Heroes in a Flash!

The Mutants & Masterminds Gamemaster’s Kit is a key accessory for your superhero campaign. It features a sturdy and practical three-panel, hardback screen with all the charts and tables you need to play Mutants & Masterminds, Third Edition. Also included is a 48-page booklet featuring the Quickstart Character Generator, which allows players to speedily create balanced starting heroes. A 2-page character sheet suitable for photocopying completes the package. The Mutants & Masterminds Gamemaster’s Kit is the perfect complement to the Hero’s Handbook. Kick off your super-hero game with style!
Welcome to the Mutants & Masterminds Gamemaster’s Kit and Quickstart Character Generator! This kit was assembled to make your job as the Gamemaster easier. While running your series, you’ll be able to refer to the screen to reference the most useful charts and tables rather than cracking open the book—though you should have the Hero’s Handbook handy, too.

This kit also makes your job easier because the booklet you’re holding allows your players to quickly generate starting characters. Using these tables, new players can create a hero in mere minutes. All they need to do is roll a d20 to find out what Archetype they get, then roll on the tables for that Archetype and write everything down on a character sheet or piece of paper and they’re set! Sure, this method removes a lot of choice from the process, but that speeds up character creation in its own way, since the player doesn’t have to make every single decision along the way. It can also provide some much-needed inspiration for a player who is stuck for an idea for a new hero. Experienced players may not need to randomly generate characters, but they may still want to! The results from the random tables can be interesting in ways a carefully conceived and planned character is not.

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

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

HOW TO USE THIS QUICKSTART CHARACTER GENERATOR

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

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

The second option is to treat the tables as a menu; simply pick the Archetype you want, go to that page and start picking the different packages of Abilities, Advantages, Skills, and Powers you want. Keep in mind, however, there are a lot of options for each Archetype, so this method may take longer as you weigh which options you like best. With this method, you won’t get as many “weird” combinations as a random character, but the results are fully under your control.

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

ADDING COMPLICATIONS

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

PULLING IT ALL TOGETHER

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

It’s possible, however, that you have an advantage that doesn’t mesh correctly with your skills. For example, you might get the Daze (Intimidation), Skill Mastery (Technology), or Assessment advantages, each of which requires a specific skill to work correctly; Intimidation, Technology, and Insight, respectively. If that’s the case, feel free to choose a different advantage, or if you like the effect the advantage gives you, swap one of your skills for the one you need. Instances in which this is a problem should be rare, but they can happen.

Another aspect of “pulling it all together” is making sure you have a character you want to play. You do this by customizing your character a bit. This is your hero, after all! Gamemaster, you should work with your players to swap around a few points’ worth of Abilities, Advantages, Skills, and/or Powers so they end up with a character more to their liking. Usually, this process is as simple as replacing ranks of one effect for equivalent ranks of another effect, but remember, if you choose to delete a rank or two from Presence and use those points...
to buy some ranks of Stealth or to increase your Dodge defense, for example, you’ll need to make sure you adjust any skill totals that changed because of the hero’s lowered Presence rank. The Abilities trickiest to change are usually Strength, Stamina, Agility, Dexterity, and Fighting because they’re so closely tied to a character’s total damage, defenses, and combat abilities. If you change those numbers, up or down, make sure the character isn’t breaking any PL limits or in danger of being too weak for the game.

Descriptors

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

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

A Catalog of Ideas: Powers & Alternate Powers

Once you’re playing the game, have a little experience using Hero Points, and even accumulated a few Power Points to spend to improve your hero, the character generator is an excellent place to look for inspiration when it’s time to come up with just the right Alternate Effect. Whether you need an Alternate Effect when you’re in a pinch during a game (by spending those Hero Points!) or between sessions when it’s time to make permanent changes and additions to your hero (by spending Power Points), this booklet is filled with hundreds of sample powers that should be easy to use as-is or modify slightly to make them work for your hero. Take advantage of that when you’re looking for inspiration!

Quickstart Character Generator

To use the character generator, roll 1d20 once and consult the Random Archetype Table below. When you have your archetype, go to the paged indicated and start generating your character. The tables should be self-explanatory. In some cases there are lists of Advantages, Skills, and Powers you get automatically, write those down (no roll of the die needed!), then follow any other instructions given. For example, every Crime Fighter (see page 7) receives the advantages listed in the grey box under the Advantages heading and also rolls on the tables below that. At the end, your character will have attacks, defenses, skills, and other abilities appropriate for a Power Level 10 character.

Random Archetype Table

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

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

ABILITIES

Roll 1d20 once and record the result.

1-12  Genius: You’re incredibly intelligent and likely had a hand in creating your battlesuit.

13-18  Military: You were trained by military and may have received your battlesuit there.

19-20  Accidental: You chanced upon your armor somehow, either it was a one-time fluke, found by you, or given to you by an organization or even aliens.

ABILITIES — GENIUS

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ABILITIES — ACCIDENTAL

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ADVANTAGES

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

1-4  Combatant: You have natural talent or you’ve been trained in combat, both in armor and out.

5-8  Inventor: You know your way around technology and can build gadgets given time.

9-12  Lucky: Things are easy for you.

13-16  Scientist: You work as a scientist and have some natural talent in that area.

17-20  Wealthy: Whether you inherited or earned it, you’re a part of the upper-crust of society.

ADVANTAGES — COMBATANT

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

ADVANTAGES — INVENTOR

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

ADVANTAGES — LUCKY

Beginner’s Luck, Luck 2, Redirect, Teamwork

ADVANTAGES — SCIENTIST

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


ADVANTAGES — WEALTHY

Attractive, Benefit 4 (Multi-millionaire)

SKILLS

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

1-4  People Person: You’re good with people.

5-16  Sciences: You’re well-educated.

17-20  Student: You’re young, but you still know a thing or two.

SKILLS — PEOPLE PERSON

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

SKILLS — SCIENCES

Expertise: Science 6, Perception 4, Technology 6

SKILLS — STUDENT

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

POWERS

OFFENSIVE POWERS

Weapon Array (24 points plus 4 points of Alternate Effects), Removable (-6 points)

• Plasma Blast: Ranged Damage 10, Accurate 4 • 24 points

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

1-2  • Electrified Shell: Reaction Damage 6 • 1 point

3-4  • Electro-Stunner: Ranged Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Accurate 4 • 1 point
Plasma Bolts: Ranged Multiattack Damage 6, Accurate 6 • 1 point

Force Capsule: Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree, Accurate 4 • 1 point

Micro Rockets: Ranged Burst Area Damage 8 • 1 point

Omni-Blaster: Cone Area Damage 10, Penetrating 4 • 1 point

Strength and Accuracy Booster: Enhanced Strength 8; Enhanced Trait 6 (Close Attack 6) • 1 point

Tractor/Presser Beam: Move Object 10, Accurate 4 • 1 point

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

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

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

Gravity Drivers: Flight 7 (250 MPH), Removable (-3 points) • 11 points

Space Flight: Movement 2 (Environment Adaptation—Zero-G, Space Travel 1) • 1 point

Locomotion Systems: Speed 7 (250 MPH); Leaping 4 (120 feet); Movement 2 (Choose two: Safe Fall, Swinging, Wall-crawling 1, a second rank of Wall-crawling), Removable (-3 points) • 12 points

Rocket Turbines: Flight 7 (250 MPH), Removable (-3 points) • 11 points

Aquatic Turbines: Swimming 8 (120 MPH); Movement 1 (Environment Adaptation—Aquatic) • 1 point

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

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

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

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

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

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

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

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ADVANTAGES

Roll 1d20 once and record the result.

1-10 Brawler: You know how to use your strength to your advantage.
11-15 Dabbler: You know how to create useful devices or artifacts.
16-20 Living Computer: You have an uncanny memory.

ADVANTAGES — BRAWLER

Improved Grab, Choose one: Power Attack or Accurate Attack

ADVANTAGES — DABBLER

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

ADVANTAGES — LIVING COMPUTER

Eidetic Memory, Well-informed

SKILLS

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

1-5 Brute: You're big and intimidating.
6-10 Expert: You know a lot about some subjects.
11-15 Seeker: You're looking for clues to your origin or past.
16-20 Sneak: You're stealthy.

SKILLS — BRUTE

Athletics 6, Intimidation 6

SKILLS — EXPERT

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

SKILLS — SEEKER

Investigation 5, Perception 3, Persuasion 4

POWERS

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

PRIMARY POWERS

GOLEM

Roll 1d20 once and record the result.

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

Elemental Body: Enhanced Advantages 6 (Close Attack 6)

Plus roll 1d20 once:

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

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

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

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

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

TECHNOLOGICAL

Roll 1d20 once and record the result.

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

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

5-8 Jetpack and Blaster Rifle: Flight 5 (60 MPH) Removable (-2 points); Ranged Damage 10, Accurate 4, Easily Removable (-10 points) • 22 points

9-12 Juggernaut: Enhanced Strength 4; Enhanced Trait 2 (Close Attack 2); Immortality 5; Leaping 2 (30 feet) • 22 points

13-16 Repeater: Ranged Multiattack Damage 6, Accurate 4 • 22 points

UNDEAD

Roll 1d20 once and record the result.

1-7 Bestial: Enhanced Traits 16 (Close Attack 8, Diehard, Evasion, Improved Critical (Unarmed), Improved Initiative 2, Takedown, Uncanny Dodge); Leaping 2 (30 feet); Movement 1 (Wall-crawling); Senses 2 (Darkvision, Tracking) • 22 points
**Unholy Strength and Vitality:** Enhanced Strength 3; Enhanced Trait 5 (Close Attack 5); Impervious on 6 ranks of Protection; Leaping 3 (60 feet); Regeneration 2 • 22 points

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

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**DEFENSIVE POWERS**

**Damage Resistance:** Impervious Protection 8 • 16 points

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

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Roll 1d20 once and record the result.

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

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

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

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**SECONDARY POWER**

Roll 1d20 once and record the result.

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

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

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**CRIME FIGHTER**

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

**ABILITIES**

Roll 1d20 once and record the result.

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

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

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

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**ABILITY POINTS**

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**ADVANTAGES**

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**COMPLICATIONS**

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

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

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

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

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

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

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


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

BACKGROUND ADVANTAGES

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

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

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

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

MENTAL ADVANTAGES

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

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

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

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

ADVANTAGES — CRIMINOLOGIST

Assessment, Skill Mastery (Expertise: Psychology)

ADVANTAGES — SCIENTIST

Inventor, Skill Mastery (Technology)

ADVANTAGES — SLEUTH

Skill Mastery (Investigation), Tracking

PHYSICAL ADVANTAGES

Roll 1d20 once and record the result.

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

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

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

ADVANTAGES — ACROBAT

Evasion, Instant Up

ADVANTAGES — MARTIAL ARTIST

Defensive Attack, Uncanny Dodge

ADVANTAGES — THIEF

Hide in Plain Sight, Skill Mastery (Stealth)

SKILLS

Close Combat: Unarmed 6

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

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

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

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

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

17-20 Sneak: You’re stealthy.

SKILLS — ATHLETE

Acrobatics 6, Athletics 8, Intimidation 6
**Powers/Equipment**

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

<table>
<thead>
<tr>
<th>CONTEMPORARY WEAPONS AND EQUIPMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Advantage:</strong> Equipment 10 (Equipment listed below)</td>
</tr>
<tr>
<td>Smartphone • 2 points</td>
</tr>
<tr>
<td><strong>Headquarters—Size:</strong> Medium, <strong>Toughness:</strong> 8; <strong>Features:</strong> Communications, Computer, Concealed, Garage, Gym, Living Space, Power System, Security System • 10 points</td>
</tr>
<tr>
<td><strong>Motorcycle:</strong> Medium; Str 1; Speed 6; Defense 10; Toughness 8 • 10 points</td>
</tr>
<tr>
<td><strong>Knife:</strong> Strength-based Damage 1, Improved Critical • 2 points</td>
</tr>
<tr>
<td><strong>Customized Heavy Pistol with Laser Sight:</strong> Ranged Damage 4, Accurate 2 • 10 points</td>
</tr>
<tr>
<td><strong>Customized Assault Rifle:</strong> Ranged Multiattack Damage 5, Accurate • 16 points</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>GADGETS</th>
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<tbody>
<tr>
<td><strong>Advantage:</strong> Equipment 3 (Headquarters)</td>
</tr>
<tr>
<td><strong>Headquarters—Size:</strong> Large <strong>Toughness:</strong> 10; <strong>Features:</strong> Communications, Computer, Concealed, Fire Prevention System, Gym, Infirmary, Laboratory, Living Space, Power System, Security System, Workshop • 15 points</td>
</tr>
</tbody>
</table>

Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>1-4</th>
<th>5-10</th>
<th>6-10</th>
<th>11-15</th>
<th>16-20</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Combat Suit:</strong> Enhanced Strength 1; Leaping 1 (15 feet); Movement 2 (Wall-crawling 2); Protection 1; Senses 1 (Infravision); Removable (-2 points) • 7 points</td>
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<tr>
<td><strong>Flight Suit:</strong> Flight 5 (60 MPH), Wings; Senses 1 (Ultravision); Strength-based Damage 1, Movement 1 (Wall-crawling 1); Removable (-2 points) • 7 points</td>
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<tr>
<td><strong>Gimmick Gadgets:</strong> Ranged Damage 5, Accurate, AE—Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), AE—Movement 2 (Safe Fall, Swinging); Easily Removable (-6 points) • 7 points</td>
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<tr>
<td><strong>Stealth Suit:</strong> Concealment 4 (All Visual), Passive; Ranged Affliction 6 (Resisted by Fortitude; Vulnerable, Defenseless), Limited Degree, Unreliable—5 shots; Movement 1 (Wall-crawling 1); Removable (-2 points) • 7 points</td>
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<thead>
<tr>
<th>HIGH-TECH GEAR</th>
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<tbody>
<tr>
<td><strong>Advantage:</strong> Equipment 10 (Equipment listed below)</td>
</tr>
<tr>
<td>Smartphone, Restraints, Flashlight, Multi-tool, Rebreather • 6 points</td>
</tr>
<tr>
<td><strong>Headquarters—Size:</strong> Huge, <strong>Toughness:</strong> 10; <strong>Features:</strong> Communications, Computer, Concealed, Garage, Gym, Laboratory, Living Space, Power System, Security System, Workshop • 15 points</td>
</tr>
<tr>
<td><strong>Motorcycle:</strong> Medium; Str 1; Speed 6; Defense 10; Toughness 8 • 10 points</td>
</tr>
<tr>
<td><strong>Swingline:</strong> Movement 1 (Swinging) • 2 points</td>
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<tr>
<td><strong>Utility Belt:</strong> 17 points</td>
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<tr>
<td>11-20</td>
</tr>
<tr>
<td>• <strong>Bolos:</strong> Ranged Cumulative Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 12 points</td>
</tr>
<tr>
<td>• <strong>Boomerangs:</strong> Strength-based Ranged Damage 1, Accurate 2 • 1 point</td>
</tr>
<tr>
<td>• <strong>Explosives:</strong> Ranged Burst Area Damage 4 • 1 point</td>
</tr>
<tr>
<td>• <strong>Power-Knuckles:</strong> Strength-based Damage 3, Improved Critical, Inaccurate • 1 point</td>
</tr>
<tr>
<td>• <strong>Taser:</strong> Ranged Cumulative Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point</td>
</tr>
<tr>
<td>• <strong>Tear-Gas Pellets:</strong> Range Cloud Area Affliction 4 (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled), Extra Condition, Limited Degree • 1 point</td>
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</tbody>
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<table>
<thead>
<tr>
<th>DEFENSES</th>
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<tbody>
<tr>
<td><strong>Dodge</strong></td>
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<tr>
<th>POWER POINTS</th>
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<tr>
<td><strong>Abilities</strong></td>
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<td><strong>Skills</strong></td>
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<td><strong>Powers</strong></td>
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<td><strong>Defenses</strong></td>
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<tr>
<td><strong>Advantages</strong></td>
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<tr>
<td><strong>Total</strong></td>
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</table>

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

<table>
<thead>
<tr>
<th>COMPLICATIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Motivation—Patriotism:</strong> You strongly believe in the ideals your country was founded on and fight to uphold them. Patriotic Crime Fighters often have a military background, but they don't have to.</td>
</tr>
<tr>
<td><strong>Motivation—Doing Good:</strong> Crime Fighters with this motivation are usually trying to live up to an example set by someone else, possibly the previous wearer of the mantle this hero has taken up.</td>
</tr>
<tr>
<td><strong>Motivation—Justice:</strong> You're on a quest to bring justice to the world, possibly to make up for a past failure. This motivation is especially appropriate for the Dark Avenger.</td>
</tr>
<tr>
<td><strong>Motivation—Thrills:</strong> You don't have any powers, <em>per se</em>, but why should that stop you from having fun?</td>
</tr>
<tr>
<td><strong>Enemy:</strong> The Crime Fighter usually has at least one villain central to his or her existence who plagues the hero consistently.</td>
</tr>
</tbody>
</table>
The Elemental is a being composed of a pure element, usually one of the classical four elements of earth, air, fire, or water. They have powers reflecting their elemental composition, as well as control and mastery over the element.

**ABILITIES**

Roll 1d20 once and record the result.

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

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

**ABILITIES — EMBODIMENT**

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
<th>INT</th>
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**ABILITIES — TRANSFORMED**

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<tr>
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<td>2</td>
<td>6</td>
<td>0</td>
<td>1</td>
<td>2</td>
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</tbody>
</table>

**ADVANTAGES**

Choose one: Power Attack or Accurate Attack

Roll 1d20 once and record the result.

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

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

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

**ADVANTAGES — IMPOSING**

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

**ADVANTAGES — OVERSEER**

Contacts, Leadership

**ADVANTAGES — UNOBTRUSIVE**

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

**SKILLS**

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

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

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

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

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

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

**SKILLS — NATIVE**

Expertise: Elements 8, Perception 4

**SKILLS — PILOT/DRIVER**

Expertise: Repair 4, Vehicles 8

**SKILLS — SCIENTIST**

Expertise: Science 8, Technology 4

**SKILLS — SOLDIER**

Athletics 4, Expertise: Military 8

**POWERS**

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

**ELEMENTAL TYPE**

Roll 1d20 once and record the result.

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

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

11-15 **Fire Elemental**: You are made of living fire, held together by sheer willpower or a containment suit.
16-20  Water Elemental: You are comprised of water in one of its forms: liquid, ice, or vapor.

**AIR ELEMENTAL**

**PRIMARY POWERS**

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

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

**OFFENSIVE POWERS**

**Air Control:** Array (20 points plus 2 Alternate Effects)
- **Air Blast:** Ranged Damage 10 • 20 points

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

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

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

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

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

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

**EARTH ELEMENTAL**

**PRIMARY POWERS I**

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

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

**PRIMARY POWERS II**

Roll 1d20 once and record the result.

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

5-10 • **Earth Form:** Burrowing 6 (4 MPH); Senses 1 (Ranged Touch); Visual Concealment 4, Limited to earthen surroundings • 11 points

**Earth Control:** Perception Ranged Move Object 10, Limited to Earthen Materials • 20 points
- **Earth Blast:** Ranged Damage 10 • 1 point
- **Earthen Snare:** Cumulative Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1 point

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

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

**FIRE ELEMENTAL**

**PRIMARY POWERS**

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

**Flight:** Flight 6 (120 MPH) • 12 points

**PHYSICAL POWERS**

Roll 1d20 once and record the result.

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

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

**OFFENSIVE POWERS**

**Fire Control:** Array (20 points plus two Alternate Effects)
- **Fire Blast:** Ranged Damage 10 • 20 points
Take the Fire Control Array and Fire Blast (above) and roll 1d20 twice (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

1-3
- Asphyxiate: Burst Area Progressive Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

4-6
- Fire Ball: Ranged Burst Area Damage 6 • 1 point

7-10
- Fire Burst: Burst Area Damage 10 • 1 point

11-13
- Flame Shapes: Sustained Shapeable Area Damage 5 • 1 point

14-17
- Flash: Burst Area Cumulative Affliction 10 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • 1 point

18-20
- Open Flame: Environment 5 (Extreme Heat, Bright Light) • 1 point

WATER ELEMENTAL

Roll 1d20 once and record the result.

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

Water Control: Array (20 points plus two Alternate Effects)
- Water Blast: Ranged Damage 10 • 20 points
Take the Water Control Array and Water Blast (above) and roll 1d20 twice (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

1-10
1-4
- Dehydrate: Ranged Damage 6, Alternate Resistance (Fortitude) • 1 point

5-8
- Hard Water Objects: Create 10 • 1 point

9-12
- Move Water: Perception Ranged Move Object 10, Limited to Water • 1 point

13-16
- Suffocation: Progressive Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

17-20
- Watery Snare: Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1 point

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

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

Ice Control: Array (20 points plus two Alternate Effects)
- Ice Blast: Ranged Damage 10 • 20 points
Take the Ice Control Array and Ice Blast (above) and roll 1d20 twice (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

11-15
11-15
1-4
- Cold Blast: Ranged Damage 6, Alternate Resistance (Fortitude) • 1 point

5-8
- Cold Field: Environment 10 (Extreme Cold) • 1 point

9-12
- Ice Shapes: Create 6, Continuous, Innate • 1 point

13-16
- Icy Snare: Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • 1 point

17-20
- Icy Surfaces: Environment 10 (Impede Movement) • 1 point

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

DEFENSES

<table>
<thead>
<tr>
<th>Dodge</th>
<th>Parry</th>
<th>Fortitude</th>
<th>Toughness</th>
<th>Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>+0</td>
<td>+8</td>
<td>+0</td>
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POWER POINTS

<table>
<thead>
<tr>
<th>Abilities</th>
<th>34</th>
<th>Skills</th>
<th>16</th>
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<tbody>
<tr>
<td>Powers</td>
<td>82</td>
<td>Defenses</td>
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</tr>
<tr>
<td>Advantages</td>
<td>3</td>
<td>Total</td>
<td>150</td>
</tr>
</tbody>
</table>

COMPLICATIONS

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

Accident: Many Elementals have difficulty interacting with others in a normal fashion due to their nature. Fire Elementals, in partic-
Energy Controllers are able to control a particular form of energy such as fire, electricity, or magnetism. They are generally ranged combatants, have the power of flight, and protect themselves with force fields. In addition to being able to fire powerful energy blasts, Energy Controllers often utilize their powers to produce a wide variety of unusual and useful effects.

**ABILITIES**

Roll 1d20 once and record the result.

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

**ABILITIES — CHARISMATIC**

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
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**ABILITIES — HOTHEADED**

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**ABILITIES — RESERVED**

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<tr>
<th>STR</th>
<th>STA</th>
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</table>

**ADVANTAGES**

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

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

**ADVANTAGES — AGGRESSIVE**

All-out Attack, Power Attack

**ADVANTAGES — DISCIPLINED**

Assessment, Teamwork

**ADVANTAGES — INTIMIDATING**

Daze (Intimidation), Startle

**ADVANTAGES — HIDDEN RESERVES**

Extraordinary Effort, Great Endurance

**ADVANTAGES — PRECISE**

Accurate Attack, Precise Attack (Ranged, Cover)

**ADVANTAGES — WISECRACKER**

Fearless, Taunt

**SKILLS**

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

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

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

**SKILLS — ATHLETE**

Acrobatics 4, Athletics 4

**SKILLS — COOL**

Expertise: Popular Culture 4, Perception 4

**SKILLS — OBSERVANT**

Investigation 4, Perception 4
As a descriptor, substitute any one energy type on the list below (or one you come up with) in place of the word, “Energy,” or “Energy Control type,” above.

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

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

Roll 1d20 once and record the result.

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

### Alternate Effects

- **Dazzle:** Cumulative Ranged Affliction 12 (Resisted by Dodge, Fortitude to remove; Impaired, Disabled, Debilitated), Limited to One Sense (Choose one sense: Vision or Auditory) • 1 point
- **Disintegrate:** Ranged Affects Objects Weaken Toughness 8 • 1 point
- **Energy Burst:** Choose one: Burst Area Damage 10, Penetrating 4 • 1 point or Ranged Burst Area Damage 8 • 1 point
- **Energy Constructs:** Create 12 • 1 point
- **Energy Manipulation:** Deflect 12, Reflect, Redirect, Limited to Energy attacks • 1 point
- **Energy Weapon:** Penetrating Damage 12 • 1 point
- **Environmental Control:** Environment 12 (8 miles; Choose two: Cold, Heat, Impede Movement, Light, Visibility) • 1 point
- **Obscure:** Ranged Visual Concealment Attack, Choose one Extra: Burst Area or Cloud Area • 1 point
- **Snare:** Cumulative Ranged Affliction 8 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees • 1 point
- **Telekinesis:** Move Object 12 • 1 point

### Offensive Powers

Roll 1d20 once and record the result.

#### Energy Control: Array (24 points, plus 3 points of Alternate Effects)

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

#### Quick Change:

**Feature 1 (transform into costume as a free action)** • 1 point

Take the Energy Control array and Energy Blast (above), then roll 1d20 four times on the Alternate Effects sidebar (re-roll if you get the same result twice) and add them to the Energy Control array as Alternate Effects.

#### Energy Control: Array (24 points, plus 4 points of Alternate Effects)

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

Take the Energy Control array and Energy Blast (above), then roll 1d20 four times on the Alternate Effects sidebar (re-roll if you get the same result twice) and add them to the Energy Control array as Alternate Effects.

#### Energy Control: Array (25 points, plus 3 points of Alternate Effects)

Roll 1d20 once and record the result as the first power in your Energy Control array.

- **Enervating Blast:** Ranged Damage 12, Incurable • 25 points
- **Homing Blast:** Ranged Damage 12, Homing • 25 points
- **Invisible Blast:** Ranged Damage 12, Subtle • 25 points
- **Phantom Blast:** Ranged Damage 12, Affects Insubstantial • 25 points
- **Pinpoint Blast:** Ranged Damage 12, Precise • 25 points
- **Proxy Blast:** Ranged Damage 12, Indirect • 25 points
- **Reflective Blast:** Ranged Damage 12, Ricochet • 25 points
- **Variable Blast:** Ranged Damage 12, Variable Descriptor • 25 points

Once you have the first power in your Energy Control array, roll 1d20 three times on the Alternate Effects sidebar (re-roll if you get the same result twice) and add them to the Energy Control array as Alternate Effects.
DEFENSIVE POWERS

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

Roll 1d20 once and record the result.

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

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

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

UTILITY POWERS

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

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

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

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

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

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

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

DEFENSES

<table>
<thead>
<tr>
<th>DODGE</th>
<th>PARRY</th>
<th>FORTITUDE</th>
<th>TOUGHNESS</th>
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POWER POINTS

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<th>Abilities</th>
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<tr>
<td>Advantages</td>
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COMPlications

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

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

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

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

GADGETEER

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

Roll 1d20 once and record the result.

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

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

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

ABILITIES — ADVENTURER

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ADVantages

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

**Headquarters—Size:** Large **Toughness:** 10 **Features:** Communications, Computer, Fire Prevention System, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System, Workshop • 15 points
Roll 1d20 once and record the result.

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

**ADVANTAGES — ATHLETIC**

Evasion, Improved Initiative, Uncanny Dodge

**ADVANTAGES — NATURAL LEADER**

Inspire 2, Leadership

**ADVANTAGES — TINKERER**

Accurate Attack, Luck, Power Attack

**ADVANTAGES — WELL-TO-DO INVENTOR**

Benefit 3 (Millionaire)

### SKILLS

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

Roll 1d20 once and record the result.

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

**SKILLS — BUSINESSMAN/WOMAN**

Expertise: Business 5, Insight 6, Persuasion 5

**SKILLS — EXPLORER**

Athletics 7, Perception 5, Stealth 4

**SKILLS — INVESTIGATOR**

Insight 4, Investigation 7, Perception 5

**SKILLS — INFILTRATOR**

Deception 6, Sleight of Hand 4, Stealth 6

### POWERS

#### OFFENSIVE POWERS

Roll 1d20 once and record the result.

| 1-4 | Energy Projector Device: Ranged Damage 8, Accurate 2; AE—Ranged Affliction 8 (Resisted by Fortitude; Dazed Stunned, Incapacitated), Accurate 2; AE—Ranged Multiattack Damage 5, Accurate 3; AE—Close Cone Area Dazzle 9; Removable (-4 points) • 17 points |
| 5-7 | Force Armor: Enhanced Strength 8; AE—Burst Area Affliction 8 (Resisted by Fortitude; Dazed and Vulnerable, Defenseless and Stunned), Extra Condition, Limited Degree; AE—Create 8; AE—Burst Area Damage 8; AE—Reaction Damage 4; AE—Ranged Damage 7, Accurate 2; AE—Move Object 8; Activation—Move Action (-1 point), Removable (-4 points) • 17 points |
| 8-12 | Gimmick Blaster: Array (24 points, plus 3 points of Alternate Effects), Easily Removable (-10 points) • 17 points (this cost includes the cost of the Alternate Effects) |
| 13-15 | Energy Blast: Ranged Damage 12 |

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

| 1-3 | Create 7, Continuous, Innate |
| 4-5 | Move Object 12 |
| 6-8 | Ranged Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) |
| 9-11 | Ranged Affliction 12 (Resisted by Dodge; Vulnerable, Defenseless, Incapacitated) |
| 12-14 | Ranged Cloud Area Affliction 8 (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled) Extra Condition, Limited Degree |
| 15-17 | Ranged Burst Area Damage 8 |
| 18-20 | Close Cone Area Damage 8, Penetrating 8 |
Personal Combat Enhancers: Enhanced Advantage 11 (All-out Attack, Defensive Attack, Evasion, Extraordinary Effort, Diehard, Fearless, Great Endurance, Improved Critical (Unarmed), Improved Initiative, Takedown 2); Enhanced Strength 3; Enhanced Trait 5 (Close Attack 5); Activation—Move Action (-1 point), Removable (-4 points) • 17 points

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

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

DEFENSIVE POWERS
Roll 1d20 once and record the result.

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

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

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

MOVEMENT POWERS
Roll 1d20 once and record the result.

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

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

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

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

INNATE POWERS
Roll 1d20 once and record the result.

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

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

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

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

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

DEFENSES

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

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

COMPLICATIONS

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

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

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

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

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

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

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

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

Relationship: Gadgeteers often have a number of important people in their life, either family, loved ones, other researchers, or employees who like to get into trouble.
The Martial Artist has honed his skills in unarmed combat to bridge the physical gap between him and his superpowered associates. In fact, some Martial Artists display feats that seem impossible by normal standards—and may have a mystical origin.

**ABILITIES**

Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Ability</th>
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<tbody>
<tr>
<td>1-6</td>
<td>Finesse and Control: Your speed and reflexes almost too fast to be human.</td>
</tr>
<tr>
<td>7-14</td>
<td>Mystic Endowment: You have unlocked your body’s potential by cultivating your inner energy.</td>
</tr>
<tr>
<td>15-20</td>
<td>Strength and Power: You have trained your body close to human perfection.</td>
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**ABILITIES — FINESSE AND CONTROL**

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<th>STR</th>
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**ABILITIES — MYSTIC ENDOWMENT**

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**ABILITIES — STRENGTH AND POWER**

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**ADVANTAGES**

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

**BACKGROUND ADVANTAGES**

Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Advantage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>Armed Fighter: You are an expert with exotic weapons.</td>
</tr>
<tr>
<td>7-13</td>
<td>Wealthy: You are well-connected and rich.</td>
</tr>
<tr>
<td>14-20</td>
<td>Well-Traveled: You have walked the world righting wrongs and challenging senseis.</td>
</tr>
</tbody>
</table>

**ADVANTAGES — ARMED FIGHTER**

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

**ADVANTAGES — WEALTHY**

Benefit 3 (Millionaire), Connected

**ADVANTAGES — WELL-TRAVELED**

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

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**ELEMENT ADVANTAGES**

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

<table>
<thead>
<tr>
<th>Roll</th>
<th>Element</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Earth: You are steadfast and stable.</td>
</tr>
<tr>
<td>5-8</td>
<td>Fire: You are dynamic and creative.</td>
</tr>
<tr>
<td>9-12</td>
<td>Metal: You are transformative and quick.</td>
</tr>
<tr>
<td>13-16</td>
<td>Water: You are calm and pliable.</td>
</tr>
<tr>
<td>17-20</td>
<td>Wood: You are flexible and supportive.</td>
</tr>
</tbody>
</table>

**ADVANTAGES — EARTH**

Daze (Intimidation), Diehard, Fearless, Great Endurance

**ADVANTAGES — FIRE**

Extraordinary Effort, Inspire, Interpose, Leadership

**ADVANTAGES — METAL**

Beginner’s Luck, Eidetic Memory, Luck, Taunt

**ADVANTAGES — WATER**

Assessment, Evasion, Trance, Uncanny Dodge

**ADVANTAGES — WOOD**

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

**STYLE ADVANTAGES**

Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Style</th>
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</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Crane: You avoid direct confrontation, countering and pinpointing weaknesses.</td>
</tr>
<tr>
<td>5-8</td>
<td>Dragon: Your style emphasizes great versatility and serene balance.</td>
</tr>
<tr>
<td>9-12</td>
<td>Leopard: You rely on sheer speed and eschew defense.</td>
</tr>
<tr>
<td>13-16</td>
<td>Snake: You fight from unusual stances and positions to catch your opponent off-guard.</td>
</tr>
<tr>
<td>17-20</td>
<td>Tiger: You strike with great strength and ferocity.</td>
</tr>
</tbody>
</table>

**ADVANTAGES — CRANE**

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

**ADVANTAGES — DRAGON**

Accurate Attack, All-out Attack, Defensive Attack, Evasion, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Trip, Move-by Action
ADVANTAGES — LEOPARD
All-out Attack, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Move-by Action, Seize Initiative, Skill Mastery (Acrobatics), Startle, Takedown

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

17-20 Restorative Chi: Healing 6

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

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

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

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

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

DEFENSES

<table>
<thead>
<tr>
<th>DODGE</th>
<th>PARRY</th>
<th>FORTITUDE</th>
<th>TOUGHNESS</th>
<th>WILL</th>
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<td>Total</td>
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</table>

*If you rolled Mystical for Abilities.

COMPLICATIONS

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

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

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

Rivalry: Martial Artists often have a nemesis or fated rival against whom they measure themselves.
The Mimic copies the traits of others to use as his own. This affords him immense versatility, limited primarily by the type and availability of his subjects. At the same time, the Mimic usually has few other abilities upon which to rely.

**ABILITIES**

Roll 1d20 *once* and record the result.

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

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

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

**ABILITIES — BLANK SLATE**

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**ABILITIES — METAMIND**

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**ABILITIES — PERFECT WEAPON**

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**ADVANTAGES**

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

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

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

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

12-13  **Innocent**: You are naïve and pure.

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

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

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

**ADVANTAGES — COMPLEMENTARY**

Set-up, Teamwork

**ADVANTAGES — DISCERNING**

Assessment, Skill Mastery (Insight)

**ADVANTAGES — ENGRAMATIC**

Eidetic Memory, Jack-of-all-trades

**ADVANTAGES — INNOCENT**

Animal Empathy, Luck

**ADVANTAGES — INCISIVE**

Daze (Deception), Taunt

**ADVANTAGES — SPONTANEOUS**

Improved Initiative, Uncanny Dodge

**ADVANTAGES — SUBTLE**

Evasion, Hide in Plain Sight

**SKILLS**

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

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

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

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

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

15-18  **Observant**: Little escapes your notice.

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

**SKILLS — DYNAMIC**

Acrobatics 6, Athletics 6

**SKILLS — EMPATHIC**

Insight 8, Persuasion 4

**SKILLS — FURTIVE**

Deception 6, Stealth 6

**SKILLS — INSCRUTABLE**

Deception 8, Perception 4

**SKILLS — OBSERVANT**

Insight 6, Perception 6

**SKILLS — SPONGE**

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

Roll 1d20 once and record the result.

1-3 **Animal Mimicry**: Variable 10 (50 points, to mimic Traits of one animal at a time), Continuous, • 80 points

4-5 **Mental Duplication**: Mind Reading 10, Limited to Duplicated mind; Variable 10 (50 points, for duplicating a subject’s mental traits), Continuous, Resistible by Will • 80 points

6-7 **Nemesis**: Variable 8 (40 points, for traits suitable for confronting a particular opponent), Continuous, Free Action • 80 points

8-10 **Object Mimicry**: Variable 8 (40 points, for traits of object touched), Reaction • 80 points

11-15 **Power Duplication**: Variable 10 (50 points, for duplicating one target’s powers), Continuous • 80 points

16-17 **Power Theft**: Cumulative Affliction 12 (Resisted by Will; Powers Impaired, Powers Disabled, Transformed—Powerless) Linked to Variable 8 (40 points, for duplicating one target’s powers), Move Action, Limited to Afflicted subjects • 80 points

18-20 **Reflex Memory**: Variable 8 (40 points, for observed Skills and Advantages), Continuous, Free Action • 80 points

DEFENSES

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<tr>
<th>Dodge</th>
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POWER POINTS

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COMPLICATIONS

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

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

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

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

---

MYSTIC

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

ABILITIES

Roll 1d20 once and record the result.

1-6 **Host**: You’re the host of a mystical being which gives you access to supernatural powers.

7-13 **Magical Heritage**: Your family has a long history of being blessed with magical powers... or perhaps it’s a curse.

14-20 **Mystic Master**: You’ve trained long and hard to master the mystic arts.

ABILITIES — HOST

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ABILITIES — MYSTIC MASTER

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ADVANTAGES

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

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

Roll 1d20 once and record the result.

1-5 **Centered**: You’ve trained yourself to remain calm and centered, no matter what.

6-10 **Enchanter**: You can create magical artifacts.

11-15 **Powerful Connection**: You have a strong connection or mastery over the magic at your command.
Student of the Arts: You study and research constantly in order to keep informed.

ADVANTAGES — CENTERED
Fearless, Ultimate Effort (Will checks)

ADVANTAGES — ENCHANTER
Artificer, Skill Mastery (Expertise: Magic)

ADVANTAGES — POWERFUL CONNECTION
Accurate Attack, Power Attack

ADVANTAGES — STUDENT OF THE ARTS
Ritualist, Well-informed

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

Roll 1d20 once and record the result.

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

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

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

SKILLS — AFFECTING PRESENCE
Intimidation 4, Persuasion 4

SKILLS — OCCULT INVESTIGATOR
Investigation 4, Sleight of Hand 4

SKILLS — PRESTIDIGITATOR
Deception 4, Sleight of Hand 4

POWERS

OFFENSIVE POWERS
Magic Spells: Array (24 points, plus 5 points of Alternate Effects)
- Magical Blast: Ranged Damage 12 • 24 points

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

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

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

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

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

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

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

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

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

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

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

SECONDARY POWERS
Astral Projection: Remote Sensing 8 (Visual, Auditory, Mental), Limited—Physical body is defenseless, Subtle 2 • 26 points
• Levitation and Mystic Shield: Flight 4 (30 MPH); Sustained Protection 12, Impervious 6 • 1 point

OTHER POWERS
Roll 1d20 once and record the result.

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

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

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

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

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

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

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

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

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

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

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

DEFENSES

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**COMPlications**

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

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

**Honor:** It’s not uncommon for a Mystic to follow a code of conduct that keeps them on the straight and narrow, perhaps because it’s the right thing to do, perhaps because they need to in order to keep their powers in check.

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

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

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

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

---

**PARAGON**

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

**AAbilities**

Roll 1d20 once and record the result.

| 1-6 | Man of Action: You’re the height of human perfection, whether through a lifetime of experimental training or due to influence from some outside source. |
| 7-14 | Superhuman: You’re a powerful mutant, alien, or human who’s gained incredible abilities. |
| 15-20 | Vessel: You are the vessel for the power of a god or some other supernatural force. |

**Abilities — Man of Action**

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**Abilities — Superhuman**

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**Abilities — Vessel**

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**ADVantages**

Roll 1d20 once and record the results.

| 1-4 | Athlete: You’re either a natural athlete or have had extensive training. |
| 5-8 | Leader: You’re a natural at leading others. |
| 9-10 | Lucky: You’re extraordinarily lucky. |
| 11-13 | Resources: You have extensive resources. |
| 14-17 | Warrior: You’re either naturally talented at fighting or have trained in fighting styles. |
| 18-20 | Wealthy: Whether you inherited or earned it, you’re wealthy. |

**Advantages — Athlete**

Extraordinary Effort, Improved Initiative, Power Attack, Uncanny Dodge

**Advantages — Leader**

Inspire 2, Leadership, Teamwork

**Advantages — Lucky**

Beginner’s Luck, Luck 2, Redirect

**Advantages — Resources**

Equipment 4 (Headquarters)

**Headquarters—Size:** Gargantuan, **Toughness:** 12; **Features:** Communications, Computer, Gym, Infirmary, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Security System, Teleport (Affects Others), Workshop • 20 points
ADVANTAGES — WARRIOR
All-out Attack, Improved Initiative, Interpose, Move-by Action

ADVANTAGES — WEALTHY
Benefit 4 (Multi-millionaire)

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

1-5 Athlete: You’re a trained athlete.
6-10 Broad Training: You have a broad set of skills from your education or experiences.
11-15 Charismatic: You’re good with people.
16-20 Sciences: You’re well-educated.

SKILLS — ATHLETE
Acrobatics 6, Athletics 6, Perception 4

SKILLS — BROAD TRAINING
Expertise: (Choose one) 4, Insight 2, Perception 2, Persuasion 4, Ranged Combat: Throwing 4

SKILLS — CHARISMATIC
Expertise: (Choose one) 4, Insight 4, Perception 4, Persuasion 4

SKILLS — SCIENCES
Expertise: (Choose one) 6, Perception 4, Technology 6

POWERS

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

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

Roll 1d20 once and record the result.

1-7 Powerful: Enhanced Strength 2, Enhanced Advantage 2 (Close Attack 2); Power-lifting 2 • 8 points
8-14 Super-strength: Enhanced Strength 4 • 8 points
15-20 Soldier: Enhanced Trait 4 (Close Attack 4); Power-lifting 4 • 8 points

DEFENSIVE POWERS
Immunities: Immunity 10 (Life Support) • 10 points
Invulnerability: Protection 4 • 4 points

MOVEMENT POWERS
Roll 1d20 once and record the result.

1-15 Flight: Flight 8 (500 MPH) • 16 points
16-20 Super Movement: Speed 3 (16 MPH); Leaping 7 (900 feet); Movement 3 (Swinging, Wall-crawling 2) • 16 points

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

1-4 Improved Invulnerability: Impervious Toughness 6 • 6 points
5-7 Inhuman Physiology: Enhanced Advantage 1 (Diehard); Immunity 2 (Critical Hits); Regeneration 3 • 6 points
8-11 Enhanced Senses: Senses 6 (Extended Auditory 2, Extended Vision 2, Microscopic Vision, Ultra-Hearing) • 6 points
12-15 Quickness: Quickness 6 • 6 points
16-18 Telepathy: Mental Communication 1, Subtle 2 • 6 points
19-20 Traveler: Movement 3 (Dimension Travel 3) • 6 points

DEFENSES
MAN OF ACTION / SUPERHUMAN OR VESSEL

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<tr>
<th>Dodge</th>
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POWER POINTS

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

COMPLICATIONS

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

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

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

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

Power Loss: Usually caused by transforming back to a normal human form, some Paragons lack access to their powers all the time. If you choose this option, create a non-powered version of your character.
that doesn’t have any of its Powers, has human-level Abilities, and may even have lower ranks of Skills and completely different Advantages.

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

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

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

# POWERHOUSE

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

## ABILITIES

Roll 1d20 once and record the result.

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

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

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

### ABILITIES — ALTERNATE FORM

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### ABILITIES — INNATE POWER

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### ABILITIES — MUTATE/MUTANT

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## ADVANTAGES

**Power Attack**

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

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

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

### ADVANTAGES — DRIVEN

Extraordinary Effort

### ADVANTAGES — FIGHTER

Choose one: Accurate Attack or All-out Attack

### ADVANTAGES — GOOD WITH CROWDS

Takedown

### ADVANTAGES — POPULAR

Connected

### ADVANTAGES — TEAM PLAYER

Interpose

### ADVANTAGES — TOUGH

Ultimate Effort (Toughness checks)

### ADVANTAGES — QUICK

Improved Initiative

## SKILLS

**Close Combat: Unarmed 2**

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

1-5 **Athlete:** You’re a trained athlete.

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

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

16-20 **Sharp Mind:** You’re difficult to fool.
**SKILLS — ATHLETE**
Athletics 4, Perception 4, Ranged Combat: Throwing 4

**SKILLS — EX-MILITARY**
Expertise: Military 4, Perception 4, Ranged Combat: Throwing 4

**SKILLS — ROUGH UPBRINGING**
Expertise: Streetwise 4, Intimidation 6, Perception 2

**SKILLS — SHARP MIND**
Expertise: (Choose one) 4, Insight 4, Perception 4

**POWERS**

**OFFENSIVE POWERS**
Roll 1d20 once and record the result.

- **Density:** Growth 8 (-4 Dodge & Parry, +8 Strength, +8 Stamina), Does Not Modify Size, Speed, or Skills; Protection 4 • 20 points
- **Growth:** Growth 8 (-4 Dodge & Parry, -8 Stealth, +4 Intimidation, +8 Strength, +8 Stamina, +1 Speed); Protection 4 • 20 points
- **Solid Form:** Activation (Move Action, -1 point), Enhanced Ability 8 (Strength 8); Immunity 2 (Critical Hits); Power-lifting 3 • 20 points
- **Super-Strength:** Enhanced Strength 8; Power-lifting 4 • 20 points

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

- **Energy Blast:** Ranged Damage 9, Accurate 5, Distracting, Tiring • 10 points
- **Foot Stomp:** Line Area Damage 10, Powerhouse and target must be in contact with the same surface • 10 points
- **Groundstrike:** Burst Area Affliction 10 (Resisted by Fortitude; Dazed and Hindered, Stunned and Prone, Incapacitated), Extra Condition, Instant Recovery, Powerhouse and target must be in contact with the same surface • 10 points
- **Shockwave:** Burst Area Damage 10, Powerhouse and targets must be in contact with the same surface • 10 points
- **Super-Breath:** Close Range Cone Area Move Object 5, Limited to moving toward and away; Linked to Cone Area Damage 5, Unreliable (only the Damage is Unreliable) • 10 points
- **Super-Breath:** Cone Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned), Limited Degree • 10 points
- **Cut Loose:** Penetrating 10 on Strength • 10 points
- **Thunderclap:** Cone Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned), Limited Degree • 10 points

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

**Super-Stamina:** Enhanced Stamina 10 • 20 points

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

- **Invulnerability:** Immunity 10 (Choose one common power descriptor: Cold, Electricity, Fire, Magic, Radiation, Sonic, Weather) • 10 points
- **Life Support:** Immunity 10 (Life Support) • 10 points
- **Resistant:** Immunity 10 (choose two 5-point immunities: Alteration effects, sensory Affliction effects, Fatigue effects, or a damage type (Bullets, Cold, Electricity, Fire, Magic, Radiation, Sonic)) • 10 points
- **Thick Skin:** Impervious Toughness 10 • 10 points

**MOVEMENT POWERS**
Roll 1d20 once and record the result.

- **Burrowing:** Burrowing 6 (4 MPH), Penetrating • 12 points
- **Flight:** Flight 6 (120 MPH) • 12 points
- **Super-Leaping:** Leaping 12 (4 miles) • 12 points
- **Super-Movement:** Speed 5 (60 MPH); Leaping 7 (1,000 feet) • 12 points

**UTILITY POWERS**
Roll 1d20 once and record the result.

- **Enhanced Senses:** Senses 5 (Extended Auditory 2, Extended Vision 2, Low-light Vision) • 5 points
- **Fast Recovery:** Regeneration 4, Enhanced Advantage 1 (Diehard) • 5 points
- **Faster:** Depending on the Movement Power you rolled; Burrowing: add 1 rank of Penetrating Burrowing and Senses 3 (Infravision, Direction Sense, Distance Sense); Flight: add 2 ranks of Flight and an Alternate Effect of Swimming 6; **Super-Leaping:** add 5 ranks of Leaping; **Super-Movement:** add 2 ranks of Speed and 3 ranks of Leaping • 5 points
- **Immortal:** Immortality 2, Enhanced Advantage 1 (Diehard) • 5 points
- **Like Hitting a Brick Wall:** Reaction Damage 1, Penetrating 1 • 5 points
- **Pliable Form:** Elongation 1 (15 feet); Movement 2 (Permeate, Safe Fall) • 5 points

**DEFENSES**

<table>
<thead>
<tr>
<th>DODGE</th>
<th>PARRY</th>
<th>FORTITUDE</th>
<th>TOUGHNESS</th>
<th>WILL</th>
</tr>
</thead>
<tbody>
<tr>
<td>+5</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+5</td>
</tr>
</tbody>
</table>
**POWER POINTS**

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

**COMPLICATIONS**

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

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

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

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

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

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

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

**PSYCHIC**

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

**ABILITIES**

Roll 1d20 once and record the result.

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

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

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

**ADVANTAGES**

Roll 1d20 once and record the result.

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

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

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

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

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

**ADVANTAGES — CHARMED LIFE**

Attractive, Fascinate (Persuasion), Luck

**ADVANTAGES — CONTEMPLATIVE**

Fearless, Trance, Ultimate Effort (Will checks)

**ADVANTAGES — PERFECT MIND**

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

**ADVANTAGES — THOUGHT LEADER**

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

**ADVANTAGES — TRAINED FIGHTER**

Improved Initiative, Power Attack, Uncanny Dodge

**SKILLS**

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

### Student: You're a high-school, college, or post-graduate student.

**SKILLS — STUDENT**

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

### Charmer: You're good with people.

**SKILLS — CHARMER**

Deception 4, Insight 4, Persuasion 4

### Dabbler: You dabble in whatever interests you.

**SKILLS — DABBLER**

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

### Ninja: You have been trained in the way of the ninja.

**SKILLS — NINJA**

Acrobatics 4, Perception 4, Stealth 4

### Sneak: You're sneaky and underhanded when you need to be.

**SKILLS — SNEAK**

Deception 4, Perception 4, Stealth 4

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

**Telekinetic:** Move Object 10, Accurate 4 • 24 points

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

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

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

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

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

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

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

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

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

## POWERS

### OFFENSIVE POWERS

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

- **Psionic:** Take Telepathy, listed immediately below, then roll on the Psionic Table.
- **Telepathy:** Mind Reading 5 Linked to Area Mental Communication 3 • 25 points
- **Psionic Table:** Roll 1d20 once and record the result as the first power of an array, then roll 1d20 twice and add each result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).
  - **1-3** ESP: Remote Sensing 6 (Normal Visual, Normal Auditory, Mental) • 24 points
  - **4-7** Mental Blast: Perception Range Damage 6, Resisted by Will • 24 points
  - **8-11** Psi-Knife: Damage 8, Penetrating 4, Accurate 4, Resisted by Will • 24 points
  - **12-14** Psionic Invisibility: Concealment 10, Affects Others, Limited — Concealment only works against beings with a brain, Precise, Reach 3 • 24 points
  - **15-17** Sleep Touch: Cumulative Affliction 10 (Resisted by Will; Dazed, Stunned, Incapacitated), Accurate 3, Alternate Resistance—Dodge, Subtle • 24 points
  - **18-20** Telekinetic Weapon: Damage 8, Accurate 4, Affects Insubstantial 2, Penetrating 8, Reach, Split • 24 points
DEFENSIVE POWERS

Roll 1d20 once and record the result.

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

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

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

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

UTILITY POWERS

Roll 1d20 once and record the result.

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

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

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

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

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

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

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

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

MIX AND MATCH PSYCHIC POWERS

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

DEFENSES

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

POWER POINTS

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

COMPlications

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

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

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

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

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

SHAPESHIFTER

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

ABILITIES

Roll 1d20 once and record the result.

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

11-20
Scientist: You’re an inventor and scientist.
Roll 1d20 once and record the result.

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

**ADVANTAGES — FAST REACTION SPEED**
- Evasion
- Improved Initiative

**ADVANTAGES — INVENTOR**
- Inventor
- Skill Mastery *(Choose one)*

**ADVANTAGES — SMART ALEC**
- Daze *(Deception)*
- Taunt

**ADVANTAGES — SPONTANEOUS**
- Improved Initiative
- Uncanny Dodge

**ADVANTAGES — WEALTHY**
- Benefit 2 *(Independently Wealthy)*

**SKILLS**
- Close Combat: Unarmed 8

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

<table>
<thead>
<tr>
<th>Range</th>
<th>Advantage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td><em>Adventurer:</em> You like action and adventure and you have the skills to keep you alive while pursuing them.</td>
</tr>
<tr>
<td>5-8</td>
<td><em>Explorer:</em> You’re well-traveled and know how to blaze your own trails.</td>
</tr>
<tr>
<td>9-12</td>
<td><em>Infiltrator:</em> You’re a trained deceiver and infiltrator.</td>
</tr>
<tr>
<td>13-16</td>
<td><em>Investigator:</em> You’re a talented detective.</td>
</tr>
<tr>
<td>17-20</td>
<td><em>Researcher:</em> You’ve been educated in a field of interest.</td>
</tr>
</tbody>
</table>

**SKILLS — ADVENTURER**
- Athletics 4, Expertise *(Choose one)* 4, Perception 4

**SKILLS — EXPLORER**
- Athletics 4, Perception 6, Stealth 2

**SKILLS — INFLTRATOR**
- Deception 5, Stealth 3, Technology 4

**SKILLS — INVESTIGATOR**
- Insight 4, Investigation 4, Perception 4

**SKILLS — RESEARCHER**
- Expertise *(Choose one)* 6, Technology 6

**POWERS**

Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>Range</th>
<th>Power</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td><em>Shapeshifter:</em> Variable 9 (45 points, for assuming different shapes), Move Action • 72 points</td>
</tr>
<tr>
<td>6-10</td>
<td><em>Size-Change:</em> Roll 1d20 once or choose Giant Size or Shrinking. You may take the other power as an Alternate Effect by reducing Giant Size’s Power-lifting to only 1 rank and dropping the Impervious extra from Shrinking’s Protection 1. Also, only take the Flight Belt supplied by the Giant Size power.</td>
</tr>
<tr>
<td>11-15</td>
<td><em>Specific Shapeshifter:</em> Variable 9 (45 points, for assuming different shapes), Continuous, Limited <em>(Choose one type of entity you can turn into)</em>: Animals, Machines, Humanoids, Aliens, etc., Move Action • 72 points</td>
</tr>
<tr>
<td>16-20</td>
<td><em>Stretcher:</em> Strength-based Damage 6; Elongation 8 <em>(1,800 feet)</em>; Enhanced Advantages 14 <em>(Accurate Attack, Cheokehold, Close Attack 2, Evasion, Fast Grab, Improved Grab, Improved Hold, Improved Trip, Interepose, Power Attack, Precise Attack (Close; Cover), Takedown 2)</em>; Enhanced Skill 4 <em>(Close Combat: Grab +8)</em>; Impervious Toughness 8, Limited — Physical Impact Damage; Insubstantial 1 <em>(Liquid)</em>, Precise; Morph 2 <em>(Humanoid Forms)</em>, Distracting: Movement 6 <em>(Environmental Adaptation: Tight Spaces, Safe Fall, Slithering, Sure-footed, Swinging, Wall-crawling)</em>; Protection 7; Speed 3 <em>(16 MPH)</em> • 72 points</td>
</tr>
</tbody>
</table>

**DEFENSES**

<table>
<thead>
<tr>
<th>Dodge</th>
<th>Parry</th>
<th>Fortitude</th>
<th>Toughness</th>
<th>Will</th>
</tr>
</thead>
<tbody>
<tr>
<td>+6</td>
<td>+6</td>
<td>+6</td>
<td>+0</td>
<td>+6</td>
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### POWER POINTS

<table>
<thead>
<tr>
<th>Abilities</th>
<th>32</th>
<th>Skills</th>
<th>16</th>
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<tbody>
<tr>
<td>Powers</td>
<td>72</td>
<td>Defenses</td>
<td>24</td>
</tr>
<tr>
<td>Advantages</td>
<td>6</td>
<td>Total</td>
<td>150</td>
</tr>
</tbody>
</table>

### COMPLICATIONS

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

### SPEEDSTER

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

### ABILITIES

Roll 1d20 once and record the result.

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

#### ABILITIES — VETERAN

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
<th>INT</th>
<th>AWE</th>
<th>PRE</th>
</tr>
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<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>2</td>
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</tbody>
</table>

#### ABILITIES — YOUTH

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
<th>INT</th>
<th>AWE</th>
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<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>0</td>
<td>2</td>
<td>2</td>
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</table>

#### ABILITIES — OLD-TIMER

<table>
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<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
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<td>1</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

### ADVANTAGES

Roll 1d20 once and record the result.

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

| 11-15 | Prodigy: You have learned a little bit of everything. |
| 16-20 | Team-Player: You have experience working as part of a super-team. |

#### ADVANTAGES — FIGHTER

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

#### ADVANTAGES — NIMBLE

- Evasion, Instant Up, Move-by Action

#### ADVANTAGES — PRODIGY

- Beginner’s Luck, Eidetic Memory, Well-informed

#### ADVANTAGES — TEAM-PLAYER

- Interpose, Set-up, Teamwork

### SKILLS

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

| 1-4 | Athlete: You are a trained athlete. |
| 5-8 | Charmer: People like you. |
| 9-12 | Police: You work in law enforcement. |
| 13-16 | Scientist: You are an expert in a field of science. |
| 17-20 | Thief: You’ve operated outside the law. |

#### SKILLS — ATHLETE

- Acrobatics 4, Athletics 8, Perception 4

#### SKILLS — CHARISMATIC

- Deception 6, Insight 4, Persuasion 6

#### SKILLS — POLICE

- Insight 4, Investigation 6, Perception 6
**SKILLS — SCIENTIST**
Expertise: (Choose one) 6, Technology 6, Vehicles 4

**SKILLS — THIEF**
Deception 4, Stealth 6, Technology 6

## POWERS

### MOVEMENT POWERS
Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>Running</th>
<th>Roll 1d20 once:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gravity-Defying Runner: Movement 3 (Wall-crawling 2, Water Walking), Limited to While Moving; Quickness 10; Speed 15 (64,000 MPH) • 28 points</td>
<td></td>
</tr>
</tbody>
</table>

1-10

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

11-15

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

16-20

<table>
<thead>
<tr>
<th>Flying: Roll 1d20 once:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cosmic Speedster: Flight 9 (1,000 MPH); Immunity 6 (cold, heat, radiation, suffocation, vacuum); Movement 2 (Environmental Adaptation—Zero-G; Space Travel 1) • 28 points</td>
</tr>
</tbody>
</table>

11-15

| Hypersonic: Flight 14 (32,000 MPH) • 28 points |

16-20

| Transmute: Teleport 9 (2 miles), Easy, Extended (500 miles), Medium (Choose one), Turnabout • 28 points |

16-20

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

### OFFENSIVE POWERS

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

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

| 1-2 | Disruption: Penetrating Damage 9, Accurate 2 • 20 points |
| 3-4 | Kinetic Theft: Ranged Affliction 9 (Resisted by Will; Hindered, Immobile, Paralyzed), Accurate 2 • 20 points |
| 5-10 | Rapid Attack: Selective Multiattack Damage 6, Accurate 2 • 20 points |

### DEFENSIVE POWERS

Roll 1d20 once and record the result.

| 1-4 | Air Control: Cone Area Move Object 10, Close Range • 1 point |
| 5-6 | Anchor: Simultaneous Nullify Movement Effects 10 • 1 point |
| 7-8 | Phase Shift: Insubstantial 4 • 1 point |
| 9-10 | Temporal/Dimensional Duplicate: Summon Duplicate 10, Active, Feedback • 1 point |

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

### DEFENSES

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<th>Dodge</th>
<th>Parry</th>
<th>Fortitude</th>
<th>Toughness</th>
<th>Will</th>
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<td>+7</td>
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</table>

### POWER POINTS

| Abilities | 40 | 40 |
| Power | 77 |
| Advantages | 3 | 3 |

### COMPLICATIONS

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

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

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

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

### ABILITIES

Roll 1d20 once and record the result.

**1-10** Duplicator: You can summon duplicates of yourself.

**11-20** Summoner: You can summon creatures from other dimensions or seemingly from nowhere.

### ABILITIES — DUPLICATOR

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### ABILITIES — SUMMONER

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### POWERS

#### PRIMARY POWER

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

**1-10** Twin: Summon 8 (One PL8, 120 point duplicate), Heroic, Mental Link • 33 points

See sidebar for statistics.

**11-20** Triplets: Summon 7 (Two PL7, 105 point duplicates), Heroic, Horde, Mental Link, Multiple Minions 1 (2 duplicates) • 50 points

See sidebar for statistics.

#### WHY ARE MY DUPLICATES A FEW POINTS SHORT?

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

### TWIN

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

**1-7** Imaginary Friend: Summon 10 (One PL10, 150-point creature; Choose or roll up another character using the tables in this book and use that as your summoned creature. Note: the summoned creature may not have minions, a headquarters, or any other traits the GM decides are outside the scope of the Summon power), Controlled, Heroic, Mental Link • 51 points

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

**1-4** Invisibility: Concealment 10 (All senses), Blending • 10 points

**5-8** Lucky: Luck Control 2 (Force a re-roll, Negate luck), Luck 4 • 10 points

**9-12** Mimic: Variable 2 (10 points), Limited—Can only mimic a trait of Imaginary Friend, Increased Action (Standard), Tiring • 10 points

**13-16** Shapechange: Morph 2 (Humanoids) • 10 points

**17-20** Projections: Create 5 • 10 points

### TRIPLETS

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

**1-10** Imaginary Friend: Summon 8 (One PL8, 120-point creature, Heroic, Mental Link • 33 points

See sidebar for statistics.

**11-20** Triplets: Summon 7 (Two PL7, 105 point duplicates), Heroic, Horde, Mental Link, Multiple Minions 1 (2 duplicates) • 50 points

See sidebar for statistics.

### QUESTIONS AND ANSWERS

**Q:** How do I choose between the Twin and Triplets?

**A:** The Twin is a more powerful archetype, with 120 points and PL8. The Triplets are 105 points and PL7.

**Q:** Can I purchase new abilities for my hero and add them to my duplicates?

**A:** Yes, you can purchase new abilities for your hero and add them to your duplicates without affecting the cost or rank of the Summon power. Once your hero earns more power points, you’ll need to buy up his or her Summon power to keep the main character and duplicates exactly the same.
**SUMMONER**

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

**SKILLS**

**TWIN**

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

**TRIPLETS**

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

**SUMMONER**

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

**DEFENSES**

**TWIN / TRIPLETS / SUMMONER**

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<tr>
<th>Dodge</th>
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<th>Fortitude</th>
<th>Toughness</th>
<th>Will</th>
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<td>+0 / +0 / +0</td>
<td>+4 / +3 / +4</td>
<td>+0</td>
<td>+6 / +5 / +7</td>
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</table>

**POWER POINTS**

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

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

**COMPLICATIONS**

- **Motivation—Acceptance**: The Summoner has unusual abilities that make him or her an outsider. He or she uses those powers to gain acceptance.
- **Motivation—Doing Good**: Some Summoners are heroes because they believe it’s the right thing to do.
- **Motivation—Responsibility**: With the powers they’ve been given, some Summoners believe it’s their responsibility to help others.
- **Motivation—Thrills**: Outside of their Summon ability, many Summoners don’t have a lot of powers. Some may find the constant threat of danger to be a bit much, but not this Summoner! The more danger, the better!
Power Loss: Summoners may need to speak or move their hands in order to summon their minion(s). When these Summoners are bound and/or gagged, they lose their powers.

Relationship: A Summoner may have friends or family to whom he’s responsible—but it may be that the Summoner needs to keep their summoned creature(s) happy as well. The Summoner may have Controlled minions, but that doesn’t mean he can be mean to them and still expect them to show up!

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

SUPERNATURAL CREATURE

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

ABILITIES

Roll 1d20 once and record the result.

| 1-7 | Demon: You are a creature from the nether realms, such as a hellspawn, revenant, or incubus. |
| 8-14 | Vampire: You are an undead creature with supernatural powers and who subsists on blood. |
| 15-20 | Werewolf: You have features of both man and wolf. |

ABILITIES — DEMON

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ABILITIES — VAMPIRE

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ABILITIES — WEREWOLF

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ADVANTAGES

Roll 1d20 once and record the result.

| 1-5 | Heartthrob: People are attracted to your dark and handsome looks. |
| 6-10 | Aristocrat: You used your powers to gain wealth and social status. |
| 11-15 | Savage: You delight in your strength and power. |
| 16-20 | Wilder: You are comfortable in the wild. |

ADVANTAGES — HEARTTHROB

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

ADVANTAGES — ARISTOCRAT

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

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

ADVANTAGES — SAVAGE

Agile Feint, Evasion, Great Endurance, Power Attack

ADVANTAGES — WILDER

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

SKILLS

Roll 1d20 once and record the result.

| 1-4 | Bestial: You are feral and powerful. |
| 5-8 | Mysterious: You are enigmatic and secretive. |
| 9-12 | Refined: You take advantage of the finer things. |
| 13-16 | Teen: You are just a kid exploring his newfound powers. |
| 17-20 | Tempter: You are cunning and deceitful. |

SKILLS — BESTIAL

Acrobatics 6, Athletics 6, Intimidation 12, Perception 6

SKILLS — MYSTERIOUS

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

SKILLS — Refined

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

SKILLS — TEEN

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

SKILLS — TEMPTER

Deception 12, Insight 6, Perception 6, Stealth 6
POWERS

OFFENSIVE POWERS
Roll 1d20 once and record the result.

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

DEMON
Demonic Physiology: Protection 3 • 3 points

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

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

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

DEFENSIVE POWERS
1-5 Hellfire Form: Insubstantial 3 (Hellfire) • 15 points
6-10 Immortal: Immortality 5, Regeneration 5 • 15 points

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

1-3 Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • 5 points
4-6 Immunity 5 (Disease, Poison, Starvation and Thirst, Suffocation) • 5 points
11-20 Immunity 5 (Alteration effects) • 5 points
9-10 Immunity 5 (Cold damage) • 5 points
11-12 Immunity 5 (Electricity damage) • 5 points
13-14 Immunity 5 (Emotion effects) • 5 points
15-17 Immunity 5 (Fire damage) • 5 points
18-20 Immunity 5 (Magic damage) • 5 points

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

PRIMARY POWERS
Roll 1d20 once and record the result.

1-5 Living Vampire: Enhanced Stamina 15; Impervious Toughness 10 • 40 points

Undead Invulnerability: Immunity 30 (Fortitude effects); Impervious Protection 10, Limited—Not against blessed or magical weapons • 40 points

UTILITY POWERS I
Roll 1d20 once and record the result.

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

UTILITY POWERS II
Roll 1d20 once and record the result.

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

WEREWOLF

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

Roll 1d20 once and record the result.

1-10 Brother to Wolves: Summon 2 (Wolves and Dogs), Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice • 20 points
Deathly Howl: Auditory Perception Area Affliction 10
(Resisted by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree • 20 points

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

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

DEFENSES

DEMON OR WEREWOLF / VAMPIRE

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<th>Dodge</th>
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<th>Fortitude</th>
<th>Toughness</th>
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POWER POINTS

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<tr>
<td>Advantages</td>
<td>4</td>
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<tr>
<td>Defenses</td>
<td>17/12*</td>
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*If you rolled Vampire for Abilities, then you have Abilities 44, Powers 75, and Defenses 12; otherwise, you have Abilities 62, Powers 52, and Defenses 17.

COMPLICATIONS

Motivation—Acceptance: The Supernatural Creature is usually an outcast.
Motivation—Doing Good: Some Supernatural Creatures attempt to go against the grain and use their powers for good.
Power Loss: Some Supernatural Creatures only have their powers at night, or lose their powers when on holy ground or when they assume human form... if they have one.
Quirk—Angst: The Supernatural Creature often feels great anguish over its lost humanity.
Reputation: Most humans regard Supernatural Creatures with fear and hatred as a result of folklore and myth.
Weakness: Supernatural Creatures may be vulnerable to holy weapons. Others may be unable to function in sunlight.

TOTEM

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

ABILITIES
Roll 1d20 once and record the result

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

ABILITIES — AWAKENED

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ABILITIES — INVOCATION

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ADVANTAGES

COMBAT ADVANTAGES
Roll 1d20 once and record the result.

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

ADVANTAGES — ACTIVE
Agile Feint, Instant Up, Move-by-Action

ADVANTAGES — AGGRESSIVE
Daze (Intimidation), Startle, Takedown

ADVANTAGES — CATCH AND HOLD
Chokehold, Improved Grab, Improved Hold
ADVANTAGES — PLAYFUL
Daze (Deception), Redirect, Taunt

BEHAVIORAL ADVANTAGES
Roll 1d20 once and record the result.

1-5 Adaptive: You adjust to the demands of your surroundings.
6-10 Mystic: Your mind focuses more on the spiritual than the physical.
11-15 Sneaky: You are sly and devious.
16-20 Sociable: You are accustomed to a community.

ADVANTAGES — ADAPTIVE
Favored Environment (choose one), Great Endurance, Uncanny Dodge

ADVANTAGES — MYSTIC
Assessment, Ritualist, Trance

ADVANTAGES — SNEAKY
Evasion, Hide in Plain Sight, Improved Initiative

ADVANTAGES — SOCIABLE
Animal Empathy, Set-up, Teamwork

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

ANIMAL SKILLS
Roll 1d20 once and record the result.

1-4 Dominating: You are afforded respect by other creatures.
5-8 Predator: You are on the top of the food chain.
9-12 Trickster: You are a cunning prankster.
13-15 Wise: You are astute and perceptive.
16-20 Roll 1d20 an additional time (do not re-roll if you get the same result twice) on the Human Skills table instead of on this table.

SKILLS — DOMINATING
Athletics 4, Intimidation 12, Perception 4

SKILLS — PREDATOR
Acrobatics 4, Athletics 4, Perception 6, Stealth 6

SKILLS — TRICKSTER
Acrobatics 6, Deception 6, Sleight of Hand 4, Stealth 4

SKILLS — WISE
Insight 8, Perception 8, Treatment 4

HUMAN SKILLS
Roll 1d20 once and record the result.

1-4 Athlete: You are active and fit.
5-8 Hunter: You are a big game hunter.
9-12 Scientist: Your scientific expertise was responsible for your powers.
13-15 Shaman: You are attuned to nature spirits.
16-20 Roll 1d20 an additional time (do not re-roll if you get the same result twice) on Animal Skills table instead of on this table.

SKILLS — ATHLETE
Acrobatics 6, Athletics 4, Intimidation 6, Perception 4

SKILLS — HUNTER
Acrobatics 4, Athletics 4, Perception 6, Stealth 6

SKILLS — SCIENTIST
Expertise: Science 8, Investigation 4, Technology 8

SKILLS — SHAMAN
Expertise: Magic 8, Insight 4, Perception 4, Treatment 4

POWERS
TOTEM TYPE
Roll 1d20 once and record the result

1-4 Arthropod: Your totem is a spider, scorpion, wasp, or even an insect swarm.
5-8 Avian: Your totem is a bird like a falcon or owl.
9-14 Carnivoran: Your totem is a carnivore from the canine, lupine, or feline family.
15-17 Pachyderm: Your totem is a massive, thick-hided mammal, such as an elephant or rhinoceros.
18-20 Reptile: Your totem is a reptile, such as a crocodile, lizard, or snake.

ARTHROPOD POWERS
Nimble: Enhanced Agility 4, Enhanced Fighting 4 • 16 points
Resilient and Strong: Enhanced Strength 3, Enhanced Stamina 2 • 10 points

Roll 1d20 once and record the result.

SWARM
Blinding Barrage: Burst Area Visual (All) Concealment 4 Attack • 12 points
1-5 Flight: Flight 5 (60 MPH) • 10 points
Swarm Perception: Senses 2 (Danger Sense, Radius (Vision)) • 2 points
Swarm: Insubstantial 2 • 10 points
**AVIAN POWERS**

**Birdlike:** Enhanced Agility 4, Enhanced Advantages 7 (Close Attack 4, Defensive Roll 2, Favored Environment—Airborn), Enhanced Parry 4 • 19 points

**Talons:** Strength-based Damage 2, Improved Critical • 3 points

Roll 1d20 once and record the result.

**FALCON**

**Flight:** Flight 6 (120 MPH), Wings • 6 points

**Keen Eysight:** Senses 2 (Extended and Rapid Vision) • 2 points

**Sonic Scream:** Cone Area Affliction 10 (Resisted by Fortitude; Dazed and Auditory Impaired, Stunned and Auditory Disabled, Incapacitated and Auditory Unaware), Extra Condition • 30 points

**OWL**

**Nightvision:** Senses 2 (Extended Vision, Low-Light Vision) • 2 points

**11-20**

**Shrieking Call:** Cumulative Cone Area Affliction 10 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) • 30 points

**Silent Flight:** Flight 5 (60 MPH), Subtle, Wings • 6 points

**CARNIVORAN POWERS**

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

Roll 1d20 once and record the result.

**CANINE/LUPINE**

**Bite:** Strength-based Damage 2, Improved Critical • 3 points

**Canine/Lupine Senses:** Senses 3 (Low-Light Vision, Acute and Tracking Olfactory) • 3 points

**Canine/Lupine Movement:** Leaping 2 (30 feet); Speed 4 (30 MPH) • 6 points

**Howl:** Auditory Perception Area Affliction 6 (Resisted by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree • 12 points

**SCORPION**

**6-10**

**Climbing:** Movement 2 (Wall-crawling 2) • 4 points

**Sting:** Progressive Weaken Stamina 10 • 30 points

**SPIDER**

**Spider-Movement:** Leaping 2; Movement 3 (Swinging, Wall-crawling 2) • 8 points

**Spider Senses:** Senses 4 (Danger Sense, Darkvision, Ranged Touch) • 4 points

**11-15**

**Web Snare:** Ranged Affliction 7 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), Cumulative, Extra Condition, Limited to Two Degrees • 21 points

- **Web Tether:** Move Object 7 • 1 point

**WASP**

**Insect Senses:** Senses 4 (Acute Smell, Darkvision, Ranged Touch) • 4 points

**16-20**

**Sting:** Cumulative Affliction 8 (Resisted by Fortitude; Impaired, Disabled, Incapacitated), Linked to Damage 8 • 24 points

**Wings:** Flight 6 (120 MPH), Wings • 6 points

**PACHYDERM POWERS**

**Massive:** Enhanced Strength 8, Enhanced Stamina 2 • 20 points

**Thick Hide:** Protection 4, Impervious 10 • 14 points

Roll 1d20 once and record the result.

**ELEPHANT**

**Groundstrike:** Cumulative Burst Area Affliction 10 (Resisted by Strength; Hindered and Vulnerable, Stunned and Prone), Extra Condition, Limited to Two Degrees, Limited: Both Elephant and targets must be in contact with same surface • 20 points

**Trunk:** Extra Limb 1, Elongation 1 • 2 points

**Tusks:** Strength-based Damage 2, Improved Critical 2 • 4 points

**RHINO**

**Armored Plates:** Immunity 4 (Critical Hits, Self-inflicted slam damage) • 4 points

**11-20**

**Charge:** Speed 4 (30 MPH) • 4 points

**Great Horn:** Strength-based Damage 2, Improved Critical 2, Penetrating 14 • 18 points

**REPTILE POWERS**

**Reptilian Movement:** Movement 1 (Slithering) • 2 points

**Reptilian Senses:** Senses 4 (Acute and Accurate Smell, Infravision) • 4 points

**Scaly Hide:** Protection 6, Impervious 10 • 16 points

Roll 1d20 once and record the result.

**CROCODILE**

**Aquatic:** Movement 1 (Environmental Adaptation—Aquatic), Swimming 6 (30 MPH) • 8 points

**1-6**

**Bite:** Strength-based Damage 2, Accurate, Improved Critical, Penetrating 12 • 16 points

**Brute Strength:** Enhanced Strength 6 • 12 points

**Regrowth:** Regeneration 2 • 2 points
CREATING YOUR OWN POWERS

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

LIZARD

Fast and Strong: Enhanced Strength 4, Enhanced Strength 4 (Close Attack 4) • 12 points
Paralyzing Spit: Affliction 9 (Resisted by Dodge; Dazed, Stunned, Paralyzed), Reach 2 • 11 points
Prehensile Tail: Elongation 1, Extra Limb 1 • 2 points
Regrowth: Regeneration 1, Persistent • 2 points
Speedy: Leaping 2 (30 feet); Movement 2 (Wall-crawling 2); Speed 3 (16 MPH) • 9 points
Teeth and Claws: Strength-based Damage 2 • 2 points

SNAKE

Tensile Strength: Elongation 4; Enhanced Strength 6 • 16 points
Venomous Bite: Weaken Physical Abilities 10 (Resisted by Fortitude), Accurate 2, Broad • 22 points

DEFENSES

DODGE          PARRY          FORTITUDE          TOUGHNESS          WILL
-6             -4             -4               0                  6

POWER POINTS

Abilities  44   Skills  20
Powers  60   Defenses  20
Advantages  6   Total  150

COMPLICATIONS

Motivation—Acceptance: The Totem can be regarded as a pariah or outcast in human society and wish to use their powers to gain acceptance as an equal.

Motivation—Responsibility: A Totem who was granted his powers by mystical or higher beings may be required to use his powers in their service. Other Totems may be motivated simply because they have great power.

Enemy: The Totem often has an extensive rogues gallery consisting of other Totem archetypes, particularly those whose totem animals are natural enemies to the hero.

Identity: The Totem may transform between a normal, powerless form and a more animalistic, heroic form.

Prejudice: The Totem may have an unusual appearance or display strange powers that frighten the public.

Quirk: The Totem often has personality traits associated with his totem animal—traits which may prove problematic in human society.

WARRIOR

Warriors naturally excel in battle. They are versatile and have many of the skills of Martial Artists and Weapon-Masters but the strength and power to fight alongside the Paragons and Powerhouses. They often owe their greater-than-human abilities to genetic or technological modification or to an otherworldly heritage.

ABILITIES

Roll 1d20 once and record the result.

1-10  Altered Human: Through nature or nurture, you have become greater than human.
11-20 Otherworldly: You are the exemplar of a mythical or otherworldly race.

ABILITIES — ALTERED HUMAN

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
<th>INT</th>
<th>AWE</th>
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<tr>
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ABILITIES — OTHERWORLDLY

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<tr>
<th>STR</th>
<th>STA</th>
<th>AGL</th>
<th>DEX</th>
<th>FGT</th>
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<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

ADVANTAGES

Agile Feint, Power Attack, Takedown

BACKGROUND ADVANTAGES

Roll 1d20 once and record the result.

1-5  Field General: You know how to lead in battle.
6-10 Hunter: You honed your talents hunting the most dangerous game or bounties.
11-15 Mysterious Past: Your memories are lost or implanted but you demonstrate competence in unexpected areas.
16-20 Survivor: You are always the last one standing.

ADVANTAGES—FIELD GENERAL

Inspire, Leadership, Teamwork

ADVANTAGES—HUNTER

Skill Mastery (Perception), Tracking, and Choose one: Favored Environment or Favored Foe
ADVANTAGES—MYSTERIOUS PAST
Beginner’s Luck, Benefit (Cipher), Languages (Choose one)

ADVANTAGES—SURVIVOR
Diehard, Great Endurance, Ultimate Effort (Toughness checks)

COMBAT ADVANTAGES
Roll 1d20 once and record the result.

1-5 Agile: You seldom suffer a solid hit.
6-10 Daring: You fight with a devil-may-care attitude.
11-15 Grappler: You like to keep your opponents in front of you.
16-20 Skillful: You fight with flair and precision.

ADVANTAGES—AGILE
Evasion, Grabbing Finesse, Improved Defense

ADVANTAGES—DARING
All-out Attack, Fearless, Improved Critical (Choose one Attack)

ADVANTAGES—GRAPPLER
Chokehold, Improved Grab, Improved Hold

ADVANTAGES—SKILLFUL
Accurate Attack, Defensive Attack, Precise Attack (Close; Concealment)

SKILLS
Acrobatics 6, Athletics 6, Insight 4, Perception 6
Roll 1d20 once and record the result.

1-4 Advanced: You come from more highly developed society.
5-8 Charismatic: You have a way with people.
9-12 Cultured: You are well-learned and articulate.
13-16 Military: You are experienced in the ways of war.
17-20 Mystical: You are familiar with myth and magic.

SKILLS — ADVANCED
Technology 6, Vehicles 6

SKILLS — CHARISMATIC
Insight 6, Persuasion 6

SKILLS — CULTURED
Expertise: History 6, Persuasion 6

SKILLS — MILITARY
Expertise: Tactics 6, Intimidation 6

SKILLS — MYSTICAL
Expertise: (Choose one: Magic or Mythology) 6, Insight 6

POWERS

PRIMARY POWERS

ALTERED HUMAN
Roll 1d20 once and record the result.

1-4 Animalistic: Comprehend Animals 2; Enhanced Stamina 2; Enhanced Skill 4 (Perception 4); Senses 6 (Acute and Tracking Smell, Danger Sense, Extended Hearing, Low-Light Vision, Ultra-Hearing) • 16 points

Cybernetic Implants: Enhanced Awareness 2; Enhanced Advantages 2 (Eidetic Memory, Improved Initiative); Enhanced Defenses 4 (Parry 2, Dodge 2); Senses 6 (Accurate and Extended Hearing, Analytical and Extended Vision, Infravision) • 16 points

9-15 Healing Factor: Enhanced Stamina 2; Immunity 2 (disease, poison); Regeneration 10 • 16 points

Tactical Mastermind: Enhanced Intellect 2, Enhanced Awareness 2; Enhanced Advantages 3 (Defensive Roll 2, Uncanny Dodge); Senses 5 (Danger Sense, Detect Weakness—Acute, Analytical, Ranged) • 16 points

OTHERWORLDLY
Roll 1d20 once and record the result.

1-4 Alien: Enhanced Advantages (Defensive Roll 2), Enhanced Defenses 4 (Parry 2, Dodge 2); Immunity 10 (Life Support) • 16 points

5-6 Aquatic: Enhanced Stamina 2; Immunity 3 (cold, drowning, pressure); Movement 1 (Environmental Adaptation—Aquatic); Senses 1 (Low-Light Vision); Swimming 6 (30 MPH) • 16 points

7-12 Immortal: Enhanced Awareness 2; Immortality 5, Limited (choose effect); Immunity 3 (Aging, Disease, Poison); Protection 2; Regeneration 2 • 16 points

13-17 Offshoot Civilization: Enhanced Stamina 1, Enhanced Awareness 1, Enhanced Defenses 2 (Dodge 1, Parry 1); Immunity 2 (aging, disease); Quickness 4; Speed 4 (30 MPH) • 16 points

18-20 Winged: Enhanced Awareness 2, Enhanced Defenses 4 (Dodge 2, Parry 2); Flight 6 (120 MPH), Wings; Immunity 1 (Cold); Senses 1 (Extended Vision) • 16 points

COMBAT POWERS

ALTERED HUMAN
Roll 1d20 once and record the result.

1-7 Beastly Strength: Enhanced Strength 5; Leaping 6 (500 feet) • 16 points

Berserker Rage: Enhanced Strength 2, Enhanced Advantages 3 (Close Attack 3); Immunity 10 (Emotion Effects, Interaction Skills), Activation (Move Action, -1 point) • 16 points

14-20 Living Weapon: Strength-based Damage 2, Multiattack 7, Selective 7 • 16 points
**OTHERWORLDLY**

Roll 1d20 once and record the result.

| 1-5 | **Brawler**: Enhanced Strength 3, Enhanced Advantages 2 (Close Attack 2); **Vambraces**: Immunity 10 (choose two Damage effects—e.g., bullets and magic, or one common power descriptor or Life Support), Sustained, Removable (-2 points) | 16 points |
| 6-10 | **Strong Warrior**: Enhanced Strength 5; **Battle Armor**: Impervious Toughness 7, Removable (-1 point) | 16 points |
| 11-20 | **Unique Weapon**: Strength-based Damage 3, Accurate, Penetrating 10 | 16 points |
| 1-5 | **Atom Slicer**: Weaken Toughness 10, Penetrating 2, Linked to Damage, Easily Removable (-10 points) | 16 points |
| 6-10 | **Boom Staff**: Movement 3 (Space Travel 3), Portal; Easily Removable (-10 points) | 16 points |
| 11-15 | **Dimension Cutter**: Movement 3 (Dimension Travel 3), Portal; Easily Removable (-10 points) | 16 points |
| 16-20 | **Thundering Mallet**: Cumulative Affliction 10 (Resisted by Fortitude; Vulnerable, Defenseless), Limited Degree, Linked to Damage, Penetrating 2; Easily Removable (-10 points) | 16 points |

**DEFENSES**

<table>
<thead>
<tr>
<th>DODGE</th>
<th>PARRY</th>
<th>FORTITUDE</th>
<th>TOUGHNESS</th>
<th>WILL</th>
</tr>
</thead>
<tbody>
<tr>
<td>+4</td>
<td>+2</td>
<td>+2</td>
<td>+0</td>
<td>+6</td>
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**POWER POINTS**

- **Abilities**: 78
- **Skills**: 17
- **Powers**: 32
- **Defenses**: 14
- **Advantages**: 9
- **Total**: 150

**COMPLICATIONS**

- **Honor**: Warriors often have a “warrior’s code” or strong sense of honor. Most of the time this makes them even more heroic, but their honor also leaves them open to being manipulated.
- **Motivation—Patriotism**: Duty to country may have motivated the warrior to have undergone experiments that transformed him or to visit the world outside his home.
- **Motivation—Responsibility**: The warrior is often bound by organizational or racial ties.
- **Motivation—Thrills**: The warrior may have chosen his profession to court danger.

**WEAPON-MASTER**

The Weapon-Master is recognized for his dedication to perfecting the use of a signature weapon and is capable of holding his own against superpowered beings due to his uncanny skill and the technological or magical enhancements made to his weapon.

**ABILITIES**

Roll 1d20 once and record the result.

| 1-5 | **Enhanced**: You gained your martial prowess through accident or experimentation. |
| 6-13 | **Natural**: You were born to wield your chosen weapon. |
| 14-20 | **Self-Made**: You reached this level of ability through intensive training. |

**ABILITIES — ENHANCED**

<table>
<thead>
<tr>
<th>STR</th>
<th>STA</th>
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**ABILITIES — NATURAL**

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</tbody>
</table>

**ADVANTAGES**

Choose two: Accurate Attack, All-out Attack, Defensive Attack, Power Attack

<table>
<thead>
<tr>
<th>ADVANTAGES I</th>
<th>Roll 1d20 twice (re-roll if you get the same result twice) and record the results.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td><strong>Alert</strong>: You are ready to fight at any moment.</td>
</tr>
<tr>
<td>5-8</td>
<td><strong>Dead Eye</strong>: Your aim is impeccable.</td>
</tr>
<tr>
<td>9-11</td>
<td><strong>Field Commander</strong>: You have led others into battle.</td>
</tr>
<tr>
<td>12-14</td>
<td><strong>Master Tactician</strong>: You can spot and take advantage of an enemy’s weakness.</td>
</tr>
<tr>
<td>15-17</td>
<td><strong>Peak Conditioning</strong>: You are incredibly fit.</td>
</tr>
<tr>
<td>18-20</td>
<td><strong>Trick Shot Artist</strong>: You make shots others don’t even attempt.</td>
</tr>
</tbody>
</table>
ADVANTAGES — ALERT
Evasion, Precise Attack (Choose One: Close or Ranged; Conceal-
ment), Uncanny Dodge

ADVANTAGES — DEAD EYE
Improved Aim, Improved Critical (weapon), Ultimate Effort (Aim)

ADVANTAGES — FIELD COMMANDER
Inspire, Leadership, Skill Mastery (Persuasion)

ADVANTAGES — MASTER TACTICIAN
Assessment, Skill Mastery (Insight), Teamwork

ADVANTAGES — PEAK CONDITIONING
Diehard, Great Endurance, Skill Mastery (Athletics)

ADVANTAGES — TRICK SHOT ARTIST
Benefit (Ambidexterity), Precise Attack (Choose One: Close or
Ranged; Cover), Quick Draw

ADVANTAGES II
Roll 1d20 once and record the result.

1-5 Fast: You often hit your opponent before he has a chance
to react.
6-10 Impressing: Opponents find you unsettling.
11-15 Quick: You are shifty and hard to hit.
16-20 Tricky: Your antics distract your opponents.

ADVANTAGES — FAST
Improved Initiative, Takedown

ADVANTAGES — IMPOSING
Daze (Intimidation), Startle

ADVANTAGES — QUICK
Agile Feint, Evasion

ADVANTAGES — TRICKY
Daze (Deception), Taunt

SKILLS

Acrobatics 4, Athletics 4, Expertise: (Choose One) 6
Choose one set:
Set I: Close Combat: Weapon 6, Close Combat: Unarmed 4, Ranged
Combat: (Choose One) 4
Set II: Close Combat: (Choose One) 6, Ranged Combat: Weapon 8

BACKGROUND SKILLS
Roll 1d20 once and record the result.

1-5 Soldier: You trained in the military.
6-10 Vigilante: You use your weapons to fight crime and injustice.
11-15 Time-Displaced: You come from a different time, wield-
ing unusual weapons.
16-20 Weaponsmith: You craft your own weapons and even
augment them with the latest technology.

SKILLS — SOLDIER
Expertise: Military 6, Vehicles 6

SKILLS — VIGILANTE
Expertise: Streetwise 6, Investigation 6

SKILLS — TIME-DISPLACED
Expertise: History 6, Choose One: Expertise: Magic 6 or Technology 6

SKILLS — WEAPONSMITH
Expertise: Weapons 6, Technology 6

PHYSICAL SKILLS
Roll 1d20 once and record the result.

1-6 Flamboyant: You fight with great flair.
7-14 Instinctive: You let your well-honed reflexes take over.
15-20 Sneaky: You prefer to avoid a direct confrontation.

SKILLS — FLAMBOYANT
Acrobatics 8, Athletics 4, Sleight of Hand 4

SKILLS — INSTINCTIVE
Acrobatics 6, Athletics 6, Stealth 4

SKILLS — SNEAKY
Acrobatics 6, Athletics 4, Stealth 6

MENTAL SKILLS
Roll 1d20 once and record the result.

1-4 Assertive: You know how and when to take charge.
5-8 Cunning: You are good at manipulating others.
9-12 Empathic: You seem to understand others.
13-16 Forceful Personality: Others seem to instinctively
respect you.
17-20 Smooth Talker: You know how to get your way.

SKILLS — ASSERTIVE
Insight 8, Intimidation 8, Persuasion 8

SKILLS — CUNNING
Deception 10, Insight 8, Perception 6
SKILLS — EMPATHIC
Insight 10, Perception 6, Persuasion 8

SKILLS — FORCEFUL PERSONALITY
Deception 8, Intimidation 8, Persuasion 8

SKILLS — SMOOTH TALKER
Deception 10, Insight 4, Persuasion 10

POWERS

SIGNATURE WEAPON POWERS
Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Bow and Trick Arrows: Array (10 points plus five Alternate Effects), Easily Removable (-6 points) • 9 points total</td>
</tr>
<tr>
<td>1</td>
<td>Boomerang Arrow: Ranged Damage 4, Homing 2 • 1 point</td>
</tr>
<tr>
<td>2</td>
<td>Boxing Glove Arrow: Ranged Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point</td>
</tr>
<tr>
<td>3-4</td>
<td>Standard Arrow: Ranged Damage 5 • 10 points</td>
</tr>
<tr>
<td>5-7</td>
<td>Cable Arrow: Movement 1 (Swinging) • 1 point (if you get this result twice, place the Cable Arrow outside the array instead for 2 points)</td>
</tr>
<tr>
<td>8-10</td>
<td>Explosive Arrow: Burst Area Ranged Damage 3 • 1 point</td>
</tr>
<tr>
<td>11-12</td>
<td>Flare Arrow: Ranged Cumulative Affliction 5 (Resisted by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • 1 point</td>
</tr>
<tr>
<td>13-15</td>
<td>Knockout Gas Arrow: Burst Area Ranged Affliction 3 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • 1 point</td>
</tr>
<tr>
<td>16-18</td>
<td>Net Arrow: Ranged Affliction 5 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees • 1 point</td>
</tr>
<tr>
<td>19-20</td>
<td>Smoke Arrow: Cloud Area Ranged Concealment Attack 2 (Normal Sight) • 1 point</td>
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<thead>
<tr>
<th>Roll</th>
<th>Description</th>
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<tbody>
<tr>
<td>6-9</td>
<td>Magic Sword: Strength-based Damage 3 (6 Damage with Strength), Multiattack 6, Penetrating 6, Easily Removable (-6 points) • 9 points</td>
</tr>
<tr>
<td>10-11</td>
<td>Modified Nunchaku: Strength-based Damage 2 (5 Damage with Strength), Multiattack 5, Improved Grab, Improved Trip, Reach 3, Ricochet; Movement 1 (Swinging); Easily Removable (-6 points) • 9 points</td>
</tr>
<tr>
<td>12-13</td>
<td>Perfect Aim: Perception Range Damage 5, Easily Removable (ranged or improvised weapon, -6 points) • 9 points</td>
</tr>
<tr>
<td>14-15</td>
<td>Rapid Shot: Ranged Multiattack Damage 5, Easily Removable (ranged weapon, -6 points) • 9 points</td>
</tr>
<tr>
<td>16-20</td>
<td>Super-Shield: Array (13 points plus 2 points of Alternate Effects), Easily Removable (-6 points) • 9 points total</td>
</tr>
<tr>
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<td>• Blocking: Deflect 13 • 13 points</td>
</tr>
<tr>
<td></td>
<td>• Shield Bash: Strength-based Damage 2 (5 Damage with Strength), Penetrating 5 • 1 point</td>
</tr>
<tr>
<td></td>
<td>• Shield Throw: Strength-based Ranged Damage 2 (5 Damage with Strength), Multiattack 5 • 1 point</td>
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</table>

UTILITY WEAPON POWERS
Roll 1d20 once and record the result.

<table>
<thead>
<tr>
<th>Roll</th>
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<tbody>
<tr>
<td>1</td>
<td>Blindsight: Senses 6 (Accurate, Analytical and Extended Hearing, Hearing Counters Illusion) • 6 points</td>
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<tr>
<td>3-6</td>
<td>Catlike Balance: Enhanced Skills 4 (Acrobatics 4), Leaping 2 (30 feet), Movement 1 (Safe Fall) • 6 points</td>
</tr>
<tr>
<td>7-10</td>
<td>Healing Factor: Immunity 1 (Disease); Regeneration 5 • 6 points</td>
</tr>
<tr>
<td>11-12</td>
<td>Probing Sight: Mind Reading 4, Limited to Surface Thoughts, Visually Sense-Dependent; Senses 4 (Vision Penetrates Concealment) • 6 points</td>
</tr>
<tr>
<td>13-14</td>
<td>Reinforced Body: Impervious Toughness 6 • 6 points</td>
</tr>
<tr>
<td>15-16</td>
<td>Resilient: Immunity 6 (Cold, Drowning, Heat, Need for Sleep, Pressure, Starvation and Thirst) • 6 points</td>
</tr>
<tr>
<td>17-20</td>
<td>Super-Soldier: Enhanced Fortitude 2, Regeneration 2; Speed 2 (8 MPH) • 6 points</td>
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</table>

DEFENSES

<table>
<thead>
<tr>
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POWER POINTS

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<td>Advantages</td>
<td>Total</td>
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<tr>
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<td>150</td>
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</tbody>
</table>

COMPLICATIONS

Motivation—Recognition: The Weapon-Master is driven by a need to be recognized as the best at what he does.

Disability: The Weapon-Master has a disability of some sort, such as blindness or only one arm, that he overcomes through his skills or powers.

Honor: The Weapon-Master abides by a warrior’s code of honor.

Rival: The Weapon-Master has a foil—another Weapon-Master who tries to outdo him at every turn.
Weather Controllers combine control over the elements of air and water with cold and electrical energy. They generally command the more violent aspects of the weather, such as storms and blizzards. As such, Weather Controllers wield an impressive array of offensive powers that allow them to strike groups of targets from range.

Roll 1d20 once and record the result.

| 1-7 | Conjurer: You appeal to the forces of nature to grant you your powers. |
| 8-14 | Psionic: You control the weather through force of will. |
| 15-20 | Technological: You use scientific means to manipulate the weather. |

### ABILITIES — CONJURER

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<thead>
<tr>
<th>STR</th>
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### ABILITIES — PSIONIC

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### ABILITIES — TECHNOLOGICAL

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### ADVANTAGES

Defensive Roll 3

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

| 1-4 | Adapted: You learned to brave the elements. |
| 5-8 | Divine: Your powers reflect those of an ancient storm god. |
| 9-12 | Facilitator: You are good at using your power to help out others. |
| 13-16 | Raging: You are as tempestuous as the storms you control. |
| 17-20 | Sovereign: You are regarded as royalty by your people. |

### ADVANTAGES — ADAPTED

Favored Environment (Choose one), Great Endurance

### ADVANTAGES — DIVINE

Extraordinary Effort, Ritualist

### ADVANTAGES — FACILITATOR

Set-up, Teamwork

### ADVANTAGES — RAGING

Daze (Intimidation), Power Attack

### ADVANTAGES — SOVEREIGN

Benefit (Status), Connected

### SKILLS

Expertise: (Choose one) 8

Roll 1d20 once and record the result.

| 1-5 | Attuned: You’re sensitive to your surroundings. |
| 6-10 | Organic: You understand how nature works. |
| 11-15 | Sneak: You have a shady past. |
| 16-20 | Spirited: You are full of energy. |

### SKILLS — ATTUNED

Expertise: Weather 8, Insight 8, Perception 8

### SKILLS — ORGANIC

Expertise: Biology 8, Perception 4, Persuasion 8, Treatment 4

### SKILLS — SNEAK

Deception 4, Expertise: Streetwise 4, Sleight of Hand 8, Stealth 8

### SKILLS — SPIRITED

Acrobatics 8, Athletics 8, Intimidation 8

### POWERS

#### OFFENSIVE POWERS

**Weather Control:** Array (30 points, Dynamic plus 4 Dynamic Alternate Effects) • 39 points

Roll 1d20 five times and add the results to the Array as Dynamic Alternate Effects (re-roll if you get the same result twice).

| 1-2 | Dazzling Strike: Ranged Cumulative Affliction 10 (Resisted by Fortitude; Vision and Auditory Impaired, Vision and Auditory Disabled, Vision and Auditory Unaware) • 30 points |
| 3-4 | Dense Fog: Visual (All) Concealment Attack, Burst Area (x4), Selective • 30 points |
| 5-6 | Downdraft: Ranged Burst Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 30 points |
| 7-8 | Glacier: Create 9, Continuous, Innate, Linked to Environment 2 (Cold, Impede Movement 1) • 30 points |
| 9-10 | Lightning Bolt: Ranged Damage 12, Accurate 3, Indirect 3 (any point downwards) • 30 points |
12-14 • Stormy Weather: Environment 10 (2 miles; Cold, Impede Movement, Visibility) • 30 points
15-17 • Tornado: Ranged Burst Area Damage 10 • 30 points
18-20 • Whirlwind: Burst Area Move Object 10 • 30 points

DEFENSIVE POWERS I
Roll 1d20 once and record the result.

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Senses 5 (Darkvision, Accurate and Extended Hearing), Swimming 2 (2 MPH), Stacks with other Swimming • 10 points

6-10 Cold Immunity: Immunity 10 (Cold effects) • 10 points
11-20 Weather-Proof: Immunity 10 (Weather effects) • 10 points

DEFENSIVE POWERS II
Roll 1d20 once and record the result.

1-7 Force Field: Impervious Protection 8, Sustained • 16 points
8-14 Vigorous: Enhanced Stamina 3; Enhanced Defenses 10 (Dodge 5, Parry 5), Sustained • 16 points
15-20 Wind Shield: Enhanced Defenses 16 (Dodge 8, Parry 8), Sustained • 16 points

MOVEMENT POWERS
Roll 1d20 once and record the result.

1-8 Arc Riding: Leaping 10 • 10 points

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**Initiative**

**Defense**
- Dodge (AGI)
- Parry (FGT)
- Fortitude (STA)
- Toughness (STA)
- Will (AWE)

**Offense**

**Power Points**
- Earned
- Spent

**Power Point Totals**
- Abilities
- Powers
- Advantages
- Skills
- Defenses

**Hero**

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**Character Illustration**

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