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BY PAUL KING

BLOOD & VIGILANCE: SUPERHERO ARCANA

Chuck here, this article is by NPC guru Paul (who has been a contributor in such works as Legends of Excalibur, Inside Vossburgh and the second edition of Prometheus Rising). Dispatch subscribers should also be familiar with Paul's work from the Oddballs issue.

This supplement expands Blood and Vigilance into the realm of the magical, providing new powers and feats for those wishing to create a master of the mystic arts. Class power lists are provided for the magic-oriented classes from the core rules as well as a host of new feats and powers designed so that a magician's powers could enhance his control over his magic.

CLASSES

The classes listed below come from the core MSRD and the Arcana add-on. The powers besides each class are their class powers.

ACOLYTE

Empathic Healing, Healing Touch, Magic (Improved Turning Level), Magic (Improved Turning Power), Magic (Increased Spells/Day), Magic (Spell Resistance), Superhuman Charisma, Superhuman Wisdom

ARCANE ARRANGER

Danger Sense, Enhanced Senses, Photographic Reflexes, Postcognition, Precognition, Probability Manipulation (choose one), Superhuman Charisma, Superhuman Intelligence

ARCHAIC WEAPONS MASTER

Absorption (Physical, melee), Armor, Aura (Physical), Danger Sense, Ensnaring Attack, Stunning Attack, Superhuman Dexterity, Superhuman Strength

ARCHMAGE

Blast (Energy), Control (pick one), Magic (Improved Arcane Spell Failure), Magic (Increased Spells/Day), Magic (Spell Resistance), Superhuman Constitution, Superhuman Intelligence, pick any 2 more powers as class powers



ARTIFICER

Control (pick one), Enhanced Senses, Magic (Improved Arcane Spell Failure), Magic (Increased Spells/Day), Magic (Spell Resistance), Power Detection, Superhuman Intelligence, pick any 2 more powers as class powers

BATTLEMIND

Armor, Aura (Psychic), Blast (Psychic), Damage Touch (Psychic), Superhuman Dexterity, Superhuman Strength, Telekinesis, Telepathy

ECCLESIAARCH

Magic (Improved Turning Level), Magic (Improved Turning Power), Magic (Increased Spells/Day), Magic (Spell Resistance), Superhuman Charisma, Superhuman Intelligence, Superhuman Wisdom, pick any 2 more powers as class powers

GLAMOURIST

Aura (Psychic), Blast (Psychic), Damage Touch (Psychic), Mimic, Mind Control, Probability Manipulation (choose one), Superhuman Charisma, Superhuman Intelligence

HOLY/UNHOLY KNIGHT

Armor, Magic (Improved Turning Level), Magic (Improved Turning Power), Magic (Increased Spells/Day), Magic (Spell Resistance), Superhuman Charisma, Superhuman Strength, pick any 2 powers as class powers

OCCULTIST

Danger Sense, Enhanced Senses, Magic (Spell Resistance), Postcognition, Power Detection, Superhuman Charisma, Superhuman Intelligence, Superhuman Wisdom

MAGE

Blast (Energy), Control (pick any 2), Magic (Improved Arcane Spell Failure), Magic (Increased Spells/Day), Magic (Spell Resistance), Superhuman Constitution, Superhuman Intelligence

MYSTIC

Empathic Healing, Healing Touch, Magic (Improved Turning Level), Magic (Improved Turning Power), Magic (Increased Spells/Day), Magic (Spell Resistance), Superhuman Charisma, Superhuman Intelligence

SHADOW HUNTER

Absorption (pick one), Armor, Danger Sense, Invisibility, Precognition, Super Running, Superhuman Strength, Superhuman Wisdom

SHADOW SLAYER

Ability Drain (any two), Armor, Danger Sense, Deflection (choose one), Enhanced Senses, Regeneration, Superhuman Charisma

SHADOWJACK

Control Electricity, Control Light, Deflection (Energy), Enhanced Senses, Photographic Reflexes, Superhuman Charisma, Superhuman Intelligence, Telepathy

SPEED DEMON (ARCANA)

Control Electricity, Flight, Super Leap, Super Running, Super Swimming, Superhuman Dexterity, Superhuman Intelligence, Teleport

STREET WARRIOR

Armor, Claws, Damage Touch (Physical), Danger Sense, Growth, Life Support, Superhuman Constitution, Superhuman Strength

SWASHBUCKLER

Absorption (Physical, melee), Damage Touch (Physical), Enhanced Senses, Ensnaring Attack, Probability Manipulation (Good Luck), Super Leap, Superhuman Dexterity, Superhuman Strength

TECHNO MAGE

Control Electricity, Control Light, Damage Touch (Energy), Magic (Improved Arcane Spell Failure), Magic (Increased Spells/Day), Magic (Spell Resistance), Superhuman Constitution, Superhuman Intelligence

TELEPATH

Aura (Psychic), Blast (Psychic), Damage Touch (Psychic), Mind Control, Superhuman Charisma, Superhuman Wisdom, Telekinesis, Telepathy

THRASHER

Absorption (Physical), Absorption (Physical, melee), Armor, Claws, Damage Touch (pick one), Superhuman Constitution, Superhuman Wisdom, one movement power (Flight, Super Burrowing, Super Climbing, Super Leap, Super Running, Super Swimming)

WILDLORD

Animal Empathy, Beast Form, Claws, Magic (Improved Turning Level), Magic (Improved Turning Power), Super Climbing, Superhuman Charisma, Superhuman Wisdom

FEATS

This section details feats that allow characters to increase their class's talents without having to advance further in that class.

ACROBAT PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true acrobat.

Benefit: You gain two talents from the Acrobat's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Cat's Feet, Evasive Dodge, Hard Wired, Hot Wired, Improved Evasion, Nine Lives, Repartee, Wit

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

BRICK PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true brick.

Benefit: You gain two talents from the Brick's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Behemoth, Ham Handed 2, Ham Handed 3, Improved Second Wind, Never Say Die, Never Surrender

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

ENERGY PROJECTOR PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true energy projector.

Benefit: You gain two talents from the Energy Projector's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you

must meet all the prerequisites of a talent to select it. Concentrated Energy 2, Concentrated Energy 3, Concentrated Energy 4, Energy Resistance 2, Energy Resistance 3, Energy Surge 2, Energy Surge 3, Energy Surge 4

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

GANGSTER PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true gangster.

Benefit: You gain two talents from the Gangster's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. High Level Contact, Medium Level Contact, Reciprocity 2, Reciprocity 3, Reciprocity 4, Vendetta

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

MASTERMIND PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true mastermind.

Benefit: You gain two talents from the Mastermind's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Cult of Personality, Dark Revenge, Death Trap, Escape Plan, Force of Personality, Right Hand Man

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

MENTOR PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true mentor.

Benefit: You gain two talents from the Mentor's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Coordination, Force of Personality, Hone Body, Hone Mind, Instruction (feat), Instruction (skill), To Me My Students

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

PSYCHIC PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true psychic.

Benefit: You gain two talents from the Psychic's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Mental Evasion, Mental Armor, Mental Evasion, Personality Reinforcement, Psychic Surge 2, Psychic Surge 3, Psychic Surge 4

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

SPEED DEMON PLUS

Advancements in science coupled with your drive to excel enable you to progress faster towards becoming a true speed demon.

Benefit: You gain two talents from the Speed Demon's talent trees. The talents must be selected

from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Hard Wired, Hot Wired, Human Tornado, Poetry in Motion

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

POWER DESCRIPTIONS

Below are powers primarily focused on introducing magic into a Blood and Vigilance game.

ABSORPTION

Magical Absorption (Permanent; Free; Personal; Exclusive): When you are struck by an area effect magical attack, if you succeed at your normal saving throw (dependent upon the spell), you reduce the base damage by one die per 2 Power Points in absorption. You then take ½ of the damage from the remaining dice. If you fail your normal saving throw, you reduce the damage by one die per 4 power points in absorption, then take full damage of the dice that remain as normal. Absorbed dice are dissipated harmlessly.

Magical Absorption, Touch (Permanent; Free; Personal; Exclusive): When you are struck by a magical touch attack, if you succeed at your normal saving throw (dependent upon the spell), you reduce the damage by 1 point for each 2 Power Points invested in this power. If you fail the saving throw, you suffer the full damage from the attack.

CONTROL ELECTRICITY

POWER FEATS

COMPUTER CONTROL

You are able to control computers by thought alone

Prerequisite: 6 power points in Control Electricity, Electrical Empathy power stunt, Short Circuit power stunt

Effect: You gain a +1 bonus to Computer Use per power point in Control Electricity, a +1 bonus to Craft (Electronic) per 2 power points in Control Electricity and a +1 bonus to Research when using computers per power point in Control Electricity

ENHANCED SENSES

POWER FEATS

BLINDSIGHT

You are able to “see” invisible and concealed creatures

Prerequisite: 8 power points in Enhanced Senses, Enhanced Hearing power stunt, Enhanced Touch power stunt

Effect: You have blindsight at a range of 2’ per Enhanced Senses Power Point.

LOW-LIGHT VISION

You have the ability to see further than most people in dim light

Prerequisite: 4 power points in Enhanced Senses, Enhanced Vision power stunt

Effect: Your vision in dim light doubles for every 4 Enhanced Senses Power Points.

INVISIBILITY

POWER FEATS

AREA INVISIBILITY

You can cause people and objects surrounding your to appear invisible

Prerequisite: 8 power points in Invisibility, Invisibility power stunt

Effect: You can use your Invisibility power to cause people and objects within 10’ per power point of you to also appear invisible.

MAGIC

Your magical abilities are enhanced by your powers

Improved Arcane Spell Failure (Permanent; Free; Personal; Exclusive): For every 2 Power Points, you reduce your arcane spell failure by 1.

Increased Spells/Day (Permanent; Free; Personal; Exclusive): For every 2 Power Points times the spell level, you gain an additional spell slot of the chosen level. This increase occurs before modifications due to high ability scores or other alterations. For example, a spellcaster could gain an additional 2nd level spell slot for 4 power points, then later gain an additional 3rd level spell slot for 6 power points. You may not use this power to cast a spell of a level you could not normally cast due to level or class type (so a 1st level character could not spend 18 power points to gain a 9th level spell slot, nor could an arcane caster spend power points to gain divine spells).

Prerequisite: One spellcasting class

Special: This power may be chosen more than once. Its effects stack

Spell Resistance (Permanent; Free; Personal; Exclusive): You gain spell resistance of +1 for every 2 Power Points in this power.

Improved Turning Level (Permanent; Free; Personal; Exclusive): You increase your turning level by +1 for every 2 Power Points in this power

Improved Turning Power (Permanent; Free; Personal; Exclusive): You increase the number of HD you can effect with your turning checks by +1 for every 2 Power Points in this power

POSTCOGNITION

You have the ability to receive glimpses into the past.

Postcognition (Instantaneous; Full-Round (AoO); Personal; General): You can see into the past

anytime you concentrate. The further into the past you attempt to see, the cloudier the vision becomes, as you are reaching into the depths of time seeking knowledge. To correctly discern what you see, you must make a Wisdom check, modified by your power points in postcognition. The DC of this check is 15 plus a modifier as shown in the table below:

Age of event	DC modifier
Yesterday	+2
Within the past week	+5
Within the past month	+10
Within the past year	+15
Within the past decade	+20
Within the past century	+25
Every century thereafter	+5

You gain a +1 to the applicable skill (typically a Investigate or Knowledge (History)) for every point over the DC.

SUPER BURROWING

You can burrow underground with great ability

Super Burrowing (Instantaneous; Move; Personal; General): Your burrow speed is 10' per power point

GENERAL POWER FEATS

DIMENSIONAL CHANNELING

You can call on dimensional power sources to power your spells rather than your personal power

Prerequisite: Increased Spells/Day 6 power points

Effect: If you have bought an extra spell slot of a given spell level, you may use an action point to cast that spell spontaneously and without spending a spell slot by calling on a “dimensional source” to power the spell. You must know the spell (it must be on your spells known table) and must have been bought at least one extra spell slot of the spell’s level through the Increased Spells/Day power.

WALL CRAWLING

You can walk on walls.

Prerequisite: Superhuman Dexterity 6 points

Effect: You may walk on walls at a speed equal to your ground movement. Sheer surfaces may not be walked on with this power and require a Climb check to avoid falling. Glass requires a Climb check DC of 20 while completely frictionless surfaces require a Climb check DC of 30.

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