there is no effect. If the character fails, she is **traumatized**.

A traumatized character is automatically stunned and must recover from being stunned before being able to take actions again. The effects from being stunned (see above) all apply until the character can recover from being stunned.

Each time a character is traumatized, attackers targeting her reduce the difficulty of all attack and damage / effect task rolls they make by one. So, if she's traumatized twice, all difficulties are reduced by two; traumatized a third time and all difficulties are reduced by three; and so on.

This penalty is removed after she is successfully treated by a character with the *Medic* edge, or she is subjected to a successful use of the *Heal* power. A character may also recover naturally, but that will take significant amounts of time.

Wounded: A character who sustains Fortitude damage dice makes a Fortitude standard task roll at the trait rating after damage is applied, with a difficulty equal to the number of damage dice the character sustained in the attack. If the task roll is successful, there is no effect. If the character fails, she is **wounded**.

A wounded character is automatically stunned and must recover from being stunned before being able to take actions again. The effects from being stunned (see above) all apply until the character can recover from being stunned.

Each time a character is wounded, she increases the difficulty of all task rolls she makes by one. So, if she's

wounded twice, all difficulties are increased by two; three wounds and all difficulties are increased by three; and so on.

This penalty is removed after her wounds are successfully treated by a character with the *Medic* edge, or she is subjected to a successful use of the *Heal* power. A character may also heal naturally, but that will take bedrest and significant amounts of time.

Lethal Damage from Standard Attacks

If a character sustains additional Stamina damage while he is at 0D, one-third of Stamina damage inflicted to the target (dropping fractions) becomes -1D of Fortitude damage for physical attacks, or -1D of Ego damage for mental attacks. Note that this does not apply to the attack that reduces the target to 0D, but all subsequent attacks after he's been knocked out.

Throwback

A physical attack has the possibility of knocking the target down or throwing the target back one or more combat spaces. If the total damage inflicted to the target is equal to or greater than the target's Strength trait rating, the target makes a contested task roll versus the amount of damage the attacker inflicted. If the attacker wins the task, the target is knocked back a number of combat spaces (10-yard increments) equal to one less than the attacker's effect level. If the result is a tie or the attacker only achieves one effect level in the task, the target is knocked down in the same space. If the target wins the task, the target has no throwback effect.

If the target is **knocked down**, she is considered prone until she can expend a free action to stand up. If the target has one or more spaces of **throwback**, she immediately flies or tumbles directly away from the direction of the attack, and sustains additional Stamina damage equal to the effect level of the throwback if she impacts a sufficiently solid object before her involuntary movement stops. Note that active and passive defenses can be used to reduce or eliminate throwback damage. The target is considered prone in the new location until she can expend a free action to stand up.

Attackers reduce the difficulty of attack tasks by one versus **prone targets** in the same combat space, while attackers in other combat spaces increase the difficulty by one instead. Prone characters must expend a free action to regain their feet, orient themselves, etc.

Healing

Characters generally recover any lost Stamina points after a combat scene ends. If another combat scene follows immediately, a character can only recover half the points he or she lost during the previous scene (rounding up) before the next one starts.

Characters who have sustained Ego and/or Fortitude damage recover those values at the rate of 1D per Power

Tier of the current value per day. If the character is tended by someone with the *Medic* edge, the patient will recover a number of dice equal to the *Medic*'s Effect Level on a healing task roll, which is made once per day.

If a character is walking wounded (i.e. adventuring while still healing Ego and/or Fortitude dice), the value of his Luck and/or Stamina derived attributes, are temporarily lowered accordingly.

Fate Dice

The number of dice in a character's fate dice pool is equal to the sum of his Luck attribute and his Reputation Rank. Fate dice have a number of uses in the game, making them a fairly useful commodity that the character will have to expend wisely to carry the day. Those uses are detailed below.

Standard Fate Die Use

The standard expenditure of a fate die increases the number of success dice in an effect or damage / effect task roll the character makes by one, increasing the effect level of that task.

Automatic Success

A character may expend a fate die to make a failed standard task roll a success, or may expend it in advance of a standard task roll to gain an automatic success with that task. This allows a character to succeed where ordinarily he wouldn't have a chance of success.

Power Feat

A power feat permits the character to do something different with a power to simulate the effects of another power – such as using his Fly power to lift a heavy object, or use a water-based Blast to cushion the landing of a falling character, etc.

In order to attempt a power feat, the character must expend a fate die and then make a power effect task roll with the difference of twelve and his Ego trait rating for the difficulty. The effect level of the roll becomes the trait rating of the desired power effect.

For example, *Maritime Man* (Ego 5D) is attempting to use his Blast (Water) 8D to safely lower a victim trapped in a burning building to the ground (simulating Psychokinesis). He expends a fate die to make the attempt and then his controller rolls eight dice with a difficulty of (12 – 5 =) 7. The roll is 1, 2, 2, 5, 7, 8, 9, and 12; giving his power feat an effect level of four, or Psychokinesis 4D. That is enough to lower a typical person (up to 250 pounds) at a rate of 5 mph, a safe descent rate.

If he'd desired, *Maritime Man*'s controller could have expended an additional fate die to increase the effect level of this task by one, bumping it to Psychokinesis 5D for this task.

ENVIRONMENTAL DAMAGE

Even without supervillains, monsters, natural and manmade disasters, and having the fate of the world resting on one's shoulders occasionally, things can get pretty dangerous in the life of a superhero. This section covers **environmental damage**; those situations when the place your character is in is also trying to kill him.

Asphyxiation / Drowning / Suffocation

Whatever the means, cutting off a person's oxygen supply has immediate and highly detrimental effects to him. Under controlled conditions, taking the time to get a full breath, and assuming that the character is relatively calm and moving slowly, a character can hold his breath for a number of combat rounds (ten-second increments) equal to his Fortitude trait rating without ill effects. For every combat round beyond that, the character expends a Stamina point just for not being able to breathe. If a character is taking taxing or strenuous actions, then he must expend an additional Stamina point for each action of that type. The referee decides what sorts of actions qualify as taxing or strenuous, but making attacks, evading attacks, sustaining damage, using Strength, etc. will qualify.

When the character is out of Stamina and still cannot breathe or otherwise oxygenate himself, he passes out (KO'd) and starts sustaining Fortitude damage (becoming wounded) at the rate of -1D per combat round. If he isn't rescued before he reaches Fortitude 0D, he becomes critically wounded. Note that any attempts at stabilization will have to get the character to sufficient air before making the attempt.

Deprivation

Environments that don't provide food or water are slow killers and generally only come into play during survival scenarios such as being stranded or marooned somewhere. The situation is called **Deprivation** since we're not going into the nuts and bolts about starving and/or dehydrating to death.

When in such conditions for a day or longer, a character without the appropriate *Life Support* power (dehydration and starvation) must make a Fortitude standard task roll each day, with a difficulty determined by the referee based on the environment and the character's situation. Note that in extended scenarios, the difficulty should increase over time. If the character succeeds, he staves off ill effects for the day. If he fails, he suffers a die of Stamina damage that doesn't recover until he finds adequate food, water, and shelter.

Once the character runs out of Stamina, he is unable to care for himself and will begin to die in earnest. Making the Fortitude roll every three hours, and suffering -1D to that attribute for failing the roll. This continues until he is rescued or perishes. (While this is not something most

characters will face personally, it can be used in rescue scenarios to represent how badly off the victims are.)

It is assumed that in order to make that roll, there will be at least a little food and water in whatever environment the character is in. If there isn't anything at all, then no amount of foraging is going to help, so the roll automatically fails.

Falling

These guidelines presume the character is falling in an Earth-Standard gravity field with an atmosphere fairly close to what you'd find on Earth. The referee will need to alter the parameters as needed for altered gravity and/or atmospheric conditions. It also presumes the character has no means to fly or otherwise cannot slow his descent.

While it isn't entirely realistic, a good rule of thumb is to apply the number of vertical spaces (ten-yard increments) as the trait rating of a *Lethal Strike* upon the character. A fall from a height greater than 12 vertical spaces (120 yards, roughly equivalent to a 35-story building) won't do any more than 12D, but for every additional increment of vertical spaces equal to the character's Fortitude trait rating, the fall automatically inflicts an additional -1D Fortitude damage.

As an example, say *Nightfall* (page 72) gets tossed off the roof of an office building that is 70 stories tall, about 24 vertical spaces. Assuming nobody can rescue him before he greets the pavement below, he will sustain a *Lethal Strike 12D* attack. Since he is Fortitude 6D, he will sustain $(12 / 6 =) -2D$ Fortitude automatically, in addition to any other damage he takes from the Lethal Strike.

Note that the falling character will reach terminal velocity at 45 vertical spaces. Terminal velocity is 120 miles per hour (roughly TR 5 on the Speed column of the Benchmarks Table), so a falling character will continue to fall about 60 vertical spaces every combat round (ten seconds).

There are too many possible scenarios for rescuing a falling character to detail them here. In general, anyone attempting a rescue will need to do it within ten seconds (one combat round) – which, again, isn't realistic, but works for the game and genre – if the distance is 45 vertical spaces or less.

Horror / Insanity

In extreme situations, people who are exposed to horrific terrors or mind-warping experiences may not emerge from them unharmed. Repeated exposure to such situations takes a toll on a person's psyche, which can leave them unable to function despite being physically unharmed.

To simulate this in *XD12SS*, the effects of Horror or Insanity are essentially *Mental Blast* (with the *Lethal booster*) attacks that are environmental damage – so only *Mental Resistance* will protect the character from the lethal damage effects, while *Mental Toughness* can reduce or

prevent the Stamina damage. Thus, the insanity or horror will eat away at the character's Ego until it is reduced to 0D, leaving the character traumatized and possibly catatonic. For monsters with this ability, the *Mental Blast* power should be purchased with the *Area of Effect (No Toggle)* booster – which makes it expensive and therefore rare.

Pressure / Vacuum

Sudden exposure to extreme over-pressures as well as to soft or hard vacuum, is immediately detrimental and life-threatening to anyone without the proper Life Support. Let's take each in turn.

Pressure

This encompasses a character being forced to evacuate a submarine or other underwater structure at depth, enter a hostile high-pressure atmosphere without protection, etc. Real world survivable pressure limits on a typical human top out around 65 atmospheres, which is about 955 pounds per square inch – equal to being about 2,000 feet underwater, 67 vertical spaces.

In game terms, sudden exposure to higher pressure subjects the character to a *Lethal Strike* attack with a trait rating equal to +1D for every three atmospheres or three vertical spaces underwater from the surface. If the character is more than 36 vertical spaces (just shy of 1100 feet) underwater or subjected to more than 36 atmospheres of pressure, the character also takes an additional -1D Fortitude damage that no defense can prevent for every three additional vertical spaces or atmospheres.

Characters with *Damage Resistance*, *Force Barrier (Bubble Booster)*, *Force Field*, or *Toughness* may apply those against the damage of pressure. The good news is that the damage is a one-time physical attack – if the character survives the pressure change, he'll take no further damage so long as he remains at that pressure. Of course, unless the character has some form of *Life Support* it's going to be a moot point about the pressure change...

Vacuum

People getting sucked out into the vacuum of space is a common trope of space adventure science-fiction. Contrary to a lot of gory descriptions and depictions, exposure to vacuum isn't all that dramatic – just lethal.

First off, there's no oxygen (or anything else) to breathe, so you've got all the fun of asphyxiating (see above) on top of the pressure change damage. If you're out in space, you also have radiation to worry about, along with exposure to extreme cold or heat (depending on how close you are to the nearest star).

In game terms, exposure to hard vacuum is a *Lethal Blast 6D* attack that occurs at the beginning of each combat round (or every ten seconds). Aside from *Life Support (Vacuum)*, the only powers that will reduce or prevent this damage are *Damage Resistance*, *Force Barrier (Bubble Booster)*, *Force Field*, or *Toughness*. Remember that just

because the character has protection from the damage doesn't mean his troubles are over – as mentioned above...

Radiation

Ionizing radiation – the kind most people think of when somebody says 'radiation' – is present in very small amounts everywhere on Earth and to a larger degree out in space. It consists of highly energetic subatomic particles (alpha and beta radiation) or penetrating electromagnetic energy (cosmic rays, gamma rays, and X-rays) that come from nuclear fission or nuclear fusion.

In game terms, radiation is a *Lethal Blast* that automatically has the booster *Piercing* and the limiter *Not Versus Radiation Immunity* that occurs at the beginning of each combat round. The intensity of the radiation depends on both the intensity of the source and the amount of protection the character happens to bring with him.

Often, heroic characters who are exposed to radiation are mutated by the experience, and develop super-powers as a result. Other times (the original Captain Marvel, for example), it simply kills the character either quickly or slowly. That is always up to the referee to decide.

Toxin / Disease

Characters have all sorts of possibilities for being exposed to hazardous materials, poisons, venoms, toxins, bacteria, viruses, nanites, etc. While the exposure rules are covered with the power *Immunity* (page 40), how damage is inflicted is described below. Note that this isn't the same as the real world, this is a simplification for the game.

When a character is affected by a toxin or disease (i.e. fails his Fortitude standard task roll), he is subject to its effects, which range from unpleasant to lethal, depending on its hazard rating. The hazard rating becomes the trait rating of whatever sort of damage the pathogen inflicts. Thus, a hazard rating 8 pathogen will have a trait rating of 8D when applied to the character. Whatever sort of effect the pathogen has should be constructed using the powers presented for characters in the game. The hazard rating also is an indication of the difficulty for Medic task rolls to attempt to treat and cure the character.

Toxins and diseases inflict their damage / effects based on time increments. Toxins may inflict damage every combat round if particularly lethal, though may inflict damage every minute or hour in slower-acting versions. Diseases typically have an incubation time before the onset of symptoms and subsequent damage. Note that if a character doesn't have immunity, he will need medical assistance to recover from the types of toxin / disease exposure represented here.

All of the effects of a toxin or disease should be described in game terms before a character's exposure. More often, such exposure will be to an associate or innocent victim that the characters will be under the gun to save.

CHARACTER CREATION

Power Tiers

When making a character for play, the character's controller should decide what power tier the character will be, as this determines the maximum trait rating that character can have and how many dice the character can have in total among attributes, edges, and powers.

Power Tiers Table

TR	Power Tier	Initial Dice Pool
1/2	X	X
1 2 3	Human Trait Max 3D	30 character creation dice, plus up to 5 subplots dice
4 5 6	Metahuman Trait Max 6D	60 character creation dice, plus up to 10 subplots dice
7 8 9	Superhuman Trait Max 9D	90 character creation dice, plus up to 15 subplots dice
10 11 12	Ultrahuman Trait Max 12D	120 character creation dice, plus up to 20 subplots dice

The default Power Tier for XD12SS is the Superhuman level, which permits primary attributes, edge ratings, and powers to reach a maximum of 9D each.

If desired, a Superhuman level character may also take on up to 15 dice from **subplots** – those aspects of the character that represent flaws, problems, or other situations that could potentially affect the character adversely during play, creating new challenges for him or her to overcome. Dice from subplots may be used to improve the character's existing traits and edges, or to acquire new ones.

Attributes

Every character has nine primary attributes and three derived attributes. The primary attributes are **Agility, Ego, Empathy, Fortitude, Intelligence, Perception, Prowess, Reflexes, and Strength.**

Agility (AGL) measures the character's physical grace, coordination and basic athleticism.

Ego (EGO) represents the character's force of will, mental toughness, courage, and charisma. Characters wishing to use and resist combative mental powers will use this attribute.

Empathy (EMP) rates the character's ability to interact and socialize with other people, as well as understand their motivations, aspirations, and fears.

Fortitude (FOR) determines the character's health, physical toughness, and constitution. This attribute helps the character resist being stunned by an attack.

Intelligence (INT) measures the character's wit, mental acuity, memory, and problem-solving abilities.

Perception (PER) indicates the character's sensory acuity as well as the ability to rapidly interpret information from his or her senses.

Prowess (PRO) represents the character's raw combat skill and is used when making and attempting to avoid touch and melee attacks.

Reflexes (REF) is a measure of hand-to-eye coordination and the character's ability to act and react in dangerous situations. This attribute is used when making and attempting to avoid ranged attacks.

Strength (STR) codifies the character's physique and raw physical power. This attribute determines the damage inflicted in melee attacks and by thrown object attacks the character makes.

There are three derived attributes that are used for game mechanics and aren't considered traits, even though their values are each determined by three primary attributes. **Initiative, Luck, and Stamina** are described below.

Initiative (INIT) rates the character's relative quickness and decisiveness in combat situations, helping to determine the order in which actions are taken in a combat scene. Its value is equal to the average of the values of the character's *Perception, Prowess, and Reflexes* scores, rounding up.

Luck (LUCK) represents the heroic ability of accomplishing things that ordinary people cannot. Each luck die expended adds one success to a single task roll the character makes. The score in this attribute, which is the sum of the character's *Ego, Empathy, and Intelligence* attributes, along with his Reputation Rank, resets at the beginning of each gaming session.

One luck die may be expended from the character's pool on any single task roll the character makes, but once the dice are expended, they're gone until the pool resets at the beginning of the next gaming session. Additional luck dice may be gained during a session through the activation of the character's subplots, especially noteworthy or heroic acts, or the usage of fiat dice by villains opposing the character.

Stamina (STAM) codifies the amount of non-lethal damage the character can withstand before being knocked out. This attribute's score is determined by the sum of the character's *Agility, Fortitude, and Strength*, rounding up.

Attributes Matrix

AGL		PER		EGO	
FOR		PRO		EMP	
STR		REF		INT	
STAM		INIT		LUCK	

Edges

Edges represent a character's personal experience, formal education, inborn abilities, special talents, etc. that give him or her a bit of an advantage in specific situations. Each edge is a pool of dice that can be expended to supplement task rolls the character makes during a gaming session, or can be used to increase the difficulty of tasks that target or adversely affect the character in some way, in situations outlined in each edge's description.

A character's controller may elect to expend none, one, some, or all of the dice remaining in an edge so long as the sum of the edge dice and the dice already being rolled doesn't exceed the campaign cap of the game (9D in the default Superhuman Tier). However, once dice are expended from an edge, they are gone until the pool resets at the beginning of the next gaming session.

Note that having no dice in an edge pool doesn't mean the character doesn't have ability with that edge, he just doesn't get any more benefit from the edge pool when attempting tasks related to it. This is especially true for the *Medic* edge – the character may still attempt to stabilize and revive others even if he has no dice in his *Medic* edge pool.

When obtaining edges, the character gets two edge dice for every character die he expends. These dice may be divided among different edges or applied to a single edge as needed.

Edges Listing

Accelerated Healing	Entitlement	Network
Access	Equestrian	Orator
Acrobat	Etiquette	Performer
Act	Evade	Persuade
Administrate	Exceptional Memory	Power Use
Alias	Favors	Profession
Animal Handler	Forgery	Quick Change
Art	Freefall	Quick Study
Attractive	Gambler	Ranged Combat
Awareness	Headquarters	Renown
B & E	Humanities	Researcher
Blind Fighting	Incredulity	Resistance
Bluff	Infamy	Scientist
Climb	Insight	Security Systems
Coerce	Internal Compass	Seduction
Contort	Intuition	Shadow
Converse	Knowledge	Sleight of Hand
Courage	Language	Stalwart
Criminologist	Legacy	Stealth
Cryptographer	Lipreader	Streetwise
Cybernetics	Mechanic	Survival
Danger Sense	Medic	Touch Combat
Demolitions	Melee Combat	Tracker
Disguise	Mental Combat	Trader
Dodge	Mental Discipline	Vehicle
Electronics	Mimic	Wealth
Enhanced Dexterity	Navigator	Weaponsmith

Edge Descriptions

Accelerated Healing: The character heals more quickly than average. Each die expended from this pool will allow the character to heal back one additional point of Ego or Fortitude damage (controller's choice) for a single day's worth of healing. Characters desiring to heal back even more quickly should consider the *Regenerate* power.

Access: The character has access to a particularly useful location or information resource that aids his efforts and everyday life. This can represent a backdoor to a law enforcement database, use of a laboratory, etc. The character's controller and referee should work out exactly what sort of benefits the access will provide when assigning dice to this edge. Characters may have multiple types of access, allowing this edge to be obtained more than once.

Acrobat: This is the ability to perform stunts and unusual maneuvers most people cannot attempt, such as walking across tightropes, traversing ledges, making leaps and performing rolls safely.

Act: This edge covers both performance art acting as well as assuming the mannerisms and speech patterns of other people in a convincing fashion. This talent can also be used to mask one's emotions and hide one's true intent. A character may also use this edge to 'play possum' or otherwise deceive others in combat.

Administrate: This edge covers the interactions with professional and bureaucratic organizations with the purpose of obtaining access, favors, goods, information, or services.

Alias: The character has made substantial effort in establishing an alternate identity that is separate from his own and his heroic persona. This alias has full credentials that will stand up to a rigorous background check and can be used by him for various purposes, though typically for undercover and/or investigative work. Some heroes may use the alias to throw off those who seek them out as well – fans, villains, law enforcement, etc. This benefit is used to supplement task rolls the character makes to provide alibis and explanations to cover for his superhero activities.

Animal Handler: This is the ability to quickly and effectively train and control animals of all types. For the ability to ride a beast of burden, see the *Equestrian* edge.

Art: The character has the ability to create pleasing works of visual art, sculpture, or other crafts.

Attractive: The character is considered more socially or physically pleasing than average to others, who will desire to spend time in the character's presence. The referee and the character's controller should work out how the character's attractiveness affects others, and how such a response might bring favorable results to the character's social interactions.

Awareness: The character is particularly good at perceiving his surroundings and has a knack for discerning important information from it, such as threats and details.

B & E [Breaking & Entering]: The character has practical experience in defeating locks of all types, whether using improvised tools or specially made ones.

Blind Fighting: This is the ability to engage in effective melee or touch combat when the character is in total darkness, when his/her foes are invisible or completely obscured, or when the character is blinded.

Bluff: This edge improves the character's chances of telling believable or convincing falsehoods to referee-controlled characters.

Climb: This is the ability to scale difficult obstacles, walls, and other sheer surfaces successfully. To use this edge, the character makes a Strength standard task roll with a difficulty determined by the conditions, obstacles, and distance of the climb as part of his move action. Failure may indicate inability to move, or even a fall. It is left to the referee's discretion if additional task rolls will be necessary for longer climbs.

Coerce: This is the working knowledge of how to force referee-controlled characters to give the character access, goods, favors, and/or services through the use of blackmail, bribery, and/or intimidation techniques.

Conceal: This edge improves the character's chances of finding what has been hidden as well as hide things from others who are conducting a deliberate search.

Contort: This talent aids the character when he attempts to fit into or crawl through small, tight spaces (within reason without the *Shapeshift*, *Shrink*, or *Stretching* power) by manipulating his body. At the referee's discretion, the character may also use this edge in attempts to escape from being held, or from bonds, restraints, and bindings (possibly even an *Ensnare* power, depending on how it is defined).

Converse: This edge covers the character's ability to subtly gain information from someone through a skillfully manipulated interpersonal interaction. The character may also use this edge as part of the character's defense against similar attempts targeting him.

Courage: The character has the ability to better resist the effects of coercion and intimidation attempts, as well as the effects of the *Fear* power.

Criminologist: The character has working knowledge of the methods and techniques needed to properly process a crime or accident scene for clues and evidence. Characters with this edge may also attempt to 'sanitize' a crime scene to remove clues and evidence others might find.

Cryptographer: The character has experience in cracking and creating secret codes and ciphers that carry clandestine information, including data and signal encryption techniques.

Cybernetics: The character has the working knowledge needed to effectively design, manipulate, operate, program, and repair computer and robotic equipment, devices, and systems.

Danger Sense: The character has an ability to sense when he is in danger, which gives him a chance to identify the source of the danger, as well as have a chance to avoid potential harm even when he would not be able to detect it otherwise.

Demolitions: The character has the working knowledge and experience to safely prepare explosive charges, defuse and disarm active explosive devices, and efficiently use explosives to maximum effect. The most common use of this talent is in defusing bombs and other dangerous explosive devices.

Disguise: This edge covers the ability to change a person's appearance with makeup, costume, and facial appliances (within reason). Note that certain perceptive powers may reveal the character's deception regardless of how well he did on the disguise attempt.

Dodge: The character is adept at avoiding melee and touch attacks. Dice from this pool are applied to the character's Prowess attribute trait rating to increase the difficulty of melee or touch attacks targeting him.

Electronics: This edge covers the abilities needed to construct, modify, and repair electronic devices.

Enhanced Dexterity: The character has improved ability with using his or her limbs and/or digits. When making task rolls involving non-traditional manipulation (using one's 'off hand,' attempting to operate a device or mechanism with one's feet, etc.) dice from this pool may be applied to the attempt.

Entitlement: The character has some special privilege that ordinary people don't have or aren't normally allowed. This can range from having a license to legally practice a specific profession, such as doctor or lawyer, to having police powers (aside from those that most superheroes employ in assisting the police), to being a member of a nation's nobility, to diplomatic immunity, or even being the head of a state or a nation. The player and referee should carefully define the nature of each entitlement the character will have and how many benefit dice each is worth.

Equestrian: The character has the ability to ride any of a number of trained beasts of burden. The character's edge should only be applied to stunts, difficult conditions, or combat maneuvers made while riding the animal.

Etiquette: This is the ability to effectively mix and mingle with the upper classes in formal and social occasions and events.

Evade: The character is adept at avoiding ranged attacks. Dice from this pool are applied to the character's Reflexes attribute trait rating to increase the difficulty of ranged attacks targeting him.

Exceptional Memory: The character has an enhanced ability to recall information, images, events, conversations, etc. with greater detail than most people. Dice from this pool may be applied to Intelligence task rolls that involve memory recall. A character's controller may also expend a die from this pool to get an accurate accounting of a

previous event or information provided to the player from the referee.

Favors: The character is owed favors by powerful people and/or organizations. Favors may be used to obtain goods, services, access, etc. that the character might desire or need during the course of an adventure. This benefit may be used to supplement task rolls involving tasks covered by the *Coerce* or *Persuade* edges.

Forgery: This edge enables the character to produce and detect counterfeit artwork, documents, signatures, or currency (when possible).

Freefall: The character has experience in manipulating his body while falling or in weightless environments. This edge may be applied to all tasks made in such conditions, such as maneuvering in microgravity, skydiving, base jumping, or high diving.

Gambler: This edge helps the character to reliably win at games of chance and skill, as well as to detect cheating by others, or to attempt to cheat without getting caught.

Headquarters: The character has one (or more) bases that support his activities, as well as providing a secure location for vehicles, devices, gear, etc. The HQ may also have facilities and equipment that imparts certain abilities the character can't carry with him. Dice from this edge may only be applied when the character is at his headquarters.

Humanities: This edge entails a working knowledge of the practical aspects of eclectic fields of the liberal arts, such as law, literature, mythology, philosophy, political science, statistics, and theology.

Incredulity: Sometimes referred to as the 'Clark Kent' or 'Bruce Wayne' effect, this benefit represents a character who has taken great pains to establish a decidedly unheroic persona in his regular identity. The persona is so convincing that even if there is solid proof to connect him with his heroic identity, that friends, relatives, lovers, enemies, and law enforcement will have a hard time believing it. This edge's dice may be added to opposed task rolls made by the character's significant NPC's when others try to convince them of 'the truth.'

Infamy: This benefit is typically reserved for villains – sort of like an opposite for the *Renown* benefit, but representing a negative reputation with the public and a positive one in the criminal subculture. The dice of this benefit typically supplement task rolls related to the villain attempting to terrify specific individuals or the public in general, to give authorities and other would-be heroes pause, or even to garner a favor in a pinch from the criminal subculture. Note that if the villain attempts to affect a player-character hero, this is always an Ego opposed task roll.

Insight: The character has the ability to focus his mind when presented with an intellectual problem or challenge. The dice from this benefit may be applied to Intelligence task rolls for figuring things out, making calculations, understanding a concept, etc.

Internal Compass: The character generally knows the cardinal directions (in those places where they apply) regardless of his situation. The dice from this benefit may be applied to task rolls involving the *Navigator* and *Survival* edges, as well as other situations where knowing directions would be beneficial.

Intuition: The character has a knack for trusting hunches and engaging in non-linear thinking. The dice from this benefit may be used (at the referee's discretion) to supplement task rolls regarding hunches, non-linear thinking, or first impressions of people or situations.

Knowledge: This edge represents a working knowledge of an eclectic nature, such as knowledge of a particular group or organization, an item or group of similar items, an event or era, or even a site or city. Note that this edge may be taken multiple times to cover multiple fields of knowledge.

Language: Every character has one native language or form of communication in which he or she has complete mastery. For each additional language or form of communication, he is required to purchase one or more dice of this edge. Each language known must be defined when this edge is obtained, though the character may take this edge multiple times for the ability to communicate in multiple languages.

Legacy: The character has a friend, relative, or ancestor who has passed down a number of useful items and/or information to him. Usually, this is part of the character's creation mythos, where he learns of the legacy and decides to take up the mantle from the one who came before. It is very important for the player and referee to establish the exact nature of the legacy the character has and under what situations the legacy's edge dice may be applied.

Lipreader: This is the ability to understand a speaker's words by watching the movement of her lips. A character can lipread any language in which he has at least one edge die or is a native speaker. If the lipreading task is successful and the language isn't the character's native tongue, the referee may require an additional test of the character's language edge for comprehension.

Mechanic: This edge covers the ability to construct, modify, and repair mechanical devices and vehicles.

Medic: This edge represents a character's experience and working knowledge in the field of healthcare as a paramedic, nurse, doctor, etc. The character may use this edge to speed the healing of Ego and Fortitude damage for characters under his care, stabilize a critically injured / wounded character, revive a character who has been knocked out, treat illness and disease effectively, and perform first aid as well. Many of this edge's abilities were covered in the section on combat. The rest are detailed below.

Treat Disease / Illness: This is generally an Intelligence standard task roll with a difficulty equal to

the pathogen's Strength rating. Particularly virulent pathogens will require cumulative effect levels to cure.

Provide First Aid: For non-traumatic injuries and wounds, the character is assumed to be able to lend aid and provide treatment without requiring a task roll.

Melee Combat: The character has practical experience and/or formal training in fighting hand-to-hand, either unarmed or with melee weaponry. This edge is usually applied to the character's attack task roll when attempting melee combat.

Mental Combat: The character has practical experience and/or formal training in employing his mental powers in combat. This edge is applied to the character's attack task roll when attempting mental combat.

Mental Discipline: The character is adept at resisting the damage or effects of mental attacks and powers. Dice from this pool are applied to the character's Ego attribute trait rating to increase the difficulty of mental attacks targeting him.

Mimic: The character can make a close approximation of someone's voice or other sound such as an animal call or noise.

Navigator: The character has the ability to safely and effectively find his way across terrain and bodies of water by using appropriate techniques, tools, and information.

Network: The character has numerous friends and allies that can provide him with information. A character can only have one network, with the number of dice of the benefit indicating how extensive and useful it is to him. The dice from this edge may be used to supplement Intelligence task rolls, provided the character is able to contact the network first.

Orator: This is the ability to engage in effective and entertaining public speeches and debates that are designed to disseminate information and deliver a convincing presentation.

Performer: This talent covers performance art related to music, dance, comedy, and storytelling.

Persuade: This is the working knowledge of how to convince NPC's to provide the character access, goods, favors, and/or services by convincing the target of the character's need or the urgency of compliance. This edge differs from *Coerce* in that no threats or intimidation are employed to convince the NPC to comply – it's more the means to convince people of one's earnest desires and the need of cooperation.

Power Use: The character has experience and/or formal training in using a specific power that increases its effectiveness. Attack powers use this trait when determining damage inflicted by a specific attack. Defense powers use this trait when the character is resisting damage or effects. Regardless of power type, this edge is applied to any power feat attempts that use the defined power. The power this edge modifies must be defined when the edge is obtained; the character may have multiple

Power Use edges to reflect experience and/or training in using multiple powers.

Profession: The character has experience and training to successfully perform the duties required for gainful employment in a specific career or job, which is defined when this edge is obtained. This edge may be taken multiple times to reflect expertise in multiple jobs or careers, each of which must be defined when dice for this edge are assigned.

Quick Change: For game purposes, it typically takes about thirty seconds (three combat rounds) for a character to strip off his civilian outfit and don his superhero garb. For each die expended from this edge, he reduces the amount of time needed by one combat round. If the character expends three dice from this edge, his change takes one free action to complete. The character can also expend dice from this edge to have different sets of clothes or disguises to aid maintaining his secret identity.

Quick Study: The character is adept at temporary learning. For every two dice he has in this edge, he can gain one die in a temporary edge for the duration of a gaming session. When applying this edge, the character will need some time (usually 12 – INT hours) to 'bone up' on the subject in game. He can split his available dice among two or more edges, if desired.

Ranged Combat: The character has practical experience and/or formal training in making effective ranged attacks, either with weaponry or with superpowers. This edge is applied to the character's attack task roll when attempting ranged combat.

Renown: The character has garnered a positive reputation with the public. The dice of this benefit may supplement task rolls the character makes to influence public figures ('I'll vouch for this prisoner – she is making a serious attempt to reform'), getting groups of people to follow the character's instructions ('For your own safety, please leave this area at once'), or even garner a favor in a pinch ('I need to borrow this – there are lives at stake'). Renown usually applies to the character's superhero identity. If his alter-ego has renown, it is obtained separately.

Researcher: The character has the ability to find useful information in databases, libraries, records, etc.

Resistance: This edge gives the character a better chance of not being adversely affected by environmental hazard pathogens. The edge applies to Fortitude standard task rolls made due to exposure to bacteria, invasive nanites, parasites, poisons, radiation, toxins, venoms, viruses, and xenobiotics. To have the character be unaffected by one or more classes of pathogens, see the *Immunity* power.

Scientist: The character has extensive general knowledge of the fields of scientific study. If the character is particularly good at one specific field of science, he should take a *Knowledge* edge for it as well.

Security Systems: The character has the working knowledge of how to effectively set up electronic alarms, sensors, surveillance, and traps – but most characters use this knowledge and expertise to devise and implement ways to defeat systems set up by others.

Seduction: Depending on the nature of your particular setting, this talent may or may not include the more carnal implications of the word. However, the core aspect entails the ability to use wit, guile, personal attractiveness, and charisma to charm another person into providing access, goods, favors, information, loyalty, or services.

Shadow: The character has working knowledge of the techniques needed to subtly follow someone without their knowledge, and to recognize and counter efforts by others that are targeting him.

Sleight of Hand: This is the ability to palm items, fool the eye, do performance magic tricks (not *real* magic as that requires the *Magic* power), pick pockets, and so on.

Stalwart: The character has a supporting NPC who works with him either as a sidekick or as a coordinator of his activities. This is essentially another character that is managed by the referee who is an unshakable ally. Stalwarts occasionally get into trouble as well, such as being captured by a character's nemesis, winding up in the wrong place at the wrong time, etc. The dice in this edge can only be applied if the character's stalwart is available and able to assist him. A character may have multiple stalwarts, but the player should work with the referee as to the nature and abilities of his stalwart(s).

Stealth: This is the working knowledge of how to avoid detection both in and out of combat by employing discrete observation techniques, silent movement, cover and concealment, camouflage, and environmental conditions to mask one's presence.

Streetwise: The character knows how to effectively deal with and interact with criminal subcultures to gain access, favors, goods, information, or services.

Survival: The character has the working knowledge needed to find edible food, potable water, and adequate shelter in wilderness and potentially hostile environments (if at all possible) with a minimum of equipment or preparation.

Tactics: The character has a working knowledge of combat situations and the ability to gain an advantage when he and his allies are attacking his foes.

Touch Combat: The character has practical experience and/or formal training in touch combat such as sport fencing or using a touch-based power. This edge is applied to the character's attack task roll when attempting touch combat.

Tracker: The character has the ability to follow a trail by observing the telltale signs of passage left by a person, vehicle, or animal in the surrounding terrain. The referee may require a cumulative effect level for an extended pursuit or trail.

Trader: This edge improves the character's chances of striking a good bargain with a merchant or customer, decreasing the price of goods and services purchased and increasing the price of goods and services sold.

Vehicle: The character has one or more vehicles that enable him to get around more easily and may have other abilities to aid him. The player should identify the vehicle and summarize its capabilities. Note that a vehicle cannot go everywhere with the character; if this is the case, the character should instead have the powers of the vehicle with the *Item* limiter applied. But for those situations where it is possible to have a vehicle, the dice from this edge are available to aid the character. Note that the character may have multiple vehicles, but they should be distinct from one another.

Wealth: A character with this benefit has ready access to monetary resources above and beyond the average person – which, in modern society, can be a big help. Characters without this benefit (and who haven't taken the *Poverty* subplot) are assumed to be middle-class. The dice of this benefit typically supplement task rolls where the character is attempting to influence others. Wealth can also be expended as single dice to represent a significant purchase for someone of the character's economic class such as first-class transportation, or substantial charitable donation, etc. Of course, a character cannot have any level of the *Poverty* subplot with this benefit.

Weaponsmith: The character has the ability to design, construct, modify, and repair most weapons from spears and swords to firearms to energy weapons.



POWERS

Powers are those special abilities that separate superheroes and supervillains from the rest of society, enabling them to do incredible things. Powers are rated in Trait Ratings like attributes. Starting character powers for a Superhuman Power Tier campaign are capped at 9D. Powers can be altered with **Boosters** and **Limiters** which affect how they operate.

Boosters increase a power's flexibility or usefulness, but also increases the number of character creation dice that the character must expend, anywhere from a ½D to 10D per booster. The sum of the power's dice and the number of Boosters added to it cannot exceed the cap (9D in a standard Superhuman Power Tier campaign).

Limiters reduce a power's flexibility or usefulness, while decreasing the number of character creation dice that the character must expend. While a power may have any number of limiters, the sum of all the limiter dice cannot reduce a power's character creation dice expenditure to less than one-half of the sum of its base cost and boosters.

For example, a power that requires eight creation dice can only take on limiters that total 4D or less – anything beyond that amount can still be applied to define the power, but garners no additional discount.

⊕ & ⊕⊕ Powers

In general, each character creation die expended on a power gains the character +1D of trait rating with that power. However, some powers have a greater benefit to the character than others and are marked with a plus '⊕' indicating that an additional character creation die must be expended for each power tier of that power. Any power marked with a double plus '⊕⊕' requires two additional character creation dice per power tier.

Power Tier Table

TR Range	Power Tier	⊕	⊕⊕
1D to 3D	Human	1	2
4D to 6D	Metahuman	2	4
7D to 9D	Superhuman	3	6
10D to 12D	Ultrahuman	4	8

For example, *Nightfall* (page 72) has an armored costume he wears that has the power *Armor 6D*. However, *Armor* is a ⊕ power, so he must expend additional character creation dice to obtain the power. 6D is Metahuman Tier, so he must expend two more character dice for a total of eight creation dice for *Armor 6D*. He does get a small discount from the *Inaccessible Item* limiter (-½D) that brings the total expenditure to 7½D for this power.

✖ Powers

Powers marked with the '✖' symbol can be complicated to use effectively and should be reserved for characters controlled by more experienced players and referees.

Standard Boosters

While boosters vary widely, what follows is a fairly common list of the more popular options. The additional number of dice from the character's creation pool are listed in brackets following the booster's name.

Affects (define) [+1D]: The character's power works on a type of target normally immune to it, such as a *Blast* which *Affects (Intangible)* targets that are normally immune to Physical Damage, or *Psychic Dominion* that *Affects (Mindless)* targets, such as undead creatures or other automatons. This booster is often situational against specific targets.

Affects Others [+1D]: This booster allows a power that just affects the character to affect other people, besides himself. If the character can *only* affect others, see the *Others Only* limiter.

Area of Effect (AOE) [+2D or +3D]: The power can affect all the combatants in a space rather than a single target. If the power has no range, then it affects every other combatant in that space except the character. Note that an AOE attack will affect both friends and foes if they are in the same space – it is a non-selective attack. At the +2D level, the character can only use this power as an AOE; the +3D level allows the character to 'toggle' between a standard use and the AOE, with the controller declaring which is being attempted when using the power.

Broadcast [+2D or +3D]: This booster makes a ranged power affect anyone who sees or hears the character, either in person or on video and/or audio) giving the character a much wider range. At the +2D level, the character can only use this power in Broadcast mode; the +3D level allows the character to 'toggle' between a standard use and the Broadcast mode, with the controller declaring which is being attempted when using the power.

Burst [+1D or +2D]: A power with this booster does its full effect against a single target, but also affects every other potential target in the same space at one-half the original trait rating, rounding up. At the +1D level, the character can only use this power as a Burst effect; the +2D level allows the character to 'toggle' between a standard use and the Burst effect, with the controller declaring which is being attempted when using the power.

Contagious [+1D]: This power may affect someone else who comes into contact with the target while the power is still in effect. The new victim resists the power's effect normally and also becomes contagious while the power is still in effect.

Damage Aura [+1D]: This booster turns any attack power into one that inflicts damage upon any combatant who touches the character, or successfully attacks the character with a Touch or Melee attack.

Defensive [+1D]: This power can be used to block attacks. The attacker and character make a power opposed task roll (as appropriate) to determine if the attack was blocked before it affects the character.

Extended Duration [+1D]: A momentary power lasts for a number of combat rounds (ten-second intervals) equal to one-third the TR of this power, rounding up. Attack powers inflict their effect TR on the target(s) when the character with this power takes an attack action.

Hardened [+1D]: A protection power that has this booster negates the power booster *Piercing*.

Increased Throwback [+1D or +2D]: A physical attack power that produces the throwback effect adds one extra space to the distance for each power tier of the attack power on a one-for-one basis. At the +1D level, the power always produces the increased effect; the +2D level allows the character to 'toggle' between a standard effect or the increased effect, with the controller declaring which is being attempted when using the power.

Line of Sight [+1D]: This booster lets the character use the power out to any distance, provided the character can see and identify the target. Range penalties still apply.

Loaner [+3D]: This booster allows a power that normally only the character can use to be 'loaned out' by the character to another character. The character with a loaned power may use it until the 'owning' character reclaims it, or the character with the loaned power loses the ability to consciously control that power.

Multiple Targets [+3D]: An attack power with this booster allows the character to expend a Stamina die and one or more free actions with his combat action to attack more than one target with it. The character must expend one free action for every additional target past the first when using this booster, but only loses -1D Stamina doing it.

Thus, expending a Stamina die and one free action allows the character to attack two targets (the original plus one more); expending 2 free actions allows the character to attack three targets (the original plus two more); 3 free actions, four targets, and so on. The attacker makes a single attack task roll against all targets. For those targets he hits, the character makes a single damage / effect roll, with each target opposing individually. The character may also use the attack power normally.

A power with this booster may not be used with the *Rapid Attack* power, nor may it be used as a booster for the aforementioned power. This booster cannot be applied to a power with the *Tiring* limiter.

Passengers [+1D]: For each instance of this booster, a character with this movement power booster can transport up to a number of additional characters (or increments of 250 pounds of anything else) equal to his trait rating in this power.

Piercing [+3D]: If the target of a power with this booster has a protection power that is used to reduce its effects, this booster reduces that protection power's TR by

half, rounding up. However, the effect level of the character's damage task roll is also halved, rounding up.

Ranged [+1D]: A power with this booster that is normally limited to touch or melee now can affect a target out to a range of spaces (ten-yard increments out of combat) equal to one-half of its Trait Rating, rounding up.

Selective [+1D]: This booster is supplemental to a power that normally affects an area or has the *AOE*, *Broadcast*, or *Burst* booster. The power only affects the targets the character selects.

Targets Others [+2D]: This booster turns a non-attack power that normally affects only the character and/or willing participants into a form of attack by subjecting unwilling targets to its effects.

Unobvious [+2D]: A power with this booster makes it difficult for those targeted to know where the power is coming from. The source of a power is usually obvious when it is in use. With this booster, the target must make a Perception standard task roll with a difficulty equal to the difference of 12 and the power's trait rating to detect its source.

Standard Limiters

Like boosters, limiters also vary quite a bit. What follows is a list of the more common options. Note that limiters cannot reduce the number of dice expended from the character's creation pool to less than one-half the creation dice needed for the power and its boosters, though they may still be applied to define a power's special effects.

Always Active [-1D or -2D]: A power with this limiter is always active. For damaging powers, this means the character may damage people and things around him wherever he goes. Other powers may make the character appear freakish or just make life difficult for him.

For -1D, the character's *Always Active* power can be temporarily suppressed by making an Ego standard task roll with a penalty modifier equal to the trait rating of this power. The suppression lasts so long as the character's concentration isn't seriously challenged – such as by sustaining damage, being subjected to a distracting situation, being mind-controlled, etc. For -2D, the character cannot suppress the *Always Active* power, no matter what.

An *Always Active* power cannot also have any of the following limiters: *Decays*, *Focus*, *Limited Uses*, *Others Only*, *Ritual*, *Shutdown*, *Temporary*, *Tiring*, or *Unreliable*.

Connected [-1D or -2D]: A power with this limiter can only be used in conjunction with another power. If the other power isn't active, this power isn't either. This power cannot have a TR greater than the power it is connected to, and the creation dice expenditure reduction only affects this power, not the power it is connected to.

For -1D, the other power can be used independently without this power, but not the other way around. For -2D, the two powers must always be used together. A power with this limiter can never be used independently.

Decays [-1D]: A power with this limiter loses one Trait Rating (-1D) after each use in a scene. It recovers all lost trait rating dice between scenes. This limiter cannot be applied to a power with the *Always Active* or *Max Only* limiter.

Extra Time [-½D, -1D, or -2D]: The character needs more time to use a power with this limiter than usual. The typical amount of time to use a power is a single action. If the power requires an additional free action to use, the dice reduction is -½D. If the power requires two additional free actions to use, the dice reduction becomes -1D. And if the power requires three additional free actions to use, the dice reduction becomes -2D. Note that if the character doesn't have enough actions in a single combat round to use a power with this limiter, it takes longer than one round to use the power.

Feedback [-½D, -1D or -2D]: The character's power has a nasty habit of harming him if he fails a task roll while using it. For a discount of -½D, the character sustains a physical or mental attack from the power (referee's call) equal to one-half of the power's trait rating, rounding up. At the -1D level, the attack is at the power's full trait rating. And at the -2D level, the attack is at the power's full trait rating and has the booster *Piercing* as well for that attack. Note this limiter cannot be applied to a power that does not require a task roll.

Focus [-1D]: The character must concentrate to maintain a power with this limiter. This limiter cannot be applied to passive powers, powers that do not already require concentration, to momentary powers, or to any power that has the *Always Active* limiter.

Item [-½D, -1D, or -2D]: A power with this limiter indicates it is not innate to the character, coming from some object or device instead. This means the source of that power can be taken away from the character – how easily that happens determines this limiter's discount to the power. The three categories of this limiter are *Inaccessible* (-½D), *Accessible* (-1D), and *Readily Accessible* (-2D).

An **inaccessible item [-½D]** can only be taken from the character when he is incapable of resisting the effort to do so – knocked out, mind controlled, etc. – representing an item that is worn, such as a ring, a bracer, a circlet, armor, or a costume.

An **accessible item [-1D]** can be taken away, but only with some difficulty; targeting the item instead of the character increases the attack task roll difficulty by four if an attacker is attempting to take possession of it; or by three if the attacker is just attempting to knock it loose, away, etc.

A **readily accessible item [-2D]** can be taken away more easily, increasing the attack task roll difficulty by two if an attacker is attempting to take possession of it, or by one if the attacker is just attempting to knock it loose, away, etc.

Lockout [-2D]: The character cannot use or maintain other non-passive powers while a power with this limiter is active.

Limited Uses [-½D, -1D or -2D]: A power with this limiter can only be used eight times [-½D], four times [-1D], or twice [-2D] per adventure. This limiter cannot be applied to a power with the *Always Active* limiter.

Max Only [-1D]: With this limiter, the power must be used at full strength (i.e. at its maximum Trait Rating) and cannot vary, nor can the character exert any fine control over it. This limiter cannot be applied to a power with the *Decays* limiter.

No Power Feats [-1D]: A power with this limiter can only be used in the way it is described in the rules. The character cannot modify or otherwise change the way it works by attempting a Power Feat.

No Range [-1D]: A ranged power with this limiter can only be used in the character's current combat space (within 10 yards if outside of combat). If the power is a ranged attack, it can only be used as a touch attack, unless it has the *Area of Effect* booster. This limiter cannot be applied to a power with the *Broadcast* or *Burst* booster.

No Throwback [-1D]: This limiter can only be applied to an attack power. The power doesn't produce Throwback no matter how much damage it inflicts upon a target.

Not Versus (define) [-1D]: A power with this limiter does not affect some common type of object or substance, such as wood, aluminum, or things colored blue, for example.

Only (define) [-2D]: With this limiter, a power works only in a given situation or against a particular subject, such as only at night, only when the target is angry, only against men (or women), and so forth.

Others Only [-1D]: A power that normally only affects the character only affects others instead; the character can never use it on himself. This limiter cannot be applied to a power with the *Always Active* limiter.

Ritual [-½D]: With this limiter, the character needs to do something in addition to deciding to use the power. The ritual can be something as simple as throwing an object, to needing to perform a little song and dance, or making mystic gestures and speaking magical words. If the character cannot do the ritual, he cannot use the power. If the ritual requires the character to take more than a single action, consider adding the *Extra Time* limiter above. This limiter cannot be applied to a power with the *Always Active* limiter.

Shutdown [-1D]: With this limiter, if the character rolls one or more 1's when making a task roll, the power shuts down after that use and cannot be used again during the current scene. The character may not expend edge points to avoid this outcome, but may expend luck points to do so. If the power is passive, make a naked 2d12 roll after it is employed to determine if the power shuts down. This limiter cannot be applied to a power with the *Always Active* limiter.

Temporary [-1D]: A continuous or permanent power with this limiter only lasts for a number of combat rounds equal to one-third of this power's Trait Rating (rounding up) for each use. This limiter cannot be applied to a power with the *Always Active* limiter.

Tiring [-1D]: The character expends one point of Stamina every time he uses this power due to the effort it takes to activate it. This limiter cannot be applied to a power with the *Multiple Targets* booster or the *Always Active* limiter.

Uncontrolled [-3D]: A power with this limiter activates sometimes whether the character wants it to or not, under the control of the referee. On the upside, the character gains three bonus fate dice for use during the current gaming session whenever the referee invokes this limiter.

Unreliable [-1D]: A power with this limiter doesn't always work when the character wants it to. If the character rolls one or more 1's when making a task roll to use this power, it doesn't work, even if the character would have normally succeeded. This limiter cannot be applied to a power with the *Always Active* limiter.

Custom Boosters and Limiters

A number of powers have their own unique boosters and limiters, representing special aspects of that power. These **custom boosters** and **custom limiters** are listed following each power description that has one or both of them.

Power Types

There are seven broad types of powers in XD12SS – **Alteration**, **Attack**, **Defense**, **Mental**, **Miscellaneous**, **Movement**, and **Sensory**. Each type is described below.

Alteration powers not surprisingly allow the character to alter something – themselves, their environment, others – in either a beneficial or detrimental fashion.

Attack powers allow the character to inflict Ego, Fortitude, and/or Stamina damage to or cause some other detrimental effect to the intended target(s). In order to use an attack power, the character will have to take a combat action and roll an attack task with one of Prowess (touch and melee attacks), Ego (mental attacks), or Reflexes (ranged attacks).

Defense powers protect the character (and sometimes others) from suffering the effects of attack powers targeting them. Defense powers are generally used as the Resisting Trait in an attacker's Damage / Effect Task. Some defense powers require a free action to activate (active) before they're needed, while the rest do not (passive).

Mental powers are a group of parapsychological abilities that are all based on the character's Ego, though the power's TR ultimately determines the final effect.

Miscellaneous powers are a broad grouping of powers that don't fall under any other heading, and thus vary from power to power.

Movement powers allow the character to go from one place to another relatively quickly, or move in a way that others cannot. To use a movement power, a character must be able to take a move action.

Sensory powers allow the character to perceive his surroundings in ways that most people cannot. Use of these powers usually requires the character to take a free action and make a Perception standard or effect task roll.

Powers Listing

Power	Type	Power	Type
✚Absorb	Def.	✚Lethal Strike	Att.
Accelerate	Misc.	Life Support	Alt.
Acute Sense	Sen.	Location Sense	Sen.
Additional Limbs	Alt.	Longevity	Misc.
Add. Sensory Group	Sen.	✚✚Magic	Misc.
Alter Locale	Alt.	Manipulate	Alt.
Analytic Sense	Sen.	✚Mental Blast	Att.
✚Armor	Def.	Mental Resistance	Def.
Blast	Att.	Mental Toughness	Def.
Boost Attribute	Alt.	Microscopic Sense	Sen.
Burrow	Mov.	Modified Attribute	Alt.
Cling	Mov.	✚Paracognition	Men.
✚Copy Power	Alt.	Penetrating Sense	Sen.
Cosmic Awareness	Sen.	Perceive Weakness	Sen.
✚Counter-Attack	Att.	Perception Shield	Def.
Damage Resistance	Def.	✚Power Array	Misc.
Dazzle	Att.	✚✚Power Pool	Misc.
Deflect	Def.	Psychic Dominion	Men.
✚Density Increase	Alt.	Psychokinesis	Men.
Detection	Sen.	Radio Sense	Sen.
✚Dimension Shift	Mov.	✚Rapid Attack	Att.
Enhanced Senses	Sen.	✚Regenerate	Alt.
Ensnare	Att.	✚✚✚Replicate	Alt.
Faster Than Light	Mov.	✚Resurrect	Alt.
✚Fear	Men.	Run	Mov.
Fly	Mov.	Shapeshift	Alt.
Force Barrier	Def.	Shrink	Alt.
Force Field	Def.	Shroud	Alt.
✚Grow	Alt.	Siphon	Alt.
Heal	Alt.	Steal Trait	Alt.
Illusion	Misc.	Stretch	Alt.
Immunity	Def.	Strike	Att.
Imperceptible	Alt.	Swim	Mov.
Intangible	Alt.	Swing	Mov.
✚✚Invoke	Misc.	Telepathy	Men.
✚✚Invulnerable	Def.	Teleport	Mov.
Karma Control	Misc.	Toughness	Alt.
Lack of Weakness	Def.	Tracking Sense	Sen.
Leap	Mov.	Trait Protection	Def.
✚Leech	Alt.	✚Transform	Alt.
✚✚Lethal Blast	Att.	Universal Translation	Misc.

The power descriptions begin on the next page.

Powers Descriptions

+Absorb • Defense; Passive

The character is able to take some or all of the damage inflicted upon him in a successful attack targeting him and temporarily transform it into additional trait rating dice for one of his own traits.

The character's controller defines a limited group of damage sources that the character can absorb and the trait that the absorbed damage is transferred to. (See the Suggested Power Sources & Special Effects listing on page 96 for ideas.) The character cannot transfer absorbed damage to this power. Damage that is absorbed is not inflicted upon the character's Ego, Fortitude, or Stamina. The character can only absorb a maximum number of damage dice equal to his trait rating in this power. The character must have at least one TR in the trait to which absorbed damage will be transferred, unless he takes the custom booster *Temporary Trait* for this power.

When the character is successfully attacked and the attacker makes the damage / effect task roll, the character uses this power against the damaging power. The character's success dice indicate the number of damage points absorbed, which cannot be more than the amount of damage the attacker inflicts. Any remaining damage is applied to the character as usual, with any damage effects taking effect before the character's absorbed trait rating dice are applied.

A character's affected trait can be temporarily increased to a maximum of one power tier above the campaign cap (6D for Human Tier, 9D for Metahuman Tier, 12D for Superhuman Tier, and 15D for Ultrahuman Tier). The absorbed trait ratings fade at the rate of -1D per combat round (ten-second increments) beginning at the end of the combat round *after* they are initially absorbed. If the character wishes to retain the absorbed dice for a longer period of time, take the *Slower Fade* custom booster; for a shorter period of time, take the *Faster Fade* custom limiter.

Once the character has absorbed a number of trait rating dice equal to the TR of this power, he can absorb no more until one or more have faded. Note that even if he has absorbed damage from more than one attack, the fade rate remains the same on the total absorbed and not on each individual attack.

Absorb Custom Boosters

General Source [+3D]: Instead of a narrowly defined source, the character selects one general source of damage – energy, mental, or physical – for this power to act upon. For game balance, a character may only purchase this booster once.

Slower Fade [+1D]: The character's trait rating increase lasts longer than the base time. For each instance of this booster, the number of combat rounds (ten second intervals) before the benefit fades by -1D is increased by one. Thus, the first instance means that

two combat rounds elapse before the benefitted trait loses -1D; the second instance extends this to three rounds, and so on.

Temporary Trait [+2D]: The character defines a trait that he only has when he successfully absorbs damage from one or more attacks. He has that trait at the TR of the damage he has absorbed. The maximum TR of his temporary trait is equal to the trait rating of his Absorb power.

Absorb Custom Limiter

Faster Fade [-1D]: The character's trait rating fades at a faster rate than -1D per combat round. For each instance of this limiter, the number of trait rating dice lost each round increases by -1D. Thus, the first instance of this limiter reduces the benefit to the trait by -2D per round; the second instance increases the loss to -3D per round, and so on.

Accelerate • Miscellaneous

The character is able to accomplish non-combat tasks in a fraction of the time it would ordinarily take. This is a common ability of Speedster and Time-Travelling characters – the result of an accelerated metabolism, manipulation of the time-space continuum, etc. This power applies to tasks the character would normally be expected to accomplish successfully if he had as much time as he desired – though the referee has final say, of course.

A character using *Accelerate* doesn't have increased attributes – if he can't normally disassemble a car barehanded, he won't be able to do so when he's accelerated; if he can't normally make a mark in an armored concrete wall with a dinner spoon, he won't be able to do it when he's accelerated; and so on. If the character desires the ability to do these sorts of things while accelerated, the character should obtain those traits with the *Connected (Accelerate)* limiter. Also, characters don't age while accelerated.

Accelerate can reasonably simulate a number of other powers (*Run* and *Teleport* for examples). The character should make the appropriate *Power Feat* task rolls in order to accomplish these effects while accelerated.

To use *Accelerate* in a combat scene requires expending a free action. The table below indicates how much time can be compressed into that action, based on the character's *Accelerate* TR.

Accelerate Time Compression Table

TR	Effect	TR	Effect	TR	Effect
0	3 seconds				
1	10 seconds	5	30 minutes	9	1 week
2	30 seconds	6	1 hour	10	1 month
3	1 minute	7	12 hours	11	1 year
4	5 minutes	8	1 day	12	1 decade

Accelerate Custom Limiter

Only Mental [-1D]: The character's mental functions are accelerated rather than the rest of his body – he can figure things out very quickly, but he can't move that fast. This is a common limiter for artificial intelligences that are extremely capable but (generally) immobile.

Acute Sense • Sensory

One of the character's sensory groups – **hearing, magic, olfactory, psychic, tactile, or vision** – is noticeably more sensitive than the rest. For each character die of this power, the character gains +2D Perception to a defined sense. Note that a character must actually *have* the ability to sense in a particular group in order to make it acute. (Humans typically do not have magic and psychic sensory groups – see the *Additional Sensory Group* power to obtain either or both.) Additionally, the acute sense's total dice cannot exceed the campaign cap (9D in a standard Superhuman campaign). Of course, if a character wishes to improve *all* of his senses, he should increase his Perception attribute trait rating instead.

Additional Limbs • Alteration

The character has one additional manipulative limb for every trait rating of this power. 'Limb' is broadly defined for this power – arms, legs, tentacles, tails, claws, mandibles, tongues, etc. – as long as it can perform some manipulative function. A limb is generally about the same size (within reason) as the character's 'ordinary limbs' (arms and legs for humans). If a character is an animal that is normally without manipulative limbs, this power can be defined to make one or more of those limbs manipulative.

Additional limbs do not permit the character to make multiple attacks during his combat action in combat, but do give him bonus modifiers (at the referee's discretion) with melee combat and with grappling or holding other combatants. Additional limbs also give a character the ability to perform unusual maneuvers that wouldn't normally be possible for humans.

It is also possible to give powers that apply only to one or more additional limbs to create specialized appendages or mount weapons - a common feature with robots, mecha, and cyborgs – through the *Only Additional Limbs* or *Single Limb* custom limiters.

Additional Limbs Custom Limiters

Only Additional Limbs [-½D]: This limiter is applied to other powers that are *Connected* to the character's additional limbs.

Single Limb [-1D]: This limiter is also only applied to other powers that are *Connected* with a single additional limb.

Additional Sensory Group (ASG) • Sensory

The character can make Perception task rolls for one or more sensory groups – **hearing, magic, olfactory, psychic, tactile, and vision** – that members of his race wouldn't ordinarily have. For most humans, this is the way to add magic and/or psychic sensory groups.

For each trait rating in this power, the character gains the use of a defined sensory group. If the character desires increased abilities with an ASG, he should take additional sensory powers defined as being part of the group in question.

Alter Locale • Alteration

The character can make a specific alteration to his surroundings that can have beneficial effects for himself and others. The amount and volume of the alteration is based upon the trait rating of this power. The volume is one combat space for every two TR of this power. Outside of combat, it is a sphere with a radius equal to this power's trait rating on the Distance column of Benchmarks Table – thus, characters with a particularly high TR in this power can affect an entire city or even an entire region.

Typically, this power has no range and is centered upon the character. To use this power, the character takes a free action to activate it. The power is continuous until the character turns it off, is stunned, knocked out, critically wounded, catatonic, or is otherwise made unable to maintain the power. Due to the possibilities offered by this power, the referee has the final say about what abilities can be used by player-characters with this power in the game.

Alter Locale Power Examples

The supervillain *Blackout* has *Alter Locale (Electrical Blackouts)* 4D, allowing him to cut the power to several city blocks (radius 100 yards) outside of combat, or up to 2 adjacent combat spaces in combat, when using this power.

Lumaire is a light-themed superheroine who has *Alter Locale (Illumination)* 2D, allowing her to illuminate a spherical volume around her with a radius of 25 yards, or her current combat space, when using this power.

Analytic Sense • Sensory

The character is capable of using one of his sensory groups to analyze whatever it is perceiving to a greater degree than normally possible. For example, a character with Analytic Vision may use it to identify the amounts and types of pigments present in a painting. A character with Analytic Hearing could detect voice stresses of someone speaking, perhaps ferreting out a lie, and so on.

For each trait rating of this power, one of the six sensory groups – **hearing, magic, olfactory, psychic, tactile, or vision** – becomes an analytic sense for the character. A character cannot take on an analytic sense group if he doesn't have some ability to sense with that group. (Humans typically don't have the magic and psychic

sensory groups – see the *Additional Sensory Group* power to obtain either or both.)

To use this power, the character expends a free action, and declares what specific information he is attempting to glean. The referee decides the difficulty for the task roll, and the character makes a Perception effect task roll. In cases where a deception is being employed, the character would make an opposed task roll instead. The effect level of a successful roll would be guidance for the referee as to how accurately or how much detail is revealed to the character.

+Armor • Defense; Passive

The character has means to prevent or reduce the damage from standard and lethal physical attacks. This power doesn't work against damage from the character's environment unless the character takes the custom booster *Includes Environment* below. This power opposes an attacker's damaging power in the damage / effect task roll.

Armor Custom Booster

Includes Environment [+1D]: The character's armor is also applied against damage from environmental sources such as mundane fires, ionizing radiation, chemical exposure, etc.

Blast • Attack

The character can make a ranged attack against a target. When obtaining this power, the character should define a damage or power source for this attack. With the custom booster *Additional Source*, the character can switch between predetermined damage or power sources by taking a free action.

To use this power, the character must expend a combat action and make an attack task roll using his Reflexes attribute as the Attack Trait. If the attack task is successful, this power is the Effect Trait for the attack's Damage / Effect task roll. Note that the target may apply a passive or active defense versus the effect trait's TR.

Note that the difficulty of the character's attack roll increases by one for each combat space or range increment from the character to the target. For a reduced range penalty, the character should take the *Accurate Attack* custom booster. The maximum range of this power is the trait rating in combat spaces or ten-yard increments. To increase this range, the character should take on the *Increased Range* custom booster.

Blast Custom Boosters

Accurate Attack [+½D]: The character's power isn't as affected by range as usual. For each time this booster is taken, the number of combat spaces or range increments per increase of difficulty is increased by one. Thus, one instance of this booster means the task difficulty increases by one for every two combat spaces or range increments; the second instance

means one difficulty increase for every three spaces or increments, and so on.

Additional Source [+½D]: The character's physical blast can toggle to a different source of damage when the character takes a free action to switch it up. For physical attacks, this booster may be purchased multiple times to reflect multiple damage sources. This booster is unavailable for mental attacks.

Increased Range [+½D]: The maximum range of the character's physical blast is doubled each time this booster is taken. If the character wishes to have no range restriction on his blast, he should take the standard booster *Line of Sight* instead.

Blast Custom Limiter

Limited Range [-½D]: The maximum range of the character's physical blast is halved each time this limiter is taken. If the character wishes only to be able to attack targets in the same combat space (within five yards), consider the *No Range* standard limiter instead.

Boost Attribute • Alteration

The character can temporarily increase the trait rating of a selected primary attribute. This increase does not affect the values of derived attributes based on the boosted attribute. The character must specify which attribute is boosted when obtaining this power.

To use this power, the character expends a free action and makes a Boost Attribute effect task roll with a difficulty equal to the difference of 12 and the character's Ego trait rating (minimum of difficulty 2). The effect level of the task is the number of dice added to the selected primary attribute. The boosted attribute may temporarily exceed the campaign cap but cannot be greater than three dice over the maximum trait rating for the campaign cap.

Once boosted, the attribute's temporary gain fades at the rate -1D per combat round (ten-second increments out of combat) until it reaches its normal rating once again. The fade begins at the end of the combat round following this power's activation. If a character attempts a repeat activation of this power before a previous boost has faded completely, he must take a Stamina die of damage in addition to a free action to 'pump it up' again. The maximum boost at any one time to any affected primary attribute is equal to the trait rating of this power.

Referees may wish to consider limiting the maximum boost to Ego, Prowess, and/or Reflexes to the campaign cap for game balance.

Additional attributes can be boosted by the same amount as the first by taking the custom booster *Additional Attribute*. If the character wishes to select which primary attribute(s) is(are) boosted each time this power is used, he should take the *Any Attribute* custom booster. If the character wishes the boost to remain in effect for a longer period of time, he should take the *Extended Time* custom

booster. If the character wishes the boost to fade more quickly, he should take the *Reduced Time* custom limiter.

Boost Attribute Custom Boosters

Additional Attribute [+1D]: The character may boost another primary attribute by the same amount as the first. This additional attribute must also be defined when this booster is acquired. Multiple attributes may be boosted in this fashion.

Any Attribute [+3D]: The character may boost any one of his nine primary attributes with this power, but only one at a time. If the character wishes to boost more than one attribute at a time, he must also purchase the *Additional Attribute* booster as well.

Extended Time [+1D]: The time between reductions in the boosted attribute(s) is increased by one round (ten-second increment) for each instance of this booster. Thus, the first instance means that two rounds elapse before the boost fades by -1D; the second instance makes it three rounds before a -1D fade, and so on. This booster cannot be taken in conjunction with the *Reduced Time* limiter.

Boost Attribute Custom Limiter

Reduced Time [-1D]: The amount of reduction in the boosted attribute increases by -1D per combat round (ten-second increment) for each instance of this limiter. Thus, the first instance means that the boosted attribute fades -2D per combat round or increment; the second instance means the boost fades at -3D per combat round, and so on. This limiter cannot be taken in conjunction with the *Extended Time* booster.

Burrow • Movement

The character is able to move underground by boring through dirt, rock, obstructions, foundations, etc. The character may use this ability to evade surface or airborne observation, or to quickly access subterranean structures, caverns, etc. The character may also use this ability to bore through obstacles above the surface as well.

The character may move as normally underground as everyone else does on the surface – a number of combat spaces equal to one-half of his Burrow trait rating (rounding up) with a move action. The character's sustained movement rate is determined by referencing one-half of his Burrow trait rating (rounding up) on the Speed column of the Benchmarks Table.

The character may also use this power to attempt to breach subterranean obstacles such as foundations, walls, rocks, etc. If the character encounters an obstruction that has a Materials TR that is greater than his Burrow TR, he may expend a free action and make a Burrow standard task roll with a difficulty equal to the Materials PR of the obstruction. If the burrower succeeds, he continues through the obstruction. If he fails, his movement action ends at the obstruction and he must either go around on his

next move action or expend both a move and free action to make another breaching attempt.

Typically, a character will leave a tunnel or channel in his wake when using this power. This allows other characters (and possibly adversaries) to follow him. If this isn't a desired side-effect, add the custom booster *Closed Tunnel*. If the character wishes to disguise or hide his entry and exit points, add the custom booster *Pass Without Trace*. Ordinarily, those with *Expanded Sensory Range (Auditory)* have a chance to hear someone burrowing beneath them. If the character wishes to move silently while using this power, add the custom booster *Silent Running*.

Note that a character without some means to navigate can generally only burrow in a straight line at relatively shallow depth to reliably surface at an intended destination. The character may wish to also purchase a sensory power with the limiter *Connected* to this power, or the *Internal Compass* edge for blind navigation underground.

Burrow Custom Boosters

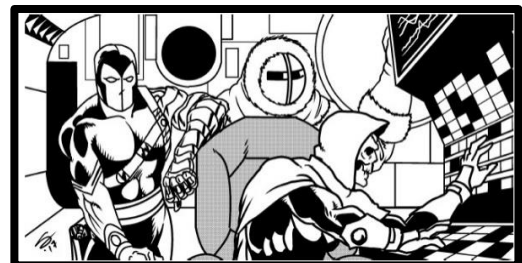
Closed Tunnel [+1D]: The character closes up his burrowing tunnel behind him, effectively blocking anyone from following his path underground.

Pass Without Trace [+3D]: The character can use his power without leaving overt evidence of his entry and exit points. Casual observers will have to make an Intelligence standard task roll with a difficulty equal to this power's trait rating to detect the character's passage. The searcher decreases the difficulty by one for each additional free action she takes to find the character's entry or exit point.

Silent Running [+2D]: The character makes no easily discernable noise or vibrations when using this power, making it difficult for others to detect his passage. The difficulty for others (including passive sensors on security systems) to detect his passage is the difference of twelve and the active trait rating of this power; meaning going more slowly makes it even harder to detect the character.

Burrow Custom Limiter

Reduced Penetration [-2D]: The character's burrowing power has less penetration power. When encountering an obstacle, obstruction, or dense underground medium, the difficulty is doubled for the character's Burrow standard task roll to penetrate it.



Cling • Movement

The character can cling to vertical and inverted surfaces and move across them as easily as walking or running across ground or pavement is for typical humans. When traversing vertical or inverted surfaces the character uses the lesser trait rating between this power and another surface movement power to determine his clinging movement rate.

The character may also use this power to resist Throwback from attacks targeting him by substituting the trait rating of this power in place of his Strength TR.

Cling Custom Limiters

Cannot Invert [-1D]: The character can only traverse vertical surfaces with this power.

Cannot Resist Throwback [-1D]: The character cannot use this power to resist Throwback effects.

Surface Restriction [-1D]: The character cannot traverse surfaces of a specific relatively common substance – glass, aluminum, wood, stone, ice, etc.

+Copy Power • Alteration

The character can detect a power that a target character possesses and temporarily copy it, allowing him to temporarily use that power. The target still has use of the trait as well, and can continue to use it during and after the character has copied it.

The character essentially has a flexible power in reserve with this power, that can only copy one that exists with another character. If the power is successfully copied, the character gains use of that power with any boosters and limiters the target has.

To use this power, the character must be familiar with the target's traits or have perceived the target use the trait the character wishes to copy. He expends a combat action and makes a touch attack on the intended target.

If the attack task is successful, the character makes a Copy Power effect task roll with a difficulty equal to the difference of twelve and the trait rating of the power to be copied (i.e. powers with greater trait ratings are easier to copy). If the target has the *Trait Protection* power, that power's trait rating is the difficulty instead. If the character is capable of copying multiple powers, this defense applies to each one of them. If the effect level of the task is less than one, the character fails to copy the targeted power.

If the effect level of the damage / effect task roll is one or greater, the total indicates the number of combat rounds after the current one that the character retains the power. If the character wishes to retain the copied power for longer, he must expend one Stamina point at the beginning of each extra round he wishes to retain it.

The maximum dice the character has with the copied power is equal to the lesser of the target's trait rating or the trait rating of this power. If the character attempts another *Copy Power* use while a previous use is still in effect, the powers copied from the previous use are lost immediately.

To prevent headaches on the part of the referee, a character cannot copy the power *Copy Power*. You're welcome.

Copy Power Custom Boosters

Additional Power [+2D]: The character can copy an additional power from the target with a single attack for each instance of this booster.

Extended Time [+2D]: The character's copied trait lasts longer than the base time. For each instance of this booster, the number of combat rounds (ten second increments) are increased by half of the original result (rounding up).

Ranged Copy [+2D]: The character can copy the target's power(s) at range with a ranged attack rather than with a touch attack. Increase the difficulty of the attack task roll by one for each combat space of range (ten-yard increments) from the character to the target.

Copy Power Custom Limiters

Limited Time [-½D]: The character's copied power lasts less time than the base amount. The amount of time the power is copied is halved (rounding up). This limiter may only be applied to this power once.

Single Trait [-3D]: The character can only copy one specific target power with this power which must be defined when this limiter is applied. This limiter may only be taken once.

Trait Restriction [-1D]: The character can only copy one type of power with this power – *Alteration Powers, Attack Powers, Defense Powers, Mental Powers, Miscellaneous Powers, Movement Powers, or Sensory Powers*. This limiter may only be taken once.

Cosmic Awareness • Sensory

The character is capable of detecting events, objects, beings, etc. throughout the solar system and far beyond. In many campaigns, this can extend to other magical planes or to other dimensions of reality, with referee permission. This could also be used as a way to discover alterations or disturbances in the current dimension's timestream as well, again with referee permission.

Like other sensory powers, Cosmic Awareness is supplemental to the character's Perception attribute trait rating. The sum of this power's trait rating and his Perception trait rating cannot exceed the campaign cap (9D in a standard Superhuman campaign). Note that a character's Cosmic Awareness must be defined as either a magic or psychic sense, so the character will also need to obtain the *Additional Sensory Group* power for the defined group for this power.

To use this power, the character expends a free action and makes an effect task roll based on the sum of his trait ratings with this power and his Perception attribute, with a difficulty based on conditions determined by the referee. If successful, the character should be able to glean details of

what is happening in the “cosmic neighborhood” based on the effect level of the task roll. Truly universe-affecting events will be detectable at great distance depending on their severity.

Once detected, the character may make additional task rolls to glean further details. Typically, this power is a **magic** or **psychic** sense – the character should define which when this power is obtained. The character may apply the power *Analytic Sense* to this if he has the latter for the sensory group that applies to the defined group of this power.

The character can apply the standard limiter *Uncontrolled* which transforms the character’s *Cosmic Awareness* into a passive power that can be used by the referee as a harbinger of things to come...

+Counter-Attack • Attack

The character has the ability to counter-attack anyone or anything that attacks him with a specific type of attack. The character must define if this ability works against **touch and melee attacks, ranged attacks, or mental attacks**. If the character wishes this power to work against multiple attack types, he should apply the custom booster *Additional Attack Type*.

If this power is *Connected* to another power (such as *Force Field*), then it is only active while the other power is active. Otherwise, the power is similar to a passive defense.

If the character is targeted by a successful attack of the type his counter-attack applies to, **and** he is not incapacitated by the attack (stunned, knocked out, ensnared, etc.), he has the option to immediately counter-attack his attacker by expending a free action (if he has one available). Note that he doesn’t **have** to make a counter-attack.

When making the counter-attack, the character does not use a traditional attack trait (Ego, Prowess or Reflexes); instead he substitutes this power’s trait rating. Before he makes the attack, the character declares the attack power he will use for the counter-attack damage / effect task roll, which must be of the same type (melee/touch, mental, or ranged) as the one that attacked him.

So long as he has one or more free actions to expend, a character has the option to make a single counter-attack for each successful attack that targets him specifically. He cannot counter-attack an attack that has the *Area of Effect* or *Broadcast* booster, and he can only counter an attack with the *Burst* booster if he was the original target.

Counter-Attack Custom Booster

Additional Attack Type [+2D]: The character may apply this power against one additional type of attack for each purchase of this booster – *touch and melee attacks, ranged attacks, or mental attacks*. For game balance, the character may only have one instance of this booster.

Damage Resistance • Defense; Passive

The character has the ability to resist Fortitude damage inflicted upon him by lethal attacks, though any Stamina damage inflicted in that type of attack will still affect him. This power is often obtained along with the *Toughness* power to reflect a superhumanly resilient physique, though usually fewer dice of this power are obtained. This power cannot be *Connected* to the *Toughness* power, nor vice versa.

Use of this power is a standard task roll with a difficulty equal to the sum of three and the amount of Fortitude damage inflicted in the attack. If the effect level of the result equals or exceeds the lethal damage inflicted, the attack does no dice of Fortitude damage. If the character’s result is less than the lethal damage inflicted, the remaining lethal damage is applied to the character at the rate of -1D Fortitude per point of differential.

Dazzle • Attack

The character can overload one or more of the target’s sensory group(s), temporarily disabling the target’s perceptive abilities with the targeted group(s). Until the effects of the dazzle wear off (usually after a number of combat rounds), the target must rely upon other senses. The character’s controller must define which sensory group the power affects (see table below). If the character wishes the attack to affect more than one sensory group, he should obtain the custom booster *Add Sensory Group* for each additional group after the first.

Dazzle Effects by Sensory Group

Sensory Group	Dazzle Effects
Auditory	The target cannot hear or use hearing-based powers.
Magical	Target cannot use magical detection and magic-based sensory powers.
Olfactory	The target cannot perceive smell or taste, nor can she use sensory powers based on olfactory senses.
Psychic	The target cannot use any mental sensory powers or other mental powers that target via mental sensing.
Tactile	The target cannot feel her surroundings.
Visual	The target cannot see or use sight-based powers.

To use this power, the character expends a combat action and makes a ranged attack task roll, increasing the difficulty by one for each combat space or ten-yard increment between the character and the target.

If the attack task has one or more effect levels, the character makes a Dazzle effect task roll with a difficulty equal to one-half (rounding up) of the target’s Reflexes trait rating. If the target has the *Perception Shield* power that applies to one or more of the affected sense groups, then this becomes an opposed task roll between this power and the target’s instead. One-half of the effect level of the task roll (rounding up) is the number of combat rounds (ten-

second increments) the target's affected senses are disabled. Note that a character cannot be dazzled for a sensory group he doesn't have.

Dazzle Custom Boosters

Add Sensory Group [+2D]: This power affects an additional sensory group for each instance of this booster. Each additional group must be defined when this booster is applied. For play balance, a character cannot have a single or multiple *Dazzle* power(s) that cover all sensory groups – individually or in concert; there must always be at least one sensory group available to targets of the power.

Extended Time [+1D]: The character's effect lasts longer than the base time. For each instance of this booster, the target is dazzled for one additional combat round or ten-second increment for every two rounds inflicted in an attack.

Dazzle Custom Limiter

Limited Time [-1D]: The target's sensory group(s) is affected for less time than the base. The number of combat rounds the target's senses are dazzled is reduced by half (rounding up). This limiter may only be applied once.

Deflect • Defense; Active

The character can redirect a ranged physical attack of a specific type targeting him so it does not inflict damage to him. In order to use this power, the character must be free to move and act (i.e. not *Ensnared* or restrained). A character may deflect any number of ranged attacks in a single combat round, but he must expend a free action for each attack he attempts to deflect in the same combat round. The specific types of attacks are detailed below.

Hurled Objects: Covers hand-thrown weapons such as boomerangs, chakrams, clubs, darts, javelins, knives, rocks, shuriken, and spears.

Low-Velocity Projectiles: Covers mechanically-aided projectiles such as arrows, air gun bullets, blowgun darts, bolts, sling bullets, and spring needles.

High-Velocity Projectiles: Covers chemically-aided projectiles such as firearm bullets, and micro-rockets.

Hypervelocity Projectiles: Covers advanced projectiles such as gauss projectiles, linear gravitonic projectiles, and ramjet rounds.

Pulsed Energy: Covers energy packet projectiles such as blaster bolts, phased plasma packets, and laser pulses.

Energy Rays: Covers energy streams such as disintegration rays, disruptor beams, laser beams, particle beams, and plasma streamers.

To use this power, the character must be aware of the attacker (i.e. he cannot use this power against a surprise attack) and the attack must be of a group that he can deflect. The character can deflect attacks with the *Burst* booster that target him directly, but not ones that target someone or something else, or have the *Area of Effect* or *Broadcast* boosters.

When an attacker makes a successful attack task roll targeting the character, the character may attempt to deflect it before the attacker makes her damage / effect task roll. The character declares he is attempting to deflect the attack, expends a free action, and then makes a Deflect opposed task roll versus the attacker's Reflexes attribute trait rating. If the character wins the task roll, the attack has been successfully deflected and has no effect on the character.

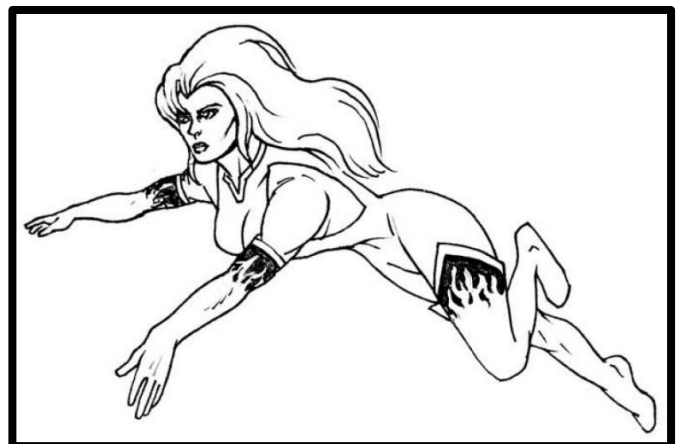
If the character wishes to reflect the attack back at the attacker or redirect the attack to target another combatant, he should take the custom booster *Reflect* or *Redirect*. If the character wants to be able to deflect attacks from an additional group, he should take the custom booster *Additional Group*.

Deflect Custom Boosters

Additional Group [+½D]: The character can deflect attacks from an additional group listed above.

Redirect [+3D]: The character can (at his discretion) redirect an attack against any legitimate target. To do this, the character must first successfully deflect the attack as described above. The character then declares what the new target for the redirected attack is and makes an attack task roll using this power instead of Reflexes. If the attack succeeds, the trait rating of the attacking power initially used is applied to the redirected target in the damage / effect task roll.

Reflect [+1D]: The character can reflect an attack back at the attacker rather than just deflect it. With this booster, the character can only reflect the attack at the original attacker and not to any other target. The procedure is otherwise the same as outlined in the *Redirect* booster listing above.



+Density Increase • Alteration

The character can increase his density while maintaining roughly the same volume. The character gains +1D to his Strength attribute and he gains +1D of the *Damage Resistance* power for each point of trait rating of this power, while (roughly) doubling his mass. The character also reduces any throwback result from attacks targeting him by one space per two trait ratings of this power that are active.

To use this power, the character must expend a free action to activate it. The power remains on until the character turns it off, is knocked out, critically wounded, catatonic, or is otherwise prevented from using this power. Note that the character is still subject to campaign cap limits in regards to his Strength attribute and Damage Resistance power.

Characters with this power may face problems due to their increased mass, such as destroying furniture, damaging floors and pavement, etc. A character with this power who winds up in the water will need to have the *Swim* power at an equal trait rating to remain afloat. If a character wishes to avoid these problems, he can purchase the *Ground Pressure Constant* booster.

Density Increase Table

AL	Weight	AL	Weight	AL	Weight
0	150 lbs.				
1	300 lbs.	5	2 tons	9	30 tons
2	600 lbs.	6	4 tons	10	60 tons
3	1200 lbs.	7	8 tons	11	100 tons
4	1 ton	8	15 tons	12	200 tons

Density Control Custom Booster

Ground Pressure Constant [+1D]: No matter how much the character increases density, his feet won't punch through or damage a ground surface or floor any more readily than someone of standard human weight and size.

Detection • Sensory

The character's controller can define a single substance (gold, blood, etc.) or property (magical, evil, falsehood, cardinal directions, etc.) the character can detect with one of his sensory groups – **auditory, magical, olfactory, psychic, tactile, or visual**. The controller should also specify the manner in which such detection occurs. (Note that in order to use this ability at range with Tactile senses, the character will have to purchase the *Ranged Sense* or *Remote Sense* power.)

The dice of this power add to the character's Perception attribute when attempting to detect the defined substance or property. To use this power, the character must expend a free action and make an effect task roll, using the sum of his trait ratings in this power and his Perception attribute. The difficulty of the task is determined by the referee. If the

task is attempted at range, an increase of one in the task's difficulty per combat space or ten-yard increment is typical.

A character may take this power multiple times to reflect different detection capabilities. A character who wishes to have the same detection ability with multiple senses, should take the *Additional Group* custom booster.

Detection Custom Booster

Additional Group [+½D]: The character's detection power works through an additional sensory group for each instance of this booster.

✖Dimension Shift • Movement

The character can cross the barriers between dimensions to reach alternate planes of existence or other universes. With the custom booster *Time Travel*, the character can also travel forward through time to reach the future or backwards to visit the past. If the character can only travel through time, he should take the custom limiter *Only Time Travel* instead. If the character can only travel to a specific dimension and back, he should take the custom limiter *Single Dimension*. If he can only travel to a limited number of dimensions, he should take the custom limiter *Dimension Group*.

Note that the referee may not have a campaign multiverse or wish a character to have time travel abilities – even though both are well established superhero tropes. This power may also be reserved as a plot device. In the canon *XD12SS* setting, there is an established multiverse along with an alternate history and general future outline for the main dimension.

Characters with this power typically have the edge *KNO: Alternate Dimensions*. The referee may require the character to expend a free action to make an Intelligence effect task roll to see if he is familiar with his intended destination. Characters who time travel will have similar edges such as *Humanities*, *KNO: History*, or *KNO: Future Timeline*. If the character fails the roll, he increases his Dimension Shift task roll difficulty by one. For every two effect levels of a successful task roll, decrease the Dimension Shift task roll difficulty by one.

To use this power, the character expends a move action and makes a Dimension Shift standard task roll with a difficulty set by the referee. A table of suggested difficulties is presented on the next page. Note that unless the character has the custom limiter *Solo Shifter*, he may take any number of willing passengers who are in the same combat space with him.

If the task roll is successful, the referee should use the effect level achieved as a guide to the character's accuracy in reaching his intended destination in the targeted dimension or time.

If the task roll is failed, the character and passengers don't go anywhere (or anywhen in the case of time travel). If the character took the standard limiters *Feedback* or *Unreliable* with this power, **and** fulfills the conditions for

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either to activate, then he (and his passengers) go somewhere (or somewhen) unexpected instead.

If this power has the *Targets Others* standard booster, then the character is required to expend a combat action and make a ranged combat attack when subjecting unwilling targets to the effects of this power, instead of a move action.

Common Difficulties for Dimension Shift task rolls

Diff.	Dimension Shift Condition
5	Character is from the target dimension
6	Character is familiar with the target dimension
7	Character has visited the target dimension once or twice
8	Character has knowledge of but never visited target
9	Character is unfamiliar with the target dimension
10	Character is 'shifting blind' to the target dimension
Diff.	Time Travel Condition
5	Character is from the targeted time
6	Target time difference less than 10 years
7	Target time difference less than 100 years
8	Target time difference less than 1,000 years
9	Target time difference less than 10,000 years
10	Target time difference more than 10,000 years

Dimension Shift Custom Booster

Familiar Locations / Times [+2D]: The character has taken the time to memorize a number of specific locations and/or times that he can shift to more easily than others – which would qualify as a *familiar* location / time. The maximum number of locations / times he can have memorized is equal to twice his Intelligence trait rating. A character requires about an hour to memorize a location / time in this fashion. The character will have to consult with the referee to make sure both understand the precise locations / times memorized. The character may trade out locations / times at need, deciding which location / time is dropped.

Time Travel [+2D]: In addition to traveling between dimensions, the character can travel through time in a single dimension.

Dimension Shift Custom Limiters

Dimension Group [-1D]: The character can only shift between his 'home' dimension and a select group of others. The number and types of dimensions should be worked out between the player and referee when obtaining this limiter.

Only Time Travel [-1D]: The character can only travel forward or backward through time in a single dimension. The character does not need to take the *Time Travel* booster, if he takes this limiter.

Single Dimension [-2D]: The character can only shift between his 'home' dimension and one other. The specific dimension must be defined when this limiter is taken.

Solo Shifter [-1D]: The character cannot bring along passengers when he shifts between dimensions / travels through time.



Enhanced Senses • Sensory

The character has one or more sensory abilities that other people simply do not have. For convenience, these rules group all the possibilities under one heading, but the individual senses should be listed separately on the character record sheet.

Note that the character cannot take an enhanced sense in a sensory group he cannot normally perceive unless he has already taken the *Additional Sensory Group* power for that sense's sensory group as well.

Like other sensory powers, this power supplements the character's Perception attribute trait rating. The sum of the character's Perception trait rating and this one cannot exceed the campaign cap (9D in a standard Superhuman campaign).

To use an Enhanced Sense, the character expends a free action and makes a Perception effect task roll, supplemented with the dice in the Enhanced Sense he is using, with a difficulty determined by the referee. The effect level of the task should be used as guidance for the referee

as to the amount and accuracy of information gained from the attempt.

Auditory Senses

Absolute Pitch: The character can perfectly determine the pitch of a musical note or tone, decreasing the difficulty of tasks such as acting, mimicry and performance. With the *Emission* custom booster, the character can also (within reason) accurately reproduce a sound he's heard.

Infrasonic Hearing: The character can sense sounds that occur below the human threshold of 20 Hz, such as footsteps, seismic events, severe weather, air pressure changes, some large animal calls, etc.

Ultrasonic Hearing: The character can sense sounds that occur above the human threshold of 20,000 Hz, such as dog whistles, bat echolocation clicks, electronic devices in operation, etc. A character with this power can detect and locate active sonar sources.

Auditory Senses Custom Booster

Emission [+½D]: The character can also emit sounds / signals for an Enhanced Auditory Sense he has in addition to perceiving them.

Magical Senses

Discriminatory Magical Sense: The character can determine specific aspects about magical energies, such as the type of magic, the source or entity that used or cast the magic, etc.

Transdimensional Sense: The character can detect and locate entities and energy that are from other dimensions, such as daemons, faeries, and other travelers between the dimensions. The character can use this sense to locate dimensional nexuses (volumes of space where alternate realities overlap) as well.

Olfactory Senses

Expanded Palate: The character can sense tastes and smells that are ordinarily classified as 'tasteless' or 'odorless,' gaining additional warning of hazardous substances around him.

Psychic Senses

Discriminatory Psychic Sense: The character can detect psychic or mental energies and determine specific aspects about them, such as their relative strength, the source or entity producing them, the type of mental power being used, traces of same in locations and people, etc.

Tactile Senses

Expanded Touch: The character can gather more information through his sense of touch than most others – such as subtle textures or impressions on a

surface; subtle heat or cold differences on surfaces or in the air around him; vibrations being propagated through a wall, floor, the ground, or in water; detecting nearly invisible seams or cracks; and so on.

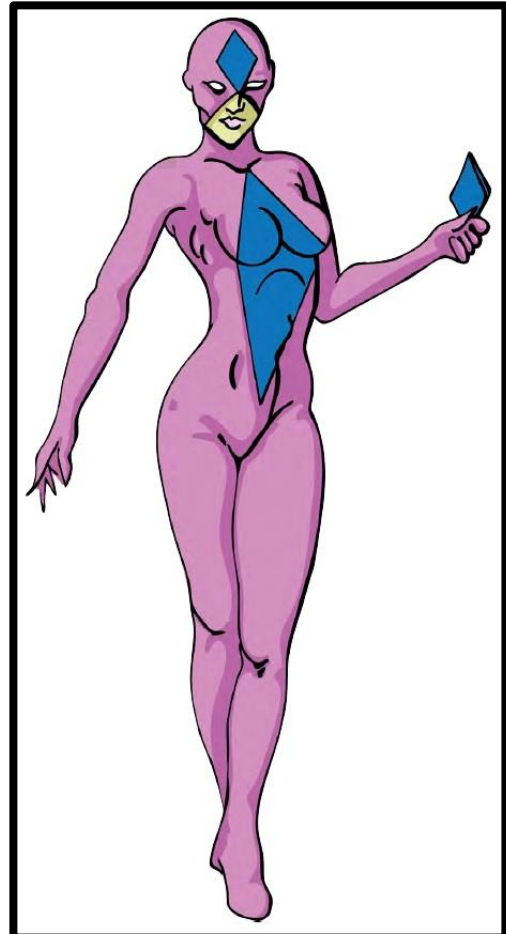
Visual Senses

Infrared Vision: The character can see electromagnetic energy that has wavelengths longer than 740 nm (bottom end of visual red on the spectrum), enabling him to see heat patterns. This enables him to see in darkness so long as there are heat sources around him. Some snakes have this ability to a very limited degree to detect warm-blooded prey in darkness.

Ultraviolet Vision: The character can see electromagnetic energy that has wavelengths shorter than 380 nm (top end of the visual violet on the spectrum), enabling him to see in all but absolute darkness. (Starlight produces UV energy, too.) Some animals (notably insects) have this sense as well.

Enhanced Sense Custom Booster

Additional Sense [+1D]: The character has an additional Enhanced Sense at the same trait rating as the first for each instance of this booster.



Ensnare • Attack

The character can trap, bind, or otherwise impede a target character or combatant, restricting her ability to move and act. The ensnarement medium – energy bonds, ball and chain, a plasteel net, sticky polymer filaments, bolas, a highly elastic shroud, etc. – should be defined when this power is obtained.

To use this power, the character expends a combat action and makes a ranged attack task roll. If the attack is successful, the character makes an Ensnare damage / effect task roll using the target's choice of Agility or Reflexes as the opposing trait.

The effect level of a successful damage / effect task roll is applied to the target becoming the amount of Stamina damage dice the ensnared target must inflict through Strength or other applicable powers (*Psychokinesis*, for example) to the ensnarement medium before she is free.

For the most part, an ensnared character is unable to use most of her traits until she is free. Mental powers can still be used, though they may be impacted by the ensnarement, especially if the *Engulfs Target* booster is applied. Normally, an ensnared character is able to roll and flop around to a limited extent while she struggles to get free. If the character is trying to move to a specific location in a space, the referee may require an Agility standard task roll with a penalty modifier equal to the trait rating of the ensnarement. Note that an ensnarement may adversely affect a flying character, depending on how that power is defined for that character.

To attempt to break out of an ensnarement, the ensnared combatant expends a combat action and makes a Strength or power damage / effect task roll with the Ensnare power trait rating as the opposing trait. An ensnared target may be assisted out of her situation by allies, but at the referee's discretion (depending on the methods), part of the damage dice applied to the bonds (up to one-half) may also be inflicted upon the ensnared target as well.

Also, at the referee's discretion, adversaries may attack an ensnared target, inflicting damage on both the bindings and the target, split evenly, rounding down. Depending on the particulars of the ensnarement, the referee may decide on what sorts of powers or attacks will actually be effective. An ensnared character that is subject to the *Immobility* custom booster will decrease the difficulty of attacker's task rolls to hit by one, and may also be considered prone, which will decrease the difficulty by an additional one if the character is on the ground.

An ensnared combatant may not use the *Rapid Attack* power to make a breakout attempt.

If an ensnared combatant has the *Grow* power **and** was smaller than her maximum height when ensnared, she may opt to expend a free action to activate that power and use the remaining trait ratings to maximum size in the breakout attempt. Ensnare attacks reduce their effectiveness by -1D

for every trait rating of *Grow* the target has active, unless the attacker is also similarly grown.

Similarly, a character with the *Shrink* power who isn't at minimum size may substitute that power by expending a free action to activate it. Ensnare attacks reduce their effectiveness by -1D for every trait rating of *Shrink* the target has active; and is ineffectual versus a target with an active *Shrink* 7D or more, unless the attacker is also similarly shrunk.

A character with the *Intangible* power will be able to escape an ensnarement by expending a free action to turn that power on. If the power was already active when the *Ensnare* attack is made, it has no effect on that character, unless this power has the *Affects (Intangible)* booster.

The effect level of a successful breakout effort is applied against the ensnarement, reducing the remaining amount needed to break out. If the effect level is greater than the damage needed, the character breaks out of the ensnarement and is no longer restrained.

Ensnare Custom Boosters

Barrier [+1D]: This power can be used to create a barrier across an opening or gap. The maximum width of the barrier is equal to one-third (rounding up) of the power's trait rating in combat spaces or ten-yard increments. When used this way, this power's trait rating is reduced by three for every combat space or ten-yard increment of distance of gap or opening bridged for effects purposes. Breaching the barrier is the same as attempting to break out of an ensnarement.

This booster, at the referee's discretion, may also allow the character to make a safety net to catch a falling target, a crash fence to slow a runaway vehicle, a temporary bridge or climbing structure, etc. In such cases, the referee may require the character to attempt a power feat to do so, depending on how the power is defined.

Engulfs Target [+2D]: The ensnared character is unable to make most Perception task rolls (though some sensory powers may still work, at the referee's discretion) and is unable to communicate (except via *Telepathy* or other nontraditional means). This booster may not be combined with the *Exposed* booster.

Exposed [+3D]: Attacks made against an ensnared target inflict their full damage against the target, doing no damage to the ensnarement. Allies may still assist the target to escape, however. This booster may not be combined with the *Engulfs Target* booster.

Immobility [+2D]: The ensnared target is rooted or anchored to a particular location or object while ensnared. This assumes that there is some feature or surface available in the same space as the target, but the anchor can also be defined as the character who generated the ensnarement, representing a tether,

lanyard, or rope. What effect this booster has on swimming and flying characters is left to the discretion of the referee.

Mental Effect [+3D]: The ensnared character is held by mental forces rather than physical bonds. This changes the basic nature of the ensnarement to a mental attack rather than a ranged one. The target may only use mental powers that inflict damage (such as *Mental Blast*) or an Ego effect task roll to attempt to break out of the ensnarement.

Resistant [+3D]: It is particularly difficult for ensnared targets to break free from the ensnarement. Breakout attempts that don't have the *Piercing* booster require two dice of damage to inflict one die of damage upon the ensnarement medium. This booster can only be taken once.

Ensnare Custom Limiters

Fades [-2D]: The ensnarement is only temporary, composed of some substance or energy that sublimates away over time. The character's ensnarement loses one damage die per combat round, starting with the round it ensnares the target.

Only Versus Non-Resisting [-3D]: The ensnarement can only be used on non-resisting targets such as knocked out combatants, persons who have surrendered, those affected by the *Psychic Dominion* power who have been ordered to not resist, etc.

Partial [-1D]: The ensnare power only affects a maximum of one pair of the target's limbs to simulate bolas or cuffs – for humanoids, that would mean legs or arms.

Faster Than Light (FTL) • Movement

The character has the ability to move faster than the speed of light. Typically, the character will also have the powers of *Fly* and *Life Support* to survive the rigors of space (or has a vehicle that does), but there are other possibilities to achieve the same effect.

The table below indicates the distance in lightyears the character can cover in a single day based on the trait rating of this power.

FTL Movement Speed Table

TR	LY/day	TR	LY/day	TR	LY/day
1	1	5	25	9	500
2	2.5	6	50	10	1,000
3	5	7	100	11	2,500
4	10	8	250	12	5,000

At base ability, this power assumes the character is traveling through normal space. A character using hyperspace may travel directly to and from planetary surfaces with no relative time elapsing, though real time still elapses while he is in hyperspace. Note that this power

cannot be used on a planetary scale to substitute for the *Teleport* power.

To use this power, the character must expend a move action to activate the ability. A character with standard FTL movement can change course during the trip as needed. A character with the *Hyperspace FTL* booster cannot as no time elapses for him.

FTL Movement Custom Boosters

Hyperspace Communication [+½D]: Like the custom limiter below, the character can communicate over vast distances instantaneously in addition to his FTL movement. The character has an instantaneous communication range equal to the distance of his daily FTL Movement power. Communication over longer distances is possible, but has a signal lag equal to the amount of time the character would need to cover that distance with this movement power.

Hyperspace FTL [+1D]: The character doesn't need to fly through space for his FTL Movement, but rather can go point to point (usually planetary surface to planetary surface) by dropping through a hyperspace wormhole. The distance the character can travel in a single jump is equal to the FTL speed of the standard power. The character experiences no relative time passage, though the amount of time that elapses during his trip in normal space is the same as standard FTL travel. The character can travel longer distances by making a series of jumps through hyperspace.

Time Dilation [+1D]: The character's time increment of one day per distance is reduced by one trait rating on the Benchmarks Table for every instance of this booster. Thus, the first instance drops the time increment to 12 hours; the second instance reduces it to 1 hour; the third instance reduces it to 30 minutes, and so on. Thus, the character with three instances of this booster only needs 30 minutes to travel the distance indicated by this power's trait rating.

FTL Movement Custom Limiter

Communication Only [-3D]: The character cannot actually travel faster than light, but can receive and transmit hyperspace communications. Note that a character with this limiter doesn't need the *Hyperspace Communication* custom booster. As per the booster, any source or destination within the character's FTL Movement distance increment permits instantaneous communication. Communication over longer distances is possible, but has a signal lag equal to the amount of time it would take the character to cover the distance indicated by this power's trait rating.

✚Fear • Miscellaneous

This power is usually reserved for villains with a supernatural theme or for genuine monsters, as the power instills unreasoning terror in those around the character, causing them to flee from or cower helplessly in the character's presence. If the terror is so traumatic that it causes psychological damage, the character should take the *Insanity* booster.

In game terms, this power counts as a form of mental attack that affects all creatures within the same combat space as the character (or within a radius of five yards out of combat). Targets with the *Courage* edge or the *Mental Toughness* power can resist this power to some extent; but only targets with the *Mental Resistance* power can resist this power with the *Insanity* booster.

To use this power, the character must expend a free action and make a Fear effect task roll, comparing the roll to each target's Ego trait rating, with any *Courage* edge dice the target wishes to expend. If a target has *Mental Toughness*, this becomes an opposed task roll versus that power.

If the task roll has an effect level of one or more, the target suffers an increase of one difficulty per effect level to all task rolls she makes against or affecting the character. If the effect level is greater than a target's Ego trait rating, the target must attempt to flee from the character's presence at her first available opportunity to expend a move action, or cower in the same space if escape isn't possible, expending a free action in the process.

A target who manages to leave the combat space the character is in may take a free action and make an Ego standard task roll with a difficulty equal to the sum of three and the effect level of the character's fear power task to shake off the fear and remove her task difficulty penalty. Targets who are cowering may attempt this as well, though the difficulty will be the sum of six and the effect level of the character's fear power task.

If the character has the *Insanity* booster, every three effect levels also inflict -1D Ego damage. A character with *Mental Resistance* may use that power to lessen or prevent this damage as outlined in the description of that power. Characters who sustain Ego damage may be rendered *catatonic* or be *traumatized* as well.

The effect of the Fear power fades at the rate of one effect level per combat round, starting at the beginning of the round following this power's usage, though any Ego damage inflicted remains until healed. Characters desiring a slower or faster fade should reference the custom boosters and limiters listed below.

Fear Custom Boosters

Insanity [+3D]: The character's fear power is so traumatic, that it can inflict Ego damage at the rate of -1D for every three effect levels of a successful usage, as outlined in the power description. This booster may only be taken once.

Slower Fade [+1D]: The character's fear effect fades more slowly than one difficulty point per combat round. For each instance of this booster, the number of combat rounds between fades is increased by one. Thus, with the first instance of this booster, the power fades by one difficulty point every two combat rounds; the second instance, it fades by one difficulty point every three combat rounds; and so on.

Fear Custom Limiter

Faster Fade [-1D]: The character's fear effect fades at a rate greater than one difficulty point per combat round. For each instance of this limiter, the number of points of fade increases by one. Thus, with the first instance, the power fades two difficulty points per combat round; the second instance, it fades by three difficulty points per combat round; and so on.



Fly • Movement

The character is able to do aerospace movement through the air and (possibly) space. In combat, the character can move a number of spaces equal to his trait rating in this power with a move action. Outside of combat, reference the Speed column of the Benchmarks Table for the character's maximum speed when using this power.

Flight Custom Limiters

Affected by Weather [-1D]: This power is adversely affected by bad weather such as storms, strong winds, high altitudes, etc. Under such conditions, the character is limited to one-half normal movement rates with this power, rounding up.

Gliding Only [-1D or -2D]: The character cannot gain altitude (except with updrafts and thermals) and must descend while flying. This limiter implies an altitude ceiling and the character's inability to use this power in space as well. The -1D limiter is for standard gliding. If this power functions more like a parachute, to just bring the character to a soft landing during a fall, the limiter becomes -2D. Note that with the parachute limiter, this power caps at the 3D trait rating.

Signature [-1D]: The character's flight power is extremely noisy, showy, or otherwise very noticeable to both the public and his enemies when he is about to arrive on the scene or when he is departing. Things like back-blast, a distinctive roar, and scorch marks from rockets; the rushing sounds and contrails of jet-engines; the bluster and noise of riding a whirlwind, etc. are covered by this particular limiter.

Wings [-1D or -2D]: The character has physical wings – fairy wings, energy wings, bird wings, bat wings, insect wings – that are large / powerful enough to enable him to fly. If the wings can be damaged, or they are bulky and difficult to conceal, this limiter is -1D. If the character's wings have an altitude ceiling and cannot operate in space at all; or if both conditions in the -1D limiter are present, this limiter becomes -2D instead.

Force Barrier • Defense; Active

The character can create a barrier of energy or force that prevents or reduces physical damage and also can prevent or hinder the passage of beings and objects through it. If the character takes the custom booster *Bubble*, he can create a hemispherical (if on a surface) or spherical (if in a volume of space) that can protect himself and anyone else who can fit inside it. If a character can *only* make a bubble with this power, he should take the custom limiter *Force Bubble*. A character who wishes to make force bubbles around other combatants – either for protection or containment of enemies should take the standard booster *Ranged*.

The barrier has a maximum size of 100 square yards (10 yards x 10 yards) or the width of a combat space for

every three trait ratings of this power (rounding up). If using the *Bubble* booster, it can enclose a space up to five yards in diameter, increasing by about 2.5 yards for every increment – allowing it to enclose an entire combat space at trait rating 3D.

When this power is active, it is the resisting trait for the attacker's damage / effect task roll of any physical attacks directed against it or targeting anyone or anything behind it. Anything or anyone attempting to penetrate the barrier or bubble essentially makes a physical attack against the barrier using its Strength trait rating as the attacking trait.

This barrier works against environmental, lethal, and standard physical damage, but it can fail when it is breached. It automatically fails if the character loses the ability to maintain his concentration (i.e. is rendered catatonic, is critically wounded, knocked out, stunned, etc.).

If the character sustains Ego, Fortitude or Stamina damage while this power is active, the character makes a Fortitude standard task roll with a difficulty equal to the sum of three and the damage he sustained in the attack. If the task roll result is failed, the character's *Force Barrier* turns off and cannot be reactivated until the character can expend a free action to do so.

Force Barrier Custom Boosters

Attacks Permitted [+1D]: Ordinarily, a force barrier works both ways. With this booster, the character's barrier allows him and anyone on his side to make ranged attacks against targets on the other side of the barrier.

Bubble [+2D]: The character can enclose himself and others within his force barrier to make a hemispherical or spherical bubble around him. Everyone within the bubble enjoys the benefits of its protection or the inconvenience of being held within it.

Opaque Side [+½D]: Ordinarily, a force barrier is transparent to auditory and visual senses. For each instance of this booster, the character's force barrier acts like a one-way mirror for one of those sensory groups – the character and anyone else on his side of the barrier can perceive through it, but anyone on the other side cannot. Note that some sensory powers may be able to penetrate the barrier even with this booster.

Force Barrier Custom Limiter

Force Bubble [-1D]: The character can only create bubbles around himself rather than barriers. If he also takes the standard booster *Ranged*, he can enclose others in force bubbles at range by expending a combat action and making a ranged attack task roll (this becomes automatic if the target is a consenting ally or incapable of action).

Force Field • Defense; Active

The character can create a field of energy or force around himself that prevents or reduces physical damage affecting him. To use this power, the character declares the power is active and expending a free action. This power is an active defense, meaning the character can only use it if he's taken a free action to activate it and he has the ability to concentrate (i.e. he's not catatonic, critically wounded, knocked out, stunned, or under some form of mental control like *Psychic Dominion*).

When this power is active, it is the opposing trait to an attacker's damage / effect task roll. If the character has an effect level equal to or greater than the attacker's, the force field protects him from damage from the attack. If the attacker's effect level is greater, that amount of the appropriate damage is applied to the character. This power works against environmental, lethal and standard physical damage, but it can fail when it is breached.

If the character sustains Ego, Fortitude, or Stamina damage while this power is active, the character makes a Fortitude standard task roll with a difficulty equal to the sum of three and the damage he sustained in the attack. If the task roll result is failed, the character's *Force Field* turns off and cannot be reactivated until the character can expend a free action to do so.

A force field permits the character to make melee, mental, ranged, and touch attacks without penalty

Force Field Custom Booster

Opaque Side [+½D]: Ordinarily, a force field is transparent to auditory and visual senses. For each instance of this booster, the character's force field acts like a one-way mirror for one of those sensory groups – the character can perceive through it, but anyone outside of it cannot. Note that some sensory powers may be able to penetrate the force field even with this booster.



+Grow • Alteration

The character can increase his size – increasing his height, Strength trait rating, and normal movement rate; plus gaining trait ratings in the *Damage Resistance* power, at a cost of being easier to target and increasing his mass. The effects of this power are detailed on the tables below.

Grow Adjustments Table 1

Trait Rating	Maximum Height	Maximum Weight	STR Bonus	Damage Resist.	Throw back
0	6 ft.	150 lbs.	+0	+0	-0
1	9 ft.	300 lbs.	+1D	+0	-0
2	12ft.	600 lbs.	+2D	+1D	-1
3	15 ft.	1200 lbs.	+3D	+1D	-1
4	20 ft.	1 ton	+4D	+2D	-2
5	30 ft.	2 tons	+5D	+2D	-2
6	40 ft.	4 tons	+6D	+3D	-3
7	50 ft.	8 tons	+7D	+3D	-3
8	60 ft.	15 tons	+8D	+4D	-4
9	100 ft.	30 tons	+9D	+4D	-4
10	150 ft.	60 tons	+10D	+5D	-5
11	200 ft.	100 tons	+11D	+5D	-5
12	250 ft.	200 tons	+12D	+6D	-6

Grow Adjustments Table 2

Trait Rating	Character's To Hit	Attacker's To Hit	Stretch	Bonus Movement
0	+0	+0	None	+0
1	+0	+1	None	+0
2	+1	+1	None	+1
3	+1	+2	None	+1
4	+2	+2	None	+2
5	+2	+3	1D	+2
6	+3	+3	1D	+3
7	+3	+4	2D	+3
8	+4	+4	2D	+4
9	+4	+5	3D	+4
10	AOE 1	+5	3D	+5
11	AOE 1	+6	4D	+5
12	AOE 2	+6	4D	+6

Key to Tables: At the Grow TR indicated...

Height: ...the character becomes this tall.

Weight: ...the character weighs this much.

Strength Bonus: ...the character's Strength trait rating increases this much.

Damage Resist.: ...the character gains the indicated rating in the *Damage Resistance* power as a result of his growth.

Throwback: ...the character subtracts this many spaces of throwback effect from any attack that targets him.

Character to Hit: ...the character's unarmed attacks are reduced in difficulty by the amount indicated. 'AOE' indicates he gains the *Area of Effect*

booster to his unarmed attacks due to his great size. The value indicates the number of contiguous combat spaces the character can attack at once with his 'AOE' due to his size.

Attackers' to Hit: ...is the decrease to an attacker's attack task roll difficulty when targeting the character due to his size. This is also the amount that difficulties are decreased when others are making perception-related tasks to locate the character.

Stretch: ...the character gains the *Stretch* power at this trait rating due to the character's size.

Bonus Movement: ...the character adds this many bonus combat spaces (or ten-yard increments) to his ground movement due to his size.

To use this power, the character expends a free action and activates it. Unless this power is defined otherwise, the character's clothing and gear grow to proportionate size with him. The power remains on until the character turns it off, is stunned, knocked out, critically wounded, catatonic or otherwise prevented from using this power. Note that the character is still subject to campaign cap restrictions in regards to his Strength attribute and *Damage Resistance* power.

The character can do nothing but change sizes when growing or shrinking back to normal size. If he wishes the option to act while changing sizes, he should purchase the *Work in Progress* custom booster.

The character can normally grow (or shrink) up to 3D trait ratings per action. If the character wishes to grow or shrink faster, he can take the *Instant Change* or *Rapid Change* custom booster. A character who wishes to change size more slowly while taking other actions should take the *Gradual Change* custom limiter.

A character that simply wishes to be taller without the increase in size should take the *Height Only* limiter.

Grow Custom Boosters

Instant Change [+3D]: The character can assume whatever trait rating of size he desires (to his maximum) in a single free action.

Rapid Change [+1D]: The character may normally change up to three trait rating of size per free action. With each purchase of this booster, the character increases the rate of change by 3 TR. Thus, the first purchase increases the rate to six TR of size per free action; two purchases increases the rate to nine TR; and so on.

Work in Progress [+3D]: Normally, a character can't do anything else while growing (or shrinking back down). With this booster, the character can perform growing (and shrinking) as part of another action. This allows him to incorporate the growth or shrink into an attack, a move, or some other action.

Grow Custom Limiters

Gradual Change [-1D]: The character is limited to changing one size trait rating per free action.

Height Only [-3D]: The character only applies the Height, Attackers' to Hit, Stretch, and Bonus Run columns to his increased size. He gains no other benefits. This can represent a character who can telescope or stretch parts of himself to increase height.

Heal • Alteration

The character has the ability to restore Ego, Fortitude, or Stamina points to a living target that has lost dice in them. This power can also be used to remove a stunned condition from a target, revive a knocked-out character, and stabilize a catatonic or critically wounded character.

To use this power, the character must be able to both expend a free action and touch a non-resisting or restrained target. The character declares which of Ego, Fortitude, or Stamina he is attempting to heal, and makes a Heal effect task roll with a difficulty equal to the sum of three and the number of dice of damage the target has sustained to the attribute the character is attempting to heal. If the task is successful, the effect level of the task is the number of damage dice the target regains (up to her maximum value).

Healing back one or more Stamina dice of damage of a character who is stunned automatically removes all stunned conditions she had. Healing back one or more dice of Stamina damage of a character who has been knocked out automatically revives her to a stunned condition.

Healing back one or more dice of Ego damage to a traumatized character removes an equal number of lost actions from that condition. If all lost actions are removed in this fashion, the character is no longer traumatized. Healing back one or more dice of Ego damage to a catatonic character stabilizes her, though she is still traumatized.

Healing back one or more dice of Fortitude damage of a wounded character revives her to a stunned state. Healing back one or more dice of Fortitude damage of a critically wounded character automatically stabilizes her and revives her to a wounded state.

Illusion • Miscellaneous

The character can create illusions that fool one or more senses of others. Depending on the effect level, the illusion may actually be so convincing that others may suffer Stamina damage from 'attacks' it makes. If the character wishes to generate mental illusions (i.e. ones that only targeted individuals can perceive), he should take on the custom limiter *Mental Only*, and read how that changes the basic mechanics of this power.

In general, this power is assumed to affect the basic human sensorium – auditory, olfactory, tactile, and vision – but not others. To have this power affect one or more entire sensory groups, the character should purchase the *Sensory Group* custom booster.

When attempting to use this power, the character should describe the illusion he is attempting to present. The table below should be used as a guide when determining what difficulty should be applied for the power task roll. The referee may impose other modifiers to the typical difficulty as conditions warrant.

Standard Difficulties to an Illusion Task Roll

Diff.	Condition
3	Static Illusion: a still picture on a surface; mimicking immobile scenery or surroundings for camouflage; producing a false wall or door. [Mental effect level 1]
5	Simple Illusion: a static shape that moves; an inarticulate sound; a basic scent; hot/warm/cool/cold surface or material. [Mental effect level 2]
7	Moderate Illusion: an animated shape; simple, repetitive sounds; mixed scents; an illusional texture to a surface; wind effects. [Mental effect level 3]
9	Complex Illusion: convincing animated likeness of a living organism; mimicking speech; mimicking complex scents; liquid textures. [Mental effect level 4]
11	Intricate Illusion: convincing likeness of a known / famous personage; musical performance; painful / injurious objects or chemicals. [Mental effect level 5]

To use this power, the character expends a free action and makes an Illusion effect task roll, applying all applicable modifiers, and references the result on the table below. If the character wishes his illusions to inflict damage, he must purchase the custom booster *Inflicts Standard Damage*. In such cases, use this power for the trait rating of the damage / effect task roll.

For an observer to discern the illusion, she must make a Perception effect task roll with a difficulty equal to the character's Illusion trait rating. If the observer has an equal or greater effect level on her task compared to the character's effect level on the Illusion task roll, she will realize it isn't real and the illusion will have no further effects on her actions.

If an observer has a sensory power active that is not affected by the character's Illusion, that observer automatically perceives through the illusion with no effect to her. (Some perception powers require the observer to expend a free action to use them.)

The illusion remains so long as the character wills it, so long as he can concentrate (i.e. the character isn't catatonic, critically wounded, knocked out, stunned, or subjected to a mental power or attack). If the character changes the nature of the illusion, he will be required to expend a free action and make another Illusion effect task roll with a difficulty based on the new parameters.

Others who have extended interaction with an illusion decrease the difficulty of perceiving it as an illusion by one per combat round (ten-second increment), and/or per successful attack against them that inflicts damage, to their perception-based task rolls to recognize the illusion as

being unreal. Victims of damage from illusions recover any lost Stamina at the end of the combat round that they realize the illusion or the character turns off the power.

Illusion Custom Boosters

Inflicts Standard Damage [+3D]: The character's Illusion power has the ability of making attacks that will inflict Stamina damage. Attacks and damage inflicted by illusions are based on the character's Illusion trait rating.

Sensory Group [+1D]: The character's illusions affect all senses of a sensory group. The character must define a sensory group for each instance of this booster. The groups are *Magical* or *Psychic*, since the others are covered in the base power description.

Illusion Custom Limiters

Mental Only [-2D]: The illusion only affects a targeted individual and she is the only one that perceives it. The character makes a mental attack against the target, using the trait rating of this power as the attacking trait in the damage / effect task roll. If the character is successful, reference the effect rating (ER) of that task roll on the Illusion Standard Difficulties table above for the type of illusion created in the target's mind.

When determining the result, *Mental Toughness* opposes the Illusion's trait rating. When the target has cause to doubt the illusion, she may expend a free action and make an Ego standard task roll with a difficulty equal to the standard difficulty of the illusion type indicated on the Standard Difficulties table above. If successful, the illusion disappears from her mind and she recovers any damage sustained from the illusion as detailed above.

Immunity • Defense; Passive

The character is immune to a specific group of pathogens or other environmental hazards with a hazard rating equal to or less than the trait rating of this power. The group must be defined when this power is purchased – see the Immunity Pathogen Groups table below. For each additional group of immunity desired at the same level of defense, the character should purchase the *Additional Group* custom booster. If the character wants his *Immunity* to apply to all groups, he should purchase the *All Groups* custom booster.

Immunity Pathogen Groups

<i>Bacteria</i>	<i>Poisons</i>	<i>Venoms</i>
<i>Nanites</i>	<i>Radiation</i>	<i>Viruses</i>
<i>Parasites</i>	<i>Toxins</i>	<i>Xenobiotics</i>

This is a passive defense that is always active. Ordinarily, a character without this power makes a Fortitude opposed task roll versus the pathogen's hazard rating. If

the character is successful or the task roll is a draw, the character isn't affected by the pathogen or condition (this time).

If the pathogen has a hazard rating lower than or equal to the character's *Immunity* trait rating, it has no chance of affecting him at all.

When the character is exposed to something in an immunity group that has a hazard rating greater than the character's trait rating in this power, the character makes an Immunity opposed task roll versus the pathogen's hazard rating. If the character wins the roll or it is a draw, the character resists being affected. If the pathogen wins the roll, the character then attempts resist it again by using his Fortitude as detailed above.

Immunity Custom Booster

Additional Group [+½D]: The character has *Immunity* to another group of pathogens at the same trait rating as the first one. This group must be defined when this booster is acquired. This booster may be taken multiple times, but if the character wants *Immunity* to more than three groups, he should consider the *All Groups* custom booster instead.

All Groups [+2D]: The character has *Immunity* to all groups of pathogens at this power's trait rating.

Imperceptible • Alteration

The character has the ability to mask his presence from one or more specific sensory groups of others. To use this power, the character expends a free action and declares that the power is active.

While this power is active, observers attempting to perceive the character with the specific sensory group(s) must expend a free action and make a Perception opposed task roll versus the character's trait rating in this power. If the observers win the task roll, the character is visible to them in some fashion for a number of combat rounds equal to the effect level the observers achieved. If the character wins the task roll or it is a tie, the character remains imperceptible to the observers, even if they are aware he is in their midst or proximity.

If the others are using sensory groups not covered by the character's *Imperceptible* power when attempting to detect him, the character should be visible to those senses, provided he isn't taking other precautions (such as making a stealth attempt).

The specific sensory group to which the character is *Imperceptible* must be defined when this power is purchased. For each additional sensory group, the character should add the custom booster *Add Sensory Group*. The sensory groups are listed below. For game balance, a character can only be *Imperceptible* to a maximum of four sensory groups.

Imperceptible Power Sensory Groups

Group	Notes
Auditory	The character cannot be heard; breathing, heartbeat, movement, etc. are all silent.
Magical	The character cannot be detected by magical means.
Olfactory	The character cannot be smelled or tasted; this also works against the power <i>Tracking Sense</i> .
Psychic	The character cannot be detected by psychic means.
Tactile	The character cannot be felt; it enables the character to plant objects on people, pick pockets, use touch powers imperceptibly, etc.
Visual	The character cannot be seen.

Imperceptible Custom Booster

Add Sensory Group [+1D]: The character is imperceptible to an additional sensory group for every instance of this booster.

Imperceptible Custom Limiters

Only to Obscure Details [-3D]: The character's Imperceptible power only works to make him anonymous – the character has no discernable features or qualities that can be detected by the sensory group(s) his power affects. Others know he's there, so this power won't prevent him from being targeted for attacks, but will prevent those who perceive him from being able to identify him.

Only Versus Sensors [-2D]: The character's Imperceptible power only affects remote sensing equipment like security cameras, motion detectors, surveillance bugs, recording devices, automatons, etc.

Camouflage [-3D]: The character's *Imperceptible* power only works when he remains relatively motionless.



Intangible • Alteration

The character has the ability to become incorporeal, able to pass through most obstructions, objects, people, structures, etc. effortlessly. The character is also immune to all but a select group of physical attacks and powers, though can still be affected by mental attacks and mental powers the same as everyone else. The trait rating of this power indicates the Material trait rating (from the Materials Table) of objects the character can pass through without difficulty.

The character is still limited to whatever movement abilities he has when corporeal, and is also visible to most people (barring some other power or ability). However, the character will appear hazy, translucent, or some other effect appropriate to the power that lets observers instantly know that the character isn't 'all there,' so to speak. Intangible characters cannot penetrate force fields without purchasing the *Affects Force Barriers/Fields* custom booster.

If the intangible character attempts to pass through an object that has a greater Material TR than his power, he may expend a free action and make an Intangible opposed task roll versus the material's TR. If he wins the task roll, the character continues through the object as part of his move action. If the task roll is a draw (i.e. Effect Level 0), the character may expend a Stamina die to continue his move action, or must end his move action at that point. If the object wins the task roll, the character must end his move action at that point.

In combat, physical attacks do not affect an intangible character unless they have the *Affects (Intangible)* booster. Other physical powers that don't actually inflict damage such as *Dazzle* will still affect an intangible character, but *Ensnare* typically won't without the aforementioned booster. The character's controller should establish a specific type of attack or special effect that will affect him while intangible. (See the Suggested Power Sources / Special Effects table for ideas.)

Intangible characters usually cannot affect the physical world unless they purchase the *While Intangible* booster for the traits they wish to use while in that state. Players should note that may not be allowed in your campaign, so check with the referee before doing the power build. An intangible character is still capable of using mental powers and attacks, and can be targeted by same.

The referee should remember that intangible characters are still limited in their knowledge of their surroundings in the absence of perceptive powers. Just because a character can pass through a wall doesn't mean he automatically knows what's on the other side until he gets his perceptive organs through it, for example.

Intangible Custom Boosters

Affects Force Barriers/Fields [+3D]: The character may pass through force barriers and force fields as if they were physical objects or barriers, substituting the trait rating of the force field for the material trait rating.

While Intangible [+3D]: This is a booster for any other trait the character can use normally while intangible. Characters that wish to manipulate objects while intangible usually obtain this booster for their Strength attribute.

Intangible Custom Limiters

Not Through Solid Objects [-2D]: The character's incorporeal form cannot pass through objects or solid barriers, but can pass through openings that are too small for people to pass through, such as holes, grates, cracks, gaps, etc.

Leaves Body Behind [-3D]: This version of Intangible gives the character a spiritual form that can be separate from his physical form. The character's physical body is essentially in a deep sleep or trance while the spiritual form is 'out and about' leaving it defenseless. The character must return to his body to merge and become corporeal once again.

✖+Invoke • Miscellaneous

The character can bring into existence one or more creatures that will do his bidding, fight for him, etc. Due to the complications of managing more than one character at a time, it is recommended that only experienced players and referees should create and run characters with this power.

The character must decide upon the form of the invoked creature, creating it with Invocation Dice (ID). The character must expend a character creation die for 5 ID. The maximum number of ID a single invoked form can have is equal to five times the trait rating cap for the campaign. (In a standard Superhuman campaign, with a cap of 9D, that would be 45 ID.)

For additional invoked creatures that the character can bring into existence, he must take on instances of the *Creature Multiplier* booster. If the character can invoke different creatures, he must take on instances of the *Creature Array* custom booster.

To use this power, the character expends a free action and declares how many (or which forms) of his creatures he is invoking into existence. All invoked creatures appear in the same combat space (or within five yards of him out of combat).

Invoked creatures remain in existence until they are sent back by the character. If a creature is killed / destroyed before it is sent back, the character can 'replace' it between adventures. If the creature is wounded / damaged before being sent back, it retains that injury / damage for the duration of the adventure, unless it is healed / repaired.

Creatures that are knocked out remain so for the duration of that scene, and recover at the beginning of the next scene, allowing them to be summoned again. After the adventure is over, all the invoked creatures 'reset' to their optimum conditions.

++Invulnerable • Defense; Passive

The character is exceptionally resilient to standard and lethal damage from a predefined source. Attacks from one of the character's predefined sources that target him which have a trait rating equal to or less than the character's Invulnerability trait rating have **no effect** on the character at all. Those attacks that are greater than his Invulnerability TR, require him to use this power to resist the attacker's damage / effect task roll, even if he has a greater TR in another defense power.

Note that a character cannot be invulnerable to attack powers that inflict no damage, such as *Dazzle* or *Ensnare*. A character may be invulnerable to more than one specific damage source by adding the *Additional Source* custom booster. A character may also make himself invulnerable to one or more broad categories of damage sources – **energy, magic, mental, or physical** – by adding the *Broad Category* custom booster.

Invulnerability Custom Boosters

Additional Source [+1D]: The character has invulnerability to another specific source of damage. This booster may be taken multiple times (with referee approval) to cover multiple damage sources. Note that this booster cannot be combined with the *Broad Category* booster below.

Broad Category [+5D]: The character is invulnerable to one or more broad categories of damage sources. For each instance of this booster, the character's controller selects one from **energy, magic, mental, or physical** damage categories. For play balance, a character cannot be invulnerable to all four categories. This booster cannot be combined with the *Additional Source* booster above.

Karma Control • Miscellaneous

The character has the ability to either generate a temporary pool of fate dice that can be used by a targeted ally during a scene, or a temporary pool of **unluck dice** that he can use to adversely affect the task rolls of a target adversary during a scene. Each unluck die expended **reduces** the effect level of a single die in a task roll made by another character by one – the opposite of fate dice. If the unluck die is applied to a standard task roll, the roll is failed unless the target expends one of her own fate dice to counter it.

In its base ability, the character will either have the power of good karma (fate dice) or bad karma (unluck dice). If the character wants to do both, he should take the *Good & Bad* custom booster.

To use this power, the target must be in the same combat space (or within five yards). The character then expends a free action and makes a Karma Control standard task roll at Normal difficulty (7). The effect level of the task roll indicates the number of fate or unluck dice generated by the effort.

Note that for game balance, the character cannot target a specific character for good or bad karma more than once in a single scene.

Karma Control Custom Booster

Good & Bad [+3D]: The character has the ability to grant good karma or inflict bad karma at his discretion. He must announce which type is in play each time he uses this power.

Karma Control Custom Limiter

Reduced Effect [-1D]: The character's power generates one-half (rounding up) the number of dice indicated by the effect level of his task roll.

Lack of Weakness • Defense; Passive

The character's defenses are more difficult to penetrate than most others, resisting attempts by others to use the *Perceive Weakness* power. This defense power is always active – whenever the character is subjected to a successful use of the *Perceive Weakness* power, he is allowed to immediately use this power to attempt to counter it.

To use this power, the character makes a Lack of Weakness effect task roll with the observer's *Perceive Weakness* trait rating as the difficulty. The effect level of the task roll cancels out that many bonus edge dice the observer obtains from her power use. If the character's effect level is equal to or greater than the observer's *Perceive Weakness* task roll effect level, the observer gains no benefit from her power.



Leap • Movement

The character is able to make great horizontal and vertical leaps. In combat scenes, the distance in spaces of a leap is the trait rating of this power, assuming the character has adequate vertical space and an unobstructed path. For the maximum distance (horizontal or vertical) per leap outside of combat scenes, reference this power's trait rating on the Distance column from the Benchmarks Table.

To use this power, the character must expend a move action. Characters with this power may attempt a power feat to negotiate obstacles, make pinpoint landings, attack / intercept a flying or airborne target, avoid ranged attacks while in the air, etc. With the referee's permission, the character may apply the Freefall edge to such attempts.

+Leech • Alteration

The character can temporarily take away part or all of a target's dice of a trait, adding those stolen dice to one of the character's existing traits. When this power is obtained, the character must define both the target's trait that is reduced and the character's trait that is improved with a successful attack. This power cannot target derived attributes or edges.

To use this power, the character expends a combat action and makes a touch attack on the target. If successful, the character makes a Leech damage / effect task roll versus one-half of the target's Fortitude trait rating (rounding up) or the target's trait rating in the *Trait Protection* power, if any. Note that the character can only Leech up to the target's full trait rating of the target trait, or his own trait rating in this power, whichever is less.

Obviously, if the target doesn't have the trait targeted by the character's power, this attack will have no effect and the character won't gain any dice. The character also cannot Leech more dice than the target has in the targeted trait. A character with this power can only increase his own benefiting trait by a total of three dice over the campaign's cap – each purchase of the *Slower Fade* custom booster reduces this limit by -1D until it reaches the campaign cap.

Note that the maximum trait rating a character can gain from this power is equal to his trait rating in this power, which is also the maximum number of dice the target can lose from one or more such attacks from the same character. The character can leech the targeted trait from multiple targets until he reaches his maximum.

If an attribute is targeted and/or benefitted with this power, the values of the derived attributes based upon it are not changed by the effects of this power. If a trait is reduced to 0D by this power, it cannot be used by the target until she recovers at least 1D. In the case of a 0D attribute, the target may still make task rolls at ½D and employ any applicable edge dice to those tasks.

Ordinarily, the transfer of trait rating is temporary, with the target regaining the Leech dice at the rate of +1D per combat round (ten-second increments). The dice gained by the character also fade by -1D per combat round. That rate can be changed with the custom booster *Slower Fade* or with the custom limiter *Faster Fade*.

Leech Custom Boosters

Benefits Trait Group [+3D]: The character's power may either selectively benefit any one of his traits from a related group, or may be split evenly among all the traits he has of that group – the character's controller decides which when this booster is applied. Acceptable groups are listed below.

<i>Alteration Powers</i>	<i>Mental Powers</i>
<i>Attack Powers</i>	<i>Miscellaneous Powers</i>
<i>Attributes</i>	<i>Movement Powers</i>
<i>Defense Powers</i>	<i>Sensory Powers</i>

Slower Fade [+2D]: For each instance of this booster, the character's power fades at a slower rate, increasing the number of combat turns (10-second increments) it takes for the target to regain +1D and the character to lose -1D. This booster may be purchased multiple times to further slow the rate of fade. Thus, the first instance means that the fade is -1D every two combat rounds; the second instance increases the time between the fades to -1D every three combat rounds; the third instance increases the time between the fades to -1D every four combat rounds; and so on. Note that this also slows the rate of the target's recovery of the Leech trait as well.

Targets Trait Group [+3D]: The character's power can selectively target any one trait from a related group. Note that the character's controller must declare which trait in the related group is being targeted before making the touch attack. This booster may be taken more than once to add more groups that can be targeted with the character's power. Samples of acceptable groups are listed on the table above.

Leech Custom Limiter

Faster Fade [-1D]: The character's power fades at a faster rate than -1D per combat round, increasing the number of dice that fade per combat round by -1D. Thus, the first instance of this booster causes the power to fade at -2D per combat round (ten-second increments); the second instance, -3D per combat round; the third instance means -4D per combat round; and so on. The target also gains back the dice lost by the character each round.

++Lethal Blast • Attack

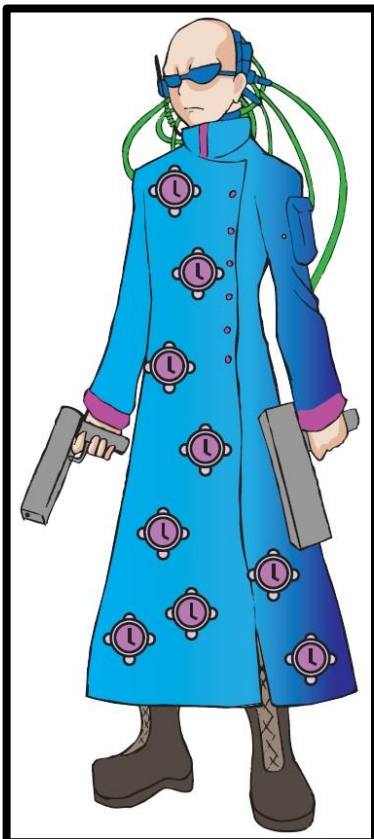
The character has the ability to make a ranged lethal physical attack against a target. Damage is resolved like a standard attack, but for every three Stamina points sustained (after the effect of a defensive power), the target also sustains -1D Fortitude.

If the target doesn't have a defense against physical lethal damage (i.e. *Armor*, *Damage Resistance*, *Invulnerable*, *Force Barrier*, or *Force Field*), then all of the success dice rolled **before defenses are applied** counts for the possible application of Fortitude damage to the target.

Example: Southside Slim, a villainous bruiser, takes a bullet from a rival gang's enforcer who got six success dice on his damage / effect roll. Slim has Toughness 7 and manages four success dice. Slim's attacker inflicts (6-4=) 2 Stamina points of damage; but since Toughness doesn't stop lethal damage, the enforcer gets to count all his success dice to determine the lethal damage. With six success dice, Slim takes -2D Fortitude from the shot.

Lethal Blast Custom Booster

Additional Source [+1D]: The character's lethal blast can toggle to a different predefined source of damage. Switching from one source to another requires the character to expend a free action. This booster may be obtained multiple times to reflect multiple damage sources.



+Lethal Strike • Attack

The character has the ability to make a touch lethal physical attack against a target. This can be made into a melee attack by taking the *Melee Attack* custom booster. Damage is resolved like a standard attack, but for every three Stamina points sustained (after the effect of a defensive power), the target also sustains -1D Fortitude.

If the target doesn't have a defense against physical lethal damage (i.e. *Armor*, *Damage Resistance*, *Invulnerable*, *Force Barrier*, or *Force Field*), then all of the success dice rolled **before defenses are applied** counts for the possible application of Fortitude damage to the target. (See example with the *Lethal Blast* power description for details.)

Lethal Strike Custom Booster

Additional Source [+1D]: The character's lethal strike can toggle to a different predefined source of damage. Switching from one source to another requires the character to expend a free action. This booster may be obtained multiple times to reflect multiple damage sources.

Melee Attack [+2D]: The character's lethal strike is a physical blow or effort that allows him to supplement this power's dice with his Strength dice in the damage / effect task roll after a successful attack task roll. Note that the maximum number of damage dice is limited to the lesser of twice this power's trait rating or the Power Tier Cap for the campaign (9D in a standard Superhuman setting).

Life Support • Alteration

The character has the ability to endure situations and environments that are normally detrimental to human life. For each trait rating of this power, the character gains one situation or condition listed below that he can endure indefinitely. This power is assumed to be always on unless the character has a limiter or subplot that indicates otherwise.

Life Support Condition / Situation

Asphyxiation	Hypothermia
Dehydration	Sleep Deprivation
High Pressure	Starvation
Hyperthermia	Vacuum

Location Sense • Sensory

The character has the ability to accurately sense his surroundings when he cannot rely on sight alone (the most common way most humans navigate their immediate terrain). When the character defines this power, he decides which of the five sensory groups besides visual he uses – **auditory, magical, olfactory, psychic, or tactile**. If the character is subjected to a *Dazzle* attack in his defined group, his power is inhibited the same as any other perception ability is. If an *Imperceptible* adversary has that ability for the character's location sense sensory group, the character will have the same problems perceiving her as he would with a standard sense.

When using Location Sense, the character usually doesn't have to make a task roll just to navigate the landscape. If the character has specific threats or seeks specific information about a location, he should expend a free action and make a Location Sense standard task roll, with an appropriate difficulty based on conditions. If degrees of threat or information are present, then the referee may require the character make an effect task roll instead, with a specific effect level on the task to avoid them.

Some characters with enhanced perception powers or abilities may be able to detect a character using a location sense. If the character wishes his Location Sense to be less obvious, he should get the *Passive LS* custom booster.

Note that while a location sense can be exceptionally accurate, it also doesn't fully substitute for regular perceptive abilities. Fine details and limitations should be apparent in the way the power is defined by the character, and should be clarified between the character's controller and the referee before the character enters play.

Some of the more common location senses are listed below, but this list is by no means comprehensive.

Auditory LS

Echolocation is what allows bats and some other creatures to move and hunt at night and in complete darkness.

Sonar is the aquatic version of echolocation.

Magical LS

Mana Sensing assumes that magical energy permeates all things and the character can sense the subtle changes in the field around him made by objects and creatures.

Olfactory LS

Scent Sensing assumes the character's olfactory ability is enhanced to the degree that he can detect objects and creatures around him solely by smell or taste.

Psychic LS

Psychic Sonar allows the character to send out small pulses of mental energy to detect his local terrain.

Tactile LS

Barometric Sonar permits the character to feel the subtle pressure differences in the air across his body to get general information about his surroundings.

Location Sense Custom Booster

Passive LS [+2D]: The character's Location Sense power can usually be detected by certain types of perceptive powers and abilities with a Perception task roll. If the character's power has this booster, he cannot be located in that fashion, as he is perceiving and interpreting the ambience of that sensory group around him.

Longevity • Miscellaneous

The character's natural life span is markedly longer than the human norm, although this makes him no less easy to kill by unnatural means, of course. For each die in this benefit, the character's natural life span is increased as indicated on the table below. A normal human lifespan is considered to be 100 Earth years.

Long-lived characters should be allowed to substitute this power for Intelligence when things turn to the matter of history, depending on how long the character has lived. This power may also be used to resist the effects of unnatural aging as well.

Longevity Lifespan Table

1D	250 yrs.	5D	5000 yrs.	9D	100,000 yrs.
2D	500 yrs.	6D	10,000 yrs.	10D	1 million yrs.
3D	1000 yrs.	7D	25,000 yrs.	11D	10 million yrs.
4D	2500 yrs.	8D	50,000 yrs.	12D	100 million yrs.



✦+Magic • Miscellaneous

The character can manipulate magical energies or cosmic forces to replicate the benefits and effects of any one power. To use this power, the character expends a free action, declares what power he is attempting to duplicate and at what trait rating (up to a maximum of his trait rating in this power). He then makes a *Magic* standard task roll with a difficulty equal to the trait rating of the power he is attempting to duplicate. If the task roll is successful, the character has that power. If the task roll is failed, the magic use attempt has no effect.

Once the character has successfully replicated a power, he may use it for as long as he can concentrate or desires to have that power active. The power functions as if the character had the power normally, except that any task rolls required by that power use the character's Magic power trait rating instead of what is normally used.

If the character can replicate more than one power at a time, the character should also obtain the custom booster *Additional Power*. If the character wishes to change out the power (or attempt to increase the replicated power's trait rating), he will have to expend a free action and make the task roll detailed above. Characters with this power may have one (or more, if permitted) default powers replicated at the start of an adventure, with the referee's permission.

Magic Custom Booster

Additional Power [+1D]: For each instance of this booster, the character may replicate an additional power with his Magic power. A character is limited to a number of replicated powers equal to one-half (rounding up) of his trait rating in his Magic power.

Manipulate • Alteration

The character has the ability to control and direct the actions of a group of traditionally non-sentient life forms – plants, insects, animals, micro-organisms – or animate mobile machinery such as vehicles and robots. The group must be defined and approved by the referee when this power is obtained.

With this power, the character could use the controlled creatures / objects to attack others, form barriers, perform work, etc. Any natural abilities that creatures might have could also be used in creative ways by the character. In general, the character's trait rating with this power determines the relative effectiveness of actions taken by creatures or objects that are under his control. The group being manipulated will be under the character's control for as long as he can concentrate (i.e. he is not catatonic, critically wounded, knocked out, stunned, or under mental control, etc.).

If the character wishes to manipulate more than one group of creatures or objects, he should purchase the *Additional Group* custom booster. If the character wishes to manipulate a broad category – all creatures or all animate objects – he should take the *Broad Group* custom

booster. If the character wishes to manipulate any creature or object, he should take the *All Things* custom booster. If the character wishes to have control of a small group of creatures or objects, he should take the *Limited Group* custom limiter.

To determine the relative size of the group of smaller creatures or objects, or the maximum size of a single larger creature or object, reference the Weight column of the Benchmarks Table with the character's trait rating in this power.

To use this power, the character must have creatures or objects of his defined group within a number of combat spaces (increments of ten yards out of combat) equal to his trait rating in this power. The character expends a free action and makes a Manipulate standard task roll with a difficulty equal to the sum of three and the distance in combat spaces to the creatures / objects he wishes to manipulate. If the roll is successful, the character gains control of the targeted creatures or objects.

A group that is under the character's control that is made to attack another combatant or group of combatants uses the character's Manipulate power trait as both the attacking trait and the damage / effect trait.

A group of smaller creatures / objects (such as a swarm of insects) can be attacked *en masse* by other combatants. The damage inflicted reduces the character's effective trait rating – if it is reduced to 0D, the group has been dispersed or eliminated. Larger individually animated objects are subject to the referee's discretion in regards to the effectiveness of attacks made against them.

Manipulate Custom Boosters

Additional Group [+1D]: For each instance of this booster, the character can manipulate another group of creatures or objects, though he can only manipulate one group at a time. The additional group must be defined and approved by the referee when this booster is obtained.

All Things [+3D]: The character can manipulate all non-sentient creatures and animate objects with this power.

Broad Group [+2D]: For each instance of this booster, the character can manipulate all groups of non-sentient creatures **or** all groups of animate objects with this power, instead of a single group. The broad group must be approved by the referee when this booster is obtained.

Manipulate Custom Limiter

Limited Group [-2D]: The character can only manipulate a small subset of creatures or object types with this power, rather than all that would normally be included in a group. This limited group must be defined when this limiter is taken and must be approved by the referee.

⊕Mental Blast • Attack

The character has a parapsychological power that permits him to attack the mind of a target being directly, inflicting Stamina damage if he is successful. This power can be resisted with *Mental Toughness*. This power effectively has the *Line of Sight* and *Unobvious* boosters. As with mental powers, it uses Ego as the trait for the character's attack roll with the target's Ego trait rating as the difficulty.

This attack can inflict lethal damage if the *Lethal Damage* custom booster is taken. The Ego damage can only be resisted with the *Mental Resistance* power. If that booster is taken, the character will inflict -1D Ego to the target for every three dice of Stamina damage.

Mental Blast Custom Booster

Lethal Damage [+3D]: The character's mental blast also inflicts lethal damage with a successful attack. For every three dice of Stamina damage inflicted, the target also suffers -1D Ego damage as well. The lethal damage can only be resisted with the *Mental Resistance* power.

Mental Resistance • Defense; Passive

The character has the ability to resist Ego damage inflicted upon him by lethal attacks, though any Stamina damage inflicted in that type of attack will still affect him. This power is often obtained along with the *Mental Toughness* power to reflect a superhumanly resilient mind, though usually fewer dice of this power are obtained. This power cannot be *Connected* to the *Mental Toughness* power, nor vice versa.

Use of this power is a Mental Resistance effect task roll with a difficulty equal to the sum of three and the amount of Ego damage inflicted in the attack. If the effect level of the result equals or exceeds the lethal damage inflicted, the attack does no dice of Ego damage. If the character's result is less than the lethal damage inflicted, the remaining lethal damage is applied to the character at the rate of -1D Ego per level.

Mental Toughness • Defense; Passive

The character has means to prevent or reduce the damage from standard mental attacks, as well as help the character resist the effects of mental powers. This power doesn't work against damage from the character's environment, nor does it prevent Ego damage from lethal mental attacks (though it can prevent or reduce Stamina damage from same). This power opposes an attacker's mental power in the damage / effect task roll.

Microscopic Sense • Sensory

The character can perceive objects and events that are too small for most humans to detect directly. Magnification is 10X at 1D, increasing by a factor of ten with each trait rating – 2D is 100X, 3D is 1,000X, 4D is 10,000X, and so on. At 6D (1,000,000X), the character could perceive individual atoms; at 8D (100,000,000X) the character could detect objects down to a single Planck length; and at 9D or greater, the character's microscopic sense is so powerful that even the most advanced and theoretical physics would no longer apply to what the character perceives.

The character defines which of the six sensory groups his microscopic sense is for – **auditory, magical, olfactory, psychic, tactile, or visual** (by far the most common). If the character is subjected to a *Dazzle* attack in his defined group, his power is inhibited the same as any other perception ability. If the character desires his Microscopic Sense to function with more than one sensory group, he should take the *Additional Sensory Group* custom booster.

To use this power, the character expends a free action to activate it (usually while examining a specific object or location). The power remains active until the character turns it off, is unable to concentrate (i.e. is catatonic, critically wounded, knocked out, stunned, under mind control, etc.), or prevented from using the power (from a *Dazzle* attack or the effects of another power). For instances of gathering specific details or information from what is being perceived with this power, the character makes a Microscopic Sense effect task roll with an appropriate difficulty based on conditions. At the referee's discretion, the amount of information gleaned may depend on the effect level of the task roll.

Microscopic Sense Custom Booster

Additional Sensory Group [+½D]: For each instance of this booster, the character has the option of defining an additional defined sensory group for his Microscopic Sense – *auditory, magical, olfactory, psychic, tactile, or visual*.



Modified Attribute • Alteration

This is a special notation in the Powers section of a character's record sheet for boosters or limiters that have been applied to one or more of the character's primary attributes. The attribute is noted under this heading along with the boosters and limiters affecting the amount of character creation dice expended for the trait.

For example, *Paragon Prime* has a magic helmet that transforms him into a mighty superhero when he recites its mystic inscription while donning it; enhancing his Strength 2D by +6D. This would be represented as follows:

Helm of Paragon Prime – Modified Attribute 6D (+6D to Strength); Limiters – Inaccessible Item (Prime's Helm, -½D), Ritual (Recite inscription while donning helm, -½D); 5D Total

✦ Paracognition • Mental

The character has one of three forms of paranormal cognitive ability – **clairsentience** (remote sensing), **precognition** (sensing of future events), or **postcognition** (sensing of past events) – which is defined when this power is obtained. If the character wishes to have additional forms of this power, he may purchase the custom booster *Additional Form* for each. In general, this power cannot be used in combat scenes, as it takes at least a full minute or more for the character to fully interpret what his paracognitive ability reveals to him.

Clairsentience allows the character to perceive a location at a distance as if he was actually there. The referee should determine the actual distance between the character and the location he desires to perceive and find the trait rating of that distance on the Distance column of the Benchmarks Table.

To use the clairsentience form of the power, the character makes a Clairsentience effect task roll with the trait rating of the distance as the difficulty. The amount of detail and information the character gains should be based on the effect level of the task roll, subject to the referee's discretion.

Precognition allows the character to perceive events that have a significant likelihood of coming to pass without intervention by himself or others. In general, the character must have a target for this power – himself, another person, an object, etc. – as it is the future of the target he attempts to perceive. Often, the character has to focus on one particular question or aspect of the target – “Will my nemesis return or is she really gone for good?” or “When will I find true love?”

To use the precognition power, the referee decides how far in the future the answer might be and compares the trait rating of that time relative to the present on the Time column of the Benchmarks Table. The character then makes a Precognition effect task roll with the trait rating of the relative time as the difficulty. The accuracy of the prediction should be based on the effect level of the task roll, subject to the referee's discretion.

Postcognition allows the character to perceive events that have already occurred in regards to an object or a location – or a corpse. The character must either be in the location or have the object available in his proximity in order to use this power. As with Precognition above, the character needs to decide on a particular question or aspect of the location or object.

To use the precognitive power, the referee decides how far into the past the character's answer might be and compares the trait rating of that time relative to the present on the Time column of the Benchmarks Table. The character then makes a Postcognition effect task roll with the trait rating of the relative time as the difficulty. The accuracy of the prediction should be based on the effect level of the task roll, subject to the referee's discretion.

Note that in cases where the character's power is *Uncontrolled*, the referee determines what sort of information the character gains. Since this power could potentially prevent or spoil certain types of adventures, the referee should weigh the possibilities carefully before allowing player-characters to have these powers.

Paracognition Custom Booster

Additional Form [+2D]: The character has one additional form of paracognition – *Clairsentience*, *Precognition*, or *Postcognition* – in addition to the one he originally obtained at the same trait rating as the first. This booster may be purchased twice to cover all three forms of this power.

Penetrating Sense • Sensory

The character can perceive into and through most barriers to a specific sensory group. When this power is obtained, the character's controller must specify one of the six sensory groups it affects – **auditory**, **magical**, **olfactory**, **psychic**, **tactile**, or **visual** (the most common) – as well as a common substance or situation that blocks the character's penetrating sense. If the character is subjected to a *Dazzle* attack in his defined group, his power is inhibited the same as any other perception ability is. If an *Imperceptible* adversary has that ability for the character's sensory group, the character will have the same problems perceiving her as he would with a standard sense.

A penetrating sense is assumed to be a power the character has to activate and deactivate by conscious effort. To use this power, the character expends a free action and makes a Penetrating Sense effect task roll with a difficulty based on the conditions of its use. The Penetrating Sense remains active until the character turns it off, or is incapable of conscious action (i.e. is catatonic, critically wounded, knocked out, stunned, mind controlled, etc.), or the power is inhibited by another character's power. The character's power never works against a barrier or situation that blocks it.

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Some examples of the different types of penetrating senses are listed below.

Auditory PS

Penetrating Hearing allows the character to pick up sounds and conversations out of ambient background noise. The amount of information gleaned may be dependent on an effect task roll, at the referee's discretion.

Magical PS

Penetrating Magic Sense permits the character to see through magical illusions, locate hidden magical objects, determine the true nature of a source of magical energy, etc.

Olfactory PS

Penetrating Olfactory allows the character to identify true scents and tastes underlying covering or illusionary ones, such as a drug laced into a drink or food, the smell of blood beneath a haze of perfume, a scent trail someone has tried to hide with mustard or pepper, etc.

Psychic PS

Penetrating Psychic Sense permits the character to perceive through mental illusions, identify the wielders of mental powers, etc.

Tactile PS

Penetrating Tactile Sense grants the character the ability to sense an object's internal structure, composition, hidden compartments, etc.

Visual PS

Penetrating Vision (sometimes called 'X-ray Vision') allows the character to see into and through solid objects, barriers, etc.

Penetrating Sense Custom Booster

Additional Sensory Group [+1D]: For each instance of this booster, the character has penetrating sense at his current trait rating for one additional sensory group.



Perceive Weakness • Sensory

The character has the ability to locate, identify, and exploit weak points in a target's defenses by observing the target. With a successful use of this power, the character will gain bonus edge dice that he can use to improve his attack task rolls with a defined type of attack for the duration of the current scene against that specific target. This power is directly opposed by the *Lack of Weakness* power.

The character may not use this power to gain the advantage against more than one combatant at a time – though at the referee's discretion, the character may have the same advantage against all combatants who are similarly protected (uniform troops, minions, etc.) for the duration of that scene.

The character must designate one of his sensory groups – **auditory, magical, olfactory, psychic, tactile, or visual** – as the one he uses for this power. (He must have sensory ability in the sensory group designated.) If the character wishes to have the option to use one or more other senses with this power, he should take the *Additional Sensory Group* custom booster.

The character must also designate a specific type of attack that this power will improve – **melee / touch, mental, or ranged**. If the character wishes to have the option to use one or more other attack types with this power, he should take the *Additional Attack Type* custom booster.

To use this power, the character expends a free action and makes a Perceive Weakness effect task roll with the target's Ego (for mental attacks), Prowess (for melee / touch attacks), or Reflexes (for ranged attacks) trait rating as the task difficulty. If a character has multiple attack types, he may select which of the target's attributes he will use for the task's difficulty. The target's controller doesn't have to tell him which would be the most beneficial for his task roll.

The effect level of the task roll becomes a pool of edge dice the character can use for attacks made against that target with that type of attack for the rest of the combat scene. However, if the target has the *Lack of Weakness* power, the target gets to employ that power to reduce or eliminate the character's advantage.

Note that if a character cannot employ a sense defined under this power, the character cannot use this power.

Perceive Weakness Custom Boosters

Additional Attack Type [+2D]: For each instance of this booster, the character's benefits from this power may be used with an additional defined attack type – *melee/touch, mental, or ranged*.

Additional Sensory Group [+1D]: For each instance of this booster, the character has the option of employing senses from an additional defined sensory group to use this power – *auditory, magical, olfactory, psychic, tactile, or visual*.

Perception Shield • Defense; Passive

The character has a passive defense against the *Dazzle* power for one or more of his sensory groups. If this power protects one or more of the character's senses affected by a *Dazzle* attack, the character applies this power's trait rating as the resisting trait in the attacker's damage / effect task roll. If the character wins the task, or the outcome is a draw, the character suffers no effects from the attack. If the attacker wins the task, the character cannot use the affected sensory group for a number of rounds (10-second intervals) equal to one-half (rounding up) of the attacker's effect level.

The character's controller must define a sensory group this power defends. If this power protects more than one sensory group, he should obtain the custom booster *Add Sensory Group* for each additional group protected.

The available sensory groups are **auditory, magical, olfactory, psychic, tactile, and visual.**

Perception Shield Custom Booster

Add Sensory Group [+½D]: For each instance of this booster, the character's power protects him from *Dazzle* attacks in an additional sensory group.

✳ Power Array • Miscellaneous

The character has a group of powers that he can only use one at a time – simulating a weapon or device with multiple effects settings, or a utility belt full of useful gadgets. Any powers that the character has outside of the power array can be used normally, but those powers in the array require a free action to swap, unless the character takes the custom booster *Fast Swap*.

To create a power array, the character should work out the individual character dice required for each power (including boosters and limiters) he wishes to have in the array. Obviously, a power array must have at least two powers, but could have many more unless the referee declares a limit. (It will be rare for a character to have more than five powers in an array.) The power that requires the most dice determines the base number of character creation dice needed for the power array. Each additional power in the array requires a number of additional character creation dice equal to the power tier of that power - +1D for Human Tier, +2D for Metahuman Tier, +3D for Superhuman Tier, and +4D for Ultrahuman Tier.

Any boosters and/or limiters for all powers in the array are applied to the array itself. If individual powers have separate boosters and/or limiters, these are determined before establishing the array's base power. Note that the rule regarding the sum of boosters and trait rating not being greater than the campaign cap doesn't apply when calculating the total dice needed for a power array, though it does apply to the individual powers within it.

Referees should carefully consider a player-character's power array build before allowing it in her campaign, as this is a powerful tool to permit a character to have multiple

powers for a significant reduction in the number of character creation dice needed. In general, no character should have more than one power array.

Power Array Example

The two-fisted crime fighter *Nightfall* already has the Headquarters and Vehicle edges; but he also has a utility belt with a number of gadgets he uses to fight crime as well. The player running *Nightfall* decides this utility belt is best defined in game terms as a Power Array.

After doing a bit of brainstorming, *Nightfall*'s controller comes up with five items for the utility belt – a ranged weapon, a hand-to-hand weapon, some flash-bang grenades, a pair of light-amplification goggles, and an emergency air supply. The player also decides that *Nightfall*'s gadgets will all have the Accessible Items limiter, and he'll be able to trade them out very quickly, indicating the *Fast Swap* custom booster.

Utility Belt – Power Array [5 powers]; Booster – Fast Swap (+2D); Limiter – Accessible Items (-1D); 16D total.

1) Tesla Gun: *Physical Blast 8D [Electrical]; Limiters – Limited Uses (8 shots, -½D), No Throwback (-1D); 6½D [+3D]*

2) Transteel Knuckledusters: *Strike 4D [8D with Strength]; Boosters – Affects Intangible (+1D), Melee Attack (+1D); 6D [+2D]*

3) Flash-Bang Mini-Grenades: *Dazzle 5D [Auditory & Visual]; Boosters – Add Sensory Group (+2D), Area of Effect (no toggle, +2D); Limiter – Limited Uses (4 grenades, -1D); 8D [Base]*

4) Light-Amplification Goggles: *Enhanced Senses +1D [IR Vision & UV Vision]; Booster – Additional Sense (+1D); 2D [+1D]*

5) Emergency Air Supply: *Life Support 1D [Asphyxiation]; 1D [+1D]*

In calculating the cost of the utility belt, *Nightfall* uses the Mini-Grenades' 8D. The *Fast Swap* custom booster adds +2D to the dice needed, while the *Accessible Items* standard limiter reduces the dice needed by -1D for a base amount for the array of 9D. The Tesla Gun is a Superhuman Tier power, adding +3D to the total; the Knuckledusters are a Metahuman Tier power, adding another +2D to the total; and the Goggles and Air Supply are both Human Tier powers, adding +1D each to the total, bringing the number of character creation dice needed to (9+3+2+1+1=) 16D.

Power Array Custom Booster

Fast Swap [+2D]: The character can swap out one power for another in his power array at will, instead of expending the free action normally required.

✦ Power Pool • Miscellaneous

The character has a pool of character dice he can use to create a varying set of powers. The source can be any that has some unifying aspect such as 'cosmic power,' 'biological mutations,' or 'arsenal of gadgets.' The pool may have a maximum number of powers equal to the trait rating of the campaign cap (which would be nine in the default Superhuman Tier campaign). If the character desires to have fewer powers available at once, he should take the *Limited Powers* custom limiter. If the character's powers cap at a lower trait rating than the campaign cap, he should take the *Reduced Powers* custom limiter.

The sum of the trait ratings of powers within the pool cannot exceed the total dice of the pool. The maximum number of dice that can be in a character's power pool is five times the trait rating of the campaign cap. (This would be five times 9D, or 45D in the default Superhuman campaign.)

At its base ability, powers in a powers pool can only be changed out between adventures. For more frequent opportunities to change powers, see the list of custom boosters below.

Characters with this power can be complicated to run as the controller will have to define the powers his character has each time they are changed around. The referee may require the character's controller to create a list of predetermined powers his character can trade out when needed. The referee should also carefully consider whether this power will unbalance her campaign as it is easy for a knowledgeable or experienced player to abuse.

Power Pool Example

The superhero *Continuum* has a power pool defined as 'cosmic powers.' Continuum gets his powers from the Continuum Crystal – an extraterrestrial artifact that allows him to select his powers while re-energizing him. Continuum's power pool has a cap of 9D (the default Superhuman Tier campaign cap), so no power from it can be more than 9D, and he can have no more than (5 x 9D =) 45D in the pool.

However, Continuum's power pool has a base of 30D, so the sum of dice of the powers in it cannot exceed that amount. Continuum can change out his powers by returning to the Continuum Crystal, so he takes the *Limited Change* custom booster [+2D]. The stone also only grants him four powers at once, so he also takes five instances of the *Limited Powers* limiter [-½D each, -2½D total]; and it limits his powers to an 8D cap for each, for one instance of the *Reduced Powers* custom limiter [-½D]. The number of character dice expended for the power pool becomes (30+2-2½-½=) 29D.

The powers the stone grants our hero cannot total more than 30D, including boosters and limiters for each power. Continuum's controller defines the hero's 'standard' power set as **Fly 6D**, **Force Barrier (Cosmic Energy) 6D** [with the *Bubble* custom booster for a total of 8D], **Blast (Cosmic**

Energy) 8D, and **Psychokinesis 4D** [with the *Combat and Manipulation* custom boosters for a total of 8D], which totals out at (6D+8D+8D+8D=) 30D.

Whenever Continuum wants to change out his powers, he must return and touch the Continuum Crystal. If he is prevented from doing so, he has to make do with what he's got.

Power Pool Custom Boosters

Limited Change [+2D, +1D for each additional location]: The character can alter the powers in his pool during an adventure by visiting a specific place (such as an arsenal, base, or laboratory). This allows the character to adapt to changing conditions and enemies at the cost of time and convenience. If there is more than one place where he can do this, the cost for this booster increases by +1D for each additional place after the first.

Quick Change [+5D]: The character can change out one power in his pool by expending a free action and making an Intelligence standard task roll with a difficulty equal to the trait rating of the power desired. If the task is failed, the power set remains the same. If the task succeeds, the character swaps out a power (or powers) with at least as many dice as the new power.

Instant Change [+10D]: The character can alter one, some, or all of the powers in his pool by expending a free action.

Power Pool Custom Limiters

Limited Powers [-½D]: For each instance of this limiter, the maximum number of powers the character may have in his power pool is reduced by one.

Reduced Powers [-½D]: For each instance of this limiter, the maximum trait rating of each power in the character's power pool is reduced by -1D.



Psychic Dominion • Mental

The character can force the target of this power to take actions that she wouldn't normally do, such as attack allies or make false statements. The character must maintain concentration to continue this power's effects – this concentration is broken when the character is catatonic, critically wounded, knocked out, stunned, or otherwise prevented from using this power.

The character may target anyone within line of sight when using this power. To use this power, the character expends a combat action and makes a mental attack against the intended target. This power is applied in the character's damage / effect task roll. If the target doesn't have the *Mental Toughness* power, it is a standard task with a difficulty equal to the target's Ego trait rating; otherwise it is an opposed task roll versus that target's power.

If the character's roll results in one or more effect levels, the character has some amount of control over the target. In general, the target will accept orders regarding actions she would be normally inclined to do. While under Psychic Dominion in a combat scene, the target retains her position in the combat order and uses her own initiative. The character dominating the target doesn't expend his actions issuing commands to her.

Whenever the target is ordered to an action she wouldn't normally do, she makes an Ego standard task roll with the character's trait rating in this power as the difficulty. The amount the target is opposed to an order, outlined on the table below, reduces the difficulty of this task.

Resisting Psychic Dominion Orders Modifiers

Red.	Condition	Red.	Condition
-1	Moderately opposed	-3	Vehemently opposed
-2	Strongly opposed	-5	Diametrically opposed

If the target's task roll effect level equals or exceeds the character's effect level when he established dominion over the target, the target successfully fights off the order and the character's control over her is broken. If the target's effect level is less, or the target fails the roll, the target carries out the order.

Typically, this power is used by villains to manipulate heroes and innocent people. It should never be used by one player-character to manipulate another player-character except in extreme situations, such as the target has a phobia subplot and cannot act on her own in a matter of life and death.

The target must be commanded by the character in a language or means of communication she will understand. A character may use the power *Telepathy* to issue commands that breach the language barrier.

The character may also attempt to use this power to break the dominion another character has over a target being. The character makes the attack to control the target and must equal or exceed the effect level the other dominator achieved over the target to break her free of the

dominion. There are some variations to this power which are detailed in the custom boosters and limiters listed below.

Psychic Dominion Custom Boosters

Amnesia [+2D]: The target of the dominion has no memory of her actions while under the effect of this power.

Mental Delusion [+4D]: The target of the dominion believes that contrary actions performed while under the effect of this power were her own choice.

Possession [+3D]: The character's psyche resides within the target being while this power is active. The character is able to use the target's senses, body, limbs, digits, and abilities as if they were his own. In combat, the target uses the character's initiative instead of her own. The drawback is that the character's physical body remains motionless and defenseless while this power is active – similar to the *Lockout* limiter.

Psychic Dominion Custom Limiters

Single Command [-3D]: The character can only compel the target of his dominion to do one thing while under his control, such as 'go to sleep' or 'answer my questions truthfully.' The character's controller must define the single command when obtaining this power.

Psychokinesis • Mental

The character has the ability to lift, move, and manipulate objects and beings at range when using this mental power. There are many creative uses to this power but because of its potentially unbalancing nature, the more combative aspects of the power are relegated to boosters that must be added on.

At its most basic form, the character can lift and move an inanimate object whose weight is equal to or less than the amount referenced in the Weight column of the Benchmarks Table for this power's trait rating. Moving an object from one combat space to another on a battleground takes a free action, but the maximum amount of weight that can be moved is reduced by two trait ratings. Outside of combat, the sum of an object's weight trait rating and the speed trait rating the character is using to move it cannot exceed the character's trait rating in this power.

The psychokinetic can also pick up living creatures. Non-resisting or KO'd characters do not require a task roll. Combative targets require the character to expend a combat action and make an Ego effect task roll with a difficulty equal to the target's Agility trait rating, noting the effect level of a successful attempt.

If the target attempts to break free while being held, the target must use a free action and make her choice of a Strength or Agility standard task roll with a difficulty equal to the character's trait rating in this power. The target must equal or exceed the effect level achieved by the character

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to break free. This also applies to attempts by the target to perform some other action aside from communicating while being held.

Picking up, moving, and setting down or dropping are all the psychokinetic can do with the base cost of this power. See the custom boosters below for additional maneuvers and actions that can be performed. Actions that would simulate another power require purchase of the other power with the *Connected* limiter.

Psychokinesis Custom Boosters

Combat [+2D]: This booster allows the character to do various things to a held target that ultimately cause damage to the target or others – spinning the target to disorient or make the target dizzy, slamming the target into solid objects or other creatures, constricting the target to inflict damage directly, throwing the target, etc. Each action attempted requires a free action and an appropriate attack effect task roll.

Manipulation [+2D]: This booster allows the character finer control of his power, allowing him to manipulate controls, remove items from other's hands, plucking objects from hooks and belts, tie knots in ropes and strings, hold doors shut or force them open, etc. Each attempt requires expending a free action and making a Psychokinesis effect task roll versus a referee-determined difficulty, with the effect level of the task suggesting the relative success of the outcome.

Radio Sense • Sensory

The character can 'hear' audio radio and 'see' video television transmissions up and down the band, including shortwave, military, and police bands. The character can also sense active radar sources. When defining this power, the character should define this power as being one of the six sensory groups – **auditory, magical, olfactory, psychic, tactile, or visual**. This power is typically defined as either magical or psychic, if it is taken without an *Item* limitation. If it is an item or device, then it is assumed to be both auditory and visual.

To use this power, the character expends a free action and makes a Radio Sense standard task roll with a difficulty based on conditions such as signal strength, interference (natural and intentional), etc. Note that a character generally won't be able to understand transmissions made in a language he doesn't understand. For game purposes, it is assumed that the character can comprehend both analog and digital transmissions so long as the signal is of a recognizable form for human communication. To understand digital signals (computer data links, WiFi, fax machine transmissions, etc.), he will have to make an Intelligence standard task roll (with an appropriate *Cybernetics* or *Language* edge), or other referee-imposed requirements.

If the character also wishes to transmit audio and video signals, he should purchase the *Transceiver* custom booster. If the character wishes to jam radio and video broadcasts by others, he should purchase the *Jammer* custom booster.

Radio Sense Custom Boosters

Jammer [+1D or +2D]: The character can selectively interfere with radio and video transmissions. For +1D, this jamming is obvious and the source can possibly be traced to the character. For +2D, the jamming is subtle and much more difficult to track down.

To use the jamming ability, the character takes a free action and makes a Radio Sense standard task roll with a difficulty equal to the radio signal's trait rating. If he is successful, the character's jamming remains in effect so long as he can maintain concentration, and he can end the jamming at will.

To locate the source of jamming, a character must expend a free action and make a Radio Sense standard task roll with a difficulty equal to the source's signal strength trait rating, if the jamming is obvious. If the jamming source is subtle, this becomes an opposed task roll versus the jamming signal's trait rating.

Transceiver [+1D or +2D]: The character can also make radio and video transmissions. For +1D, the character's transmissions are broadcast omnidirectionally, meaning that anyone who happens to be listening to or watching that frequency will also receive it. For +2D, the character's transmissions are directional and on a narrow beam, meaning they can only be received by those stations along the beam (usually only the intended receiver). Anyone attempting to jam or intercept a narrow beam transmission must make a Radio Sense opposed task roll versus the character's trait rating in this power.



+Rapid Attack • Attack

The character has the ability to make one or more additional attacks in a combat action, but all the attacks must be of the same type and use the same attack trait.

The number of additional attacks is based on the attack trait the character uses to hit the target – Ego for mental attacks, Prowess for melee and touch attacks, or Reflexes for ranged attacks. Divide the trait rating of this power by the trait rating of the attribute the character would use for the attack. The result, rounding up, is the number of additional attacks the character gains.

The dice in this power represent a pool of dice that are divided among the extra attacks. Each of the additional attacks have a maximum of the trait rating of the attribute that the attack would normally have. The final additional attack gets the 'leftover' dice.

It is the character's option to use this power or not on a given combat action. If he is using it, he must declare so before making his first attack. A character who is subject to the effects of an attacker's *Ensnare* power cannot use this power in attempts to break out of the ensnarement.

Rapid Attack Example

Nightfall, a two-fisted crimefighter, has Rapid Attack 6D. Normally, he uses this power in conjunction with his melee combat attacks, which use his Prowess 4D to determine if he hits his targets. Dividing his Rapid Attack trait rating by his Prowess trait rating yields 1.5, which rounds up to two. This allows him two additional attacks, plus the attack he would normally get, for a total of three.

The first attack would be at 4D, his usual. The six dice of his Rapid Attack power are then applied for his to hit in the two additional attacks. The first additional attack is at 4D, matching his Prowess, while the second is made at 2D, the remaining dice in his Rapid Attack power.

If *Nightfall* chooses to use this power with a ranged attack, it would be based on Reflexes 5D instead, meaning he would get his normal attack at 5D, his second attack at 5D, and a third attack at 1D.

+Regenerate • Alteration

The character is able to quickly recover Ego or Fortitude points lost due to damage or combat. The character must define which of the two is recovered when obtaining this power. Since characters generally recover lost Stamina at the end of a scene, this power doesn't affect that attribute. To use this ability on both attributes, the character should take the *Both Attributes* custom booster.

The character's regeneration power is considered to be always active and will function under all damage effects. However, powers such as *Leech*, *Siphon*, or *Steal Trait* targeting this power may inhibit or shut down this power. The only thing that stops it is the character's death. If you're playing a genre that allows for maiming of characters, then the regenerating character can also regrow lost digits,

limbs, and organs over time – any sort of injury that doesn't kill the character outright.

This power is automatic and (so long as the character isn't dead) works no matter what the character's condition is. At the base level of ability, the character regains a number of lost attribute dice equal to his trait rating in this power every day (TR 8 on the Time column of the Benchmarks Table). This power substitutes for both normal and medically-assisted healing, so the character really only needs bedrest to heal back from wounds. The character only regenerates lost points and the process continues until he has his original trait rating in the attribute(s) this power affects.

As an option, with the referee's permission, the character's regeneration dice benefit can be spread out across a day. Thus, if the character has Regenerate 6D without an accelerated rate, he could gain back +1D every two hours instead of getting back all six dice at the same time.

Note that this power does not allow points that have been taken away with the *Leech*, *Siphon*, or *Steal Trait* powers to be regained. If the character wishes to regenerate at a faster rate than once per day, he should purchase the *Accelerated Rate* custom booster.

Regenerate Custom Boosters

Accelerated Rate [+½D]: For each instance of this booster, the time between attribute regenerations decreases by one trait rating on the Time column of the Benchmarks Table. Thus, the first instance means the character regenerates lost points every 12 hours (TR 7 on the Time column of the Benchmarks Table); the second instance brings the time period to every hour (TR 6); the third, is every 30 minutes (TR 5); the fourth, means the character regenerates every 5 minutes (TR 4); and so on.

Both Attributes [+3D]: The character may regenerate both Ego and Fortitude at the same time. This booster may only be taken once.



✳️+++Replicate • Alteration

The character has the ability to create one or more duplicates of himself that can act independently of the original. The character can create a number of replicants of himself equal to the trait rating of this power. Each replicant has the same traits at the same trait ratings as the character, without the Replicate power (so the replicants can't make more replicants).

To use this power, the character must expend a free action and declare how many replicants he is creating. He can create a number of replicants equal to one-third of his trait rating in this power (rounding up) in a single free action. The maximum number of replicants the character can create in any single scene is equal to his trait rating.

A replicant comes into play with the same attribute totals as the character at the time the replicant is created. If the character has sustained Ego, Fortitude, and/or Stamina damage when he creates a replicant, the replicant will have the same amount and types of damage. While a replicant is loyal to the character, it is not suicidal nor fearless.

When a replicant is Catatonic or Critically Wounded, it disappears. If the character is unable to maintain concentration (i.e. he is catatonic, critically wounded, knocked out, stunned, mind controlled, etc.), all of the character's replicants disappear. If the character has created his maximum number of replicants, and one or more disappear, he cannot create replacements in the same scene.

The character may voluntarily eliminate any or all of his replicants by taking a free action and declaring how many are going away.

Obviously, this power can get out of hand pretty quickly and severely unbalance the game. It can also be confusing keeping track of so many copies. The referee should carefully consider any character with this power before allowing it in her campaign.

✳️Resurrect • Alteration

This power gives the character the ability to bring dead beings back to life by restoring Ego and Fortitude points after the being has died. Note that not all beings can be resurrected, depending upon the manner of their deaths – disintegration, for example, leaves nothing left to resurrect. This power cannot bring a being back to life that has died from advanced age or other natural causes.

This power requires the character to touch the body of the target being. The character expends a free action and makes a Resurrect effect task roll with a difficulty equal to the trait rating on the Time column of the Benchmarks Table that the target has been dead.

If the task roll is failed, the character is irreversibly dead and cannot be resurrected. If the task roll is successful, the target regains a number of lost dice to Ego or Fortitude equal to the effect level of the character's task roll. If both

Ego and Fortitude are at 0D, then the regained dice are distributed evenly between the two attributes.

The character may either have this power automatically kick in when he is killed, targeting himself; or he may only have it affect himself by taking the appropriate custom booster or limiter listed below.

The resurrected target is knocked out (Stamina 0D), and still wounded if the resurrect use didn't restore all of her lost dice.

This power could unbalance a campaign in many ways. Imagine trying to run a murder mystery when a character could bring the victim back to life to finger the murderer, or a gritty campaign where none of the PC's has much to fear from death.

Even in a campaign where this power is allowed, the character having that power should work very hard to keep that knowledge secret from the rest of the world, or else he will be mobbed by hordes of people begging him to save family members, loved ones, friends, celebrities, etc. And one can only imagine what lengths billionaires, criminal syndicates, and rogue governments would go to in coercing the character's aid! In any case, the referee should very carefully consider the implications this power might have on her campaign and plan accordingly if she allows it.

Resurrect Custom Booster

Death Save [+2D]: The character's power kicks in automatically to attempt to save the character's life when he is killed. The character's Resurrect effect task roll to save himself is Normal Difficulty (7).

Resurrect Custom Limiter

Only Self [-1D]: The character's power only works on himself. The character's power kicks in automatically to attempt to save the character's life when he is killed. The character's Resurrect effect task roll to save himself is Normal Difficulty (7).

Run • Movement

The character is able to move quickly over the ground via his legs and feet (or other means of ground locomotion as appropriate). Normally, a character can move from one adjacent combat space to another in a single move action (around ten yards). With this power, a character in combat can move up to a number of combat spaces equal to this power's trait rating in a move action. Note that the character can only reach a combat space or location he could get to on his own two feet (or other means).

Out of combat, the character's maximum running speed is equal to the trait rating of this power on the Speed column of the Benchmarks Table. At TR 5+, the character is capable of running on water in non-combat situations, though he will have to maintain that speed for the entire time, and will have to perform a Run power feat for anything beyond straight line or gentle curving movement.

Shapeshift • Alteration

The character can alter his physical form to resemble other objects, people, creatures, etc. that are roughly equal to his size and mass. The more effect levels the character achieves when using this power, the more convincing his resemblance is in his altered form.

When using this power, the character takes a free action and makes a Shapeshift effect task roll with a difficulty based on the relative complexity of the desired result. A table for suggested task difficulties is listed below.

Suggested Difficulties for Shapeshift Attempts

Difficulty	Attempted Shapeshift Result
2	Superficial alterations to own features
3	Alterations to mask character's identity
4	Create anonymous features
5	Resemble any humanoid
6	Resemble simple inanimate object
7	Resemble any living creature on same planet
8	Resemble complex inanimate object
9	Resemble any living creature on any planet
10	Resemble animated object
11	Resemble an imaginary creature

Of course, there are some sensory powers that will detect the character regardless of how well he does with his shapeshift attempt. Note that a character with this power can only maintain it with concentration. He reverts back to his natural form when he is catatonic, critically wounded, knocked out, stunned, etc.

A character with just the base power can only shape shift to forms that have the same relative size and mass. To have free range with his options for shapeshifting, the character should also obtain *Density Increase*, *Grow*, and/or *Shrink*. If the character only has these abilities when he is using his Shapeshift power, the other powers should be purchased with the *Connected* limiter.

A character can also memorize one or more specific forms to shapeshift into by getting the custom booster *Memorized Form*. To memorize a new form, the character must be able to study and practice the form for an amount of time equal to (15 – INT) on the Time column of the Benchmarks Table. The character's controller can decide which formerly memorized form is discarded. If the character can only shapeshift into memorized forms, he should apply the custom limiter *Only Memorized Forms*.

Note that just because the character resembles someone or something, he doesn't have any of the object's or person's abilities unless he possesses such abilities in his natural form, or has *Copy Trait* or *Magic* to mimic them.

Shapeshift Custom Booster

Memorized Form [+½D]: For each instance of this booster, the character has memorized a fixed form for his shapeshift power. He can assume this form automatically without making a task roll by expending a free action.

Shapeshift Custom Limiter

Only Memorized Forms [-2D]: The character's shapeshifting ability is limited to only those forms he has previously memorized. Obviously, the character must have one or more memorized forms before applying this limiter to the power.

Shrink • Alteration

The character is able to reduce his height and weight to a size smaller than human norms. This enables him to fit into and through small spaces, avoid detection, conduct reconnaissance, perform tasks at microscopic scales, etc.

Shrink Adjustments Table

AL	Height	Weight	STR Loss	PER Difficulty	Throwback Bonus
0	6 ft.	160 lbs.	---	---	+0
1	4 ft.	80 lbs.	---	---	+1
2	2 ft.	40 lbs.	-1D	+1	+2
3	1 ft.	20 lbs.	-1D	+1	+3
4	6 in.	5 lbs.	-2D	+2	+4
5	3 in.	1 lb.	-3D	+3	+5
6	1 inch	4 oz.	-4D	+4	+6
7	½ inch	1 oz.	-5D	+5	+7
8	¼ inch	5 g	-6D	+6	N/A
9	1 mm	1 mg	-7D	+7	N/A
10	Microscopic	N/A	Micro	Micro	N/A
11	Subatomic	N/A	Micro	Micro	N/A
12	Quantum	N/A	Micro	Micro	N/A

Key to Table: At the Shrink TR indicated...

Height: ...the character becomes this tall.

Weight: ...the character weighs this much.

STR Loss: ...is the modifier to the character's Strength trait rating (minimum of ½D, doesn't affect Stamina).

PER Difficulty: ...is the modifier for others' attempts to perceive the character.

Throwback Bonus: ...is the number of additional combats spaces added to the character's throwback distance when attacked (if any is generated at all).

Table Entry Notations

N/A: Not Applicable to human-scale

Microscopic / Micro: Character's size is far below human scale, and the character is not genuinely interacting with human-sized characters at that size.

Subatomic: Character is about the size of a large subatomic particle.

Quantum: The character is at quantum scale (≤ 100 nm).

If a character retains his normal-sized Strength AL when smaller, add the custom booster *Retains Original Strength*.

To use this power, the character expends a free action and activates it. Unless this power is defined otherwise, the character's clothing and gear shrink to proportionate size with him. The power remains on until the character turns it off, is stunned, is knocked out, catatonic, or critically wounded, or otherwise prevented from using this power.

The character can do nothing but change sizes when shrinking or growing back to normal size. If he wishes the option to act while changing sizes, he should add the *Work in Progress* custom booster.

The character can normally shrink (or grow back) up to three trait ratings per action. If the character wishes to grow or shrink faster, he can take the *Instant Change* or *Rapid Change* custom booster. A character who wishes to change size more slowly while taking other actions should take the *Gradual Change* custom limiter.

Shrink Custom Boosters

Instant Change [+3D]: The character can assume whatever trait rating of size he desires (down to his minimum or back up to normal size) in a single free action.

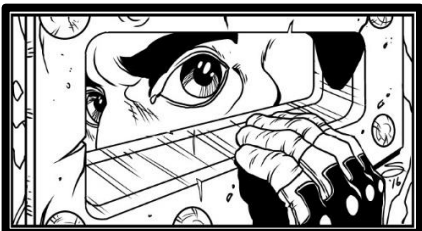
Rapid Change [+½D]: The character may normally change up to three trait ratings of size per free action. With each instance of this booster, the character increases the rate of change by one. Thus, the first instance increases the rate to four trait ratings of size per free action; the second increases the rate to five trait ratings; the third increases the rate to six trait ratings, and so on.

Retains Original Strength [+1D]: The character normally loses Strength when at less than human normal size. With this booster, the character retains his human-sized Strength trait rating even when shrunk.

Work in Progress [+2D]: Normally, a character can't do anything else while shrinking (or growing back up). With this booster, the character can perform shrinking (and growing) as part of another action. This allows him to incorporate the shrink or growth into an attack, a move, or some other action.

Shrink Custom Limiter

Gradual Change [-1D]: The character may only change one trait rating of size per free action.



Shroud • Alteration

The character is able to temporarily hamper others when using any sense from a defined sensory group in a targeted volume. Combatants, sensors, bystanders, animals, etc. will all be affected, but the character creating the shroud will be unaffected by it, unless he takes the custom limiter *Also Affected*.

At this power's base level of ability, it affects one combat space (or a volume of space with a radius of five yards out of combat). The character can affect one additional adjacent space (an increase of five yards' radius out of combat) each time he takes the custom booster *Increased Volume*.

This power is normally ranged, with a maximum distance in spaces (or increments of ten yards out of combat) equal to this power's trait rating. If the character purchases the custom booster *Targeting*, he can 'attach' the shroud to a targeted combatant so that the target is always the center of the shroud and it moves with her – but that requires the character to make a ranged attack before the Shroud damage / effect task roll.

When obtaining this power, one of the six major sensory groups – *Auditory*, *Magical*, *Olfactory*, *Psychic*, *Tactile*, or *Visual* – is selected. If more than one sensory group is to be affected, the character should purchase the *Add Sensory Group* custom booster as well. Note that this power is limited to a maximum of three sensory groups. Also, the custom booster *Variable Sense Group* may be selected to switch up sense groups between uses. If this booster is selected, the power may only affect one sensory group at a time.

To use this power, the character expends a free action and makes a Shroud effect task roll, using the sum of three and the number of combat spaces distant the affected volume is from the character. The effect level of the task plus three is the difficulty for beings and sensors in the affected volume making Perception task rolls using the affected sensory groups while this power is active.

The power remains in effect as long as the character can maintain concentration (i.e. isn't catatonic, critically wounded, knocked out, stunned, or otherwise prevented), or until he turns this power off. If the character wishes to move or otherwise alter the Shroud, he will have to expend a free action to establish another Shroud in the new location or alter the original. The character can only have one volume of shroud active at a time.

For play balance, if there is also an attack associated with the use of this power, then Shroud must be *Connected* to the attack, and not the other way around. This is so the character will have to make an attack task roll rather than a Shroud effect task roll to inflict damage on one or more targets. However, once the attack is made, this power operates normally, as indicated above.

Shroud Custom Boosters

Add Sensory Group [+2D]: For each instance of this booster, the character's Shroud affects one additional sensory group. This booster may be taken twice, but a Shroud cannot affect more than three sensory groups simultaneously.

Increased Volume [+1D]: For each instance of this booster, the character's shroud may (if he chooses) fill an additional combat space or expand an additional five yards in radius out of combat.

Targeting [+3D]: The character may target an individual or non-stationary object with this power by making a ranged attack. If successful, the character's shroud will be centered upon the target and will follow it so long as the character can maintain concentration. The shroud will dissipate if the target leaves the battleground or moves a significant distance from the character (subject to the referee's discretion).

Variable Sense Group [+3D]: The character may define which sensory group is being affected by his shroud each time he uses the power. If the power has this booster, it can only affect one sensory group at a time.

Shroud Custom Limiters

Also Affected [-2D]: The character is as affected by his Shroud power as everyone else; he suffers the same penalty modifiers to his Perception task rolls based on senses in the sensory group(s) his power targets.

Weather Affected [-2D]: The shroud is like a smoke cloud or aerosol and is adversely affected by winds and rain when used outdoors, or by fans and fire suppression systems. The referee should use her discretion in modifying the difficulty to this power's effect task roll based on the prevalence of those conditions, or other more extreme environmental conditions.

Siphon • Alteration

The character can temporarily drain away part or all of the target's dice in a trait. When this power is purchased, the character must define the target's trait that is reduced. Derived attributes and edges may not be targeted by this power.

To use this power, the character expends a combat action and makes a touch attack on the target. If successful, the character makes a Siphon damage / effect task roll with one-half of the target's Fortitude trait rating (rounding up) or the target's trait rating in the *Trait Protection* power, if any. The effect level is the number of dice the target subtracts from the targeted trait. Note that the character can only Siphon up to the target's full trait rating of the target trait, or his own trait rating in this power, whichever is less. Obviously, if the target doesn't have a

trait rating in the trait targeted by the character's power, this attack will have no effect.

If a primary attribute is targeted with this power, the values of the derived attributes based upon it are not changed by the effects of this power. If an attribute is reduced to 0D by a Siphon power attack, the character rolls ½D for task rolls, and can apply Fate Dice and/or applicable edge dice to task attempts based on that attribute. A power reduced to 0D cannot be used until the character regains at least 1D in it.

Ordinarily, the loss is temporary, with the target regaining the Siphoned trait rating back at the rate of +1D per combat round (10-second increments) starting at the end of the combat round after the Siphon power's use. That rate can be changed with the custom booster *Slower Recovery* or with the custom limiter *Faster Recovery*.

Siphon Custom Boosters

Slower Recovery [+2D]: The target's Siphoned trait returns at a slower rate than +1D per combat round (ten seconds). For each instance of this booster, add one combat round between recoveries. Thus, the first instance of this booster increases the time to two combat rounds (twenty seconds); the second instance increases the time to three combat rounds (thirty seconds); and so on.

Targets Trait Group [+2D]: The character's power can selectively target any one trait from a related group. Note that the character's controller must declare which trait in the related group is being targeted before making the touch attack. This booster may be taken more than once to add more groups that can be targeted with the character's power. The available groups are listed below.

<i>Alteration Powers</i>	<i>Mental Powers</i>
<i>Attack Powers</i>	<i>Miscellaneous Powers</i>
<i>Attributes</i>	<i>Movement Powers</i>
<i>Defense Powers</i>	<i>Sensory Powers</i>

Siphon Custom Limiter

Faster Recovery [-1D]: The target's trait recovers at a faster rate than +1D per combat round (ten seconds). For each instance of this limiter, the target recovers an additional +1D of the Siphoned trait. Thus, the first instance allows the target to recover +2D per combat round; the second allows +3D per round; the third allows +4D per round; and so on.



Steal Trait • Alteration

The character can detect a trait that a target character possesses and temporarily take part or all of it away from her, allowing him to temporarily use that trait as if it were his own. If the character manages to take all of the targeted trait's dice away, the target will be unable to use that trait until the stolen trait ratings fade away from the character's control.

The character essentially has a flexible trait in reserve that can only be one that exists with another character. The character gains use of that trait at its base ability, applying all limiters the target has immediately, and only adding boosters once the full amount of the target's trait has been stolen. The character can steal a maximum number of dice of the targeted trait equal to his trait rating in this power, or the target's maximum dice in the targeted trait, whichever is less.

Before using this power, the character must be familiar with the target's traits or have perceived the target use the trait that the character wishes to steal. To use this power, the character takes a combat action, announces which of the target's traits he intends to steal, and makes a touch attack on the target. If successful, the character makes a Steal Trait damage / effect task roll with one-half of the target's Fortitude trait rating (rounding up) or the target's trait rating in the *Trait Protection* power, if any. The effect level is the number of dice the target subtracts from the targeted trait and the number of dice the character has of that trait to use.

If the stolen trait is one the character already possesses (most commonly an attribute), the stolen trait's TR replaces the character's original TR in that trait if it is greater than his original. Otherwise, he retains his original trait rating in that attribute.

Stolen traits fade at the rate of -1D per combat round, and similarly, the target gains back stolen traits at +1D per combat round (ten-second interval). The character may retain the trait for a longer amount of time by getting the custom booster *Extended Time*. The character may also have less time to use the trait by taking on the custom limiter *Limited Time*. A character desiring to copy more than one trait at a time from a single target should purchase the custom booster *Additional Trait* for each extra trait he wishes to copy. If the character wishes to copy a trait at range, he should apply the *Ranged Theft* custom booster (see below for additional details).

To prevent headaches on the part of the referee, a character cannot steal the power *Steal Trait* from another character. You're welcome.

Steal Trait Custom Boosters

Additional Trait [+2D]: For each instance of this booster, the character can copy an additional trait from the target with a single attack.

Extended Time [+2D]: For each instance of this booster, the character's stolen trait fades more slowly than -1D per combat round (ten seconds). For each instance of this booster, add one combat round between fades. Thus, the first instance of this booster increases the time between fades to two rounds; the second to three rounds; the third to four rounds between fades; and so on.

Ranged Theft [+3D]: The character can steal the target's trait at range rather than with a touch attack. The character must define which sense is used to perceive the target's powers. When this booster is applied, the character makes a ranged attack on the target instead of a touch attack. The power otherwise works the same way.

Steal Trait Custom Limiters

Limited Time [-1D]: For each instance of this limiter, the character's stolen trait fades more quickly than -1D per combat round (ten seconds). For each time this limiter is applied, increase the amount of fade by -1D each round. Thus, the first instance of this limiter increases the fade rate to -2D per round; the second to -3D per round; the third to -4D per round; and so on.

Single Trait [-3D]: The character can only steal one specific trait which must be defined when this limiter is applied. This limiter may only be taken once.

Trait Restriction [-1D]: The character can only copy certain types of traits with this power (see table below). This limiter may only be taken once.

<i>Alteration Powers</i>	<i>Mental Powers</i>
<i>Attack Powers</i>	<i>Miscellaneous Powers</i>
<i>Attributes</i>	<i>Movement Powers</i>
<i>Defense Powers</i>	<i>Sensory Powers</i>



Stretch • Alteration

The character can distend at least part of his body into unusual shapes and extend his reach for unnatural distances. This allows the character to make touch and melee attacks at a distance from his target, plus allows the possibility for the character to use his malleable body in unusual ways. Note that the character remains more or less recognizable as himself while distended – if the character just wants to change his appearance, his controller should consider the power *Shapeshift*.

A character with the Stretch power may make touch and melee attacks out to a number of combat spaces equal to the trait rating of this power. If stretching outside of combat, the maximum distance is five yards times his trait rating in this power. If the character wishes to increase his height via stretching, he should get the *Grow* power with the *Height Only* custom limiter and the *Connected* limiter.

Strike • Attack

The character has the ability to make a touch standard physical attack against a target. This can be made into a melee attack by taking the *Melee Attack* custom booster.

When obtaining this power, the character should define a damage or power source for this attack. With the custom booster *Additional Source*, the character can switch between predetermined damage or power sources.

Physical Strike Custom Booster

Additional Source [+½D]: The character's Strike can toggle to a different predefined source of damage. Switching from one source to another requires the character to expend a free action. This booster may be obtained multiple times to reflect multiple damage sources.

Melee Attack [+1D]: The character's strike is a physical blow or effort that allows him to supplement this power's dice with his Strength dice in the damage / effect task roll after a successful attack task roll. Note that the maximum number of damage dice is limited to the lesser of twice this power's trait rating or the Power Tier Cap for the campaign (9D in a standard Superhuman setting).

Swim • Movement

The character is able to move quickly through or upon bodies of water, able to achieve a maximum speed equal to his trait rating on the Speed column of the Benchmarks Table. In combat, the character can move a number of water spaces equal to his trait rating in this power by expending a move action. Characters with this power can also take other actions while swimming, such as make attacks, use powers, etc. without being forced to make an Agility standard task roll.

A character without the Swim power can only move to an adjacent water space by expending a move action, and

can only take other actions by making an Agility attribute standard task roll.

Without the *Life Support* power, a character swimming through water (as opposed to being on the surface) with this power will still have to come up for air periodically, can safely dive to a maximum depth of forty feet, and will be affected by water temperature, pollutants, etc.

Swing • Movement

The character is able to move quickly through arboreal and urban landscapes by swinging on a line, vines, etc. Whether the character accomplishes this by actually swinging, or by some advanced form of parkour, it is assumed he has whatever he needs to accomplish the feat, unless he applies one of the *Item* limiters to this power.

Movement via this method is typically accomplished outside of combat and the character can reach speeds equal to this power's trait rating on the Speed column of the Benchmarks Table, though referees may cap the top speed of this power at their discretion. Attempting to use this power in combat requires a move action, and possibly an Agility standard task roll, with a difficulty at the referee's discretion.

Swings done in combat generally occur only in a straight line, though the character's elevation at any given point will be left to the referee's discretion. Obviously, the surrounding trees / structures will have a lot of influence over the character's maximum speed when using this power, such as the need for higher elevation attaching points for swing lines.

The Swing power may seem limited compared to other movement powers, but it also offers considerable possibilities for power feats and unusual movement ability to surprise foes.

Telepathy • Mental

The character has the ability to communicate directly with another mind. The character using this power must have line of sight to establish it (unless the target mind is one the character has the *Familiar* custom booster for). Once established, the persons linked can move out of line of sight to a distance indicated on the Distance column on the Benchmarks Table for the character's trait rating with this power (even farther with the *Extended Range* custom booster).

Establishing a link with a permissive mind requires a free action and no task roll. A non-permissive mind forces the telepath to expend a free action and make a Telepathy standard task roll with a difficulty equal to one-half of the target's Ego attribute, or her trait rating in the *Mental Toughness* power.

The persons linked can communicate freely while the link remains – language is not a barrier to this form of communication. The depth of the basic level of this power allows the linked persons to subvocalize what they want to communicate, but emotions and empathic impressions

such as anger, pain, passion, sadness, etc. occasionally come through as well.

The link goes down when the telepath or the other person in the link is catatonic, critically wounded, knocked out, or stunned; if the telepath wills it; something actively prevents mental power usage; or if a linked person moves out of range. See the list of custom boosters below for additional telepathy abilities.

Telepathy Custom Boosters

Extended Range [+1D]: For each instance of this booster, the telepath's maximum range is one greater than his trait rating on the Distance column of the Benchmarks Table.

Familiar [+1D]: For each instance of this booster, the telepath has familiarized himself with a number of target minds equal to his trait rating, and can link with any of those minds as long as a target mind is somewhere within range of the telepath's power – no line of sight or task roll is required. There is no limit to the number of minds the telepath can be familiar with, but he cannot link with more than one mind at a time, even if he is familiar with any or all of them, unless he also purchases the *Multi-Link* custom booster (see below).

Manipulation [+2D]: The telepath can manipulate the thoughts of a target mind to change memories, feelings, beliefs, etc. To use this variation of this power, the telepath expends a combat action and makes a mental attack against the target. If successful, the character makes a Telepathy damage / effect task roll with a difficulty equal to one-half of the target's Ego trait rating (rounding up), or the trait rating of the target's *Mental Toughness* power. If the character achieves one or more effect levels with the task roll, reference the amount on the table below for the result.

EL	Telepathic Manipulation Result
1-2	The effort has a short-term effect on the target, lasting 1d12 hours. After that time, the target will know that the telepath has altered her mindset.
3-4	The effort has a long-term effect on the target, lasting 1d6 days. After that time, the target will know something or someone deliberately altered her mindset, but won't remember who or what.
5+	The effort has an extended effect on the target, lasting 1d6 weeks. The target will think that her paradigm shift is explained by natural means.

Multi-Link [+½D]: The telepath can link multiple minds to create a 'party line' among the minds linked. The number of minds linked is limited to the telepath's trait rating in this power. For each instance of this booster, the maximum number of minds doubles.

Probe [+2D]: The telepath can probe a target mind for specific information. In the case of a submissive mind, this requires no task roll – though if the target has

been subjected to telepathic manipulation, the attempt should be treated like an attempt versus a combative mind.

Combative minds require the character to expend a combat action and make a mental attack against the target, with a difficulty equal to one-half of the target's Ego trait rating (rounding down) or the trait rating of the target's *Mental Toughness* power.

Once the telepath is through the target's defenses, a mental probe will require at least one additional free action; and perhaps more at the referee's discretion. If the telepath is being deliberate in his probe, the referee may decrease the difficulty of the attempt (at the cost of time, of course).

To complete the probe, the character expends a free action and makes a Telepathy damage / effect task roll with a difficulty equal to one-half of the target's Ego trait rating (rounding up), or the trait rating of the target's *Mental Toughness* power. If the character achieves one or more effect levels with the task roll, reference the amount on the table below for the result.

EL	Telepathic Probe Result
1-2	The target reveals surface thoughts as well as ones she was deliberately attempting to conceal. The telepath can tell the difference between truth and falsehood of the target's statements to others.
3-4	The target reveals short-term and long-term memories. The telepath can detect if the target has been subjected to telepathic manipulation or psychic dominion.
5+	The target reveals her subconscious desires and dreams. If the target has been subjected to telepathic manipulation or psychic dominion, the telepath can identify the source.

Scan [+1D]: The telepath may telepathically scan an area to locate a specific mind. The area is limited to the radius from the telepath out to his trait rating in this power on the Distance column of the Benchmarks Table. The character must expend a free action and make a Telepathy standard task roll with a difficulty equal to the exponent of ten of the number of people within that radius. The difficulty of the task is reduced by two if the target mind is one with which he is familiar.



Teleport • Movement

The character is able to displace from one location to another without travelling between the two points. In combat, this is a number of combat spaces equal to this power's trait rating in a move action. Outside of combat, the character may displace up to the trait rating of this power on the Distance column of the Benchmarks Table with each teleport. (*Teleport 11* could get the character from New York City to Tampa, Florida in a single jump!)

Teleporting characters are typically limited to displacing to locations within their line of sight. However, the character may familiarize himself with a number of specific locations up to his Intelligence trait rating by purchasing the custom booster *Familiar Locations*. Note that the character can only displace to those locations within his range. A character can also have a number of temporary locations that he can quickly trade out or reset by applying the custom booster *Floating Locations*. Again, the teleporter can only displace to a location that is within his range.

Teleporting characters cannot penetrate personal Force Fields or displace to locations enclosed within the *Force Barrier* power's *Force Bubble* custom booster. Similarly, a character trapped within a force bubble cannot teleport out of it.

Teleport Custom Boosters

Familiar Locations [+1D]: The character has taken the time to memorize a number of specific locations that he can teleport to without having line of sight. The maximum number of locations he can have memorized is equal to his Intelligence trait rating. A character requires about ten minutes to memorize a location in this fashion. The character can only teleport to a familiar location without line of sight if it is within his range. The character will have to consult with the referee to make sure both understand the precise locations memorized.

Floating Locations [+1D]: The character has the ability to quickly remember and change a number of temporary locations he can teleport to without having line of sight. Setting a location requires the character to expend a free action and make a successful Intelligence standard task roll at Normal difficulty (7).

The maximum number of floating locations he can have memorized is equal to his Intelligence trait rating. Again, the character will have to consult with the referee to make sure both understand the precise locations memorized.

Increased Non-Combat Distance [+½D]: For each instance of this booster, the character's maximum non-combat distance per teleport move is increased by one trait rating on the Distance column of the Benchmarks Table. This doesn't increase the distance of his moves in combat scenes.

Toughness • Defense; Passive

The character has some means to prevent or reduce the damage from standard physical attacks. This power doesn't work against damage from the character's environment, nor does it prevent Fortitude damage from lethal physical attacks (though it can prevent or reduce Stamina damage from same). This power opposes an attacker's damaging power in the damage / effect task roll.

Tracking Sense • Sensory

The character can track a target being or animal or object by finding and following traces of the target's passage with a sensory group – **auditory, magical, olfactory, psychic, tactile** or **visual**. The trait rating of this power substitutes for the character's Perception attribute when tracking a target.

When using this power, the character expends a free action and makes a Tracking Sense standard task roll, with a difficulty based on the age of the trail, terrain, weather conditions, etc. If the character wishes to have more than one sensory group aid him with this power, he should purchase the *Additional Sensory Group* custom booster.

Tracking Sense Custom Booster

Additional Sensory Group [+½D]: For each instance of this booster, the character has this power for one additional sensory group. For play balance, a character may only have tracking sense for a maximum of three sensory groups.

Trait Protection • Defense; Passive

The character has some resistance to powers that detrimentally affect his traits, such as *Copy Trait*, *Leech*, *Siphon*, or *Steal Trait*. This passive defense is always active, even if the character is catatonic, critically wounded, knocked out, or stunned. This power is the opposing power to the aforementioned powers when an attacker makes the power's damage / effect task roll.

At its base level, this power protects all of the character's traits – attributes and powers – though the custom limiter *Limited Defense* can reduce this protection to one type of trait. The custom limiter *Single Trait* brings the protection down to a single attribute or power.

Trait Protection Custom Limiters

Limited Defense [-1D]: This power only protects a specific type of trait – Attributes or Powers. The character defines which when this limiter is applied. This limiter may only be applied once.

Single Trait [-3D]: This power only protects a single trait. The character defines which when this limiter is applied. This limiter may only be applied once.

✦ Transform • Alteration

Due to the complications of managing more than one character at a time, it is recommended that only experienced players and referees should create and run characters with this power.

The character has more than one form – each form having a different set of attributes, edges, benefits, and powers – essentially giving the controller multiple characters that can be switched out. The most common form of this power is having a super-powered persona and a normal human persona, though it is possible for a character to have multiple forms he can transform into.

Each of a character's forms is one instance of this power, so a character with multiple forms will have one instance of this power for each form. A subordinate form gets 10D for every character die in its instance of this power. In a standard Superhuman campaign with a trait rating cap of 9D, a subordinate form is limited to 90D. A character's subordinate forms may also have the same number of subplot dice as he does. Note that subordinate forms do not require the *Transform* power to change back to the base form, and must change to the base form again before changing into another form.

To change forms, a character expends a free action for every power tier of the subordinate form. If he doesn't have enough free actions to expend in a single round to transform, he must expend any remaining free actions required in the next combat round. Outside of combat, a transformation takes about ten seconds. Transforming back takes the same number of free actions, or ten seconds out of combat.

Note that damage to one form is proportionately applied to a new form. If a subordinate form is knocked out, catatonic or critically wounded, the character transforms back to his base form by the end of the next combat round.

If the character loses one or more dice from one of his forms (from *Copy Trait*, *Leech*, *Siphon*, or *Steal Trait*), he cannot use that form until he has regained all of its dice. A character targeting him with *Copy Trait* or *Steal Trait* must get all of the dice in a subordinate form before she can transform into that form. She is forced back to her normal form when all the dice of that power use have faded.

A character can have no more than one-third of his total character dice pool (rounding down) in forms of the *Transform* power. Note that this power **cannot** be placed in a *Power Array* or *Power Pool*.

Transform Example

Schizoid Man, a somewhat unstable supervillain, can transform into three subordinate forms. His base form is his supervillain persona. His subordinate forms are a 9D feline form with 90 character dice; a 7D fire form with 70 character dice; and his 'normal' 4D human form with 40 character dice. So, on his character sheet he would have the *Transform* power listed three times at 9D, 7D, and 4D.

It takes three free actions to transform to and from his feline and fire forms; but only two free actions to transform to and from his human form. Technically, he could still have additional forms totaling another 10D since the standard Superhuman limit for this power would be $(90D / 3 =) 30D$.

Transform Custom Booster

Instant Transform [+2D]: The character doesn't need free actions to transform as long as he is conscious and able to concentrate.

Transform Custom Limiter

Triggered Transformation [-1D]: The character automatically transforms when a predefined condition is fulfilled – typically when a specific subplot is activated, either by the player or referee. Note that only the subordinate form that has this limiter is the one the character transforms into.

Universal Translation • Miscellaneous

The character has the ability to translate all forms of communication into one he can comprehend and he can express himself effectively with. Note that this power may be used for all forms of communication – written, somatic, verbal, etc. – but not for telepathic communication.

When the character is confronted with a situation that calls for use of this power, he expends a free action and makes a Universal Translation effect task roll. The difficulty should be based on how much or how different the new form of communication is to ones with which the character is familiar.

The effect level of the task roll becomes the number of dice for a temporary Language edge that is used in making Intelligence task rolls for comprehension and communication attempts of his own for the duration. Note that this temporary edge may exceed the typical limit imposed on a character regarding maximum edge dice pools.

Note that 'the duration' is left to the referee's discretion, as an interaction may go on for an indeterminate length of time, from a single scene to an entire adventure.

Universal Translation Custom Limiter

Terrestrial Only [-1D or -3D]: The character's ability is limited to only those forms of communication used on his home world. Aliens, extra-dimensional beings, etc. are beyond his ability to comprehend without an extended interaction of several days or weeks. If the campaign is limited to a single world with limited interaction with extraterrestrials, this limiter is -1D; if this is an interstellar or galactic campaign where alien interaction is common, this limiter is -3D.

SUBPLOTS

While taking on one or more subplots isn't required, they add some depth to the character and allow the referee some interesting hooks to draw the character into the adventures she creates. While subplots add bonus character dice to help complete a character's set of traits – as each subplot die nets the character an additional character creation die to expend – they also provide the opportunity for the character to gain some badly needed Fate Dice during an adventure when they come into play.

Characters are limited to a number of subplot dice based on the Power Tier of their character: -5D for Human Tier, -10D for Metahuman Tier, -15D for Superhuman Tier, and -20D for the Ultrahuman Tier. Subplots are limited to being -1D to -5D; the more dice in the subplot, the more significant a particular subplot is.

Subplots are typically activated by the referee to add dramatic tension to a scene or adventure. As a general guideline, a referee should activate no more than five of an individual character's subplot dice in a single adventure. However, a character who is running low or is out of Fate Dice for an adventure may (with the referee's permission) voluntarily activate a subplot.

When a Subplot is activated, the character immediately gains a number of fate dice equal to the number of dice in the subplot activated that can only be used during the current gaming session. However, the stipulations of the subplot are applied to the character for the remainder of the session.

What follows are some guidelines for some of the more common subplots of popular comic book heroes (and villains). Players should feel free to come up with their own, but be sure to talk them over with the referee so both she and the player understand precisely what the subplot entails. Referees should mull over such decisions carefully, mostly to make sure that the subplot actually would cause the character some sort of problem. If it doesn't, it really isn't much of a subplot. Players should be steered away from min/maxing characters with pointless, unlimiting subplots, or ones that have no place or significance in her campaign.

A player should look for a set of subplots that help define who his character is, suggest the character's pre-adventuring days, and perhaps even what may be yet to come in the character's future. Referees should encourage creativity and take careful note of what the player is suggesting in their choices for the character. Some of the best plots and story arcs are spawned by the characters' wants, needs, and plans, after all.

Addiction

Normally, this would be covered under the heading of *Mental Problem* or *Physical Problem*, but it is a prevalent enough comic book trope to warrant its own listing.

A character with this subplot has a dependence on something – a substance, a condition, an activity – and suffers physical and/or psychological harm when he can't get enough of it. Aside from the obvious path of addiction to one or more recreational drugs, this can reflect medicines needed by a character who has a chronic medical condition such as diabetes or asthma, or an amphibian character who needs to spend time in the water every day.

On the psychological side, a character can be addicted to any number of behaviors, but this subplot reflects a much deeper level where he will suffer withdrawal symptoms if he's not permitted to engage in his addictive behavior.

If a character wishes to overcome an addiction (and the referee decides it is possible), he must expend character dice gained from experience points to remove it. It is up to the player and referee to decide how best to resolve the situation in game – whether by roleplaying out the recovery, or by having it occur 'off camera.'

Whenever this subplot is activated, the character hasn't been able to get enough of his addiction in a day. The character must make an Ego (for psychological addictions) or Fortitude (for physical addictions) effect task roll with a difficulty equal to the sum of six and the number of dice in this subplot. If the task roll succeeds, the character fights off the need, but the difference between the trait rating of the addiction and the effect level of the task is added to the difficulty of all Ego or Fortitude task rolls (as appropriate to the addiction) for the remainder of the gaming session.

If the task roll is failed, the character is in the throes of withdrawal (or suffering the effects of not getting something essential); the difficulty of all Ego or Fortitude task rolls (as appropriate to the addiction) is increased by the trait rating of the addiction for the remainder of the gaming session. Also, if possible, the character will immediately seek out the means of fulfilling his addiction.

For each day that a character cannot fulfill his addiction, he suffers -1D to Ego or Fortitude (as appropriate to the addiction). Yes, under these rules, it is possible to die from an addiction – not to be morbid, but in the real world, people do commit suicide because of unfulfilled addictions, withdrawal, overdoses on 'substitute' drugs, and for lack of essential medicines. If the character's Ego or Fortitude reaches 0D, the character becomes catatonic or critically wounded and must be stabilized and treated. The character must go through therapy to heal psychological addiction damage, and must heal from their physical wounds from lack of an essential substance.

A minor addiction subplot (-1D) indicates it is fairly easy for the character to obtain what he needs to avoid withdrawal – only unusual circumstances would prevent

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him. This level is suitable for most common medications and psychological addictions.

A significant addiction subplot (-2D or -3D) means the character has some difficulty in obtaining what he needs. This level of subplot is common for illegal drugs and other illegal substances, along with some of the more carnal or seamy forms of psychological addiction.

A consuming addiction subplot (-4D or -5D) means the character has great difficulty in obtaining what he needs, being forced to dedicate a significant portion of his free time to his addiction. This level of subplot isn't suitable for most heroic character concepts, but could be present in NPC's and villains.

Adversary

The character has a rival or has made an enemy who competes with or opposes his activities, goes out of her way to make the character's life difficult, seeks to humiliate and thwart him at every turn, etc. This person may have nothing more than a friendly rivalry, striving to prove herself better than the character in every dare and challenge that comes along, but nothing more. The trait rating of a particular adversary reflects just how much of a threat the adversary is to the character.

A minor adversary (-1D) is the frenemy level of adversary – somebody who takes pleasure in one-upping the character or likes reminding him of his mistakes and failures. It can also represent a 'friendly' rivalry with a professional colleague, or a glory-hound superhero looking to hog the spotlight, etc.

A significant adversary (-2D to -3D) is actively attempting to make the character's life less than enjoyable. This is the person who spreads vicious rumors or tells the character's secrets to others; the supervillain who is toying with the character for jollies; or the newspaper editor who is constantly putting the worst spin on the character's activities; and so on.

A consuming adversary (-4D to -5D) has made making the character's life very difficult a personal hobby or even a profession. This is usually someone in a position of power who is seeking a very public way to bring the character down for her own benefit or personal satisfaction. Such adversaries can be jilted lovers, tied to one of the character's *Secrets*, or a villain engaged in a not-so-secret whispering campaign.

Dependent

The character has someone who depends upon him for emotional, financial, or even physical support. This is someone the character desires to protect from harm, provide for, care for, nurture, etc. The character will go out of his way to do things for someone who depends upon him – depending on the level of the devotion he has to this person, he may even risk life and limb, compromise his morals, do whatever it takes to protect them – something that his heartless enemies know all too well. Note that if

the character has one or more *Stalwarts*, he cannot take any of them as a dependent.

A minor dependent (-1D) is the casual friend or relative who has a knack for getting into situations that the character has to help her out of.

A significant dependent (-2D to -3D) is the close friend or relative the character spends time with on a regular basis who (knowingly or not) gets entangled with the character's superhero activities occasionally.

A consuming dependent (-4D to -5D) is the spouse, fiancée, parent(s), best friend, etc. who is a major part of the character's life, and as such, is often put into peril because of their or the character's activities (or both).

Distinct Feature

The character has a noteworthy physical aspect such as an unusual skin tone, abnormal size, prominent facial features, wings, or might even be obviously extraterrestrial. This subplot implies that this distinct feature can only be disguised or hidden to a limited degree, singling the character out from the crowd, and possibly causing him additional problems when trying to interact with society in general. In some game settings where mutants are discriminated against or subject to outright hatred, a mutant could be detected with specific genetic markers or special sensors, which would also be a distinct feature.

A minor distinct feature (-1D) is easily hidden or disguised, only discovered by someone making a deliberate search or inspection.

A significant distinct feature (-2D to -3D) is difficult to hide or disguise, and can be easily discovered by someone who is suspicious or is particularly attentive to the unusual (like young children, for example).

A consuming distinct feature (-4D to -5D) cannot be hidden or disguised with anything short of the *Illusion* or *Shapeshift* power.

Duty

Characters with this subplot could be part of an organization that's like a law enforcement agency or a military outfit – inspiring dedication to ideals that rarely waver or are questioned, adhering to an oath. Or the character may simply have a rigid code of conduct he's developed over his life that he cannot or will not compromise. In either case, the extent to which this oath or code rules over his options, shapes his decisions, and affects his life determines how many character dice the character gains from it.

Enemy

This is what happens when an *Adversary* decides that the only way she's going to get even is by taking bloody satisfaction against the character. An enemy wants to hurt the character, plain and simple – be it character assassination, or the actual thing, or something that's a bit of both. An enemy is deadly serious and will not stop unless the character stops her first.

The trait rating of this subplot indicates the relative threat level of a particular enemy. Typically, an enemy gets -1D per Power Tier and an additional -1D if she's particularly dangerous or resourceful and can get at the character outside of a confrontation (such as knowing his secret identity, his *Dependents*, etc.).

Goal

The character is highly dedicated to reaching some paramount achievement or result in his efforts either as a superhero or a person, or both. If this goal is easily attainable, then its trait rating should be low; but if it is only barely within the character's abilities to achieve (or will be in the future), then the trait rating should be greater.

The player and referee should discuss the character's goal so both are clear on what it is and how the character will go about achieving it. Such a subplot should be fodder for more than one adventure over the course of a campaign, after all, as the character strives (and occasionally suffers a setback) in reaching that lofty paramount.

When this subplot is activated, some aspect of the adventure either has the promise of helping the character fulfill his goal, or just seems to – usually hindering the resolution of the adventure in the process. Whether the character is willing to let his goal wait for a greater good has been the subject of many superhero stories over the years.



History

Everybody has a story to tell – where they've been, what they've done – but with this subplot, the character's history is still having some amount of effect on his present. It could be a traumatic event, a decision that was made that can never be unmade, or even a path that was trod by the character that now dominates his destiny. The player and referee should discuss this part of the character's history and how it is affecting him now – and how it could affect him in the future as well.

A minor history subplot (-1D) could be no more than a loose end or footnote in the character's past that was never resolved – a nagging reminder of who the character once was or could have been under different circumstances.

A significant history subplot (-2D to -3D) is that one person the character wishes he could still have in his life, or that one thing he should have done differently that keeps coming back around to bite him occasionally.

A consuming history subplot (-4D to -5D) is an event, decision, or situation with consequences that constantly remind the character of his actions or lack thereof when he either made or could have made a difference. Much of what he does in the present (including being a superhero) might be a result of what he did or didn't do back then...

Hunter

The character is being sought by a person, group, or agency, though the motive is different than the *Adversary* or *Enemy* types above. A hunter desires to have or take something from the character at lower trait ratings; and is seeking to incarcerate or coerce him into doing something at higher trait ratings.

The hunter might be an investigative reporter looking to expose the hero's identity, an agency of the government who seeks something from the character, or an obsessed fan of the superhero who desires attention in the *worst* sort of way.

A minor hunter (-1D) could be the aforementioned obsessed fan, that stalker ex, a nosy neighbor, inquisitive kid, etc.

A significant hunter (-2D to -3D) is typically somebody who wants something more than the character's time and their efforts aren't misguided or have innocent motivations. This is the investigative reporter or diligent P.I. who are looking for answers to questions the character would rather not answer.

A consuming hunter (-4D to -5D) is usually an organization such as a government agency, law-enforcement, a corporation, or even a supervillain and his minions, that are seeking the character. At this level, the player and referee should have a discussion about why the character is in the hunter's sights and what the hunter wants from him.

Kryptonite

Made famous by Superman, this subplot refers to some substance or condition that is detrimental to the character but is completely harmless to nearly everyone else in the game setting. A traditional vampire, for example, can be destroyed by exposure to sunlight – a condition rather than a substance.

The character's controller must define the hero's personal kryptonite and decide what sort of effect it has upon him. A substance has to be within the same combat space or within five yards of the character to affect him; while a condition is subject to the referee's discretion. The amount of detriment the character suffers when subjected to it determines the subplot's trait rating.

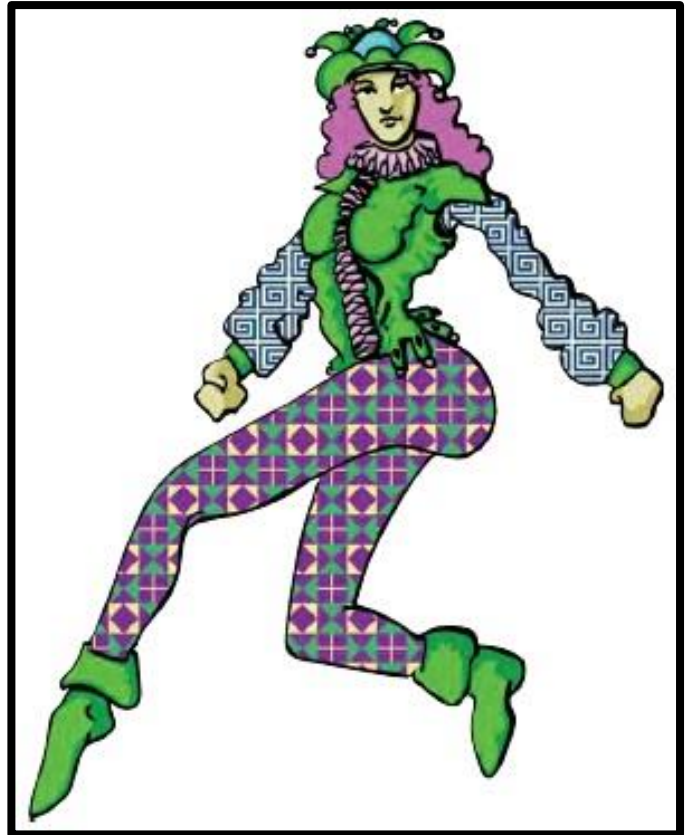
When the character is exposed to the substance or situation, he immediately suffers the effects of a continuous *Siphon 12* simultaneously to all of his inherent powers and primary attributes that are above the Human Power Tier (4D or greater). Any powers that come from items or from other non-inherent sources are unaffected. Under these circumstances, the character's derived attributes are reduced to values indicated by the reduced primary attributes as well. Any modified attributes lose any boosters or limiters associated with them as well.

These conditions persist until the character is removed from the vicinity of the substance or the condition ends. Recovery from an exposure is one minute (six combat rounds) or equal to the length of exposure, whichever is less.

The character also suffers -1D Stamina damage (remember that the character's derived attributes are also affected) from every combat round (ten seconds) of exposure. Once the character runs out of Stamina, he begins suffering -1D of Fortitude per round until he is critically wounded. The character cannot be stabilized or revived until he is removed from the presence of his Kryptonite. So yeah, without help or means of escape, it will eventually kill him. More damaging forms (higher trait ratings) of Kryptonite should be proportionately rare.

Mental Problem

Psychological issues are a staple of comic book superheroes and villains. While phobias are by far the most common, one that is rapidly gaining in prominence is Post Traumatic Stress Disorder (PTSD). Other forms that this subplot could take include obsession, isolation, loss of self-identity, trust issues, paranoia, amnesia, memory repression, inferiority complexes – the list literally runs the gamut of the darkest parts of the psyche, though more for villains than heroes. A hero with problems is even more heroic when he must battle them along with the bad guys to carry the day – the risk of being hamstrung at any moment by one's own demons is a powerful storytelling tool for campaigns where the person behind the mask has to stand barefaced in the light of day...



Moral Code

The character has a specific set of morals that shape his actions and decisions. Whenever he is confronted with a situation where he might violate them, he must choose to either deal with the consequences or he must find another way. Breaking one's moral code usually involves a period of remorse followed by an act of personal penance (which is best roleplayed). Most people would rather not break their moral code, if at all possible. But as a superhero, depending on the game setting, the character may have to in order to prevent an even greater evil from befalling those he is trying to protect...

Personality Quirk

The old saying goes "just because you *are* a personality, doesn't mean you actually *have* any." These subplots are a way of putting a stamp of individuality on a character – the kind that people remember, for good or ill.

A hero who leaves some telltale clue indicating he had a hand in some deed, someone who always wears the same outfit, a person who always speaks and writes in verse, the ever-present cigar stub at the corner of the mouth; these are all quirks that mark the individual for who he is. Whether the motivation is from the need for fame and notoriety, or a hint of a deeper personal problem or trait, the character will certainly be noteworthy – making it difficult for him to be inconspicuous...

Physical Problem

For most heroes, this particular subplot could never apply as they stand upon the pinnacle of physical development. However, there are many examples of a superhero who has severe physical problems – Tony Stark’s shrapnel wounds; Matt Murdock’s blindness, Dr. Miles Hawkins’ paralysis, bilateral amputee Melati Kusuma, and paraplegic Silhouette Chord, to name just a few.

Superheroes could have other physical problems as a result of gaining super powers – Barry Allen’s accelerated metabolism, Wade Wilson’s brain damage, Clark Kent’s extreme strength, Drake Burroughs’ anti-energy form, etc. The player and referee should discuss the implications of the character’s physical problem so there is no misunderstanding as to what it means for that character.

Poverty

While most characters are considered to be middle class when it comes to money and resources, some heroes like Peter Parker and Angelica Jones have to hustle pretty hard just to earn bread money. This particular subplot is fairly straightforward, with three levels of poverty: **Poor** (-1D), **Subsistence** (-2D or -3D), and **Destitute** (-4D or -5D). Note that a character cannot have both this subplot and the benefit *Wealth*.

Poor characters are getting by, but not really getting ahead in life; though this can also represent the typical higher learning student who’s working her way through school. While this character may be able to scrape up date night money, it won’t be more than dinner and a movie rental at best.

Subsistence living means having only enough money for the rent, bills, and food, with virtually nothing leftover. Characters who want to save for a rainy day or a special purchase have to hustle up another job, which really cuts into the time they can be superheroes.

Destitute characters are usually homeless, scraping up meals from garbage cans and soup kitchens, begging on the streets, wearing donated clothing, etc. Maybe their superpowers could make them a lot of money, but for whatever reason, that’s not an option.

Public Identity

Some superheroes, like Peter Parker and Bruce Wayne, go to a lot of effort to hide who they really are. However, some superheroes go the opposite route and let the whole world know who they are – T’challa is a head of state, Tony Stark is a flamboyant millionaire, Dr. Frank McCoy headed up a bureau of the federal government, Alison Blaire is an entertainer, Adrian Veidt was famous as a humanitarian, and Reed Richards is a world-famous scientist, just to name a few. While characters with public identities aren’t living secret lives, people know how to find them, causing other sorts of problems.

It should be noted that having a public identity doesn’t imply the character is famous in any way, except for being

a superhero. Characters desiring fame should take some dice in the *Renown* edge.

A minor public identity (-1D) simply means that while the character isn’t advertising his identity, he isn’t keeping it a secret, either. This means that people who are looking for him (*Adversaries*, *Enemies*, and *Hunters*, for example) will be able to find him with just a bit of work.

A significant public identity (-2D or -3D) indicates that knowledge of the character’s alter-ego is well-documented – he may not even bother using his heroic moniker. His enemies know how to find him, along with a good idea of what he’s capable of doing. Anyone who takes the time to shadow him will find out who his friends and associates are, too.

A consuming public identity (-4D or -5D) indicates literally everyone knows the character is the guy behind the mask. If superheroes double for celebrities in the game setting, it is likely the character will be hounded by autograph seekers, paparazzi, fanboys/fangirls, lawyers, etc. Enemies will know just about everything concerning the character’s powers and weaknesses, who he associates with, what his psychological triggers are, etc.

Rage

The character has problems controlling his anger in stressful situations. While this would normally be classified as a *Mental Problem* under these rules, the condition is a common enough comic book trope to warrant its own listing. In general, when the character is subjected to a situation that triggers his rage, he must make an Ego standard task roll with a difficulty equal to the sum of seven and the number of dice in the subplot to fight down the urge to act out upon it.

A minor rage subplot (-1D) indicates that the character has a very specific trigger for his rage (defined by his controller) and it is limited only to whatever triggers him. If he is triggered, he will immediately and exclusively attack the person(s) who triggered him until they have been battered, blasted, or otherwise subdued. Once triggered, he remains triggered until the object of his rage is down or someone else intervenes to stop him.

A significant rage subplot (-2D to -3D) means the character has even less control when it comes to his trigger. If he is triggered, he will keep attacking the object(s) of his rage even after they’ve been subdued, possibly to the point of a critical wounding, unless he’s stopped by someone. If it winds up being a public display, the character will be subject to public scrutiny and possibly legal action.

A consuming rage subplot (-4D or -5D) indicates that the character’s triggering sends him into a berserk rage – he will literally attack anyone and anything that gets between him and the object of his rage, and he will not stop attacking until his target is dead or he is physically restrained or subdued. A character who has this level of rage is literally a ticking timebomb and the campaign’s

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referee should seriously consider disallowing this subplot for heroes of any stripe.

Secret

The character has one or more aspects about himself he desperately wishes to keep hidden, and will go to great lengths to do just that. The most common secret for superheroes is their alter egos. However, while most characters don't advertise who's behind the mask, those who do know aren't talking about it to anyone. A character with this form of the subplot has to work at maintaining appearances, have contingency plans, a list of ready-made excuses to allay suspicions, etc. In general, the trait rating of a secret identity reflects a combination of the character's relative amount of fame or popularity and how much he has to work to keep the secret.

Characters with this subplot may know other secrets that shouldn't be revealed, such as secretly being the offspring of a notorious supervillain, being an extraterrestrial, knowing who *really* shot JFK (and why), etc. Whatever the secret, it's a sure bet that someone else wants to know it – or wants to make sure *nobody else* knows theirs...

Social Problem

Sometimes, it's not what you've done that gives you trouble, but what you are in the eyes of others. The world is often imperfect, full of prejudice, misconceptions, and fears. Depending on the game setting, extraterrestrials, mutants, and members of specific ethnic groups could be subject to prejudice, even overt hatred and exclusion.

Whatever the situation, if the character has this subplot, he is subject to it. Even though he has powers, society can make him powerless in certain situations. As a referee, be sure your players understand how these problems might be played out – and if they might make anyone at the table uncomfortable, it shouldn't be the subject of roleplay or on any of the group's character sheets.

Susceptibility

The character has a physical or mental flaw which either causes him to suffer additional damage from a damage source or class of attacks; or, enhances the affecting trait rating of specific detrimental power that targets him.

When a character is susceptible to attacks, the amount that is applied to his character after reduction by his defenses (if any) is increased by the trait rating of this subplot.

If the character is susceptible to the effects of a specific non-combat power, this subplot is worth an additional -1D; for powers of a specific class – alteration, mental, miscellaneous, movement, or sensory powers – this subplot is worth an additional -2D.

The referee is the final arbiter of what kinds of susceptibilities are permitted in her campaign. If a

character has powers or other abilities that render a susceptibility (or any other subplot, for that matter) moot, it should not be allowed.



SAMPLE CHARACTER

Nightfall (aka Mike Nowak)

ATTRIBUTES (39D)

AGL 5D	PER 4D	EGO 4D
FOR 6D	PRO 4D	EMP 3D
STR 4D	REF 5D	INT 4D
STAM 15D	INIT 5D	LUCK 11D

EDGES (23D)

Cybernetics 2D, Dodge 2D, Electronics 2D, Headquarters 2D, KNO: Lakeport 2D, KNO: Physical Sciences 2D, KNO: Supers 2D, Legacy (Library) 4D, Mechanic 2D, Melee Combat 4D, Ranged Combat 4D, Researcher 2D, Stealth 2D, Streetwise 2D, Vehicle (Motorcycle) 6D, VO: Ground Vehicles 2D, Wealth 4D, Weaponsmith 2D

POWERS (43D)

Armored Costume – Armor 6D; Limiter – Inaccessible Item (costume); 7D

Athletic I – Leap 2D; 2D

Athletic II – Swim 2D; 2D

Athletic III – Run 3D; 3D

Battle Fury – Rapid Attack 6D; Limiter – Only after sustaining Stamina damage from an Adversary; 4D

Enhanced Health – Immunity 7D (All Groups); Booster – All Groups; 9D

Utility Belt – Power Array [5 powers]; Booster – Fast Swap; Limiter – Accessible Items; 16D total.

1) Tesla Gun: Physical Blast 8D [Electrical]; Limiters – Limited Uses (8 shots), No Throwback; 7D [+3D]

2) Transteel Knuckledusters: Strike 4D [8D with Strength]; Boosters – Affects Intangible, Melee Attack; 8D [+2D]

3) Flash-Bang Mini-Grenades: Dazzle 5D [Auditory & Visual]; Boosters – Add Sensory Group, Area of Effect (no toggle); Limiter – Limited Uses (4 grenades); 8D [Base]

4) Light-Amplification Goggles: Enhanced Senses +1D [IR Vision & UV Vision]; Booster – Additional Sense; 2D [+1D]

5) Emergency Air Supply: Life Support 1D [Asphyxiation]; 1D [+1D]

SUBPLOTS (-15D)

Distinct Feature (-1D): Closely Resembles *Midnight Man* (Nightfall's outfit and equipment were spares belonging to the former superhero.)

Dependent (-3D): *Akiko Kawahara* (She was his shoulder when his parents died; they've been close ever since, and have been getting closer...)

Enemy (-3D): *Mystery Villain* (Nightfall's enemy will be introduced by the referee as part of the hero's introductory adventure.)

Mental Problem (-1D): *Hiding from his Grief* (Mike is using his crimefighting to hide from the pain of his parents' tragic deaths.)

Moral Code (-3D): *Protect the Innocent* (Nightfall will protect the victims of crime and circumstance above all else.)

Personality Quirk (-1D): *Rookie Crimefighter* (Mike is still learning the trade of being a superhero and occasionally makes mistakes.)

Secret (-3D): *Secret Identity* (Mike Nowak takes great care and effort to hide his connection to his heroic alter-ego, Nightfall.)

Base 90D + Subplots 15D = 105D

Attributes 39D + Edges 23D + Powers 43D = 105D

BACKSTORY

Mike Nowak was a focused student in high school, always more interested in practical subjects rather than academic ones. He was a good athlete, but not interested enough in pursuing a college scholarship to push himself. He was looking at entering the workforce the summer after his graduation, but a tragic turn of fate sent his life in a completely different direction.

When his parents died in a car accident, he inherited their legacy – enough money so he'd only have to work occasionally, and a locked steamer trunk that had been carefully hidden away behind a false wall in his childhood home.

That steamer trunk told Mike volumes about a history his father had kept secret from him – that one of Mike's great uncles was *Midnight Man*, a crimefighter who'd disappeared nearly thirty years ago. The trunk held a library of carefully written notes about what the superhero had learned while battling crime. It also held a couple of spare costumes and equipment the hero had used.

Mike tried on the costume. It fit. He put the rest of the gear on, including the utility belt. It looked right; it felt right; like it had been made for him.

And suddenly, as he studied his costumed visage in the mirror, Mike knew what he wanted to do.

To the rest of the world, he spent a year mourning his parents; but in reality, he was hammering his young body into shape while learning the capabilities of the weapons and gadgets in the utility belt. He purchased an old auto repair shop for his headquarters, and a high-performance motorcycle to get around town.

In the evenings he split his time between the library of notes *Midnight Man* had made and Akiko, the old high school friend who's become a bit more than that of late. He hasn't told her what he plans to do. He's not sure he wants to – being a superhero is risky business, after all.

The year has passed quickly. He's got his alibis in place and he's suiting up at the auto repair shop, waiting for Nightfall to arrive. *Nightfall*, he muses silently as he straddles the bike, *I like that...*

SAMPLE VILLAIN

Mister Maul (aka Tyrone Moss)

ATTRIBUTES (48D)

AGL 5D	PER 6D	EGO 4D
FOR 8D	PRO 8D	EMP 2D
STR 9D*	REF 6D	INT 3D
STAM 22D	INIT 6D	LUCK 9D

*Density Increase & Grow already figured in.

EDGES (12D)

Blind Fighting 4D, Coerce 4D, Danger Sense 4D, Infamy 4D, Melee Combat 4D, Ranged Combat 4D

POWERS (45D)

Mutant Physique I – Density Increase 2D (+2D STR, +2D Armor, -2 space Throwback, 900 lbs. with Grow added in); **Booster** – Ground Pressure Constant; **Limiters** – Always Active; 2D

Mutant Physique II – Grow 1D (7½ feet high, +1D STR, +1 Attacker’s to Hit, 900 lbs. with Density Increase added in); **Limiters** – Always Active (no discount); 1D

Mutant Physique III – Armor 3D (5D with Density Increase); **Booster** – Includes Environmental Damage; 5D

Mutant Physique IV – Trait Protection 7D; 7D

Powerful Legs I – Leap 6D (6 combat spaces, maximum non-combat distance is 1 mile); 6D

Powerful Legs II – Run 4D (4 combat spaces, maximum non-combat speed is 50 mph); 4D

Psychic Manipulation Damage I – Mental Resistance 6D; 6D

Psychic Manipulation Damage II – Mental Toughness 6D; 6D

Thrown Objects – Blast (Kinetic) 7D; **Booster** – Multiple Targets (+2D); **Limiters** – Extra Time (+1 Free Action, -½D), Must have objects to throw (-½D); 8D

SUBPLOTS (-15D)

Distinct Feature (-5D): Physically Large & Massive (Mister Maul stands about 7½ feet tall and weighs 900 lbs.)

Goal (-3D): Retirement Plan (Mister Maul wants to retire as a rich man and is looking for that one final score.)

History (-3D): Psychic Dominion Damage (Mister Maul was a hero once, but was permanently changed to a villain by Mistress Mindbender.)

Hunter (-3D): Wanted by Law Enforcement (Mister Maul is a wanted supervillain, deemed to be criminally insane.)

Rage (-1D): Mental Attacks (Mister Maul retains a hatred for users of mental powers, owing to his history.)

Base 90D + Subplots 15D = 105D = Attributes 48D + Edges 12D + Powers 45D

BACKSTORY

Tyrone Moss was a hero once. Maul was a member of a team of superheroes who defended a small metropolis out west. He hardly remembers those days anymore; but when he does, it makes him angry, though he’s not really sure why.

He knows that the psionic supervillainess *Mistress Mindbender* did something to him – he was fighting her minions along with the rest of the team when it happened. The pain that seared through his head stopped him cold, her mocking laughter twisting her beautiful features into a cruel parody of femininity, filling him with unreasoning rage.

He’d been holding back that rage, afraid of using his unchecked power against anyone, even his enemies, for fear of losing control. Mindbender’s Psychic Dominion shattered those shackles, replacing them with commands that he was forced to obey while using his full strength. Her insults and cruel mirth were the whips that drove him into a mindless fury as he turned upon his teammates.

And when his friends lay broken and bleeding on the street, he helped the villainess break into a gemstone vault and loot its contents. But when she ordered him to hand over the booty, he balled his fists, mirroring her sadistic smile on his own features.

“No,” was all he said as he advanced.

She tried to command him once again, but the hero she could control was gone. Only her own cruelty and malice remained in the mind of Maul – now housed in a seven-foot tall, nine-hundred pound mountain of rippling muscle adorned with shreds of the costume he’d once worn. He bared his teeth, his knuckles popping as his fists shook with the rage that surged through him like an avalanche, a growl rising in his throat.

That day, that moment, Mistress Mindbender knew pure, unadulterated terror as he raised his fist to deliver a terrible blow...

After that, nothing. The memory ends, but the anger remains. Soon after, there are more memories. Criminal activities, mostly – his life of crime is now all that he remembers clearly. Sometimes heroes try to stop him, reminding him of what he once was. And that also makes him angry.

EXPERIENCE & REPUTATION

As the heroes successfully complete adventures, they gain proficiency with their abilities and acquire some measure of status with the public and government. These are represented by **experience** and **reputation**.

Experience is represented by points on the character's **Experience Counter**. It reflects the character's development from a beginning superhero to an experienced and seasoned defender of the people.

Reputation points are tracked on the character's **Reputation Counter**, and are used to improve the character's **Reputation Rank** – the amount of sway the character has over the public and governments friendly to him when making task rolls to influence them. The character's Reputation Rank also factors into the number of Fate Dice in his pool at the start of each adventure.

Experience

At the end of each adventure, the characters are awarded a number of experience points (XP) based on the length of the adventure, the number and strength (relative to them) of their adversaries, the relative success the characters had with the adventure, and finally how well the character's controllers roleplayed their characters during the adventure.

When a character has collected ten experience points, he gains an additional character creation die to expend and subtracts ten points from his counter (i.e. leftover points carry over toward earning his next character creation die). Note that earned character dice don't have to be expended right away, and can be saved for a large expenditure later in the game.

Adventure Length: A good rule of thumb is to award each character one experience point for each session the player is at the table and participating in the game.

Adversaries: As a general guideline, award a number of XP to the group equal to the number of Power Tiers of each villain they defeat during the adventure session – 1 XP for Human Tier, 2 XP for Metahuman Tier, 3 XP for Superhuman Tier, and 4 XP for Ultrahuman Tier.

Any minions of the villain(s) who are defeated by the heroes are not counted as adversaries, but the referee should award a 1 XP bonus to the group for each scene where the heroes bested 'the horde.'

Success: Superheroes are supposed to save the day. While the referee shouldn't penalize failure, it shouldn't be rewarded, either. Thus, failing to stop the supervillain(s) from achieving their goals earns no experience points. However, the degree of success in every other case should net the characters anywhere from 1 XP (stopping the villains by the skin of one's teeth) to 3 XP (thwarting the villains at every turn of the adventure) each.

Roleplaying: Players come to the game to have fun, as does the referee. One of the ways the players show their

appreciation of the referee's efforts is by immersing themselves into the world the referee has created, and acting out the parts that their characters have in it. Thus, the roleplaying award of experience should reflect the amount of engagement the player has with the adventure – no matter what role his character played in it. Each character should be awarded 1 XP to 3 XP by the referee's assessment of their controller's participation.

Reputation

A character's reputation is built by his public actions. If nobody witnesses or knows about what a character did, the character gains no reputation for his actions. Reputation points are earned by defeating supervillains, protecting their home setting from danger, and by heroic opportunities.

Defeating Supervillains: Each character earns reputation points for apprehending supervillains. Whether the character is acting alone or as part of a group, each character earns a number of reputation points equal to each villain's Power Tier as outlined in *Adversaries* above.

Protecting Home: A typical comic book city faces myriad dangers on a regular basis. In general, a character earns a number of reputation points equal to the XP reward given for the success aspect of an adventure.

Heroic Opportunities: Remember that the PC's are **superheroes!** That means they do things to help people – mainly saving lives. While it may not happen every single adventure, a good referee gives the characters a chance to be heroic for the common man. Whether a character is stopping a random mugging, working to bring a runaway vehicle to a halt, rescuing people from a burning building, or transporting an organ cross-country for a vital transplant operation, the effort put forth by the character shows how much they care about the little guy, which earns respect and admiration. In general, each character who participates in a successful heroic act should be rewarded 1 to 3 reputation points.

Each Reputation Rank costs a number of reputation points equal to ten times that rank. When a character earns enough reputation points to achieve the next rank, the reputation counter is reset to zero and the character accrues points toward the next rank. Characters start at Reputation Rank 0. After they accrue 10 or more reputation points, they become Rep +1, and their reputation counters reset to zero. They must then earn 20 or more reputation points to become Rep +2, after which the counter again resets to zero. After that, they must earn 30 or more points to make Rep +3, and so on.

A character's Reputation Rank (Rep) is a bonus modifier added to Ego attribute task rolls regarding interactions with community leaders, governments, agencies, law enforcers, and the general public.

SUPERVILLAIN SECRETS

Up until now, the rules have dealt with superheroes – the characters the players will be playing in the game. Now, it's time to talk about their adversaries, the supervillains. Depending on your setting, they'll vary from being hilariously inept foils for the characters to trounce on a regular basis to deadly and highly capable nemeses that threaten the very lives of every one of the game universe's inhabitants. Fortunately, most supervillains in most settings fall somewhere in the middle.

Bonus Dice

Bonus Dice permit a supervillain to have more Character Dice than the standard limits on Power Tiers would allow. While the villain is permitted more dice, she must still conform to the campaign cap so far as powers and attributes are concerned (9D in the standard Superhuman Tier). This permits the referee to create more powerful villains while keeping some semblance of balance in the game.

In general, the referee should limit the maximum number of Bonus Dice to the number of subplot dice permitted for that power tier. For the standard Superhuman Tier setting, that would mean a supervillain could have up to 90 base dice, 15 subplot dice, and 15 bonus dice as well.

Experienced Villains

Well-established villains may also have reputation ranks tacked onto their build, reflecting their time in the game before the current crop of heroes (i.e. the player-characters) showed up. When creating an experienced villain, each Villainous Reputation Rank costs one character creation die.

These sorts of villains should be more challenging to the characters than simply having a more powerful opponent, as experienced villains get more Fiat Dice (see below) to use during the game. They also get bonuses to intimidate others as they are well-known in both the law-enforcement and criminal worlds.

Fiat Dice

It's already been established that only player-characters are allowed to use Fate Dice. The supervillain equivalent is **Fiat Dice**, though they are used somewhat differently.

In the Latin, *fiat* means "let it be" or "let it be done." It roughly means to make a decree. You see authors taking this to extremes in superhero stories all the time, if only to advance the story or to set up the situations the heroes must overcome on their way to triumph. Examples include a relatively low-powered supervillain setting up an elaborate deathtrap for the hero, or taking over entire broadcasting networks to taunt the authorities, or having some incredible gadget that allows them to temporarily gain

the upper hand over their nemesis, or manage a highly improbable escape while thumbing his nose at the hero and promising "You haven't heard the last of me!" These are all situations that a poor, spandex-clad klutz couldn't possibly arrange within days of escaping prison. *And yet, supervillains do this all the time.* How?

In XD12SS, the supervillain pulls these things off by expending Fiat Dice from their pool – which is equal to the sum of the villain's Ego, Empathy, and Intelligence. Villains who have gained a villainous reputation (in much the same way that heroes gain a heroic one) add the rank of that reputation to their Fiat Dice Pool.

There are three levels of Fiats in the game – **situational**, **plot element**, and **paradigm shift** which require the supervillain to expend 1, 3, or 5 Fiat Dice, respectively.

Situational Fiats (1 Fiat Die) generally only affect one scene, allowing the referee to add on, change, retcon, or otherwise alter the setting or situation of a scene. The most common use of a situational fiat is to permit the villain to escape a scene so he can return later in the adventure, or to permit the adventure's plot to continue.

Plot Element Fiats (3 Fiat Dice) allow the supervillain to create scenes in the game that are clearly beyond her abilities listed on her character sheet – things like setting up death traps, arranging network broadcasts, bringing on minions ('partners') to supplement her abilities, etc. While adventures generally have a series of scenes already planned out, this fiat generally allows the supervillain to exploit a turn of events.

Paradigm Shift Fiats (5 Fiat Dice) should be used very sparingly by the referee, since they represent a supervillain having an ability that is extremely improbable or might even temporarily 'break' the accepted norms of the campaign. In general, this level of fiat should be in the pre-planning of an adventure, with the supervillain's Fiat Points held in reserve for the point it may come to pass.

Supervillain Subplot Activation

We already know that when a player-character has a subplot activated by the referee (or activates it himself), he gains bonus Fate Dice to use during the game session. A supervillain can also have one or more of her subplots activated as well, which gains her bonus Fiat Dice to use during the gaming session, at the referee's discretion. If there are multiple villains, the Fiat Dice from one villain's subplot can be distributed to other villains.

Recurring Villains

I freely admit that like recurring villains – sometimes a little *too* much. I also admit that I have occasionally *overused* a recurring villain; once to the point where the players decided he was too much of a threat and very nearly wound up killing him so he would 'stay down.'

Fortunately, in XD12SS the Fiat Dice pool each villain has can help the referee regulate how often each villain can

return to action. After a villain has made an appearance (and has hopefully been defeated and apprehended), he retains whatever Fiat Dice he didn't use during the adventure. After each adventure without his presence, roll 1d6: 1-3 indicates the villain has recovered 1 Fiat Die to his pool, a 4 or 5 indicates the recovery is 2 Fiat Dice, while a 6 is 3 Fiat Dice of recovery.

When the supervillain's Fiat Dice pool is once again at capacity, enough time should have elapsed that the heroes are ready for another round with their favorite nemesis...

Supervillain Teams

While most villains prefer to work alone, there are many possible motivations for the bad guys and gals to work together – common goals and common enemies are the most popular reasons. Often a group of villains have teamed up as mercenaries for a more powerful supervillain or a *mastermind* – a supervillain that doesn't have much for powers, but is the brains behind the operation.

Whatever the motivations they have, it is important for the referee to play fair – to balance the playing field of an adventure. The most straightforward way to do this is to add up the total number of character dice of all the heroes and all of the villains. If the villains have the greater total, the group of heroes gain one additional Fate Die to use for every five dice they're behind. If the heroes have the greater total, the villains' team gains one more Fiat Die for every five dice the heroes are ahead.

Minions

While both heroes and villains can have Stalwarts, villains often find ways to bring on extra help in the form of muscle, mercenaries, technical assistance, etc. These sorts of people are known as *minions*.

A villain or mastermind can muster a maximum number of minions equal to five times the sum of one and her Reputation Rank (as a villain). If it is a team doing the recruiting, then the number becomes five times the sum of the team members and the total of their Reputation Ranks.

Typical minions are Human Tier characters (30D). For more powerful minions, the villain(s) must expend more of their 'Minion Pool' to get them. A Metahuman Tier minion (60D) costs two 'basic' minions; A Superhuman Tier minion (90D) costs four 'basic' minions; and an Ultrahuman Tier minion (120D) costs eight 'basic' minions.

Hideouts

Most supervillains don't have a permanent headquarters, but rather a temporary base of operations, which is known as a *hideout*. The villain gets to construct a hideout by expending a Fiat Die from her pool. The more elaborate, secretive, or secure the hideout is, the more Fiat Dice should be expended. Even the most elaborate or most elusive of hideouts shouldn't require more than ten Fiat Dice from a supervillain team.

Populating the Setting

Villains come in all shapes and sizes, along with varying power levels and experience. The types of villains populating your setting should reflect that, but should also provide foils and challenges for the characters in the game as well. While you don't have to create them all at once, you're probably going to need about a dozen supervillains for every hero in the campaign in the short term.

Remember that a supervillain doesn't have to be all-powerful to be dangerous or provide a challenge to the players. However, the temptation to create the ultimate supervillain can drive a referee to extremes. If your Big Bads are simply an escalation of combat powers designed to overwhelm the characters, well, you're probably not doing the referee thing right.

Instead, populate your setting with a mix of supervillains that are in all ranges of capability, from Human Tier up to Ultrahuman Tier, with the majority being the same tier as the heroes. While an effective power build can give a team of heroic characters fits, the way to draw the players into the adventure is to make the villain characters interesting and multidimensional. For example, a character with ties to a villain outside of the costume always makes for great storytelling. But better yet, a villain with ties to one of the character's dependents...

The Old Hands vs. The Fresh Faces

It's also important to consider that some villains have been in costume for a long time in the game's setting, which is reflected in their Reputation Rank. A villainous reputation gets the bad guys some advantages – like being able to recruit minions and increasing their Fiat Dice Pool. Plus, a villain with a big reputation should be more intimidating than somebody who just stepped into the arena yesterday.

For villains only, the character may expend a character die in the character build per Reputation Rank gained. Villains with 1 – 3 Reputation are fairly new, but have been around long enough to have name recognition. Reputation 4 – 6 indicates an established villain with a modest amount of clout in underworld circles. A Reputation of 7 – 9 indicates an old hand in the supervillain circle, possibly someone other starting supervillains look up to or use for a measuring stick for their own crimes. And finally, a Reputation of 10 or greater is one of the setting's iconic villains with a long history who can pull a lot of weight in the criminal subculture.



SAMPLE SETTING

What follows is a sample city setting for a Superhuman Tier campaign. With the variety of Power Tiers, it is possible that one city might be all you need. However, higher-powered characters might need a larger stage for their abilities – a nation, a world, a star system, or even the entire galaxy. Ultimately, it's up to the referee to decide just how much setting will be enough for his players and the situations he wishes to use to challenge their characters.

Depending on your game and your gaming style, you might not need this much information to run your game – especially for a short story arc campaign, or episodic adventures – or you might need more information than what is provided here. Go with what works for you.

Some of my first campaigns with other game systems were based on my hometown at that time – The Quad-Cities – with a large street map that had been subdivided into districts with a marker and had several fictional locations added for ease of play. Since all of the players lived in the area, there was no need to describe any of the surroundings; we already knew (or thought we knew) the major landmarks, neighborhoods, personalities, etc. That campaign had a very limited scope – the heroes dealt with threats to the Quad-Cities almost exclusively and had little to do with the rest of the world.

And honestly, that's not a bad formula for a beginning referee – stick to what you know and improvise the rest. However, if the referee and the players don't all live in a modestly large city, or are gaming via internet and are all over the world, it helps to lay out the setting so everybody has some understanding of the place the characters are in.

Welcome to Lakeport, Wisconsin

Lakeport is the largest city in the state of Wisconsin with around a half-million residents, including the suburbs of Milwaukee County. The largest plurality of residents are European-Americans, followed next by African-Americans, Hispanic-Americans, and Asian-Americans. There are significant minority populations of Native Americans, legal alien Canadians, and recent Central European immigrants. The standard of living is somewhat above average in respects to both state and national averages, while the overall crime rate is average.

Lakeport is located in the southeastern portion of the state at the confluence of the Milwaukee and Kinnickinnic Rivers along the western shore of Lake Michigan. It is about ninety miles north of Central City, Illinois, which is a much larger metropolis in neighboring Illinois.

The city became an epicenter for metahuman activity in the 1980's when Orb, a multinational megacorporation, established its world headquarters in the Downtown district. CEO and majority shareholder Lars Maxim, has directed the company's operations with help from his wife Athena,

which include numerous advanced weapon and technology contracts with the United States government.

Lars was also instrumental in selling the federal government on the MetaMax Prison System for holding the most dangerous and powerful metahuman criminals. Many of the advanced security systems, restraints, and pacification technologies used by MetaMax were developed by Orb. Given the number of escapes by prominent supervillains, the entire project has been called into question many times by government officials, making Lars a fairly regular visitor to Washington DC...

Financial Notes

Lakeport is home to several major corporations that employ nearly a quarter of the area's workforce. Orb is the largest of these, followed by Reuthlisberger Brewing, Great Lakes Insurance Group, Curtiss-Wright Airlines, Heartland Agribusiness, Merkel Motorcycles, Packard Motor Works, and Potawatomi Bingo Casino. The federal government employs a notable percentage as well, with the majority of those employed by the United States Combined Arms Research Center, which tests and develops weapons and weapon platforms for the Department of Defense.

Another significant portion of the federal workforce is employed by the MetaMax Gamma Federal Corrections Facility, which detains metahuman criminals on a deep-water platform in Lake Michigan some 15 miles east of the city. Finally, a number of scientists and technicians work for the Advanced Weapons Research Facility, which is one of the many places the Defense Advanced Projects Research Agency (DARPA) develops its myriad high-tech devices and weapons.

Social

Lakeport benefits from a full range of fine arts programs and institutions, all of which are well-funded through various large corporations and their executive staffs. Performing arts have a long history of patronage in Lakeport, though the other arts are not neglected. Professional sports are also well represented with franchises in every major sport (except football, which is the domain of the Green Bay Packers). Collegiate sports and activities are in evidence as well, with Marquette University and the University of Wisconsin – Lakeport inside the city limits.

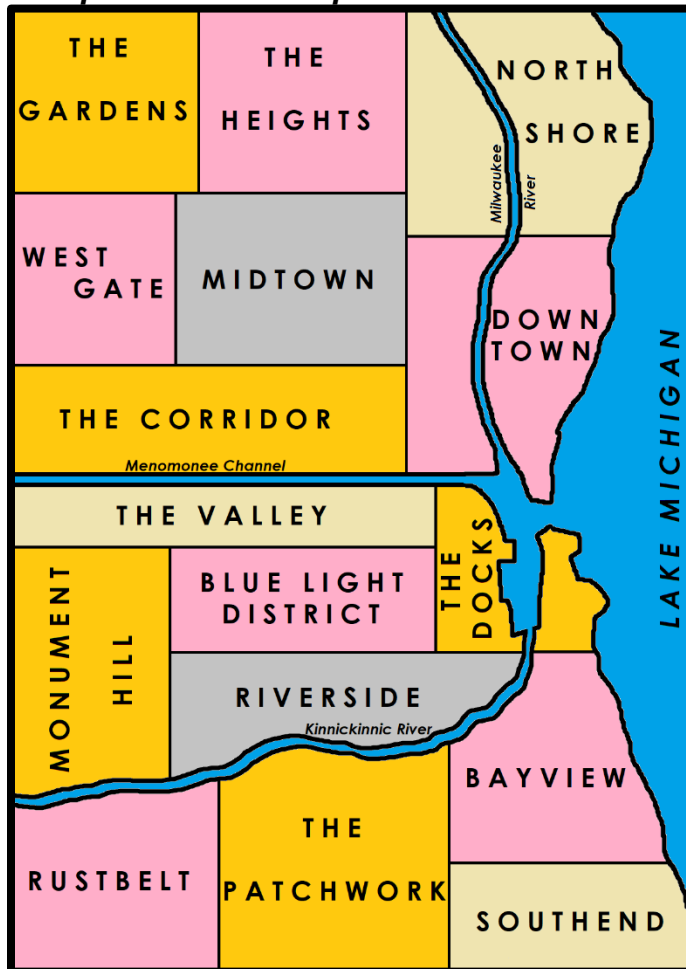
Recreation

Lakeport offers a wide selection of recreational options, depending on the season. The city is home to a large number of parks, which offset the increasingly urban landscape. There are a number of clubs and organizations for various activities and several activity-specific sites run by the city to give residents sufficient outlets for their passions. Lakeport is also a very golf-friendly city, with forty courses within thirty minutes' drive of downtown. For recreation of a different sort, the city offers a wide variety of restaurants, nightclubs and bars for a large range of tastes.

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Many tourist attractions are found within the city limits as well, which explains the increasing number of visitors to the city each year.

Lakeport Districts Map



City Districts Overview

Bayview: This residential district is one of the oldest remaining in the city limits, with many late 19th Century and early 20th Century homes nestled along tree-lined streets. It is a fashionable address for the city's old-money families and for the newly-monied professionals that flock to the city's tech industries.

Blue Light District: This area of the city is home to its heritage district, featuring many older brownstone buildings that have been converted over into modern storefronts with apartment lofts. The district is a popular destination for tourists during the day, as it has a thriving commercial area along Byrne Avenue (Buyers' Boulevard), plus nighttime entertainment that is frequented by the locals. The district gets its name from the ironwork streetlamps with blue-tinted glass that line many of its streets.

The Corridor: This area is a college-town of sorts of Marquette University on its eastern end, dominated by apartment buildings, restaurants, bars, coffee shops, nightclubs, bookstores, and other businesses catering to students of the university. The commercial parts mix and mingle with light industrial concerns the closer one gets to Menomonee Channel. The area is a popular nighttime destination for the city's younger professionals.

The Docks: While it isn't the largest port on the Great Lakes, the Port of Lakeport still moves several million tons of cargo annually and has over two-thousand ship arrivals every year. This area has a number of heavy industries operating in the district in direct support of the port's operations. The United States Coast Guard maintains a rescue station on the south end of the docks, though its helicopters and rescue planes operate out of Timmerman Airport to the northwest.

Downtown: The urban core of Lakeport is found here with a cluster of modern high-rise buildings looming over the rest of the landscape – the tallest being Lakebreeze Tower at 700 feet, including an impressive broadcasting tower at its summit. Only the wealthiest of the city's professionals call this district home, though most would prefer a house or mansion in the western suburbs. Downtown is where you'll find the best restaurants, hotels, tourist attractions, and entertainment, along with the city's corporate and financial centers.

The Gardens: This residential district gets its name from the large number of cemeteries that are found here. There are many retirement communities which are nestled among groves of stately trees and manicured gardens. It is also where you'll find Fort Antolak, a US Army facility charged with securing items and weapons that were once in the possession of supervillains. Also notable is the Havenwood State Forest – which has been closed off to the public since 1987.

The Heights: This low ridge of hills is crowned with a large zone of commercial businesses and light industry with a swath of residential zones surrounding them consisting of single-family residences and small apartment buildings.

Midtown: While it is mostly residential in nature, this district is home to some interesting landmarks as well. King Park is a testament to the civil rights crusader of the 1960s, but is also a popular destination in the fall months as its famed maple trees often produce spectacular displays of color. Of note is Sui Generis Academy; a private school where the city's richest families send their children.

Monument Hill: This district is named for National Cemetery in its northwestern corner and Lakeport Memorial Park in the southeastern corner. The former honors Lakeport's military heroes, while the latter enshrines the costumed heroes who have protected the city's residents over the years. The rest of the area is single family housing for those of modest means, and apartments for young couples and singles.

North Shore: If you need a fashionable address, look no further than this mixed residential and commercial district. Offering beautiful views of Lake Michigan to the east, and the banks of the Milwaukee River through its center, residential housing prices are the highest anywhere in the city, especially along the row of high-rise apartments in Shoreline Towers in its northeastern area. A citywide attraction for residents is the Milwaukee River Parkway – a bike path and hiking trail that meanders along the western bank of that river between playgrounds, picnic areas, gardens, and groves of ornamental trees. For those who are into nightlife, the best times in town can be found along Brubaker Street in the nightclubs, bars, and street scenes of the Neon Playground. And of course, the college life abounds in the neighborhoods around the University of Wisconsin – Lakeport.

The Patchwork: This district consists of several clusters of ethnically exclusive neighborhoods that do their best to make outsiders feel distinctly unwelcome. At night, street gangs roam the alleys looking for victims while the residents are virtual prisoners in their own homes as the petty rivalries play themselves out. It's a good place to look for the criminal subculture, fugitives, and illicit goods – just watch your back.

Riverside: The Kinnickinnic River along this district's southern border marks the boundary between the nicer parts of the city and its gritty, crime-ridden southern districts. This middle ground sees a fair share of crime, though most of it is not the violent variety. When the Wisconsin State Fair makes its annual run during the first half of August on the fairgrounds in the southwestern part of the district, there's enough police presence to keep most of the problems at bay.

Rustbelt: Many of the factories here closed up during an economic downturn three decades ago, leaving the machines to rust and the buildings to corrode. These days, the caverns of iron and rust have become playgrounds for the city's counter-culture. Supervillains on the sly tend to hide out here, and clandestine meetings between the city's organized crime elite often take place here, away from prying eyes.

Southend: This residential district is working class poor – large families crammed into small houses with postage stamp lawns. Light industry shares some of the neighborhoods, and are usually not good neighbors, spreading air and noise pollution throughout the district. Crime is common here, but the rents are cheap, so there are a lot of startup businesses in the mix as well, looking for that one big break that will move them up the ladder.

The Valley: The Menomonee Valley is the home to heavy industry in Lakeport, much of which relies on rail and ship traffic to take in supplies and raw materials and to ship out finished products to the rest of the world. The rest of the city doesn't take much notice what happens in this part of town, save the few thousand who work here. Supervillains looking to start a big caper on the north side

of the city often have a hideout here, just to be close to the action.

Westgate: This district is one of the city's more affluent areas, dominated by townhouses with large lawns and the occasional mansion. There are many former residents of the Bayview District that have moved here in recent years, seeking to keep the escalating crime rates from the south side's inhabitants at arm's length.



EXAMPLE OF PLAY

What follows is an example of how all the rules work together during play. The referee is Sara, while Eric is a new player to the group who will be running Nightfall. This is an introductory solo adventure that Sara is using to introduce Eric to the setting and to establish his character – including Nightfall’s mystery villain enemy...

Sara Okay, so I see you’ve got your character, a handful of d12’s, a writing instrument and some scratch paper. That means we can get started!

Eric Great! So, where is this taking place?

Sara Our campaign setting is the city of Lakeport, Wisconsin – the game universe’s analog of Milwaukee. Just don’t expect it to be exactly like our version, okay?

Eric Since I’ve never been there, no problem.

Sara So, I’ve read what you wrote for Nightfall’s backstory. It looks like you want this character to be a fresh face with a familiar costume.

Eric Yeah. I read some of the campaign’s background you wrote up and really liked Midnight Man in Bay City, Delaware. So I wanted to continue the legacy, so to speak.

Sara It’s a very common superhero trope, so I’m willing to go with it. Anyway, Nightfall’s alter ego, Mike Nowak, has been spending a year getting ready to be a superhero. What sort of thing would get him out of the gym and into the ring?

Eric Some kind of crime spree, maybe?

Sara Okay, so how about a series of suspicious thefts?

Eric Nods. If they’re something interesting, sure.

Sara Got it. As a matter of fact, there *have* been a series of thefts over the past couple of weeks in The Valley and The Corridor districts.

Eric I imagine that Mike might not take an interest right away, but would run across something in the local paper about it.

Sara He reads the newspaper? Wow, so old school!

Eric People with hacking skills can figure out where Mike’s been poking around on the internet, so I figure he probably reads *all* the local and regional newspapers, and makes digital copies of any interesting stories for future reference like Midnight Man used to do. It’s one of his quirks to keep his superhero activities on the QT.

Sara Nods. Indeed it will. Let me scribble a quick note to myself about that. *Sara notes that Nightfall will gain a bonus experience point for the adventure since Eric is playing the character in accordance with his concept.* Okay, so the series of thefts have been for technological goodies – nothing cutting edge or experimental – but also nothing in any sort of quantity to turn a quick buck on the black market, either.

Eric Sounds like somebody’s got a shopping list. Mike’s going to assume that whoever’s stealing this stuff wants it for a bigger caper. Can he figure out what that might be?

Sara That sounds like an Intelligence standard task roll at Normal Difficulty, so at least one of your dice will have to show 7 or greater to succeed.

Eric Rolls 4D – 1, 2, 9, and 11. I have two success dice.

Sara More than good enough, and yes, the items stolen would be what one might need to get through someone’s computer security via a hacking job. Mike would know that since he has a couple of edge dice in Cybernetics.

Eric Hmmm. That begs the question of what the real target might be. May I make another Intelligence task roll to figure that out?

Sara You can certainly try, but there are a lot of potential targets for that, so I’d say this will be an Intelligence effect task roll at Vexing Difficulty, so you’ll need dice that show 10 or greater.

Eric Brutal! Looks like I’ll need to expend some edge dice to help with this one. I’d like to expend 1D each from Cybernetics; Headquarters; Knowledge: Lakeport; and Streetwise.

Sara Very good! I’d say they all apply, so mark them off. That means you’ll be rolling 4D for Mike’s Intelligence trait rating and adding 4D in edge dice for a total of 8D.

Eric Rolls 8D – 2, 5, 7, a pair of 8’s, 11, and a pair of 12’s. That’s effect level 3. I think I’ll expend one of Nightfall’s Fate Dice to improve that to a four.

Sara That’s a wise move. With effect level 4, Mike reasons out that the target will have to be something protecting a lot of monetary value, like a bank, a gem exchange...

Eric ...or the casino, maybe? I remember reading that there’s a casino in The Valley District.

Sara You are correct. Potawatomi Casino is toward the eastern end of that district.

Eric Hmmm. The equipment to do a high-end hack of a security system is only a few thousand dollars – ten at the most. A bank or gem exchange job would require a lot of equipment to crack into safes and vaults, but that would be a lot of return for the effort, so somebody could afford to bankroll the crew to keep them off the police’s radar until it was time to do the job. If that is the case, then why risk getting caught in a bunch of small jobs when some criminal or syndicate could easily front the money for a series of legitimate purchases? That must mean that the crew is strapped for cash to begin with, so they’re looking at a quick and easy high six-figure or low seven-figure paycheck by doing a hit-and-run on the casino.

Sara Wow. Um...

Eric Or am I totally off base?

Sara No, no – that’s actually a very compelling line of reasoning. *Sara writes some more notes, changing up her adventure plan to reflect Eric’s logic.* So, if that’s the way you’re going to go with it, what’s Mike’s next move?

Eric The equipment that has already been stolen – does Mike get the impression that the crew could have gotten the stuff anywhere? That none of it is exclusive to the businesses that have been victimized?

Sara Nods. That is the case.

- Eric** It sounds like the crew is operating out of a hideout nearby, maybe. Mike's going to check out any buildings in the area that have been abandoned for signs of activity.
- Sara** Is he doing that in his Secret I.D. or as Nightfall?
- Eric** Actually, he's hoping that Akiko's available for lunch, so he's got an excuse to be out and about.
- Sara** *Smiles.* I'm sure she'll make some time for Mike. What does she do for a living?
- Eric** Hmm. I hadn't really thought about it, actually. Oops. Any suggestions?
- Sara** No worries. The rest of the group's characters have had details worked out on the fly during our sessions, too. Given that both Mike and Akiko aren't long out of high school... how about a secretary?
- Eric** That's good. If it's okay with you, I'll say she's been in tech school for the past year, which gave her time to spend with Mike when they were getting close. Now that she's got her certification, can we say that she's working in the office pool for a big company or corporation?
- Sara** I like that. Akiko was just recently hired by Orb Corporation, since that outfit is a major player in Lakeport.
- Eric** I sense some serious plot hooks in Mike's future, but yeah, let's go with it.
- Both Sara and Eric pause to jot down some notes regarding Akiko for future reference before continuing.*
- Eric** So, Mike will call her up to see if she's free.
- Sara** *Makes the sound of a telephone ringing, speaks as Akiko.* "Hi, Mike! I was just thinking of you!"
- Eric** *Speaking as Mike.* "Aw, that's sweet! I've been thinking of you, too. How's work today?"
- Sara** "Kinda slow, actually. The bigwigs have all been in a meeting with Mr. Maxim this morning. Scuttlebutt says there are some government types in the complex today, too, but nobody's sure. How about you?"
- Eric** "I've been puttering around the auto shop this morning, but now I'd like to get some fresh air. Are you free for lunch?"
- Sara** "I think I can manage it. There's a little café right across the street – get us a table and I'll be there about 12:30."
- Eric** "I'll be there. Take care, sweetie."
- Sara** "You too! Bye-bye."
- Eric** How long does Mike have before the lunch date?
- Sara** About an hour-and-a-half, I'd say.
- Eric** Hmm. Not enough time to do any looking around before lunch, so he'll take the time to get cleaned up and dressed spiffy to meet with Akiko.
- Sara** *Smiles.* 'Spiffy'? Sure. By the time you get that done, drive into the Downtown District, find a parking place, find the café, and get a table, it's nearly 12:30.
- Eric** By the way, if this place is really expensive, I'll be happy to expend one of Mike's Wealth edge dice to pay for lunch.
- Sara** Nope, not that expensive, but it's nice to know that money is no object for Mike when it comes to Akiko!
- Eric** Ever the romantic, I see.
- Sara** Anyway, Akiko is only a few minutes late and the two of you have a wonderful lunch together – some Italian pasta and salad – but all too soon, it's time for her to get back to work.
- Eric** Did she happen to say anything more about the big meeting going on at Orb Corporation?
- Sara** The only things on her mind were lunch and Mike.
- Eric** Hmm. That's going to complicate things if tonight is Nightfall's debut...
- Sara** *Grins.* Won't it though? After Mike pays the check, what's next?
- Eric** Besides leaving a nice tip for the server, he heads down into The Valley District to nose around for that hideout. Will I need to make a task roll for that?
- Sara** I'm thinking you'll need to make a Perception standard task roll at Normal difficulty to notice anything out of the ordinary.
- Eric** Mike's Perception is 4D. *He rolls 4D – 1, 1, 4, and 9.* Whew! That was close, but I got one success die.
- Sara** Since that's a standard task roll, it's enough. The Valley District is the heavy industrial core of Lakeport, riding the south bank of the Menomonee Channel. There's a lot of run-down light industry buildings here, with a fair amount of truck and rail traffic moving around.
- Eric** Are there any of them within a block or two of the casino? I figure the crew will want to be close but not *too* close.
- Sara** As a matter of fact, there's an old warehouse facility just one block west of the casino. Mike notices that there's a newer rental panel truck parked next to the loading docks along the building's east side, facing the casino. There's also a cluster of directional microwave antennae that appears to have been recently mounted on the roof.
- Eric** Pointed toward the casino?
- Sara** *Nods.* Mm-hmm.
- Eric** I wish I knew more about casinos. I wonder if Midnight Man's Legacy Library of notes might be able to help? I'll head over to Nightfall's Headquarters and do some research.
- Sara** Okay, that'll be an Intelligence effect task roll at Challenging Difficulty.
- Eric** Which means I'll need 8 or more for success dice. Well, I already said I was using the Legacy Library, so I'll grab 2D from that edge, along with 1D each from Headquarters and Researcher. With Mike's Intelligence at 4D, I'm adding 4D to it for a total of 8D for the roll.
- Sara** That's your last edge die from Headquarters, by the way.
- Eric** *Nods.* Yeah, I know. Here goes. *Rolls 8D – 2, 4, 5, a pair of 9's, 10, 11, and 12.* And that's effect level 5!
- Sara** Wow! Midnight Man's library had a lot to say about casinos! The biggest takeaway you get from the notes is that the time a casino is most vulnerable is when they are collecting the cash from the gaming tables and the slot machines. However, remind me of this result later on, and I'll reduce the difficulty of any other casino-related task rolls for the rest of the session.
- Eric** *Jots down the note.* Got it. So, I wonder if that's happening tonight?
- Sara** Mike doesn't know and it's not like the casino will hand out that information to just anybody, either.
- Eric** Hmm. I guess Mike will have to stake out the warehouse tonight and see if the crew is there. Since they're already guilty of multiple thefts, he can apprehend them for that.

- Sara** By the way, your research takes up most of the afternoon.
- Eric** *Sighs.* Figures. Well, Mike had better get back to the apartment so he can spend at least a little time with Akiko.
- Sara** Given your roll about casinos, I'll say that Midnight Man's notes indicate that casinos generally do the collections after midnight or later. So the youngsters can have most of the night together...
- Eric** All right. Uncle already. Eric will spend a romantic evening with Akiko. He'll even expend a Wealth edge die to spring for a bouquet of roses and some champagne.
- Sara** Mike is going to try drunk crimefighting?
- Eric** You're forgetting about his Enhanced Health power. Since it is Immunity 7D versus all groups and alcohol is technically a toxin...
- Sara** ...Mike never gets drunk. Got it.
- Eric** It's a two-edged sword – all but the most powerful painkillers won't work on him, either. If he's got a headache, he has to deal with it. But with that power, it means that he can get Akiko drunk, if necessary, to make his graceful exit.
- Sara** Okay, Akiko is a little late getting home from work, but she is very pleasantly surprised by the roses and the champagne. *Speaking as Akiko.* "I'm impressed, lover boy! What's the special occasion?"
- Eric** *Speaking as Mike.* "You, *mon cher,*" as he takes her into his arms. "You've made every day since I've met you a special occasion." He gives her a long, gentle kiss.
- Sara** Which she returns, of course. And you have the gall to tease me about being a romantic! Anyway, that's where the Comics Code Authority would probably do a fade to black on the scene. Why don't you summarize what's in the comic book's caption box as we do a 'Later That Night...' transition montage.
- Eric** Okay. *Later that night,* Mike quietly leaves Akiko in peaceful slumber and heads back down to the auto repair shop. There, he undergoes a transformation as he sheds his street clothes and dons the garb that once belonged to *Midnight Man* – a form-fitting blue and silver-gray armored bodysuit with a cowl that hides the upper half of his face, matching gloves and boots, and a functional utility belt adorned with pouches and devices in black and gunmetal grays. On his chest is a stylized crescent moon symbol in pearlescent silver. He mounts and fires up his high-performance motorcycle, idling it out of the garage and onto the street before roaring off into the night...
- Sara** *Claps.* Bravo! So is Mike heading straight for the warehouse?
- Eric** Not exactly. I'm hoping there's somewhere close he can park the bike that will be out of sight where he can get a good look at the warehouse without being obvious about it.
- Sara** I'll say there's a gravel parking lot just west of the warehouse with a bunch of semi-trailers parked on it.
- Eric** Perfect! He'll park the bike between two of the trailers. Hopefully the shadows will hide the bike while Nightfall is gone. He'll then jump up on top of one of the trailers to get a better view of the warehouse.
- Sara** With Nightfall's Leap 2D power, that will be no problem. Make a Perception standard task roll at Daunting Difficulty.
- Eric** Since we're in the nighttime now, Nightfall will use his Light-Amplification Goggles from his Utility Belt and take a long, slow look at the warehouse to the east.
- Sara** And that will bring the task roll's difficulty down to Normal, so you need a 7 or better on one of the dice.
- Eric** *Rolls Perception 4D – 3, 9, 10, and 12.* Three success dice.
- Sara** To the east is the fifteen-story hotel tower of the casino complex, which is brightly lit along with the large parking lot area to the southeast. While all that light means it's easy to make out the general outline of the large, three-story warehouse, much of the western side is in deep shadow because of it and the roof's details are obscured by glare. You can see the warehouse building is surrounded by a high security fence of sturdy vertical metal bars...
- Eric** Nightfall will switch the goggles to infrared to get a better look at the roof.
- Sara** He immediately picks out a humanoid form on the roof of the warehouse, near that cluster of microwave antennae he saw in the afternoon.
- Eric** 'Humanoid form'? It's not a human being?
- Sara** It's too big to be a typical human – Nightfall can tell just by comparing it to the antennae cluster. Whoever or whatever that is, it's at least seven feet tall and very muscular, but it still has human proportions. Infrared won't give Nightfall any more details than that.
- Eric** Since Nightfall has Knowledge: Supers, I'd like to make an Intelligence task roll to see if this... whatever on the roof rings any bells.
- Sara** Fair enough. We'll make it an effect task roll at Daunting Difficulty, since you don't have a lot of information to go on.
- Eric** Great. Since I'll need 9's or better on the dice, I'll expend both dice from Nightfall's Knowledge: Supers edge. So, Intelligence 4D plus 2D from his edge for a total of 6D on the roll. *He rolls 6D – 2, 3, 4, 5, 6, 7, and 8.* Ugh! I've got no success dice! Fine, I'll expend a Fate die to get effect level 1, at least.
- Sara** Nothing's ringing much of a bell for Nightfall – though he vaguely remembers a newspaper story that talked about a big brute of a super from a few weeks back. It was a fight in Central City – the game universe's version of Chicago – but nothing more than that.
- Eric** Drat. If Nightfall had more time, he'd go back to the repair shop and dig through the Legacy Library again, but it looks like the bruiser and his crew are about ready to pull their caper.
- Sara** Speaking of which, the big guy on the roof leaves the antennae cluster and heads back into the building through a nearby roof hatch.
- Eric** To quote Jayne Cobb, 'It's time for some thrilling heroics.' Nightfall will stow the goggles and run over to the warehouse, leaping over the fence along the way.
- Sara** Again, with Nightfall's Run 3D and Leap 2D, he can jump the fence in a single bound. He's standing on a crumbling asphalt parking lot about ten yards from a side door.

Eric Nightfall's first instinct was to go in through the roof after sabotaging the antennae array, but maybe going in on the sly is better; he might have a chance of ambushing the big guy that way.

Sara Possibly. So how's he going to do it?

Eric He'll try to force the door – quietly – to get inside of the warehouse. He'll put his shoulder to the door and keep increasing the pressure until something gives.

Sara Let's see, the Materials Table says that a fire door is TR 4, so you'll need a total of effect level 4 to open it. Make a Strength effect task roll at Normal Difficulty.

Eric Can I apply both dice of my Knowledge: Physical Sciences or Mechanic edges to this roll? I'm hoping they might help me figure out the best place to put my shoulder.

Sara Hmm. That's an interesting application. Well, not Mechanic, since that's about mechanical devices – if he was trying to pick the lock, maybe. But I'll say okay to the other edge, since leverage would be something covered under the Physical Sciences. Of course, B & E would be the most appropriate edge for this.

Eric That'll be something to spend Nightfall's experience points on in the future. Right now, that's Strength 4D plus 2D of edge for a total of 6D on the roll. *He rolls 6D – 1, 3, 5, 9, 11, and 12.* That's effect level 3, so I'll tack on a Fate Die to make it effect level 4. That also brings Nightfall down to eight Fate Dice remaining in his pool.

Sara Nightfall leans on the door, increasing the pressure on it until something pops in the door's latching mechanism and he forces it open. He hears some small part from the doorknob skitter away on the concrete floor with a hollow metallic tinkle into the darkness beyond. The interior of the building is pitch black, relieved only by the dimly lighted exit signs on the far walls of this storage bay.

Eric So the building is a series of storage bays, I take it?

Sara Nods. Kinda like a maze in the dark.

Eric Nightfall will put on the goggles again to help find his way around in the murk. He'll go as quietly as he can, and save his Stealth edge for when he finds light and noise.

Sara It takes several minutes for Nightfall to work his way through the warehouse building before he finds a bay that's lit up. As he edges up to the opening, which is designed to permit forklifts and other vehicles to pass, he sees a large bay, about ninety by ninety feet. While the ceiling is three stories tall, about two stories up there are a series of metal beams and struts between the larger iron columns that support the roof. Old mercury vapor floodlights provide the lighting of the floor, but the ceiling is mostly in dusty shadow. There are a number of smaller construction vehicles parked on the floor of the bay – an end-loader and backhoe, a light-duty bulldozer, a utility truck with a cherry-picker boom attachment – along with one of the warehouse's fork lifts. Near the center of the bay is a cluster of portable tables, chairs, and shelving that are loaded down with computer equipment. You see two guys hard at work on a pair of desktop machines, with a bundle of cables snaking their way into the rafters.

Eric No sign of the big guy?

Sara *Shakes her head.* He doesn't seem to be around.

Eric As K-2SO would say, 'I find that answer vague and unconvincing.' Nightfall will take an extra moment to look around, just to be sure.

Sara has expended one of Mister Maul's Fiat Dice for a Situational Fiat, allowing him to be aware that Nightfall is about and prepare to ambush him. Nightfall will get a bonus Fate Die when the villain makes his grand entrance. Since Mister Maul is Agility 5D, what is actually happening here is an opposed task roll. The big guy will make his Agility effect task roll at Trivial Difficulty, since Nightfall is Perception 4D.

Sara Okay, go ahead with a Perception effect task roll at Easy Difficulty, since Nightfall's taking his time.

Eric *Rolls 4D – 1, 5, 9 and 12.* Effect level 3.

Sara *Rolls Mister Maul's Agility 5D at Trivial Difficulty (4) – 3, 4, 5, 6, and 7 – for effect level 4, which is greater than Nightfall's EL 3.* Nope, there's no sign of the big guy.

Eric Then our hero will deal with the minions first. Nightfall will try sneaking over near to the pair working on the computers, using the parked vehicles for concealment.

Sara Normally, that would be an opposed task roll, but they're so engrossed with what they're doing and they're only Perception 2D, so I'll give it to you. Nightfall manages to sneak up to within ten feet without being noticed, peeking around the corner of the backhoe.

Eric Since Mike has the Cybernetics edge, can he figure out what they're doing?

Sara You can make an Intelligence effect task roll at Normal Difficulty, if you like.

Eric I will, tacking on the last Cybernetic edge die Nightfall has to make it 5D. *He rolls 5D – 4, 5, 8, 10, and 11.* That's effect level 3.

Sara They're using hacker terminology when they speak to each other – one seems to be navigating a computer system while the other is running interference, distracting or disabling the security in the system so the other guy can work.

Eric They're already in! Okay, this has to stop, now. Nightfall quietly draws the Tesla Gun from its holster on his utility belt as he steps out from behind the back hoe. "Hands high, gentlemen. The gig is up."

Sara Their heads swivel to glance at you. "We got company, boss!" And then from behind you...

Eric Aw, man!

Sara *Using Mister Maul's gravelly voice:* "Yeah, I noticed." You spin around to face an African mountain of muscle, wearing a sleeveless red and black spandex shirt that's skin-tight. His matching bicycle shorts and boots are scuffed and worn, telling of better days. Even these casual footfalls seem heavy, echoing unnaturally in the live acoustics of the nearly barren bay. That's when you remember the newspaper article about a hero named Maul in Central City who'd switched sides under the influence of a psionic villainess and went on a rampage.

Eric Say hello to Nightfall's Mystery Villain, I take it.

Sara *Nods.* Indeed. We've got some bookkeeping to do before things get serious here. First and foremost, Nightfall gets three bonus Fate Dice – one from the Fiat die that the villain used to get the drop on you, and the other two because I'm activating two of our hero's subplots – *Rookie Crimefighter* and *Closely Resembles Midnight Man* – which are one die each.

Mister Maul currently has only 1D remaining in his Fiat Dice pool. He used 1D to elude capture in Central City, 1D to travel undetected to Lakeport, 3D to bring on his hacker 'partners' for the crime, 1D for not getting caught in the crew's previous thefts, 1D for his temporary hideout in the warehouse, and 1D to get the drop on Nightfall in this scene. In order to pump up his Fiat Dice total, Sara may have up to 5D of the villain's subplots become active.

Eric Okay, so noted.

Sara *Continuing as Mister Maul:* "Nothin' to worry about. It's just some wannabe superhero with a Midnight Man fetish, is all. Keep workin'." He's slowly walking toward you.

Eric I bring the Tesla Gun to bear. "That's far enough, Maul!"

Sara "That's **Mister Maul** to you, kid." He's stopped his advance and is starting to circle you, trying to get between you and the hackers. He nods toward you as he moves. "That getup will net you the blue ribbon at a cosplay contest, kid, but I'm the real deal."

Eric If it's villain monologue time, I'll let him talk while I'm surveying the hackers' work area. I want to find a way to cut the power to their computers.

Sara That'll be a Perception standard task roll at Challenging Difficulty since you already have the Cybernetics and Electronics edges and you're trying not to tip off Mister Maul to what you're planning.

Eric *Nods and rolls 4D – a pair of 5's and a pair of 7's.* Drat! I'll expend one of those bonus Fate Dice to succeed at the task.

Sara There's an electrical junction box to the right of the villain that all of the equipment's power cords are connected to.

Eric I'll let him ramble on while making sure I'll have a clean shot at that with the Tesla Gun.

Sara *Nods while continuing Mister Maul's monologue.* He leans casually against a large I-beam support for the roof and smiles. It's an ugly thing without mirth – just cruelty and malice personified. "Any other day, you'd be a bloody smear on the wall or the floor by now, because normally I'd be on a tight schedule." *She cocks a thumb behind her, imitating the villain.* "Tonight, though, Jack and Benny here need some extra time to cut through the casino's cybernetic security systems before I go in there and take the money." *She cocks her head, again playing the part of Mister Maul.* "You look like a bright boy, so it's quiz time. Why doesn't every criminal in the world rip off casinos?"

Eric I'll play along and try to answer it. Would this be eligible for the bonus regarding casinos you mentioned earlier?

Sara *Nods.* That'll be an Intelligence effect task roll at Easy Difficulty; 5's or better on the dice.

Eric Since I want him to keep talking, I'll expend my last Streetwise edge die to make it 5D, and try to keep the

conversation going. *Rolls 5D – 4, 5, 8, 10, and 12.* Effect level 4.

Sara That's plenty. The legacy library mentioned that most casinos are owned by criminals.

Eric "I figure that most of them are owned by one crime syndicate or another, and nobody wants to be on a capo's bad side."

Sara The villain seems impressed. "That's a pretty good guess. Just about anywhere else, you'd be right. But Potawatomi is owned by the Native American tribe of the same name. Try again."

Eric Any more help from Minute Man's notes?

Sara Most casinos in his day were used to launder criminal profits.

Eric *Nods.* "Serial numbers on the currency?"

Sara "On the money, kid – literally, in this case. Each and every bill that goes into the vault is electronically scanned for its serial number and recorded in a computer file. That way, if somebody like me rips off the casino, the Justice Department has a record of what bills to be looking for when they hit circulation again."

Eric "Which allows them to track you down, eventually. So your associates are searching for the file with the numbers so they can erase it?"

Sara "Actually, we're going to substitute a file of bogus numbers to throw them off the trail long enough to get away and get our booty converted to another country's currency. I've been looking to retire, you see. If this works, we can sell our method to other crews for a percentage of the take and be set up for the rest of our lives."

Eric "It's brilliant," I say to Maul. Since it sounds like he's about finished, I'm getting ready to shoot that junction box with the Tesla Gun.

Sara *Nods.* Mister Maul's smile evaporates as he cracks his knuckles. "Right now, the only fly in the ointment is *you*, kid." The supervillain stands upright and starts walking toward you while balling his fists. "Hold still, and I'll just knock you out for a few hours, maybe knock loose a few teeth. But if you show me any resistance, kid, I'll wipe what's left of you off my boots on my way out the door."

Eric And that's when I shoot the junction box.

Sara Normally, this would be part of a combat scene, but you've been angling for this shot while gaining information from Mister Maul – bravo, by the way – so we're going to do that attack task roll before combat starts. That'll be a Reflexes standard task roll at Normal Difficulty due to the size of the target, so 7's or better.

Eric Nightfall has the Ranged Combat edge, but I'll save its dice for the fight with the big guy. *Rolls Reflexes 5D – 2, a pair of 6's, and a pair of 9's.* I hit with two success dice.

Sara Okay, your damage / effect task roll is next. That'll be the Tesla Gun's Blast 8D power versus the trait rating of the materials of the junction box, which I'll say is TR 4. Since this is opposed, you'll roll 8D and I'll roll 4D for the box.

Eric rolls 8D – 3, a pair of 4's, 6, 8, a pair of 10's, and 12; for a total of 7 success dice since Sara is rolling four dice. Sara rolls 4D – 2, 5, 7, and 9; for a total of 1 success die, since

Eric rolled eight dice. Eric's attack is effect level (7 - 1 =) 6, so he does six Stamina damage to the junction box.

Sara The junction box explodes in a shower of sparks! Out of the corner of his eye, Nightfall sees the computer screens flare and go dead while copious amounts of the magic blue smoke begin to billow out of the computers.

Eric Scratch one hacking attempt! Now for Maul...

Sara And here's where we start the combat scene. Mister Maul is Initiative 6D while Nightfall is Initiative 5D. That means that the villain will go first and have a total of six actions to expend each combat round, while Nightfall will go second and have a total of five actions to expend each combat round. Since this is the start of the combat scene, each combatant has two pre-combat free actions to use. While Jack and Benny are technically in the combat scene, they're not really combatants, so they'll use their actions to find some cover under their computer tables. Mister Maul has nothing he needs to do before we start. What about Nightfall?

Eric I'm going to swap out my Tesla Gun - which has just 7 shots left, by the way - for the Transteel Knuckledusters. With the Fast Swap booster, my Power Array doesn't need a free action to swap powers, but that's what I'm doing.

Sara Thanks for the update. Since you and Mister Maul are in the same combat space, he's going to start by slugging you. That'll be a melee attack using his Prowess 8D with Nightfall's Prowess trait rating as the difficulty, which is 4.

Eric Not for long - I'll expend both of my Dodge edge dice to increase it to 6D and keep my fingers crossed.

Sara Sara rolls 8D - 1, 2, 3, 6, 8, 10, 11, and 12. Five success dice on a standard task roll, so yeah, he clobbers you. Mister Maul is Strength 9D which will be versus your costume's Armor 6D.

Sara rolls 9D with a difficulty of 6 - 1, 2, a pair of 6's, a pair of 10's, and a trio of 11's for seven success dice. Eric rolls 6D with a difficulty of 9 - 1, 4, 5, 6, 8, and 11 for one success die, to which he adds a Fate die for a total of two. Mister Maul inflicts (7 - 2 =) 5D Stamina damage to Nightfall, reducing our hero from Stamina 15D to 10D. Nightfall doesn't check for stun yet, since his Stamina hasn't dropped below the campaign cap of the game (9D). However, since the damage inflicted is greater than Nightfall's Strength 4D, there is a second opposed task roll of Mister Maul's damage (5D) versus Nightfall's Strength to determine if there's any throwback from the attack. Sara rolls 5D at a difficulty of 4 - 1, a pair of 6's, 7, and 9 for five success dice; while Eric rolls 4D with a difficulty of 5 - 2, 3, 9, and 11 for two success dice, which increases to three as Nightfall expends another Fate die, creating a throwback effect of (5 - 3 - 1 =) 1 combat space. Nightfall lands in the space behind him and is prone. Ordinarily, he would take an additional 1D Stamina damage from the throwback, but his armored costume can easily stop that.

Sara So that's Mister Maul's combat action. He'll use a move action to get to the same combat space you're in, and then expend a free action to hold his remaining three actions. That would make it your turn.

Eric I'll take a free action to stand up, and then I'll expend my combat action to make a melee attack with my Strike power and I'll also use my Rapid Attack power, since Maul was kind enough to inflict some Stamina damage on Nightfall. My Prowess is 4D, so with my Rapid Attack, that would be two attacks at 4D and another at 2D, but I'm going to expend 2D from my Melee Attack edge for that last one so all three will be at 4D.

Sara Okay, got it. Mister Maul's Prowess is 8D, so that's difficulty 8 for all three. If he thought you were a threat, he'd use some of his own Melee Combat edge dice in defense.

Eric makes three 4D rolls at difficulty 8 - 1) 1, 5, 9, and 12; 2) 4, a pair of 6's, and 11; and 3) 6, 8, 9, and 11; a total of three successful attacks. Nightfall's Strike is 4D, but he can add up to 4D of Strength to that for a total of 8D for each. Sara will roll 5D for Mister Maul's Armor power. So, for each damage / effect task roll, Eric will roll 8D with a difficulty of 5 while Sara will roll 5D with a difficulty of 8. The first hit inflicts (8 - 1 =) 7D Stamina damage, the second hit inflicts (5 - 2 =) 3D Stamina damage, and the third hit inflicts (5 - 4 =) 1D Stamina damage for a total of 11D, dropping him from 22D to 11D. Again, Mister Maul's Stamina wasn't lowered to less than the campaign cap (9D) so there is no stun check. Also, since each of Nightfall's attacks was less than Mister Maul's Strength 9D, there is no throwback effect, even though the total inflicted from all three attacks was greater.

Eric I suppose he'll think I'm a threat now! I'll take a free action to find the main breaker or fuse box for this bay. If it's a standard Perception task roll, I'll just expend a Fate Die up front for an automatic success.

Sara It is and that leaves you with eight Fate dice. It's back in the center of the bay, where the hackers were working and are now cowering under their tables. That leaves you with two actions for this round.

Eric I expend my move action to run over to the breaker box - that's just one combat space away and I have Run 3D. Once there, I'll expend a free action to throw the main switch, which should kill all but the emergency lights. Since I do have the Electronics edge, I should be able to do that, right?

Sara I agree. Nightfall throws the main switch and plunges the bay into pitch darkness. That's all of your actions for this round. However, Mister Maul still has two held actions. He uses one of them to bark at Jack and Benny. "Get your flashlights on and find that kid!" He does something else with his last free action, because you hear him make a grunt of effort.

Eric He just picked up something heavy, didn't he? The forklift wasn't over there, was it?

Eric is right. Mister Maul has just picked up a 5 ton forklift which is weight TR 6. Since the villain is Strength 9D, he could throw it TR 3 distance; 50 yards or five spaces.

Sara With the lights out, you can't tell for certain. Since Jack and Benny used their actions to find cover, they won't be able to do anything else, so the first combat round is over.

Eric Okay, before Maul takes his first actions, can I use the Fast Swap booster on my power array to put my Light-Amplification Goggles on?

Sara You can; but it'll mean putting your Knuckledusters away.

Eric They won't be much help against a flying forklift, methinks.

Sara Done. It's the start of the second round now. Mister Maul will expend a free action to hold his remaining five actions for later in the round. Nightfall is next.

Eric I'm going to take Jack and Benny out of action before they can get their flashlights on me. Since I'm in the same combat space, I'll make a standard melee attack against them both using my Rapid Attack power.

Sara All right, how do you want to divide up the attacks?

Eric Can I make one attack each and use the last attack on whoever's still in the fight?

Sara Since they're minions, sure. They're not really combatants.

Eric rolls Prowess 4D with a difficulty of 3 – Jack) a trio of 9's and a 12; Benny) 1, 4, 7, and 9; hitting with both. Since neither minion has a defense power to use, they're both rolling Fortitude 2D at difficulty 4, while Eric rolls Strength 4D at difficulty 2. On both rolls, Eric inflicts 2D Stamina, bumping it up to 3D each by expending a total of two Fate Dice. Both minions then check for stun by rolling Fortitude 2D at difficulty 3 (since Nightfall inflicted 3D Stamina damage to each). Jack's roll is 1 & 2, so he is stunned; Benny rolls 3 & 12, and isn't stunned. Both also check for throwback since they're Strength 2D. For Jack, Nightfall rolls two success dice versus Jack's one, and he suffers one space of throwback (taking another 1D Stamina damage, for a total of 4D this round, leaving him with 2D). Benny matches Nightfall's success dice for effect level 0, and is knocked down in the same space. Nightfall then makes his final rapid attack on Benny, which is reduced to difficulty 2 since the target is prone. Prowess 4D – 3 and a trio of 5's; is successful. Nightfall rolls Strength 4D versus Benny's Fortitude 2D, rolling four success dice to Benny's one and inflicts 3D Stamina damage which renders Benny knocked out.

Sara Since Benny's knocked out, we're going to say he's been thrown into the next space over with Jack, for convenience. You still have four actions left, what would you like to do next?

Eric Since I have the goggles on, can I see if he's holding a forklift?

Sara Actually, he isn't. He's ripped the propane tank off the back of the forklift and is wielding that.

Eric Then I'm going to give him an audio target by tossing over the rest of the equipment and computers in a noisy fashion in a free action, then use another free action to hold the remaining two. I should have picked up a couple of edge dice in Evade, though.

Sara That's what experience points are for. While Nightfall watches, Mister Maul takes a free action to make an auditory Perception task roll to try to locate Nightfall.

Eric I'm glad I managed to get Jack and Benny out of the way, at least!

Sara Mister Maul will roll Perception 6D at Challenging Difficulty – it would have been Vexing but the noise you made lowered it. *Sara rolls 6D – 2, 5, 8, 9, and a pair of 11's.* That's four success dice, so he's got a bead on your location. He takes a combat action and an additional free action (due to the limiter on his *Blast* power) and makes a ranged attack by throwing the tank at you!

Mister Maul is Reflexes 6D while Nightfall is Reflexes 5D. Sara rolls – a trio of 2's, 5, 8, and 10, which means the attack hits. The villain's Blast 7D roll is at difficulty 6 due to Nightfall's Armor 6D, while the hero's difficulty is 7. Both villain and hero manage just three success dice each, for no effect.

Sara ***Krang!*** The tank caroms off of your armored costume and clatters across the warehouse floor, leaving you none the worse for wear. Maul then takes a move action to get into the center combat space with you. With your goggles, you think he's searching for your lifeless form on the floor.

Eric Which means he's out of actions. I'll use my leap power to get up to the rafters. I want to do it stealthy so he doesn't hear me.

Sara That'll take an Agility opposed task roll versus Mister Maul's Perception 6D.

Eric Nightfall's Agility 5D, and I'll add both of his Stealth edge dice to make that 7D.

Sara rolls Maul's Perception 6D at difficulty 7, while Eric rolls Nightfall's Agility + Stealth of 7D at difficulty 6. Eric scores six success dice while Maul manages only two, for effect level 4.

Sara You are quieter than the rats living in this place as you land softly on one of the overhead supports.

Eric I do a Fast Swap of my goggles for a grenade, hoping the big guy doesn't move very far before I can use it. No other actions this round after that.

Sara In the darkness, Jack recovers from being stunned and drags Benny toward the lighted exit sign in the corner. And that ends the second round of combat. The third round of combat begins with Mister Maul expending a free action to attempt another Perception task roll to find you. Because of your Stealth roll outcome, he needs more than effect level 4 to find you. This is Daunting Difficulty because of the darkness, which Nightfall is also responsible for. Considering that you're about to attack him again, the villain has four dice in the Danger Sense edge, of which he can add three to his Perception 6D without exceeding the campaign cap.

Sara rolls 9D at difficulty 9 – a pair of 1's, 2, 6, 9, a pair of 11's, and 12; garnering only effect level 4.

Eric Whew! Thought he had me for a second.

Sara *Speaking as Mister Maul.* "I know you're still here, kid. You've already busted up my big plans for tonight, but that outfit and those toys on your belt must be the genuine Midnight Man articles, which means they're worth a pretty penny on the black market. You can either give them to me now, or I can pull them off of your corpse."

Eric If he's still doing the monologue, I want to leap into an adjacent combat space and chuck the grenade in my wake. I'll expend a Fate Die to do a Power Feat to avoid the other struts and supports, if I have to.

Sara Fair Dinkum. Expend the die and make a ranged attack task roll at difficulty 7; that's a base of 3 for the AOE target, 1 for range, and 3 more for the dark.

Eric Okay, Reflexes 5D. *Eric rolls 5D – 3, 5, 6, and a pair of 11's.* I've got four success dice. The grenade is Dazzle 5D versus Maul's Reflexes 6D, right?

Sara That is correct. Your effect level will be one-half the number of combat rounds he'll be blinded and deafened, rounding up, since he doesn't have the *Perception Shield* power.

Eric *Eric rolls 5D at difficulty 6 – 1, a trio of 7's, and 9.* That's effect level 4, and I'll expend a Fate Die to make it EL 5.

Sara That'll blind and deafen Mister Maul for the next three combat rounds. How many Fate Dice do you have left?

Eric Three.

Sara Okay, by my count, Nightfall still has three free actions left.

Eric I can't use any of them effectively right now, so I'll Fast Swap back to my Goggles so I can keep an eye on the big guy and expend one free action to hold the other two.

Sara Mister Maul isn't happy, to say the least. Most of his speech bubbles are nothing but Grawlix and black scribbles as he blunders about, smashing the rest of the computer equipment in that, swinging like a drunken sailor who's just spent the last double. Unless you want to use your saved free actions...

Eric I take a quick look at the corner where Jack and Benny are.

Sara Jack is still valiantly trying to drag Benny to the exit, but he's not very muscular, and in the darkened warehouse, he's having a hard time of it.

Eric If that's it for Maul and those two, then I'm done, too.

Sara Then we start combat round number four. Mister Maul is working on getting his sight and hearing back, so that's this round and the next one. You'll have to work fast.

Eric I intend to. I'll expend a move action to get back to the main breaker box and turn the lights back on with a free action. I'll fast swap my goggles for the knuckledusters, then I'll use a combat action with my Rapid Attack power to make three Strike attacks on Mister Maul.

Sara All right, even with the lights on, Maul is still blinded and deafened. After your first attack on him, he'll be aware that you're there, and can apply one die of his Blind Fighting edge to both the second and third attack. So he'll be Prowess 8D for the first attack and 9D for the other two. I'd add more if I could, but 9D is the campaign cap, of course.

Eric Okay. The last two dice of my Melee Combat edge will go into my final attack so all four are Prowess 4D.

Nightfall's first Strike attack is 4D at difficulty 8 – 3, 6, 8, and 11; then his next two are at difficulty 9 – 3, 4, 7, and 9; then the last – 4, 5, 9, and 11; so all three hit Mister Maul. Each attack does Strike 4D + Strength 4D for a total of 8D versus Mister Maul's Armor 5D. The first attack does (4 – 2 =) 2D Stamina damage, which reduces Mister Maul to Stamina 9D and requiring the villain to check for stun, but at Fortitude 8D,

difficulty 2 is assured, so Sara and Eric move on. The second attack does an additional (6 – 2 =) 4D Stamina damage, reducing Maul to Stamina 5D. Maul makes his Fortitude standard task roll at difficulty 4 (the amount of damage in the second attack) and remains on his feet. The third attack does (5 – 1 =) 4D, so Nightfall expends a Fate Die to increase it to 5D, knocking the villain out, as he's been reduced to 0D by the final attack.

Sara With a final, savage uppercut that lands squarely on the big guy's chin, Mister Maul crashes to the floor, and lays still.

Eric Quick check – has Jack dragged Benny out of the bay yet?

Sara Nope, but they're literally on the doorstep.

Eric Since we're out of combat, I'll fast swap my knuckledusters for the Tesla Gun, and blast the exit sign above the door.

Sara Jack ducks and whirls around to face you, very obviously afraid, cowering. Without being prompted, he raises his hands.

Eric "Look after Benny, but don't go anywhere. I'm a pretty good shot."

Sara And we do a quick 'A little later' narrative box where the cops arrive and take control of the crime scene, leading Maul away in special super-restraints. The villain shoots you a look of pure hate as they get him into an armored transportation truck to take him away.

Eric I nod at him in acknowledgement with a thought bubble over my head – "Yeah, he'll be back." If the police have the matter in hand, it's time for Nightfall to pull a fast fade.

Sara And that'll be where we bring your character's origin story to an end.

Eric That was fun! And I gotta say that my enemy is one tough hombre!

Sara I'll take that as a compliment! Now, let's figure out how many experience points Nightfall earned. First, it's 1 XP for participating in the adventure, plus 3 XP for Mister Maul being a Superhuman Tier villain, plus 3 XP for complete success in the adventure, 2 XP for participation and cooperation in getting this adventure done, and 1 XP more for that detail about how Mike is hiding his activities. That's a total of 10 XP, which means Nightfall now has 1D of experience he can expend to improve his character!

Eric I'll let you know if I want to expend it or save it when I get together with the rest of the group, if that's okay.

Sara That'll be fine. Nightfall also earns some Reputation ticks for this adventure as well – 3 ticks for Maul's power tier, and 2 more ticks for protecting home from criminal activity and solving a crime spree.

Eric That means I'm halfway to Reputation Rank 1, already. Cool! I'm looking forward to meeting the group.

Sara I'm glad you decided to join us!

GALLERY OF ROGUES

Aunt Arctica [aka Neve Fuar]

ATTRIBUTES (38D)

AGL 4D	PER 4D	EGO 3D
FOR 6D	PRO 5D	EMP 3D
STR 3D	REF 6D	INT 4D
STAM 13D	INIT 5D	LUCK 10D

EDGES (28½D)

Alias (Kelly Doyle) 5D, Awareness 4D, Bluff 3D, Disguise 3D, KNO: Cryogenics 5D, KNO: Supers 3D, LANG: English 5D, LANG: Irish (native), Mental Discipline 3D, Mimic 3D, Power Use (Freeze Gun) 4D, Ranged Combat 5D, Researcher 3D, Scientist 3D, Touch Combat 5D, Weaponsmith 3D

POWERS (38½D)

Cryonic Adaptation I – Life Support (Hypothermia) 1D; 1D

Cryonic Adaptation II – Immunity (Bacteria, Parasites, Viruses & Xenobiotics) 6D; **Booster – Three Additional Groups (+1½D); 7½D**

Freeze Gun – Power Array (4 powers); Booster – Fast Swap (+2D); Limiter – Readily Accessible Item (-2D); 16D

1) Freeze Ray – Lethal Blast (Cold) 6D; **Limiters – Max Only (-1D), No Throwback (-1D); 8D [Base]**

2) Ice Ray – Ensnare (Ice Encasement) 6D; **Boosters – Barrier (+1D), Engulfs Target (+2D), Immobility (+2D); Limiters – Fades (-2D), Max Only (-1D); 8D [+3D]**

3) Ice Fog – Shroud (Olfactory & Visual) 6D; **Booster – Add Sensory Group (+2D); Limiter – Max Only (-1D); 7D [+3D]**

4) Ice Sliding – Leap 5D; 5D [+2D]

Ice Armor I – Force Field 6D; **Booster – Hardened (+1D); 7D**

Ice Armor II – Strike (Cold) 6D; **Booster – Damage Aura (+1D); Limiter – Connected (Force Field, -1D); 6D**

Ice Armor III – Alter Locale (Generates Cold) 2D; **Connected (Force Field, -1D); 1D**

SUBPLOTS (-15D)

Dependent (-3D): Favorite Niece / Nephew of the Week ('Aunt' Kelly often 'adopts' someone who has been kind to her, which spills over into her villainess identity, too.)

Distinct Feature (-1D): Low Body Temperature (Neve is cold to the touch and has a body temp around 40°F.)

Hunter (-3D): Wanted by Law Enforcement (Neve is on the run from both American and European authorities.)

Mental Problem (-2D): Everybody's Favorite 'Aunt' (Neve suffers from Dissociative Identity Disorder, often lapsing into her 'Aunt' Kelly persona between capers.)

Secret (-3D): Secret Identity (Neve's 'Aunt' Kelly persona takes great care to protect her true identity.)

Susceptibility (-3D): Fire / Heat Attacks (Neve's altered biology leaves her vulnerable to high temperatures.)

BACKSTORY

Neve Fuar was a scientist once, studying cryonic hibernation and its potential uses for long duration space missions for the European Space Agency. While she knew what she was doing, experimental work with prototype cold sleep units was dangerous, even under the best of conditions. There had already been several accidents on the project and none of the "volunteers" – the euphemistic term for the life-sentenced prisoners who'd decided to risk death for a chance at a pardon and release – had been revived successfully.

Funding for the project was drying up. Neve needed something – *anything* – positive to bring to the board of directors so it wouldn't be cancelled. She was sure she'd corrected all the problems from the previous failures, but the pool of volunteers had dried up. So she did what every other self-assured and desperate scientist in the past had done.

She performed the experiment upon herself.

She awoke two weeks later to find that the drugs and other chemicals needed to keep her alive while in hibernation had altered her biology. It took a while longer for her to notice that the process had also altered her mind.

When the project was cancelled Neve flew into a rage and was summarily fired from the institute as well. She spent the next several weeks practicing her newfound powers while building and perfecting a weapon using the same cryonics technology that had changed her. She put on a costume and took revenge on the board members, stealing all the notes and equipment so no one could replicate her work while she continued to work on it.

She went on the run after that, using the moniker 'Arctica' when she had to mingle with European supervillains to pay for equipment, supplies, and eventually, a secretive way to the United States where she could continue the work, as if perfecting the technology and process would make up for the lives she'd taken, all the crimes she'd committed.

But she won't stop – she can't stop – because the next experiment could be the breakthrough at last...



Black Arrow [aka Sonja Stepanova]

ATTRIBUTES (40D)

AGL 5D	PER 5D	EGO 4D
FOR 5D	PRO 4D	EMP 2D
STR 4D	REF 4D	INT 3D
STAM 14D	INIT 5D	LUCK 9D

EDGES (20D)

Climb 3D, Dodge 4D, Electronics 2D, Evade 4D, KNO: Supers 3D, LANG: English 4D, LANG: Russian (native), Mechanic 3D, Melee Combat 4D, Ranged Combat 6D, Shadow 2D, Stealth 2D, Weaponsmith 3D

POWERS (55D)

Athletic I – Leap 2D; 2D

Athletic II – Run 3D; 3D

Bow & Quiver – Power Array (5 powers); Limiter – Accessible Items (-1D); 19½D

1) Broadhead Arrows – Lethal Blast (Stab) 6D; Limiter – Limited Uses (4 arrows, -1D); 9D [+2D]

2) Flash-Bang Arrows – Dazzle (Auditory & Visual) 5D; Booster – Add Sensory Group (+2D), Burst (no toggle, +1D); Limiter – Limited Uses (4 arrows, -1D); 7D [+3D]

3) Smoke Arrows – Shroud (Visual) 6D; Limiters – Limited Uses (4 arrows, -1D), Weather Affected (-2D); 3D [+2D]

4) Stun Arrows – Blast (Blow) 8D; Booster – Piercing (+3D); Limiters – Limited Uses (8 Arrows, -½D); 10½D [Base]

5) Synthasilk Net Arrows – Ensnare 6D; Booster – Immobility (+2D); Limiter – Fades (-2D), Limited Uses (8 arrows, -½D); 5½D [+3D]

Combat Batons I – Strike (Physical Blows) 4D [8D with Strength]; Booster – Melee Attack (+1D); Limiter – Accessible Items (-1D); 4D

Combat Batons II – Swing 4D; Limiter – Accessible Items (-1D); 3D

Combat Training – Rapid Attack 8D; 10D

Tactical Goggles – Perception Shield (Visual) 5D; Limiters – Decays (-1D), Inaccessible Item (-½D); 3½D

Tactical Outfit I – Armor 6D; Limiters – Decays (-1D), Inaccessible Item (-½D); 6½D

Tactical Outfit II – Imperceptible (Visual) 6D; Limiters – Camouflage (-2D), Inaccessible Item (-½D); 3½D

SUBPLOTS (-25D)

Enemy (-3D): Eastern European Crime Syndicate (Sonja crossed them as part of a job; they aren't happy.)

Goal (-3D): Get Rich or Die Trying (Sonja has been poor all of her life; being a supervillainess is her way out.)

History (-3D): Former Russian Syndicate Member (Sonja's criminal past is long and ugly; she wants it gone.)

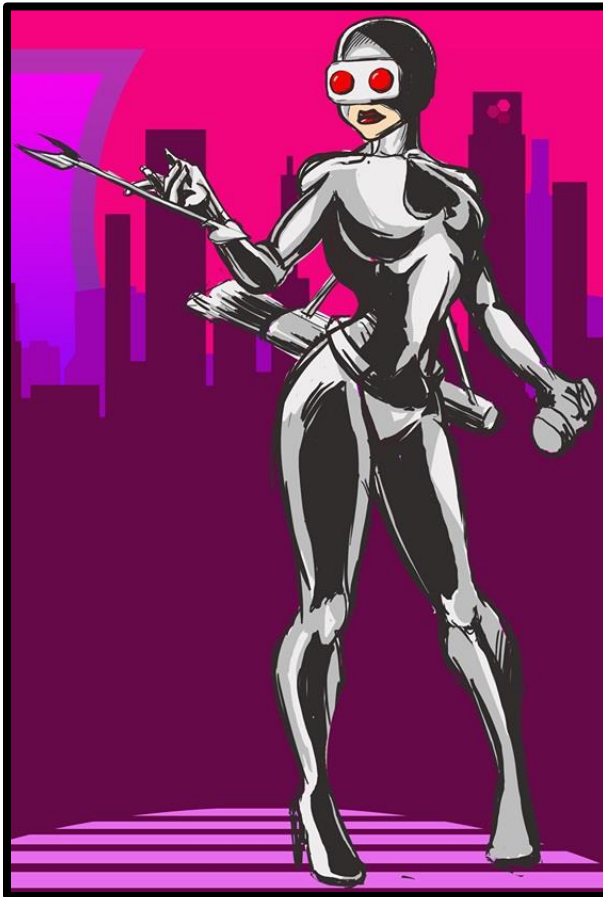
Mental Problem (-1D): Don't Touch Me (Sonja has a strong aversion to being touched or restrained in any way.)

Moral Code (-3D): Her Word Is Her Bond (Sonja keeps her promises; when she takes on a job, she finishes it.)

Personality Quirk (-1D): Ego Signature (Sonja's arrows are custom made, so everyone knows her work.)

Poverty (-1D): Poor (Sonja uses most of ill-gotten gains to support her family overseas.)

Villain Bonus Dice (-10D): Sonja has years of experience before her arrival at Lakeport.



BACKSTORY

Sonja Stepanova was born into a bad situation. Her father had been part of the *Organizatsiya* in Mother Russia, but had bungled a job that had cost the syndicate millions of rubles. Desperate to save her father's life, Sonja offered herself up to pay for her father's mistake.

The syndicate agreed and the nightmare began. For ten long years, she trained to become the syndicate's *Tikhiy Ubiytsa* – The Silent Assassin – an archer using stealth and dissolving poison arrows to take out the syndicate's enemies. She proved to be a good student, earning many

enemies, for as long as she permitted them to live.

When the syndicate attempted to expand its influence into Eastern Europe, Sonja was on the front lines of an extended back alley war. One of the targets was rich and she took the money and ran. She'd hoped that she could take her mother and sister with her to the states, but in the end, she left them behind.

Sonja pulled a few jobs, sending most of the money to her family who were left out in the cold by the syndicate when Sonja left. She lives better in Lakeport than she used to in Russia, but her parents are not well, and most of her money goes to keep them alive and secure – for now...

Clockwork [aka Mark Thomas (M.T.) Greenwich]

ATTRIBUTES (36D)

AGL 5D	PER 5D	EGO 3D
FOR 3D	PRO 4D	EMP 3D
STR 3D	REF 4D	INT 6D
STAM 11D	INIT 5D	LUCK 12D

EDGES (32D)

Awareness 6D, B & E 8D, Cybernetics 4D, Electronics 5D, KNO: Lakeport 4D, Mechanic 5D, Melee Combat 6D, PRO: Watchmaker 4D, Ranged Combat 4D, Security Systems 8D, Stealth 6D, Streetwise 2D, Weaponsmith 2D

POWERS (37D)

Clock-Themed Arsenal – Power Array (3 Powers); Booster – Fast Swap (+2D); Limiter – Accessible Items (-1D); 15D

1) Combat Cane – Strike (Physical Blow) 4D [8D with Strength]; Boosters – Defensive (+1D), Melee Attack (+2D); 9D [Base]

2) Pocket Watch Grenades – Blast (Kinetic) 8D; Booster – Burst (no toggle, +1D), Limiter – Limited Uses (4 grenades, -1D); 8D [+3D]

3) Watch Spring Tangles – Ensnare 6D; Booster – Burst (no toggle, +1D); Limiter – Limited Uses (4 tangles, -1D); 6D [+2D]

B & E Master – Intangible 9D;

Limiters – Not Through Solid Objects (-2D), Only to Remove Objects from Inaccessible Places (-2D), Requires an Intelligence standard task roll (-½D); 4½D

Elusive – Teleport 6D; Boosters – Floating Locations (+1D), Passengers (+1D), Unobvious (+2D); Limiters – Only to Elude Capture (-2D), Requires an Intelligence standard task roll (-½D); 7½D

Master Electrician – Alter Locale (Causes Electrical Blackouts) 4D; Booster – Selective (+1D); Limiter – Extra Time (+1 Free Action, -½D), Requires an Intelligence standard task roll (-½D); 4D

Security Systems Wizard – Imperceptible (Auditory, Tactile & Visual) 7D; Booster – Add Two Sensory Groups (+2D); Limiters – Limited Uses (-½D), Only Versus Sensors (-2D), Requires an Intelligence standard task roll (-½D); 6D

SUBPLOTS (-15D)

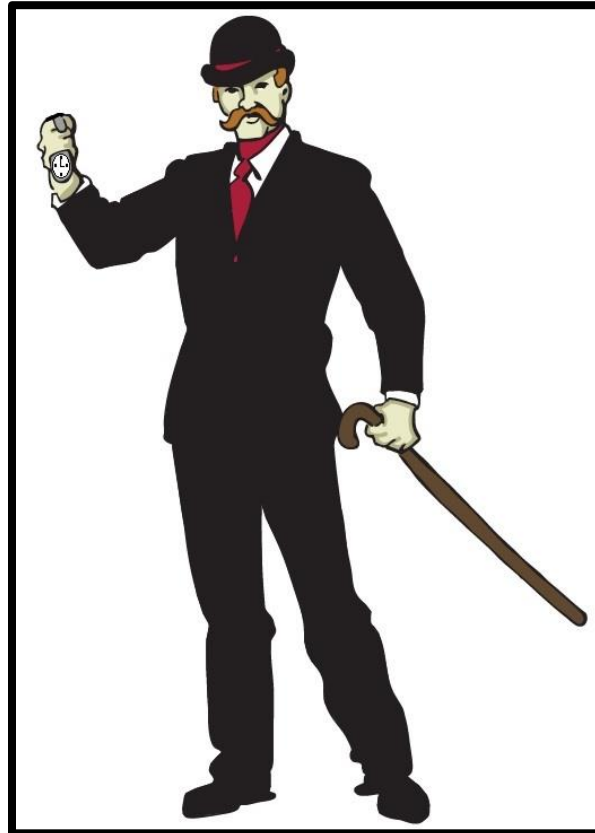
Addiction (-5D): Obsessed with Time Pieces (M.T.'s crimes *always* involve clocks, watches, hourglasses, etc.)

Hunter (-3D): Wanted by Law Enforcement (M.T. is a known criminal and prison escapee.)

Mental Problem (-3D): Always Follows a Time Table (M.T. hates it when his plans are put off schedule.)

Personality Quirk (-1D): Affects a Fake British Accent (Like Dick van Dyke in Mary Poppins; yeah, that bad.)

Social (-3D): Criminal World Thinks He's a Snitch (M.T. didn't, but that's what his former crew still in prison says.)



BACKSTORY

Mark was an ordinary burglar in his teens – a second-story man for an established and successful crew of thieves in Lakeport. Then the crew got caught by a pair of low-powered heroes. Most of the crew did hard time as habitual offenders, but Mark wound up in reform school.

He tried to make the best of it, using vocational training to become a watchmaker. Unfortunately, his classes and time in the prison shop were the only good times. He was bullied and brutalized by the other juveniles in the school; he learned all too well that chaos and violence ruled the hallways and cells.

Clocks weren't like that. They were orderly, predictable, and precise. Clocks and watches became Mark's refuge from the school. He would sit quietly for hours, listening to the metronomic beat of their mechanical hearts,

counting off the seconds until he turned eighteen and was set free.

Mark found his old profession was closed to him. Rumor had it that he'd turned evidence against his crew for a lighter sentence, and no other crew wanted him. The high-end jewelry stores that sold watches didn't want the services of a former thief, either. He eventually found work in a Mom-and-Pop repair shop, but it was peanuts compared to what he'd been making as a thief.

One night, he relived his undoing at the hands of the heroes in a dream, but instead of it ending in the nightmare of reform school, a trim, dapper figure emerged from a clock on the wall, fending off the heroes with one of the clock hands long enough for him to escape.

He awoke from the dream and smiled. And thus, the idea for a new villain – Clockwork – was born.

Madame Motley [aka Lucia Nimrod]

ATTRIBUTES (45D)

AGL 4D	PER 5D	EGO 8D
FOR 5D	PRO 5D	EMP 4D
STR 3D	REF 4D	INT 7D
STAM 12D	INIT 5D	LUCK 19D

EDGES (19D)

Attractive 3D, Cybernetics 3D, Electronics 3D, Headquarters 8D, Mechanics 3D, Vehicle (Aerodyne) 8D, Wealth 8D, Weaponsmith 2D

POWERS (51D)

Dominant Mind – *Psychic Dominion* 7D; *Booster* – *Amnesia* (+2D), *Area of Effect* (toggle, +3D); 12D

Gadgets Galore – *Power Pool* 20D; *Booster* – *Quick Change* (+5D); 25D

Infectious Idiocy – *Siphon Intelligence* 6D; *Boosters* – *Broadcast* (no toggle, +2D), *Slower Recovery* (+2D); *Limiters* – *Extra Time* (+1 Free Action, -½D), *Ritual* (Must Be Able to Speak, -½D); 9D

Language Savant – *Universal Translation* 6D; *Limiters* – *Terrestrial Only* (-1D); 5D

SUBPLOTS (-25D)

Distinct Feature (-1D): *Distinctive Green Hair & Eyes* (Lucia has bright green hair and solid green eyes with no discernable pupil.)

Goal (-3D): *Prove Humanity's Stupidity* (Lucia despises being a genius in an average society and wants to show everyone how 'stupid' they actually are.)

Hunter (-3D): *Federal Fugitive* (Lucia has been declared criminally insane and is to be remanded to federal custody for treatment.)

Mental Problem (-3D): *Obsessed with Harlequins & Clowns* (She is surrounded by dolls, pictures, statues, etc. of these, and dresses like them whenever she can.)

Public Identity (-5D): *Lucia Nimrod* (She prefers her Madame Motley persona, of course, but law enforcement and most heroes know who she is.)

Villain Bonus Dice (-10D): *Madame Motley* is an established villainess in the setting.

BACKSTORY

Lucia Nimrod has always been a bit odd. But then eccentricity was a traditional hallmark of her family – most people said it was because of their staggering wealth. Lucia's obsession with mimes and clowns was a hint of what was to come.

It started in elementary school when it became obvious that she was far more intelligent than her classmates and teachers. To entertain herself, she would orchestrate elaborate pranks that showed the victims exactly how foolish they were. There were hurt feelings and fights, suspensions, detentions, and finally expulsion as Lucia's pranks escalated.

Her childhood was spent bouncing from one private school to another, and then from one private tutor to another. And when she had finally tired of other people's attempts at educating her, and their loathing at the pranks she would victimize them with, her parents kicked her out of the mansion for good.

Their deaths were sudden, seemingly accidental, and strangely ironic. The rest of her brothers and sisters met equally twisted fates, none of which were ever traced back to Lucia, who became the sole heiress of the family fortune. She took to dressing in the manner of a harlequin at home, loathing every time she was forced to go among the fools of the world.

"If they only knew what it was like," she mused one night by the fireplace, "to be a genius swimming in an ocean of stupidity." She thought about it for a while and then a twisted smile graced her features. "Perhaps they need to find out for themselves, and I shall be their teacher..."



Meteorica [aka Kenna Brenton]

ATTRIBUTES (34D)

AGL 4D	PER 4D	EGO 3D
FOR 4D	PRO 4D	EMP 3D
STR 3D	REF 6D	INT 3D
STAM 11D	INIT 5D	LUCK 9D

EDGES (28D)

Alias (Allison Brand) 4D, Attractive 4D, Awareness 6D, Converse 4D, Danger Sense 4D, Disguise 4D, Evade 6D, KNO: Lakeport 2D, KNO: Supers 2D, Quick Change 4D, Ranged Combat 6D, Streetwise 4D, Touch Combat 6D

POWERS (43D)

Born of the Fire – Invulnerable (Fire / Heat Attacks) 9D; 9D

Cloud of Embers – Shroud (Olfactory & Visual) 6D; **Booster** – Add Sensory Group (+2D); **Limiter** – Weather Affected (-2D); 6D

Flaming Corona I – Force Field 6D; 6D

Flaming Corona II – Lethal Strike (Fire / Heat) 6D; **Booster** – Damage Aura (+1D); **Limiters** – Connected (Force Field, no toggle, -1D), Max Only (-1D), No Throwback (-1D); 6D

Flaming Corona III – Alter Locale (Creates Heat and Light) 2D; **Limiter** – Connected (Force Field, no toggle, -1D); 1D

Heatwave Attack – Blast 8D; **Boosters** – Area of Effect (no toggle, +2D); **Limiters** – Max Only (-1D), No Range (-1D), No Throwback (-1D); 7D

The Meteor – Fly 9D; **Limiter** – Signature (A Streak of Fire, Scorch Marks, etc., -1D); 8D

SUBPLOTS (-15D)

Distinct Feature (-1D): Flaming Aura (Magical senses can detect Kenna's unique aura of living flame.)

Hunter (-3D): Wanted by Law Enforcement (Meteorica has committed a number of crimes in the United States.)

Kryptonite (-1D): Immersion in Water (A child born of the fire cannot bear to be extinguished.)

Mental Problem (-2D): Pyrophile (Kenna surrounds herself with fire imagery, burning candles, fireplaces, etc.)

Secret (-5D): Secret Identity (Kenna has carefully established an alias for herself to throw off her hunters.)

Susceptibility (-3D): Water-based Attacks (Fire and water have long been traditional enemies.)

BACKSTORY

Allison Brenton was a pyromaniac whose dark fantasies included being trapped in a burning building where she and her 'flame-mate' could be consumed in the eternal embrace of an inferno. She was seventeen when she worked up the nerve and had the opportunity to try to make her dream come true.

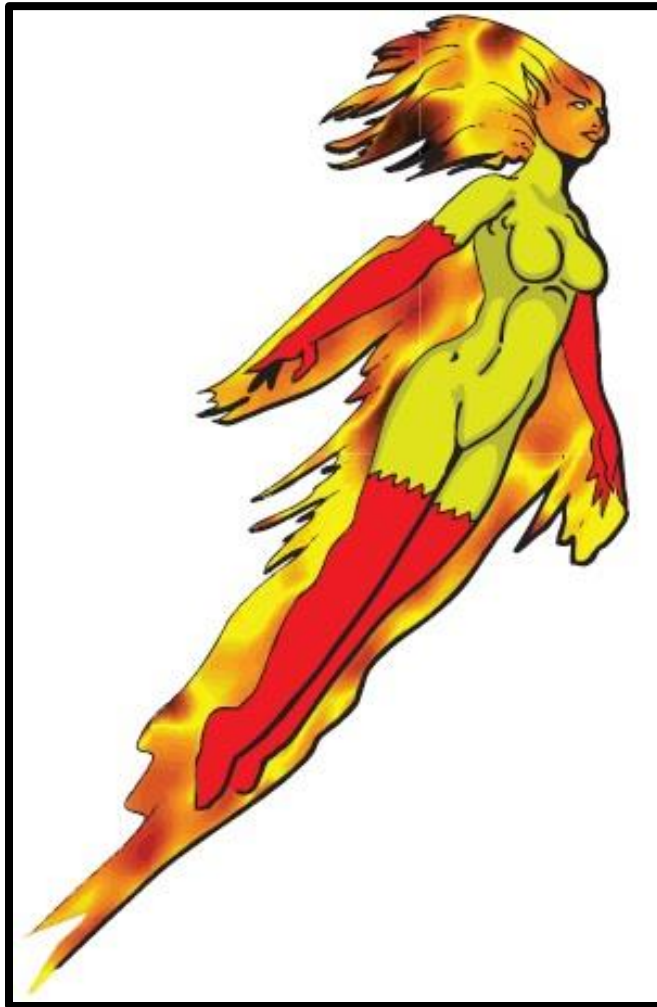
When the firefighters pulled her from the ashes of the smoking ruins of an abandoned house, Allison's clothes had been burned away but her flesh was unblemished. She rambled on about her becoming one with the fire. Because of her extensive history of mental illness, Allison was institutionalized. Shortly after that, she discovered she was pregnant.

There is a legend that salamanders, legendary lizards of fire, occasionally will mate with a woman who is surrounded by fire. The legend goes on to state that 'fire children' born of such a union have fantastic powers over fire, especially if the mother's desire for the flames is true.

Kenna watched her mother slide into the abyss of madness as she grew up and came to grips with her birthright. She hid her newfound powers from her grandparents, but kept on practicing with them, getting better each day.

At sixteen, she began using them to get what she wanted, sneaking out at night. People around town reported what they thought were large meteors streaking across the sky, but Kenna knew what they'd seen was her. She also knew that she needed to get away from home before she was discovered.

Soon after she turned eighteen, on a night when the rest of the family was out, she burned down the only home she'd ever known, hoping the world would think her dead, while taking on her mother's name...



Shadow Tiger [aka Sung-hi Leung]

ATTRIBUTES (40D)

AGL 5D	PER 4D	EGO 6D
FOR 6D	PRO 4D	EMP 2D
STR 4D	REF 5D	INT 4D
STAM 15D	INIT 5D	LUCK 12D

EDGES (22D)

Blind Fighting 5D, Climb 2D, Contort 2D, Danger Sense 5D, Dodge 5D, Evade 5D, LANG: Cantonese (native), LANG: English 4D, Melee Combat 5D, Mental Combat 5D, Shadow 3D, Streetwise 3D

POWERS (43D)

Martial Arts Conditioning – Toughness 6D; 6D

Mind Shroud Technique – Imperceptible (Visual) 6D; Limiter – Only to Obscure Details (-3D); 3D

Shadow Tiger Kung-Fu – Power Array (3 Powers); Booster – Fast Swap (+2D); 21D

1) Closed Paw Strike – Strike (Blows) 4D [8D with Strength]; Booster – Melee Attack (+1D); 5D [+2D]

2) Nerve Strike – Ensnare 6D; Boosters – Exposed (+3D), Immobility (+2D), Mental Effect (+3D); 14D [Base]

3) Spirit Claw Strike – Mental Blast 6D; Booster – Lethal Damage (+3D); Limiters – Max Only (-1D), No Range (-1D), Tiring (-1D); 8D [+3D]

Shadow Shift Technique – Teleport 6D; Limiter – Only from One Shadow to Another (-2D); 4D

Three Fists Technique – Rapid Attack 8D; Limiter – Only with Closed Paw Strike (-2D); 9D

SUBPLOTS (-15D)

Goal (-3D): Seeking the Ancient Master (Legend says that original master of Shadow Tiger Kung-Fu is still alive; Sung-hi wishes to learn all the secrets of the art.)

Hunter (-3D): White Lotus (Shadow Tiger murdered this superhero's mentor; the hero has sworn to bring the villain to justice.)

Physical Problem (-3D): Austere Lifestyle (In order to maintain his abilities, Sung-hi has a strict regimen of diet, exercise, and meditation he must follow every day.)

Poverty (-1D): Poor (Sung-hi spends most of his ill-gotten gains on his quest to find the Ancient Master.)

Secret (-5D): Secret Identity (Sung-hi takes extreme care to hide his connection to Shadow Tiger.)

BACKSTORY

Sung-hi Leung grew up on the mean streets of a Hong Kong slum. He watched helplessly as a brutal tong murdered his family and took everything they had, knowing that to try to defend them was to join them in death. Orphaned and starving, he was taken in by the master of a martial arts school, where the discipline of training helped him bear his grief while confronting his fear.

While most of the students of the school learned the traditional path of Tiger-style Kung-Fu, the darkness in Sung-hi's soul drew him to the more secretive way of the Shadow Tiger. He had a natural affinity for it, but in exchange for its secrets, the master required Sung-hi to commit crimes to help support the school.

Eventually, the legend of the Shadow Tiger grew, and the heroes of Hong Kong began to learn of his cunning, power, and skill, as he defeated or eluded them time and time again. In one of the fights, he'd bested the superhero White Lotus. The hero's master pleaded for his student's life, and Shadow Tiger killed the master instead.

Soon after that, Shadow Tiger's master told him of the legend of the Ancient Master of Shadow Tiger Kung-Fu. "He is the one who can complete your training," the master told him, "for you have learned all I can teach you."

And so, the supervillain slipped out of Hong Kong and began wandering the globe. His travels have brought him to Lakeport, looking for more clues in his quest, and whatever crimes he must commit to continue it.



Techno [aka Wayne Martell]

ATTRIBUTES (38D)

AGL 5D	PER 5D	EGO 3D/8D*
FOR 5D	PRO 5D	EMP 1D
STR 2D/6D*	REF 6D	INT 6D
STAM 12D	INIT 6D	LUCK 10D

*With Modified Attribute Added In

EDGES (20½D)

Cybernetics 4D, Electronics 3D, Exceptional Memory 3D, Insight 2D, KNO: Computer Systems 4D, KNO: Lakeport 2D, KNO: Supers 2D, LANG: Binary Code 4D, LANG: English (native), Mechanic 2D, Melee Combat 3D, Mental Combat 4D, Ranged Combat 3D, Scientist 2D

POWERS (46½D)

Combat Armor – Armor 5D; Limiter – Inaccessible Item (-½D); 6½D

Cybernetic Assault Suit – Power Array (3 powers); Limiter – Inaccessible Item (-½D); 12½D

1) **Assault Programming** – Telepathy 6D; Boosters – Manipulation (+2D), Probe (+2D); Limiters – No Range (-1D), Only A.I.'s and Computers (-2D); 7D [Base]

2) **Enhanced Hacking** – Psychic Dominion 6D; Booster – Amnesia (+2D); Limiters – No Range (-1D), Only A.I.'s and Computers (-2D); 5D [+3D]

3) **Remote Control** – Manipulate 6D; Booster – Broad Group (All Objects with Electronic Controls, +2D); Limiter – Not Versus Radio Interference or Jamming (-2D); 6D [+3D]

Exoskeleton Augmentation – Modified Attribute 4D (+4D to Strength); Limiter – Inaccessible Item (-½D); 3½D

Jump Jets – Leap 5D; Limiter – Inaccessible Item (-½D); 4½D

Laser Array I – Blast (Light) 8D; Booster – Line of Sight (+1D); Limiter – Inaccessible Item (-½D), Limited Uses (8 shots, -½D); 8D

Laser Array II – Dazzle (Visual) 6D; Booster – Line of Sight (+1D); Limiters – Connected (no toggle, -2D), Inaccessible Item (-½D), Limited Uses (8 shots, -½D); 4D

Neural Interface – Modified Attribute 5D (+5D to Ego); Limiters – Inaccessible Item (-½D), Only for Cybernetic Assault Suit Powers (-2D); 2½D

Tactical Visor I – Enhanced Senses (IR & UV Vision) 1D; Booster – Additional Sense (+1D); Limiter – Inaccessible Item (-½D); 1½D

Tactical Visor II – Perception Shield (Visual) 4D; Limiter – Inaccessible Item (-½D); 3½D

SUBPLOTS (-15D)

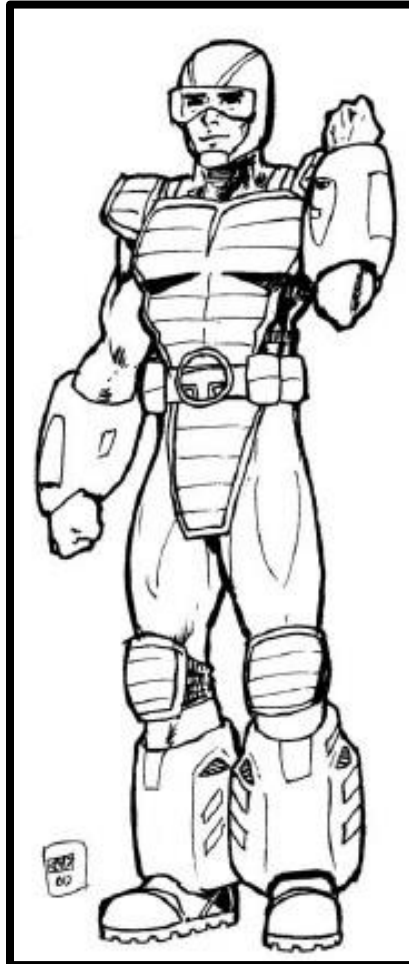
Addiction (-1D): Internet Addiction (Wayne spends most of his free time accessing the internet.)

Goal (-3D): Expose Secrets (Wayne has a Robin Hood mentality when it comes to secrets people need to know.)

Personality Quirk (-3D): Uber-Nerd (Wayne interacts better with technology than people.)

Secret (-5D): Secret Identity (Wayne is already a recluse; so he's also hiding his connection to Techno.)

Susceptibility (-3D): Electrical Attacks (One of the few drawbacks of the neural interface for his suit.)



BACKSTORY

Wayne Martell has always been a whiz with technology. He's built and programmed his own computers, robots, and gadgets since grade school. He won science fairs, design competitions, scholarships, and more – he was a teenager with a future.

When the internet came along, Wayne discovered a whole other world and immersed himself in it. He spent more and more time surfing the net, and less and less time working on projects, schoolwork, and social interaction.

Eventually, his disappointed parents kicked him out of the house. Wayne was forced to take on meaningless jobs to support his internet addiction, losing several of them because he'd use the company computers more than work. When one employer tried to cut him off, he hacked his way in to gain access.

The employer was Orb, and during his hacking run he uncovered the specs on a combat suit they were working on for the US military. He also uncovered a bunch of failed trials of the prototypes that had crippled or killed test operators, several of whom were suing Orb for damages and continuing medical expenses. After he downloaded all of the files, he leaked the accident and legal data to internet news sites and kept the technical specs for himself.

A year later, the modified suit is done – a miracle of 3D printing and garage manufacturing, funded with blackmail money of other corporations that had dirty little secrets and didn't want to end up like Orb. Wayne has done a few test runs to check its capabilities, but now he's ready to step into the big leagues as a modern day Robin Hood named Techno.

Thundara [aka Gale Bronte]

ATTRIBUTES (44D)

AGL 5D	PER 4D	EGO 3D
FOR 7D	PRO 6D	EMP 3D
STR 7D	REF 6D	INT 3D
STAM 19D	INIT 6D	LUCK 9D

EDGES (12D)

Attractive 2D, Awareness 4D, Blind Fighting 4D, KNO: Meteorology 2D, KNO: Lakeport 2D, KNO: Supers 2D, Researcher 2D, Seduction 2D, Scientist 2D, Streetwise 2D

POWERS (49D)

Microburst Attack – Blast (Wind) 7D; Boosters – Burst (no toggle, +1D), Increased Throwback (no toggle, +1D); Limiter – Max Only (-1D); 8D

The Tempest’s Child – Invulnerable (Physical & Energy) 6D; Booster – Broad Category x2 (+6D); 16D

Thunderclap Attack – Blast (Sonic) 8D; Booster – Area of Effect (no toggle, +2D); Limiter – Decays (-1D); 9D

Updraft Rider – Fly 6D; Booster – Passengers (+1D); Limiter – Signature (Gust of Wind, -1D); 5D

Whirlwind Command – Psychokinesis 7D; Boosters – Area of Effect (no toggle, +2D), Combat (+2D); 11D

SUBPLOTS (-15D)

Distinct Feature (-1D): Statuesque Redhead (Gale has a mane of bright red hair is over six feet tall.)

Enemy (-3D): Eclipse (This is the sorceress who laid Thundara low with her magic and humiliated her.)

History (-3D): Deceased Lover (Gale’s fiancée died from the lightning strike that made her Thundara.)

Rage (-3D): When Targeted with Magic Powers (Gale knows these can hurt her and reacts badly to them.)

Secret (-1D): Secret Identity (Gale only takes basic precautions to disassociate her from Thundara.)

Susceptible (-4D): Magic-sourced Powers (Gale doesn’t know why, but magic gets through her defenses.)

BACKSTORY

Things were different for Gale Bronte a few years ago. She was a beautiful meteorology student at the University of Wisconsin – Lakeport, with a wonderfully cute and sweet fiancée who had a taste for adventure. It was that taste for adventure that had put them out on Lake Michigan on a small sailboat one lazy summer afternoon.

Gale knew all about instability thunderstorms, how innocent cumulus clouds could rapidly explode into the anvil-crowned thunderheads that heralded lightning, hail, downpours, and worse. But she wasn’t thinking of them as she and he dozed on the deck in each other’s arms.

The storm exploded above them, shattering the serenity of their summer siesta. There was nowhere to hide in the little boat as the microburst from the storm threw the lake’s surface into a frenzy of whitecaps. Desperate to keep their small boat from capsizing, she was helping him bring in the sail when a blinding flash of light seared her vision as the thunderclap knocked her senseless. Lightning had found the boat’s metal mast, of course, sending them both to the deck.

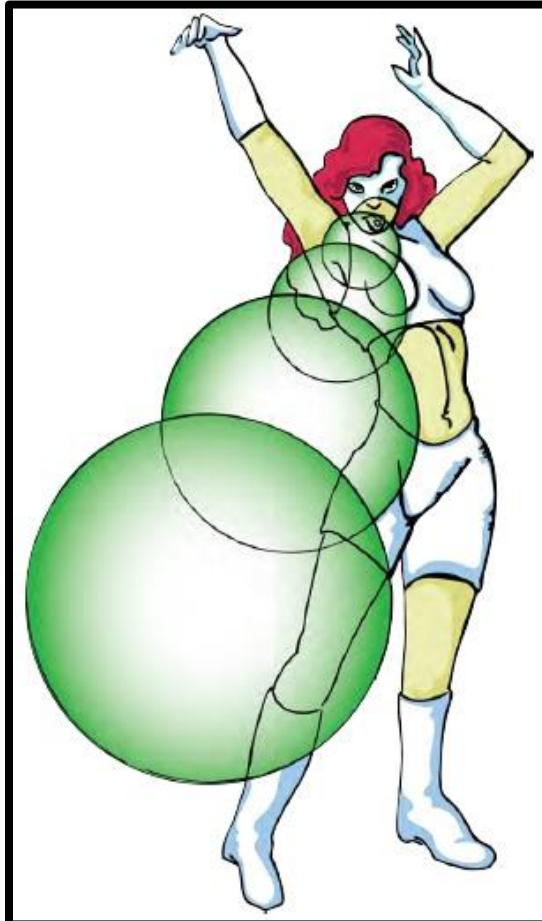
When Gale awoke shaking and soaked, the storm had passed. It took her a few moments to regain her senses, but when she did, she realized her lover wasn’t breathing. Desperate to find help, she discovered her powers and quickly mastered them while trying to save him, but all for naught. In the depths of despair, she tried to end her own life, only to find that she was invulnerable.

It was then that she met Eclipse. The sorceress said that she could bring her lover back to life – but that

the material components needed for high-order necromancy were expensive and hard to obtain. Her desperate desire to reclaim her happiness led to a year-long crime spree that would forever taint her reputation.

But the components weren’t for a resurrection spell, rather one that was intended to enslave Gale to Eclipse as a mindless servant. Gale realized this at the last moment and managed to escape her fate and only barely escaping with her life.

After that, Gale decided to embrace her fate as a powerful villainess, unaware that her change of heart was part of the failed spell Eclipse had cast upon her. The sorceress had called her *Thundara* once; Gale decided to keep it, as she embarks on a life of crime...



Helpful Tables & Charts

Standard Task Difficulties Table

#	Difficulty	#	Difficulty
2	Sure Thing	8	Challenging
3	Child's Play	9	Daunting
4	Trivial	10	Vexing
5	Easy	11	Demanding
6	Mundane	12	Harrowing
7	Normal	13+	Impossible (?)

Benchmarks Table

TR	Speed	Time	Weight	Distance
1/128	---	---	1 ounce	½ inch
1/64	---	---	¼ pound	1 inch
1/32	---	---	½ pound	3 inches
1/16	---	---	1 pound	6 inches
1/8	---	---	5 lbs.	1 foot
1/4	Stationary	Instantaneous	10 lbs.	1 yard
1/2	1 mph	1 second	25 lbs.	2.5 yds.
1	5 mph	10 seconds	50 lbs.	5 yds.
2	10 mph	30 seconds	100 lbs.	25 yds.
3	25 mph	1 minute	250 lbs.	50 yds.
4	50 mph	5 minutes	500 lbs.	100 yds.
5	100 mph	30 minutes	2 tons	250 yds.
6	250 mph	1 hour	10 tons	1 mile
7	500 mph	12 hours	25 tons	2.5 miles
8	Mach 1	1 day	50 tons	10 miles
9	Mach 5	1 week	100 tons	25 miles
10	Sublight	1 month	1 kiloton	100 miles
11	Lightspeed	1 year	10 kilotons	1,000 miles
12	Warp Speed	10 years	100 kilotons	10,000 miles
13+	Hyperwarp	x10 per +TR	x10 per +TR	x10 per +TR

Materials Table

TR	Material Strength / Resistance
1/4	Plastic Wrap, Tissue Paper
1/2	Gauze, Paper
1	Cardboard, Linen, Styrene
2	Drywall, Interior Door, Lexan, Plate Glass
3	Exterior Door, Leather, Plywood, Safety Glass
4	Car Door, Chain Mail Armor, Cinderblock, Fire Door
5	Curtain Wall, Light Pole, Riot Gear, Tree Trunk
6	Armored Car, Ballistic Armor, Brick / Stone Wall, Sheet Metal
7	Bomb Squad Armor, Reinforced Concrete, Stone Column
8	AFV Armor, Ship's Hull, Street Pavement
9	Highway Pavement, Steel I-Beam, Plastisteel
10	Airport Runway, Transteel
11	Diamond
12	Progressium
13+	Eternite

Power Tiers Table

TR	Power Tier	Initial Dice Pool
1/2	X	X
1 2 3	Human Trait Max 3D	30 character creation dice, plus up to 5 subplots dice
4 5 6	Metahuman Trait Max 6D	60 character creation dice, plus up to 10 subplots dice
7 8 9	Superhuman Trait Max 9D	90 character creation dice, plus up to 15 subplots dice
10 11 12	Ultrahuman Trait Max 12D	120 character creation dice, plus up to 20 subplots dice

Attributes

AGL	PER	EGO
FOR	PRO	EMP
STR	REF	INT
STAM	INIT	LUCK

Edges Listing

Accelerated Healing	Entitlement	Network
Access	Equestrian	Orator
Acrobat	Etiquette	Performer
Act	Evade	Persuade
Administrate	Exceptional Memory	Power Use
Alias	Favors	Profession
Animal Handler	Forgery	Quick Change
Art	Freefall	Quick Study
Attractive	Gambler	Ranged Combat
Awareness	Headquarters	Renown
B & E	Humanities	Researcher
Blind Fighting	Incredulity	Resistance
Bluff	Infamy	Scientist
Climb	Insight	Security Systems
Coerce	Internal Compass	Seduction
Contort	Intuition	Shadow
Converse	Knowledge	Sleight of Hand
Courage	Language	Stalwart
Criminologist	Legacy	Stealth
Cryptographer	Lipreader	Streetwise
Cybernetics	Mechanic	Survival
Danger Sense	Medic	Touch Combat
Demolitions	Melee Combat	Tracker
Disguise	Mental Combat	Trader
Dodge	Mental Discipline	Vehicle
Electronics	Mimic	Wealth
Enhanced Dexterity	Navigator	Weaponsmith

2 Edge Dice per Character Creation Die

Power Tier Table

TR Range	Power Tier	+	++
1D to 3D	Human	1	2
4D to 6D	Metahuman	2	4
7D to 9D	Superhuman	3	6
10D to 12D	Ultrahuman	4	8

Powers Listing

Power	Type	Power	Type
✦Absorb	Def.	✦Lethal Strike	Att.
Accelerate	Misc.	Life Support	Alt.
Acute Sense	Sen.	Location Sense	Sen.
Additional Limbs	Alt.	Longevity	Misc.
Add. Sensory Group	Sen.	✦✦Magic	Misc.
Alter Locale	Alt.	Manipulate	Alt.
Analytic Sense	Sen.	✦Mental Blast	Att.
✦Armor	Def.	Mental Resistance	Def.
Blast	Att.	Mental Toughness	Def.
Boost Attribute	Alt.	Microscopic Sense	Sen.
Burrow	Mov.	Modified Attribute	Alt.
Cling	Mov.	✦Paracognition	Men.
✦Copy Power	Alt.	Penetrating Sense	Sen.
Cosmic Awareness	Sen.	Perceive Weakness	Sen.
✦Counter-Attack	Att.	Perception Shield	Def.
Damage Resistance	Def.	✦Power Array	Misc.
Dazzle	Att.	✦✦Power Pool	Misc.
Deflect	Def.	Psychic Dominion	Men.
✦Density Increase	Alt.	Psychokinesis	Men.
Detection	Sen.	Radio Sense	Sen.
✦Dimension Shift	Mov.	✦Rapid Attack	Att.
Enhanced Senses	Sen.	✦Regenerate	Alt.
Ensnare	Att.	✦✦✦Replicate	Alt.
Faster Than Light	Mov.	✦Resurrect	Alt.
✦Fear	Men.	Run	Mov.
Fly	Mov.	Shapeshift	Alt.
Force Barrier	Def.	Shrink	Alt.
Force Field	Def.	Shroud	Alt.
✦Grow	Alt.	Siphon	Alt.
Heal	Alt.	Steal Trait	Alt.
Illusion	Misc.	Stretch	Alt.
Immunity	Def.	Strike	Att.
Imperceptible	Alt.	Swim	Mov.
Intangible	Alt.	Swing	Mov.
✦✦Invoke	Misc.	Telepathy	Men.
✦✦Invulnerable	Def.	Teleport	Mov.
Karma Control	Misc.	Toughness	Alt.
Lack of Weakness	Def.	Tracking Sense	Sen.
Leap	Mov.	Trait Protection	Def.
✦Leech	Alt.	✦Transform	Alt.
✦✦Lethal Blast	Att.	Universal Translation	Misc.

Power Types

Alteration	Defense	Miscellaneous
Attack	Mental	Movement
		Sensory

Suggested Power Sources & Special Effects

Acid	Friction	Nullification
Air	Gravity	Pheromonal
Bio-Energy	Heat	Plasma
Chemical	Hypnosis	Psionic
Chi Focus	Ice	Quantum Forces
Cold	Inertia	Radiation
Cosmic	Ionic	Sound
Daemonic	Kinetic	Supernatural
Darkness	Lifeforce	Tachyon
Divine	Light	Temporal
Earth	Magic	Ultrasonic
Electricity	Magnetic	Vibration
Faerie	Mystic	Water
Fire	Nuclear	Zero-Point Energy

Sensory Groups

Auditory	Olfactory	Tactile
Magical	Psychic	Visual



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THE FINAL WORD...

And that word is *perseverance*. The 2020 Pandemic lockdowns in Iowa hit about two weeks after GamiCon Copper in Cedar Rapids was over – I typically volunteer to help out with the game auction, but I'd jumped in with both feet and helped with everything that time around. To paraphrase Dale Horvath from *The Walking Dead*, if I'd known it was going to be the last face-to-face gaming I'd do this year, I would have signed up for more events.

As I usually do when my normal gaming outlets are closed to me, I work on gaming stuff. The last time that happened was a decade ago when I was working retail and didn't have a set schedule. That period produced my first set of tabletop roleplaying games – *Survivors of the Fire*, *Distant Worlds*, *Damned Are The Living*, and the *FUGLI Core Rules*.

The alpha rules test happened in May with the fine folks behind the *Babies with Knives* YouTube Channel. That pointed up a lot of game mechanics problems with that particular ruleset which had me going back to the keyboard to try and remedy them. It took most of the summer for me to realize that the problems just couldn't be fixed satisfactorily without further complicating an already complex set of rules.

At that particular crossroads, I actually set the project aside for a couple of weeks. During that summer, my mother was hospitalized for a month, my best friend had been diagnosed with Multiple Sclerosis, and I went through a scare where I thought I was having another stroke (my first one was three days after Christmas in 2012). And, of course, there was a pandemic going on, too.

It would have been easy to just set the game aside and decide that this just wasn't the year for this sort of project. Problem is, I've been trying to write a superhero genre TTRPG off and on for over ten years. I just couldn't let this one go.

Those of you who are familiar with my other games will recognize the mechanics of this one. By reinventing the wheel, I think I've finally given the FUGLI system the revamp it needed to make it better. I can honestly say that I'm happy with what the original concept has become – four nearly complete rewrites later.

I'm looking forward to playing this game face-to-face with my friends once again, after the pandemic finally subsides to the point where some semblance of normalcy is restored in our daily lives. For now, I'll settle for virtual gaming and writing supplements for this particular offering.

Anyway, I do hope you enjoy the *XD12 Superhero System*, and thanks for your patience while I was thrashing around getting it done.

-- Matt Frisbee
Your Friendly Neighborhood Game Designer
October 2020

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