

REVISED

MARVEL SUPER HEROES NTH EDITION



CHARACTER

MARVEL SUPER HEROES NTH EDITION CHARACTER BOOK

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TABLE OF CONTENTS

TABLE OF CONTENTS	2
ATTRIBUTES	7
THE ATTRIBUTES	8
PHYSICAL ATTRIBUTES	8
FIGHTING	8
AGILITY	9
MIGHT	9
ENDURANCE	10
SHOOT	10
MENTAL ATTRIBUTES	10
WILL	10
OBSERVE	11
REASON	11
CUNNING	12
SECONDARY ATTRIBUTES	12
HEALTH	12
SANITY	12
INITIATIVE	12
RESOURCES	13
ATTRIBUTE COSTS	13
FIGHTING	13
AGILITY	13
MIGHT	13
ENDURANCE	13
SHOOT	13
WILL	13
OBSERVE	13
REASON	13
CUNNING	13
RESOURCES	13
CREATING PERSONAL DISTINCTIONS	15
REVIEWING THE BASICS	16
INVOKING	16
COMPELLING	16
CREATING DISTINCTIONS	17
HIGH CONCEPT	17
TROUBLE	17
THE THIRD DISTINCTION	18
ADVICE ON DISTINCTIONS	18
MAKE THEM USEFUL	18
MAKE THEM PROBLEMATIC	18
DISTINCTION COST	18
TALENTS AND STUNTS	19
DEFINITIONS	20
COLUMN SHIFT BOOSTS	20
RULES EXCEPTIONS	20
ADD AN ABILITY	20
Talent COSTS	20
HINDERANCES	20

NEGATIVE GRADES	20
REMOVE AN ABILITY	21
EXTRA RULE	21
THE TALENTS	21
FIGHTING	21
BLADES	21
CLUBS	21
MANEUVER	21
SPECIALTY WEAPONS	21
AGILITY	21
ACROBATICS	21
BREAKFALL	21
PILOT	21
SLEIGHT-OF-HAND	21
TUMBLER	21
MIGHT	22
BRUTE FIGHTER	22
CRUSHING STRENGTH	22
PINPOINT PUNCH	22
ENDURANCE	22
BREATH CONTROL	22
IGNORE EXHAUSTION	22
SHOOT	22
ARCHER	22
GUNS	22
THROWN WEAPONS	22
TURRET	22
WILL	22
ANARCHIST	22
FAITH	22
DIG DEEP	22
RESIST DOMINATION	22
UNEMOTIONAL	23
OBSERVE	23
INFERENCE	23
LIE DETECTOR	23
STEALTH	23
SURVEILLANCE	23
TRACKING	23
REASON	23
BUSINESS / FINANCE	23
CAREER	24
CRIMINOLOGY	24
ENGINEER	24
JOURNALISM	24
LAW ENFORCEMENT	24
LOGIC	24
MEDIC	24
MILITARY	25
PROGRAMMING	25
PSYCHOLOGY	25
SCIENCE	25
STRATEGY	25
CUNNING	25
ACTING	25
COMMAND	25
CONNECTIONS	25
DECEIVE	26
FORGERY	26
INTERROGATION	26
INTIMIDATION	26
RESOURCES	26

SCROUNGER	26
WORK THE BOOKS	26
OTHER TALENTS	26
AWARENESS	26
COMPASS	26
EIDETIC MEMORY	26
JACK-OF-ALL-TRADES	26
LINGUIST	26
PURPOSE	26
TOP SECRET	26
POWERS AND STUNTS	27
WHAT IS A POWER?	28
WHAT CAN A POWER DO?	28
POWER TRICKS	28
CREATE AN ADVANTAGE	28
PURCHASE A STUNT OR TALENT	28
DETERMINING A POWER'S COST IN BLOCKS	28
POWER SET	29
THE 1 PER 2 RULE	29
SAMPLE POWERS	29
ADJUSTMENT POWERS	29
ATTACK	30
CONTROL ENERGY AND MATTER	31
CONTROL FORM	31
HEALTH AND BODY	33
MENTAL	34
MOVEMENT	35
RESISTANCE	36
STUNTS	37
ATTRIBUTE STUNTS	37
ATTACK STUNTS	37
CONTROL FORM	37
MISCELLANEOUS STUNTS	38
MENTAL	39
MOVEMENT	39
RESISTANCE	39
SENSES	40
CHARACTER CREATION	41
first steps	42
core concept	42
PEOPLE AND PLACES	42
character concept	43
select distinctions	43
THE OTHER STUFF	44
RANDOM CREATION	44
BALANCE POINT	44
ATTRIBUTE RANKS	44
Extra Abilities	45
POWER SELECTION	45
TALENTS AND STUNTS	45
adventure points and Drama points	46
ALLOCATION METHOD OF CHARACTER CREATION	46
BASICS	46
POWER LEVEL	46
HOW MUCH DOES ALL THIS COST?	46
Attributes	46

Distinctions	47
powers	47
stuns & talents	47
BUILDING HEROES FROM THE COMICS	47
ADVANCEMENT	50
EARNING ADVENTURE POINTS THROUGH EXPERIENCE	50
EQUATING BLOCKS AND ADVENTURE POINTS	50
BLOCKS VS ADVENTURE POINTS FOR TALENTS AND EXPENSIVE POWERS	50
VERTICAL AND LATERAL LEVELING	50
BIBLIOGRAPHY	51
GAME SYSTEMS	52
OTHER INFLUENCES	52
INDEX	53



ATTRIBUTES



All characters in *Marvel Super Heroes: Nth Edition* have core Abilities called Attributes which define that character's capability at most tasks. How agile, nimble or quick is the character? How strong and rugged? How clever and how reasonable? How persuasive and how stubborn? Attributes answer those questions.

Attributes come in three Classes: Physical Attributes, Mental Attributes and Secondary Attributes.

- **Physical Attributes** come into play when characters try doing something with their strength, dexterity or fighting ability.
- **Psychological Attributes** represent how sharp or dull a mind the character has. It also represents mental stability in the face of social pressures and ridicule.
- Finally **Secondary Attributes** cover things like initiative, financial resources, popularity and physical and mental health.

THE ATTRIBUTES

There are nine Attributes in *Marvel Super Heroes: Nth Edition*. All characters have all nine Attributes. Constructs may have fewer. The Attributes are Fighting, Agility, Might, Endurance, Shoot, Will, Observe, Reason and Cunning.

Attributes and Powers, for all intents and purposes, are really the same thing. The only difference is that Attributes are universal to all characters, natural aspects of their existence, whereas Powers are only available to characters on a case-by-case basis. Since Powers are written in terms of the three Actions they can perform and under what circumstances (see the Powers chapter and *Running A Session* in the Adventure Book) as well as what other abilities they grant, we thought we'd give you a breakdown of how each of the Attributes look if we were to write them as Powers. Use this as a guide as to when to use specific Attributes for your FEATs.

PHYSICAL ATTRIBUTES

The five Physical Attributes are Fighting, Agility, Might, Endurance and Shoot.

FIGHTING

- Physical Attribute
- A character's close combat prowess.
- Used to determine if a character hits with any close Physical Action, including slugfest combat.
- Used as the Intensity of any close Physical Action made against the character.
- Used to determine how well a character handles weapons.
- Contributes to the Secondary Attribute Health.

The Fighting Attribute comes into play whenever you enter into either unarmed or melee combat; in other words, when you are fighting up close.

OVERCOME

Generally speaking, you don't use Fighting for Overcome Actions. The exception would be in non-lethal sparing exercises or competition where the objective is to either impress a crowd or score points.

CREATE AN ADVANTAGE

Use Fighting to simulate any number of special moves not covered in the Maneuvers section of the Adventure Book, including flipping over a foe and striking from behind, throwing sand in his eye, or even spotting a weakness to exploit.

ATTACK

This is the primary focus of the Fighting Attribute. You can make attacks against foes adjacent to you either unarmed or with weapons designed for close fighting. Certain weapons, such as pole-arms, will give you additional reach.

INTENSITY

Fighting is used as the Intensity for any attacks made against the character in slugfest or melee combat.

AGILITY

- Physical Attribute
- Used to determine if a character holds onto a ledge or successfully performs actions that require quick action or coordination.
- A character's overall nimbleness, and dexterity for non-combat actions.
- Used as the Intensity of any Physical Action made against the character in ranged combat.
- Used to determine if a character catches an object or people.
- Contributes to the Secondary Attribute Health.

The Agility Attribute represents the character's ability to interact non-violently with his environment. It is his manual dexterity, balance, and

aptitude with non-violent physical skills.

OVERCOME

You can use Agility to overcome any obstacle that requires manual dexterity, such as picking a lock, doing spectacular flips or other acrobatic feats for show or in a contest (such as a gymnastics competition), or to contort your way out of handcuffs or other bonds. It is also used for maneuvering through difficult terrain, whether on foot, while riding an animal or when piloting or driving a vehicle.

CREATE AN ADVANTAGE

Use Agility to perform acrobatic flips and rolls that make you harder to hit. You can also use it to much the same for fancy vehicular maneuvers or trick riding.

You can also use Agility to confound a person searching your person for weapons or other important items, subtly switching pockets as the searcher strives to find that item.

INTENSITY

Agility is used as the Intensity for any attempt to hit the character with a ranged attack (such as those initiated by use of the Shoot Attribute). It can also serve as the Intensity for any action that attempts to Overcome a character's Agility.

MIGHT

- Physical Attribute
- A character's ability to exert force.
- Used to inflict physical damage on other characters or materials.
- Used to determine the maximum force a character can exert to move objects.
- Contributes to the Secondary Attribute Health.

A character's Might is his physical strength, his brawn. He uses it to lift heavy objects, throw things, break other things, and generally exert force. Characters also

use Might to determine their speed for any movement based on exerting force with their limbs, such as running, swimming, climbing and jumping. Might is also the Attribute used to resist Slams.

OVERCOME

You can use Might in non-violent contests where strength is the primary factor, such as arm-wrestling contests, Grappling actions, as well as to Overcome Slam FEATs.



CREATE AN ADVANTAGE

Might can be used to wrap people up in lamp posts, or other assists to Grapple attacks. It could also be used in more creative ways, such as actually creating obstacles for others to Overcome using your brute strength. For example, you could push a boulder off a cliff, creating a landslide that blocks a road.

ATTACK

Characters don't use Might to perform attacks, though Might is the source of any damage done by unarmed combat. Grappling is not considered an attack for this purpose, since its primary purpose is ensnarement, not damage.

INTENSITY

Might is used as the Intensity for any contest of strength such as arm-wrestling or in any Grappling attempts.

ENDURANCE

- Physical Attribute
- A character's vitality and resistance to harm.
- Used as the Intensity to resist the Physical damage inflicted by others and resist Trauma.
- Used to determine how long the character can hold his breath.
- Contributes to the Secondary Attribute Health.

Endurance represents a character's physical well-being; how hearty, robust and generally healthy he feels. Endurance allows characters to resist disease, fatigue, and the effects of Stuns. Most importantly, Endurance is the measure of how close the character is to succumbing to lethal damage; how far he is from death.

OVERCOME

The chief use of Endurance is the Overcoming of Stun and Kill FEATs. It also can come into play against diseases, poisons or other health risks as well as when combatting Exhaustion during a particularly long battle.

CREATE AN ADVANTAGE

Endurance Advantages will be rare. However, if a character has *Months Of Endurance Training* before a big long-distance race, that could be used as an Advantage against the fatigue gained during that race. Likewise, *I just Had My Booster Shots* could give an Advantage when going into a disease-ridden area.

INTENSITY

Endurance is used as the Intensity for attempts to drain a character's Endurance or overwhelm him physically.

SHOOT

- Physical Attribute
- A character's aim.
- Used to determine if a character hits with any Physical Action in ranged combat.
- Used to determine accurate throwing of objects.
- Contributes to the Secondary Attribute Health.

The Shoot Attribute represents not just ability with firearms but with any ranged weapon. This includes thrown weapons and Powers that do not specify that you must use the Power instead of Shoot for that ability.

OVERCOME

It is rare that you will use Shoot in an Overcome action. If your character is good enough to shoot out a lock without actually damaging the lock, though, you could feasibly make an exception. Most likely, though, Shoot will be used in the same kind of Overcome actions as Fighting; contests of skill where you are trying to either impress a crowd or win a competition.

CREATE AN ADVANTAGE

You could use Shoot to perform various trick shots, provide suppression fire, or the like. If you are a skilled archer like Hawkeye, you could create various Advantages from liberal applications of your trick arrows, or even just pin a foe to a wall with a few well-placed shots.

ATTACK

The primary function of Shoot is to attack at range. Use Shoot for any ranged attack, whether with a thrown weapon (or person, if you are strong enough to perform the Fastball Special) or a projectile weapon or energy weapon.

MENTAL ATTRIBUTES

The four Mental Attributes are Will, Observe, Reason and Cunning.



WILL

- Psychological Attribute
- A character's mental strength.
- Used as the Intensity to determine if a character succumbs to orders from another character.
- Used to resist mental attacks against a person's willpower.
- Used to make Willpower FEATs to overcome Fatigue for a Page.
- Contributes to the calculation of Sanity.

A character's Will Attribute represents his resistance to persuasive arguments, direct orders, emotional appeals, and direct mind control. It is also a measure of his mental health, and a deciding factor when testing a character's resolve.

Finally, it is used when determining if a character will succumb to insanity, taking the character out of the game as surely as loss of Endurance will end a character's life.

OVERCOME

Will is the Intensity used in many types of persuasion FEATs (see Intensity, below) but rarely gets used in an Overcome situation. Occasionally it will be used on the Stun or Kill Columns to determine if a person is psychologically stunned or his Will is being compromised, respectively.

Will can be used to rise above certain situations, such as when a character is too Fatigued to act per the normal Endurance rules but the character needs to will himself to take action. In that case, the character makes a Will FEAT versus the Fatigue Intensity, and if successful, can act for a single extra Panel before having to make another Will FEAT or resume resting. Success on a Green FEAT or Failure causes the Fatigue to grow by +1CS, while Critical Failure results in a +2CS growth in Fatigue. A Yellow Result means the Fatigue does not grow, and a Red Result actually energizes the hero a bit, reducing Fatigue by -1CS.

That is just one example; in truth, any time you have to dig deep and force yourself to overcome your own limitations, you make a Will FEAT.

CREATE AN ADVANTAGE

Like Endurance, Will Advantages are rare, but not unheard of. If a character has *Meditated For Days* he might be particularly clear-minded and thus hard to mind control, for example.

INTENSITY

Will is often used as an Intensity for attempts to get characters to perform new tasks, as well as attempts to use mental powers to control the character's thoughts or behavior.

OBSERVE

- Psychological Attribute
- A character's ability to perceive and avoid perception by others.

- Used as the Rank to determine if they notice a person, object or event.
- Used as the Intensity to avoid detection by others.
- Contributes to the calculation of Sanity.

Observe represents a character's ability to notice things with their given senses. It is used for determining surprise, whether a person notices a clue or spots a fleeing suspect, and how well a character can obscure himself or his belongings. It does not include such things as Sleight-Of-Hand, which requires more Agility than Observation in its execution.

Observe does not represent the character's senses themselves. Characters start with five senses: Sight, Hearing, Smell/Taste, Touch and Orientation (tell up from down). Powers that affect a sense affect all Attributes and Powers that rely on that sense by default.

OVERCOME

Use Observe to locate items hidden in a room, pick up a detail others did not notice, or search a room for clues. You can also use Observe to avoid being Blindsided by foes sneaking up on you intent on attack.

Observe is the Attribute of stealth; you must be very aware of your surroundings in order to use them to obscure yourself.

Observe is one of the key Attributes for science heroes, next only to Reason, though really all characters could benefit from a high Observe.

CREATE AN ADVANTAGE

Create a *In Stealth Mode* Advantage that other players must use their Observe to Overcome. You can likewise create Advantages to plant surveillance equipment or otherwise hide objects or people from view.

INTENSITY

Observe is the Intensity for all Stealth FEATs. The person attempting to be stealthy must Overcome the Observe of anyone who might notice him.

REASON

- Psychological Attribute
- A character's rationality and mental strength. Used as the Intensity to determine if a character's beliefs change.
- Used to determine success in understanding foreign concepts, languages or technology.
- Used to determine the character's success in building things.
- Used to determine if a character is telling the truth or lying.
- Contributes to the calculation of Sanity.

Reason represents your ability to use technology, build or reverse-engineer new Constructs, and make repairs. It also represents a character's logical facility, mathematical ability, and ability to understand complex concepts.

OVERCOME

Use Reason to diffuse bombs, hack past computer firewalls, and other tasks that require a keen mind to defeat. You can also use Reason for besting opponents at strategy games, solving logic puzzles or unravelling a web of lies, half-truths and / or misunderstandings to find the real truth in a story. Finally, this is the Attribute for uncovering the correct theory that will solve some scientific mystery; the difficulty is set by the Judge.

CREATE AN ADVANTAGE

Any time you develop a strategy that will help you in battle (yes, this is a Reason and not a Fighting FEAT, since you are planning, not just punching away), you use Create An Advantage to determine how good a strategy it really is; your opponent will attempt to Overcome that strategy in order to render

its benefits useless, or may Compel the strategy if he wants to exploit a hole in your plan. You also use Reason when you do research before attempting to build a Construct or devise an experiment.

INTENSITY

Reason is used as an Intensity for attempts to convince a character to believe new ideas or reject old ones. It is also used as the Intensity in Overcome contests as described above.



CUNNING

- Psychological Attribute
- A character's ability to persuade or manipulate others.
- Used to determine if a character hits with any Psychological Action.
- Used as the Intensity to resist emotional attacks.
- Used to make Perception FEATs
- Contributes to the calculation of Sanity.

Characters use Cunning to represent their wits, their charm, and their charisma. In other words, their ability to get others to do what they want done. It can reflect a commanding presence or an aura of fear, a natural likability or an ability to make others swoon. Whatever the case, characters with high Cun-

ning know how to get what they want.

Cunning also represents the ability to terrorize others, bend them until they break, and then build them up again. It is the Attribute of the drill sergeant and the "re-education" minister, as well as of the clinical psychologist attempting to put back together a patient's broken psyche.

OVERCOME

Any time you are trying to get someone to do something they don't necessarily want to do, you have to Overcome their Will. Anytime you attempt to get someone to like you, or like or dislike someone else, you have to Overcome their own Cunning. Finally, if you are trying to get your opponent to believe something, you must Overcome their Reason.

CREATE AN ADVANTAGE

Use Create An Advantage when you take the time to build up evidence for your case before you attempt to persuade someone to your point of view. You can also use this type of Action when you spend time crafting a clever lie. Other options include making impressive speeches, pouring on the emotions to elicit sympathy, or setting up a good-cop, bad-cop scenario.

ATTACK

A character can use Cunning to brow-beat a character into losing confidence, or to break their willpower. As such, Cunning can directly target a foe's Sanity under the right circumstances, using the target's Will as the Intensity. If successful, damage done to the target's Sanity comes from the attacker's Will Attribute. See the Adventure Book, under *Health, Sanity, Healing and Death* for more information on damaging Sanity and losing Will, as well as recovering both.

INTENSITY

Cunning serves as the Intensity against other Cunning FEATs when the FEAT revolves around emotional appeals; getting your character to like or dislike someone, or generally have strong feelings about someone or something.

SECONDARY ATTRIBUTES

In addition to the nine main Attributes, characters have some Secondary Attributes. Most of these derive from some combination of the primary nine Attributes. The only one that doesn't, Resources, is purchased by characters just like any other Attribute.

HEALTH

- Derived Attribute
- A character's resistance to Physical Agony.
- Derived from F+A+M+E+S.

Health is, simply, how much damage a character can soak from physical assault before getting Taken Out.

SANITY

- Derived Attribute
- A character's resistance to Mental Agony.
- Derived from W+O+R+C.

Sanity represents how much psychological damage a character can sustain, whether from mental attack powers or from Cunning attacks meant to wear a person down.

INITIATIVE

- A measure of how quickly a character can react.
- Presented as a rank with a rank number.
- Derived from (F+A+O+C)/4
- Used to determine Initiative Order in combat.
- Used to allow additional Panels in a Page.

Players use the Initiative score to determine who goes first in

a given Page. Roll 1d10 and add that to your Initiative score. Play proceeds from highest score to lowest. If a character takes multiple Panels in a Page, they get to roll a modified Initiative roll for each of their Panels. For more information, see the Adventure Book's chapter *Running A Scene*.

RESOURCES

- A measure of how wealthy a character is, and how the character may use that wealth
- Presented as a rank with a rank number.
- Used to determine if a character can afford a particular item or service.
- Used in place of Cunning when attempting to bribe or otherwise use money to influence others.



The Resources Attribute represents how easily a character can acquire items he needs. This isn't just a measure of money; this is how well a character can scrounge for parts, how efficiently he can manage his accounts, and more.

Also, money talks. You can outright bribe people with Resources, using that instead of Cunning to get others to act or provide what you desire. You can also use it to "grease the wheels" and Create An Advantage for Cunning FEATs.

OVERCOME

The primary use of the Resource Attribute is the Overcoming

of the Cost Intensity of a purchase. You can also use it to bribe people, pitting your Resource Rank against their Cunning Intensity if they are willing, or their Will Intensity if you are trying to bribe someone who would normally not stoop to accepting bribes.

CREATE AN ADVANTAGE

You can use use money to *Grease The Wheels* before making a Cunning FEAT. You could also use Resources for your *Extensive Charity Work*, making attempts to get people to like you, unless of course the Judge Compels that Distinction and the person you are trying to woo thinks all of that charity work is meant exclusively to manipulate people into liking you, and thus thinks worse of you for your efforts.

ATTRIBUTE COSTS

Attributes are really just Powers that all characters start out with by default. As such, their cost structure is the same as for Powers; each application of an Action Type that the Attribute can do costs one Block per Rank. We've broken down the costs and reasons for each Attribute below and in the *Advancement* chapter.

FIGHTING

Overcome: 1
 Advantage: 1
 Attack: 1
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.

AGILITY

Overcome: 1
 Advantage: 2
 Attack: 0
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.

MIGHT

Overcome: 1
 Advantage: 1
 Attack: 1
 Intensity: 1

Total: 4
 Cost: 3 Blocks per Rank.

ENDURANCE

Overcome: 2
 Advantage: 1
 Attack: 0
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.

SHOOT

Overcome: 1
 Advantage: 1
 Attack: 1
 Total: 3
 Cost: 2 Blocks per Rank.

WILL

Overcome: 2
 Advantage: 1
 Attack: 0
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.

OBSERVE

Overcome: 2
 Advantage: 1
 Attack: 0
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.

REASON

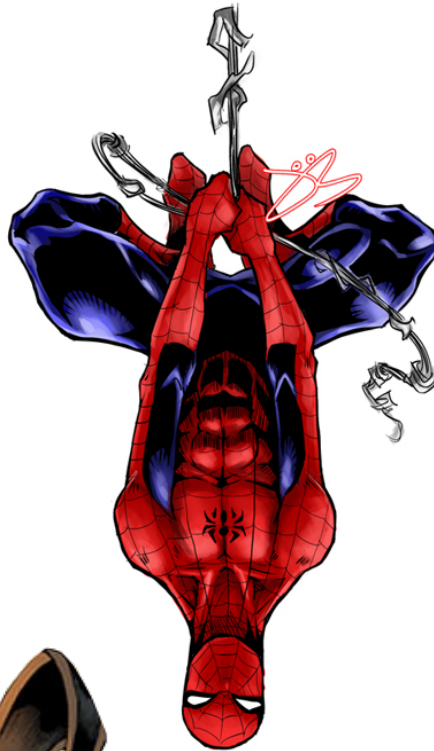
Overcome: 1
 Advantage: 2
 Attack: 0
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.

CUNNING

Overcome: 1
 Advantage: 1
 Attack: 1
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.

RESOURCES

Overcome: 2
 Advantage: 1
 Attack: 0
 Intensity: 1
 Total: 4
 Cost: 3 Blocks per Rank.





CREATING PERSONAL DISTINCTIONS

In the Distinctions chapter of the Adventure book we went over the basics of how Distinctions work. Here we will review those basics briefly, then launch right into how to create useful and fun Distinctions for your characters.

REVIEWING THE BASICS

A Distinction represents some aspect of a character's personality or some truth about that character beyond the character's stats. It could be a bit of hyperbole that the character likes to boast, such as "Strongest One There Is" or it could be a battle cry that sums up that character's way of thinking, such as "It's Clobberin' Time!" or "Webs Away!" It could even be a truth about the character such as "Never Leaves A Teammate Behind."

One thing a Distinction is not is a replacement of an Attribute, Power, or Talent. If you have a Distinction such as "Burns Like The Interior Of A Star," but you don't have any fire-based powers, you can't use the Distinction to throw flame or heat up a room like an oven. In this instance, "Burns Like The Interior Of A Star" might represent a character that feels emotion more strongly than other people, and tends to be ruled by such emotions for good or ill. Of course, if your character *did* have flame powers, this Distinction could instead refer to an ability to push those powers without using the Pushing rules, but subject to burnout or other accidents if Compelled.

The point is, Distinctions are always secondary to Attributes, Powers and Talents. They do not replace them. Their purpose is to add flavor and a sense of personality to the characters and game.

INVOKING

When a character decides to Invoke his Distinction, he is trying to use that Distinction to improve the result of a FEAT. For each Distinction he Invokes, he gains a +2CS to the Column Shift on the Universal Table for that FEAT. No Distinction can be Invoked more than once in a FEAT, though multiple Distinctions may be Invoked for a single FEAT. Invoking a Distinction costs one Drama Point.

There are two conditions placed on making Invokes. First, the character must have sufficient Drama Points to pay for the Distinctions he's Invoking. Second, the player must have a plausible justification for the use of that Distinction; he can't just say "I Invoke 'Political Mover and Shaker,'" he has to show how that Distinction applies to the current FEAT.

Characters can Invoke their Distinctions for FEATs made by other characters, if appropriate. In that case, they pass their +2CS to the person making the FEAT.

COMPELLING

Sometimes a character's personality or quirks come back to haunt him. Boasting that you're "The Strongest One There Is" can lure contenders to that claim. If you "Burn Like The Interior Of A Star," those emotions can get you into trouble when they make you tell off the King of Wakanda in his own court.

The Judge, and any player, can Compel any character's Distinctions. To do so they must hand the player controlling the Compelled character a Drama Point (a player may Compel his own character's Distinctions; in that case the Judge

gives the player a Drama Point for good role-playing).

As a result of the Compel, the FEAT Roll is bypassed; the character automatically suffers some kind of setback. The player so Compelled should role-play that character's actions resulting from the Compel. No such Compel should prove too severe; at most, it should be the equivalent of a failure on a FEAT or a Minor Cost.

Like Invokes, a character can suffer multiple Compels, each from separate Distinctions. These should each be justified by the situation, as with Invokes; the Judge can't just throw Drama Points at the player and say "now you're in for it." There should be a story-based reason for the Compelling of each Distinction.

Players have the right to refuse a Compel. If they do so, they refuse the Drama Point offered for the Compel *and* pay one back to the Judge (or the player who initiated the Compel).

A Compel should have the form "You have *Distinction Name*, so it makes sense that you would *do this*, which unfortunately means that *this happens*." For example, "Captain Marvel, you have *Stubborn To A Fault*, so it makes sense that you'd refuse to listen to Captain America's order to wait for reinforcements before barging into the Hydra Base, which unfortunately means you don't see the three flying, Hydra-controlled Hulk-clones until it is too late." The result of this example Compel might be a free, automatically-successful team attack by the Hulk-clones with appropriate consequences such as damage or being forced to roll on the Slam or Stun Columns, or both. It all depends on the circumstances and the needs of the story.



CREATING DISTINCTIONS

When you create a character Distinction, you are defining your character's core personality, values, and failings. So don't rush this process. Distinctions help you get the "feel" for your character; his strengths and weaknesses of character. You want to make your choices of Distinctions meaningful.

Remember that all Distinctions provide opportunities for positive and negative aspects of that character to shine through. Some might lean more positive and some might lean more negative, but they all have the potential for both (even Complications, which are mostly bad, can occasionally provide a good Invoke with the right justification).

Characters have three primary Distinctions; a High Concept, a Trouble, and a third of the player's choosing. We'll go into detail for each of these now.

HIGH CONCEPT

The first Distinction on your character sheet is the **High Concept**. This represents the defining personality trait of the hero, or his primary role in life. It can also represent an overwhelming goal that drives him. High Concepts are usually useful, and occasionally harmful.

Some characters take their career as their High Concept. "Hard-Nosed Inner-City Detective" could make a good High Concept, not only describing the character's job but his approach to that job. Other characters take a personal creed as their High Concept, such as "With Great Power Comes Great

Responsibility." This High Concept reflects the hero's moral compass, which normally steers him right but can also make him easier to lure into traps or manipulate.

TROUBLE

No character is perfect. Everyone has a personality flaw, something that gets them into a mess of their own making and forces them to dig their way out. That's the role of a character's **Trouble** Distinction. A Trouble is mostly harmful, but occasionally the hero can find a way to make the Trouble helpful to him.

Some characters make bad choices, but rather than admit they are to blame for their own mess blame their problems on their "Typical Parker Luck" (I'm looking at you, Spider-Man). Others might be "A Fool For Anything In A Skirt," and thus easily manipulated by female

villains (or male villains the hero mistakes for a female, if you want to go literal with the Trouble).

The grand point of a Trouble is that it gets the hero into Trouble a lot. And I mean a *lot*. It can regularly be relied on for a compel in a wide variety of situations. Make sure your Trouble actually can cause you Trouble. This is your primary source of Drama Points, after all.

THE THIRD DISTINCTION

Your final Distinction is kind of a grab-bag. You can define it how you wish, so long as you make sure that it is both useful and detrimental to the hero, and that you can see yourself using the Distinction regularly.

Here are some ideas for defining your third Distinction:

- **Relationships:** If you have strong feelings for another character, or are in a relationship with that other character, the bond you feel could provide fodder for a Distinction. Note that your target character need not also take a related Distinction, even if that character also has feelings for you (and he or she may not). An example might be “Jean Grey Is The Love Of My Life” or “Why Won’t Deadpool Leave Me Alone?!” We never said the relationship had to be a friendly one, after all.
- **Reputation:** You may have a reputation that precedes you, for good or ill. “Hero Or Menace” is a good middle-of-the-road Reputation; you can Invoke it to have a positive reputation influence an NPC, or Compel it to show that J. Jonah Jameson’s campaign against you has soured local opinion of your antics.
- **Origin Story:** Perhaps something about how you started your adventuring can inspire an aspect. The Hulk, for a time, suffered from being “Hunted By The Military.” In the Marvel Cinematic Universe, Tony Stark was driven to clean up

the mess his lack of responsible management of his company had caused, so for him “There Is Nothing But The Next Mission.”

- **Past Team-Ups:** You and a fellow player could agree that at some point you worked together, and come up with a story about that adventure. You could both then pull a Distinction from it.
- **Bravado:** Maybe you have a battle cry or saying that describes your personality in certain situations. See the Hight Concept section above for examples.
- **Strong Emotions:** Perhaps your character has a phobia, or a hatred of something, someone or some group. Perhaps your character has a love of certain places or objects. For example, someone who is “A Cat Burglar At Heart” will find it difficult to resist making a score, but might also be able to Invoke this to know the value of many items due to her experience fencing the things she’s stolen.
- **Anything Else That Would Motivate Your Character:** Ultimately, you’ve got to choose a Distinction that gives your character a reason to act, for good or ill. We couldn’t possibly list all the ways you could do that. Be creative. And have fun with it.

ADVICE ON DISTINCTIONS

We’ve made this point elsewhere, but we feel its important to repeat it. Whatever Distinction you make, just ensure that it is useful and that it causes your hero problems from time to time.

MAKE THEM USEFUL

The whole point of having a Distinction is that it drives the story forward, and to do that it has to be useful to the hero sometimes. Make sure that there are opportunities for you to spend Drama Points on improving your FEATs with that Distinction. Remember, if you never

use the Distinction all it is good for is cluttering up your character sheet.

MAKE THEM PROBLEMATIC

Compelling Distinctions is how you get more Drama Points to spent on Invokes. Yet if you create a Distinction that is difficult to Compel, you rob yourself of that opportunity for more Drama Points. Plus, no one finds flawless characters interesting. Even in the comics the heroes face setbacks, often of their own making. That’s what makes them interesting, how they overcome those hurdles they place in their own way. It shows character growth. And that’s something that Adventure Points just can’t buy.

DISTINCTION COST

Distinctions are free at character creation. You get three free Distinctions for your character. Not much in life is free, so enjoy this freebee.

Changing a Distinction, on the other hand, does cost Adventure Points. The exact costs are dealt with in *Advancement*. Suffice to say that a change in Distinction is a major event in a character’s life, and the point cost reflects this.



TALENTS AND STUNTS

Attributes and Powers do a lot of heavy-lifting in play, but some characters can do more than even these abilities can accomplish. They are more capable than their core abilities would indicate in specific areas of focus, or they can do awesome things that aren't described by their core abilities. For these abilities, we have Talents and Stunts.

DEFINITIONS

A **Talent** represents a skill, knack, or natural affinity for a task not otherwise covered by an Attribute. A **Stunt** does the same for a given Power.

A Talent or Stunt can accomplish one of the following:

- Provide a Column Shift boost to an Attribute or Power.
- Allow a rules exception.
- Add an ability to an Attribute or Power.

GRADE	MODIFIER
Master	+5CS
Guru	+4CS
Expert	+3CS
Pro	+2CS
Novice	+1CS
Untrained	+0CS
Hampered	-1CS
Inept	-2CS
Untrustworthy	-3CS
Incompetent	-4CS
Futile	-5CS

COLUMN SHIFT BOOSTS

The most common form of a Talent or Stunt is to provide a +CS bonus to an Attribute (for Talents) or Power (for Stunts). These modifiers are called **Grades**, and range from +1 at minimum to +5 at most.

Grade represent degree of competency. No Talent may be rated higher than +5CS, though you can take a Specialty that stacks with its parent Talent. You cannot stack more than one Specialty on a Talent on a single FEAT.

You will note that the Grade Table also shows some negative Grades. We'll discuss that in the next Section.

RULES EXCEPTIONS

Some Talents or Stunts allow the character to take a very limited exception to the way the rules work. Such exceptions should be tightly focused and specific; you don't want to allow an exception like "always gets a red result when making Fighting FEATs."

ADD AN ABILITY

Finally, a Talent or Stunt can grant to an Attribute or Power an ability it did not previously possess. This must be narrow in scope, such as using Fighting instead of Cunning when attempting to goad someone into a fight, and not broad, like granting an extra Application to a Power or Attribute. The formula to use is "Allow X under specific circumstance Y."

TALENT COSTS

Talents & Stunts that use Grades only cost 1 Block per Grade. You can narrow this even further to

create a Specialty, which grants you 2 Grades for one Block.

Rules Exceptions and Ability Adds cost one Block for each added ability. So a Talent that grants three Rules Exceptions and two Ability Adds would cost five Blocks.

HINDERANCES

As noted above, the Grade Table notes not just positive Grades from +1 to +5 but negative Grades as well. When do these come into play? Well, sometimes characters are deficient in some areas covered by their Attributes or Powers. We call these deficiencies Hinderances.

Hinderances are the mirror-images of Talents or Stunts. They work just the same but in a negative way. Hinderances benefit the player because they provide extra Blocks with which to purchase other abilities. You can get the same number of Blocks for a Hinderance as would cost you for the identical Talent.

A Hinderance cannot drop below -5CS, but a Specialty can stack with it to gain a lower value. If the negative shift drops the Rank to Useless the character cannot perform that Talent's actions at all.

A Hinderance imposes one of the following:

- A negative Grade penalty on an Attribute or Power.
- Removes an ability from an Attribute or Power.
- Imposes an extra rule on the character.

NEGATIVE GRADES

A character with this Hinderance suffers a penalty whenever he attempts a particular task. These Hinderances have the same name

and focus as their corresponding Talents or Stunts.

REMOVE AN ABILITY

Your character just cannot do something that your Attribute would normally allow you to do. This is a great way to simulate a physical impairment such as blind-



ness (Observe), paralyzed legs that restrict movement (Might) or simple clumsiness when attempting to catch items (Agility).

EXTRA RULE

Your character suffers from an extra rule when using the specified Attribute or Power. This is a good way to set up a magic system; at minimum you could impose a rule forcing the character to perform a ritual or state a long spell before activating a Power.

THE TALENTS

We wanted to start you off with a good list of initial Talents to use. So here are some to start off with, created with the methods listed above. We've split the Talents into categories based on parent Attribute for ease of reference.

Since Talents involve by their nature Column Shifting, the question of Rank Numbers will often

come up. Always follow this rule: any positive Column Shift uses the lowest Rank Number of the new Rank; any negative Column Shift uses the highest Rank Number of the new Rank.

Example: Guns at +3CS gives a character with a Shoot of Incredible (57) a new Rank of Marvelous (68).

FIGHTING

BLADES

You have training or natural ability when it comes to wielding weapons such as daggers, spears and swords. Specialty weapons such as clawed gauntlets or chain weapons are not covered under this Talent.

Cost: 1 Block per Grade

CLUBS

You have greater than average proficiency with blunt weapons such as clubs, maces and tofnas. Brass Knuckles are not covered under this Talent, as they require no special training to wield. However, see *Pinpoint Punch* for a way to simulate extra damage from such a weapon.

Cost: 1 Block per Grade

MANEUVER

You have training that makes you more proficient than normal in one of the maneuvers listed in the *Running A Session* chapter. You must take this Talent separately for each Maneuver. This is a great way to build a Martial Art for a character.

Cost: 1 Block per Grade

You could also use a Rules Exception or Add An Ability to simulate a new Maneuver, and then give that new Maneuver a Grade. This would make for unique martial arts abilities that are peculiar to your character or his brand of martial art.

Cost: 1 Block Per Ability

SPECIALTY WEAPONS

You have training in a class of Fighting weapon not covered by another Talent. You must specify the class of weapon at the time of character creation and define any potential specialties.

Cost: 1 Block per Grade

ABILITY

ACROBATICS

You can perform feats of gymnastic skill, which you can either use to Overcome Obstacles (Acrobatic Movement), or use to set up Advantages based on your ability to move with great deft (Acrobatic Grace) or both.

Cost: 2 Blocks per Grade.

BREAKFALL

When you make an Agility FEAT to either catch an outcropping to stop a fall or to turn an uncontrolled fall into a controlled fall (using your *Leaping* to lessen your falling damage) add this Talent's CS to your Agility Rank.

Cost: 1 Block per Grade

PILOT

Bonus with all aircraft.

Specialities could include military jets, military helicopters, civilian single-engine planes, Quinjets, etc.

Cost: 1 Block per Grade

SLEIGHT-OF-HAND

You get a bonus to Agility FEATs to palm objects, move them around unnoticed, pick pockets or plant items on other people.

Cost: 1 Block per Grade

TUMBLER

You know how to roll from a fall so as to reduce the damage you take. You may add this Talent to your Leaping Rank for extending the distance you may fall without taking damage.

Cost: 1 Block per Grade

**MIGHT****BRUTE FIGHTER**

Use Might instead of Fighting to make unarmed slugfest attacks. This simulates a fighter who relies on brute force rather than finesse or control for his attacks.

Cost: 1 Block per Grade

CRUSHING STRENGTH

When inflicting damage with Grapple or similar attacks that rely on Might FEATs rather than Fighting FEATs, you can inflict extra damage by applying your Grade in this Talent to Might. The Grade only applies to damage done. Any Column Shift given to damage shifts to the lowest Rank Number of the shifted Rank.

Cost: 1 Block per Grade

PINPOINT PUNCH

You can do more damage than your natural strength might ordinarily allow. Your Grade boost your Might Rank only for doing damage made with a Fighting FEAT. Any Column Shift given to damage shifts to the lowest Rank Number of the shifted Rank.

Cost: 1 Block per Grade

ENDURANCE**BREATH CONTROL**

You gain a boost to your Endurance for the purposes of holding your breath, allowing you to hold your breath longer than someone else of the same Endurance.

Cost: 1 Block per Grade

IGNORE EXHAUSTION

You are less prone to Exhaustion than other characters of similar Endurance, adding your Grade to your Endurance for the purposes of resisting Exhaustion.

Cost: 1 Block per Grade

SHOOT**ARCHER**

You get a boost to Shoot when using longbows, short bows, crossbows and other similar weapons.

Cost: 1 Block per Grade

GUNS

This Talent covers all firearms, from pistols to rifles to submachine guns to blasters. It does not cover vehicle-mounted weaponry or turret weapons in bases.

Cost: 1 Block per Grade

THROWN WEAPONS

You have a knack for hitting with thrown weapons. You are at -1CS if the the object being thrown is either not balanced or not aerodynamic, and -2CS if it is neither balanced nor aerodynamic. For example, you could throw a shield at no penalty, a baton at -1CS and a chair at -2CS. You could take a Specialty at throwing unbalanced or non-aerodynamic objects to offset that penalty. Playing cards are considered balanced and aerodynamic for these purposes (your welcome, Gambit).

Cost: 1 Block per Grade

TURRET

This Talent allows the use of mounted weapons such as those located on vehicles or in bases.

Cost: 1 Block per Grade

WILL**ANARCHIST**

You do not respond well to orders. When others give you orders that you do not wish to follow, you gain your Grade bonus to your Will to resist those orders.

Cost: 1 Block per Grade

FAITH

This is more of a personality defect than a Talent, but it does provide a column shift modifier. Any time an attempt to persuade you of something runs counter to a tenet of your faith, you get a bonus to your Will to reject the idea. This is essentially the "Talent" of being unreasonable and unwilling to think critically. Any time your faith will get in the way of reasoning correctly the Judge should impose the Talent's bonus as a Penalty to Reason or whatever other Attribute he deems reasonable. In such situations the Judge should reward the player for taking the penalty with an additional Drama Point.

Cost: 1 Block per Grade

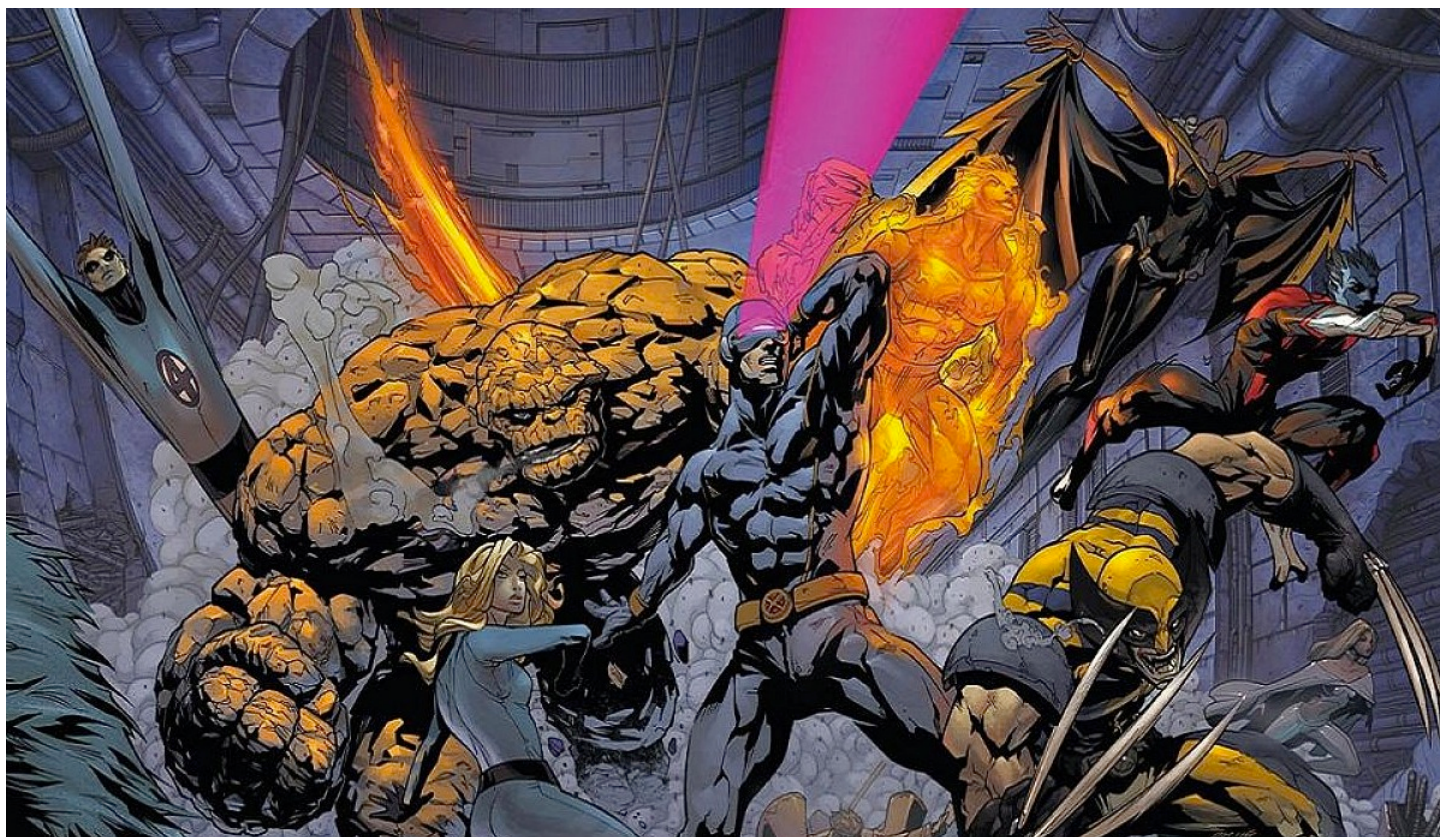
DIG DEEP

You can find hidden reserves that will help you fight off mental fatigue, exhaustion, or other weakness for a brief time, using a surge of willpower. Whenever using Will to overcome Exhaustion or similar Obstacles for a Page, you gain a bonus equal to your Grade.

Cost: 1 Block per Grade

RESIST DOMINATION

This Talent reflects the ability for a character to harden their mind against attacks by Mental Powers.



It provides no protection from normal persuasion attempts.

Cost: 1 Block per Grade

UNEMOTIONAL

Attempts to manipulate you emotionally don't work as well on you as on others. Your Will gets a bonus when others try to persuade you using fear, lust or other emotional triggers.

Cost: 1 Block per Grade

OBSERVE

INFERENCE

This Talent allows characters to notice relations between independent items or people, which allows them to observe the hidden truths those connections represent. This is the skill of the Detective; they don't just notice the mud stain on the suspect's pants leg, but the relative position of that stain on the leg and they type of mud, leading to the truth that the suspect was standing in a specific location and facing a

specific direction when he was splashed with the mud.

Cost: 1 Block per Grade

LIE DETECTOR

You can tell just by looking at someone that they are lying, regardless of the content of what the person is saying. Various visual clues, behaviors, and speech patterns clue you in to the fact that the character is lying. Use Observe instead of Reason to make the FEAT, and gain your Grade in that FEAT to boost your Observe for this purpose only.

Cost: 1 Block + 1 Block per Grade.

STEALTH

You are very good at staying out of sight while moving through enemy terrain. When Creating An Advantage to remain unobserved while in motion, you gain a bonus from your Grade in this Talent.

Cost: 1 Block per Grade

SURVEILLANCE

You know how to observe others from cover, seeing them without being seen yourself. You gain the benefit of this Talent both when avoiding detection while planting surveillance devices and to maintain your cover while using them. When you Create An Advantage to hide the device, any observer in the room must Overcome that Advantage in order to detect the device. They must Overcome a separate Advantage to locate your hiding spot.

Cost: 1 Block per Grade

TRACKING

You can see the traces your prey has left behind, and can use those to lead you to them.

Cost: 1 Block per Grade.

REASON

BUSINESS / FINANCE

This character knows the ins-and-outs of running a business or corpo-

ration. Specialties include the specific industry or market for that person's chosen field. It does not include the field itself. For example, a carpenter knows the field of carpentry, but his office manager has Business / Finance with a specialty in construction management.

Cost: 1 Block per Grade

CAREER

This Talent represents the character's day job. Choose a job and replace the name of this Talent with the name of the job. Do not take this Talent if your Job is covered by another Talent (such as Law or Law Enforcement). This provides the knowledge to perform that job, but not the know-how to run a business; for that, take Business / Finance.

Cost: 1 Block per Grade

CRIMINOLOGY

As opposed to understanding police procedure, this Talent represents the study and understanding of the criminal mind. Although a *Science* like Biology or Physics, with its own specialties, we gave Criminology its own Talent because it comes in very handy for super heroes and adventurers to have at least one member of their party to have this Talent.

Cost: 1 Block per Grade

ENGINEER

When building machine Constructs, you gain a bonus to the construction FEAT (but not the Resource FEAT). Specialties can include (but are not limited to) the following:

- Mechanical Engineering
- Electrical Engineering
- Structural Engineering
- Repair / Tinkering (you are only good at making repairs to devices, not building them from scratch).
- Computer Hardware Engineering

Cost: 1 Block per Grade

JOURNALISM

You gain a bonus in all areas related to the profession of Journalism, including crafting persuasive stories,

interviewing people effectively, and researching topics.

Cost: 1 Block per Grade



LAW

You are either a lawyer or a judge or work closely with lawyers or judges. You gain a bonus to any FEATs involving legal proceedings or questions of law. Specialties can include any branch of law such as adoption law, constitutional law or criminal law. Since laws vary by nation and state, this Talent does not apply in foreign countries, and a lawyer in one US State is at -1CS or more outside his home state for non-federal legal questions.

Cost: 1 Block per Grade

LAW ENFORCEMENT

You are either a law enforcement officer or a private security officer, or some similar function. You know police procedures and enforcement techniques, as well as "unofficial" procedures and police culture. You must purchase Guns and Law separately to gain those benefits as well (a cop that has Guns and Law Enforcement but not Law could represent a cop that doesn't care about the law, only his quota or the power his badge provides him, the actual rights of those he bullies be damned). Because police have arrest powers and other benefits beyond mere knowledge of police procedures and culture, this Talent has an extra Block cost to reflect that Extra Ability.

Cost: 1 Block +1 Block per Grade

LOGIC

The art of deductive and inductive reasoning. The character can form

and argue with logically valid and sound deductive arguments. He can also form and utilize strong and cogent inductive arguments. The character is a clear-thinker and less prone to being swayed by fallacious reasoning or appeals to emotion.

Specialties could include:

- *Clue Analysis:* Because of his reasoning skills, the character has a knack for piecing clues together to solve riddles or mysteries. This does not grant a bonus to Observation to find those clues, just the ability to draw correct conclusions from clues already gathered.
- *Lie Detection:* Based on observations made of a target's actions, body language and other evidence, you can infer when the target is lying.
- *Thought-Breaking:* By following your target's body language and actions you can infer what he is thinking about and what decisions he is likely to make. This is a neat parlor trick, but it is also useful when you are making strategic decisions based on your opponent's most likely course of action. You must be able to observe your target for at least a minute before making this FEAT. Any background knowledge you may possess can modify the Rank, from a casual acquaintance at +1CS to best friends for years at +5CS.

Cost: 1 Block per Grade

MEDIC

You gain a Grade bonus to make a Therapy FEAT to heal Endurance or Health, or revive recently-deceased patients. This is considered a Combined FEAT, with you assisting the injured character. See the Adventure Book, Health, Injury, Healing And Death for more information on healing characters. This Talent also provides medicine-based knowledge. Specialties could include Heart Surgeon, EMT or Neurologist.

Cost: 1 Block per Grade

MILITARY

This is the Talent to take to be a soldier, regardless of rank. It involves understanding of the military complex, social and organizational structure, and rules and regulations.



The character must still purchase Guns, and probably Turrets. Higher ranking officers will probably want Strategy, and most will probably want Command.

Cost: 1 Block + 1 Block per Grade

PROGRAMMING

You know how to design, modify, debug, or hack computer software. You gain a bonus whenever attempting to program or reprogram a computer or AI.

Programming is essentially a form of Mind Control for a machine. See the Resources And Constructs chapter of the Adventure Book for more information on writing programs.

Cost: 1 Block per Grade

PSYCHOLOGY

You gain a Grade bonus to make a Therapy FEAT to help players recover lost Will or Sanity. This is considered a Combined FEAT, with you assisting the injured character. See the Adventure Book, Health, Injury, Healing And Death for more information on healing characters. This Talent also provides psychology-based knowledge. Specialties could include various branches of psychology.

Cost: 1 Block per Grade



SCIENCE

Improves your Reason with a specified science, such as Biology, Chemistry, Physics, or Mathematics. You may use this for purely knowledge-based FEATs, or in the performing and set-up of experiments. This version of the Talent does not include any aptitude for persuasion, only research and experimentation. Specialties in any of the sub-branches of any of the above sciences are available. The Science Skill can be renamed for any of the following main branches of science (some common specialties also follow):

- Biology
 - Botany
 - Ecology
 - Evolutionary Biology
 - Genetics
 - Physiology
 - Zoology
- Chemistry
 - Analytical Chemistry
 - Biochemistry
 - Inorganic Chemistry
 - Organic Chemistry
 - Theoretical Chemistry
- Earth Sciences
 - Atmospheric Sciences
 - Geology
 - Hydrology
 - Oceanography
- Mathematics
 - Algebra
 - Applied Mathematics
 - Calculus
 - Geometry
 - Trigonometry
- Physics

- Astronomy / Astrophysics
- Particle Physics
- Theoretical Physics
- Social Sciences
 - Anthropology
 - Demographics
 - Economics
 - History
 - Linguistics

Cost: 1 Block per Grade

STRATEGY

When making plans of attack or attempting to anticipate the plans of others, you gain a bonus to your Reason FEAT.

Cost: 1 Block per Grade

CUNNING

ACTING

You can use performance, disguises and alterations in your voice to mimic another person. Acting is easier when trying to pass yourself as a "type" of person such as a janitor or a senate aide, and more difficult when trying to pass for a specific person, especially if your target knows that person.

Cost: 1 Block per Grade

COMMAND

When issuing orders, whether to those under your leadership or just to the general public, you gain a bonus to your Cunning FEAT.

Cost: 1 Block per Grade

CONNECTIONS

You know people who can provide you with information. Make a FEAT using Appeal as your base Attribute to attempt to reach one of your connections and get the information from him or her. Choose a specialty if you only get specific kinds of information from your contact, such as mob connections, federal government connections, etc. This Talent only provides information, not assistance or resources.

Cost: 1 Block per Grade

DECEIVE

You know how to lie. This is the ability to deceive someone when speaking to them or when writing an untrue account of an event. You do not know how to pretend to be someone else (Acting) nor how to make objects look like other objects (Forgery).

Cost: 1 Block per Grade

FORGERY

You know how to forge documents, paintings, money, or some other item. There is a specialty for this Talent for every class of item of worth.

Cost: 1 Block per Grade



INTERROGATION

You know how to use proven techniques to get factual information from someone during an interview. You can use this Talent to determine if someone is lying to you.

Cost: 1 Block per Grade

INTIMIDATION

You know how to scare others into doing things you want them to do. You can even get confessions from others, but beware; this Talent is useful for getting people to say what you want to hear, not for getting at the truth. For that, use Interrogation.

Cost: 1 Block per Grade

RESOURCES

SCROUNGER

When gathering parts and materials for building Constructs, you get a bonus to your Resource FEAT to acquire materials due to your ability to scrounge around for useful bits of material, recycle parts from old or broken gadgets, etc. This does not provide any bonus for the construction of the Construct, only for gathering materials.

Cost: 1 Block per Grade

WORK THE BOOKS

You are good at squeezing your finances for every last drop of funds. Once per game session you may spend a Drama Point to automatically succeed in a Resource FEAT. You still must reduce your Resource Rank after the purchase as normal.

Cost: 1 Block per Grade

OTHER TALENTS

AWARENESS

You are impossible to sneak up on. You can never be Blindsided. This is a poor-man's Danger Sense, as it does not provide any bonus to any actions.

Cost: 1 Block.

COMPASS

You always know which way is north, and have a flawless sense of direction. Once you have visited a location, you can always find your way back there.

Cost: 1 Block.

EIDETIC MEMORY

You don't have to make a Reason FEAT to recall any fact that you have learned, no matter how far in the past he may have learned it. [Normally, the Judge requires a Reason FEAT with an Intensity equal to the time passed if a player asks a Judge if his player remembers a certain

fact, or if the Judge thinks that there is a question].

Cost: 1 Block

JACK-OF-ALL-TRADES

You have an intuitive understanding of most any task you attempt. For the cost of a Drama Point, you may gain a bonus equal to your Grade in this Talent on any FEAT you attempt.

Cost: 3 Blocks per Grade.

LINGUIST

The character knows at least one other language. Each Language is a separate Talent. Learning to read and learning to speak a language are different skills, and each costs one Block. Characters communicating with people whose language they do not speak or read (depending on the circumstance) must make a Reason FEAT any time they try to communicate even the most basic idea, and trying to communicate more complex concepts increases the Intensity by the degree of complexity. Linguist in that language allows for normal communication.

Cost: 1 Block for Literacy, One Block for the ability to Speak the Language.

PURPOSE

Set your character a main goal in life. When he completes a mission related to that goal, he earns an extra Drama Point.

TOP SECRET

You have sufficient security clearance to view classified government information. You must specify the government or organization with which you have this clearance. Each Block grants you one level of clearance; the exact number of Blocks required for any given organization to get full clearance to all that organization's secrets varies from group to group, and is at the Judge's discretion.

Cost: 1 Block per level.



POWERS AND STUNTS

Ok, now we get to the juicy stuff! You've waited the entire book for this chapter (unless you skipped ahead). Here's where we go into the fantastic abilities that comics are famous for. Here there be Powers!

WHAT IS A POWER?

Do you really have to ask?

In game terms, a Power is a specialty Attribute that only certain characters who purchase it has. Like an Attribute, Powers can be set up to perform one or more of the three Actions (Overcome, Create An Advantage, or Attack). More typically, it provides an extra ability that gives a Rank or Intensity for that action, and uses an existing Attribute to target that ability. Whether from Actions or other abilities, the number of Applications the Power can perform determines how many Blocks the Power will cost. We discuss cost for Powers later in this chapter.

A Power either does something that an existing Attribute cannot or replaces that Attribute when that Power is in use (such as an Enhanced Attribute). In the latter case, the Rank and Rank Number for the Enhanced Attribute is listed in the Attribute's section of the character sheet before the actual Attribute's Rank and Rank Number separated by a slash.

F: In (53) / Gd (23)

If the Enhanced Attribute is always on unless actively nullified by another character or exposure to a weakness, the Rank and Rank Number will be printed in Bold.

M: **St (43)** / Ty (18)

Note that this isn't the only way you can purchase an enhanced

ability. You could, for less cost in Blocks, purchase a Stunt / Talent in that Attribute, but such things are far more limited than Powers in their scope and potential range. After all, Talents and Stunts are by definition limited applications of the parent ability, and can only boost the parent ability by a maximum of +5CS. So you could get an Enhanced Lifting Talent that can boost your Might exclusively for lifting things, but not an Enhanced Might that boost Might for all applications of that Attribute. For such boosts, you'd need to purchase a Power.

WHAT CAN A POWER DO?

Powers can act like substitutes for Attributes in areas that those Attributes do not function, providing alternate ways to perform the three Actions. Powers can also provide unique abilities that no Attribute can provide, such as the ability to fly or fire beams of heat from your eyes. Essentially, if an ability you wish your character to possess can't be modeled as an Attribute or Talent, you can probably model it as a Power, or one of that Power's Stunts.

POWER TRICKS

Sometimes you want to use your Powers, or your Attributes for that matter, in ways not described in that ability's description. This can happen, despite the fact that Powers in the FEAT System are fairly broadly defined. Players have two options in this instance; use the Create An Advantage Action or purchase a Stunt or Talent.

CREATE AN ADVANTAGE

We've covered this earlier, so I won't rehash this too much here. If you are looking to use your ability in a way that you probably won't repeat too often, you can Cre-

ate An Advantage that allows you to use the ability in just that way. Once you finish using it, you will have to create another Advantage to use it again.

PURCHASE A STUNT OR TALENT

If you are looking to permanently add to your bag of tricks, consider purchasing a Stunt that will allow you to expand your Power's abilities. You can do the same for Attributes by purchasing Talents.

DETERMINING A POWER'S COST IN BLOCKS

Powers have four aspects to consider when determining their cost: Overcome, Advantage, Action and Other. Essentially, what does the Power allow the character to do? Can he perform one of the three Actions, and if so, how many Applications of that Action can the Power perform? An **Application** is a class of circumstances in which the Action can be performed. For example, if you have a Power that can be used both with Fighting and with Shoot for an Attack Action, that is two Applications of the Attack Action. An Energy Control power that allows you to Overcome obstacles with one form of energy is one Application, with two forms is two Applications, etc.

If the Power does not perform one of the three Actions, what other Applications of the Power does it perform? Does it offer a defense from attack (used as an Intensity in a FEAT or simply acting as a kind of armor)? Does it grant an ability that no Attribute grants? Each single ability counts as an Application. A Complication on the Power is essentially a negative Application of that Power; one that negatively affects the hero.

The cost per Rank of a Power is the total number of Applications. This can sometimes lead to the use of the 1 Per 2 Rule (see below). The cost of any Stunts are applied to the Power after the Power's cost is calculated.

POWER SET

A Power Set represents a group of Powers that all have a common theme. It applies to a set of Powers rather than a single Power. Every Power in that Power Set is linked together under a common special effect. A Power Set might be something like Weather Control, Webbing, or any effect that might have multiple Powers associated with it.

The Powers in that Set have their costs reduced. In exchange, all such Powers are considered a single Power for the purposes of attacks meant to decrease, but not increase, a Power's Rank. They are not linked under a single targeting Attribute; each Power under the Power Set may have a different targeting Attribute.

Powers under a Power Set have their cost reduced as follows: each Power in the set cost one Block less per Rank. For many Powers, this will result in the use of the 1 per 2 rule.

THE 1 PER 2 RULE

When the cost of a Power adjusts down to less than 1 Block per Rank, what happens? You can't purchase Ranks in half-Block increments! In this case, each step down adds one Rank to the number of Ranks you can get for one Block. So looking at the Weather Control example on pages 29-30, you can see that each of the Powers in the Power Set cost 1 Block per 2 Ranks, effectively halving the cost of those Powers.

SAMPLE POWERS

We'd be remiss if we didn't provide you with a sampling of Powers for you to use right out of the gate. You can also find more examples in the character stats found in the Roster Book, and a few sample characters at the end of this book. What, you didn't know there were sample characters at the end of this book? Evidently you didn't skip ahead far enough! Go on and check them out.

ADJUSTMENT POWERS

These are Powers that allow you to alter your own or another character's abilities. Perhaps you can absorb damage as you take it to increase your Might, or boost another character's Agility Rank. Maybe you can leech Endurance off of another character, or simply reduce a character's Reason or Will. Whatever the case, these Powers describe what you do.

Adjustment Powers convert Ranks or Damage into Blocks with which to alter an ability. Remember that Those Blocks feed into the cost per Block of the ability, so if you are boosting Fighting, an increase of one Rank costs 3 Blocks.

Example: Drain Agility of Incredible (55) Rank drains 12 Blocks worth of Agility from the target with Remarkable (40) Agility. Since Agility costs 3 Blocks per Rank, the target loses four Ranks, for a new, temporary Rank of Typical (20). Likewise, if you use Drain Agility to fuel your Might, you can boost your Might by four Ranks.

Abilities affected by Adjustment Powers recover to their original Ranks in the same manner and rate as characters recover Endurance or Will. See the Adventure Book, *Health, Injury, Healing And Death* for more information.

ABSORPTION

When you get hit by a type of attack, you can absorb some or all of the damage and use it to boost one of your abilities. Choose one attack form (electrical, kinetic, light, heat, etc); your Rank allows you to add up to that much damage, in Blocks, to one existing ability. You can add additional attack forms or additional abilities that your power can "feed" by taking those as Stunts.

Absorption does *not* protect you from *damage* done by the attack; it merely allows you to reuse that energy once it has inflicted that damage. Additionally, any defenses that protect against such damage is removed first, then any remaining that gets through that damage is what is absorbed.

- **Overcome:** None
- **Advantage:** None
- **Attack:** None
- **Other:** Use damage done by one damage type to your character to boost one ability.

Cost: 1 Block per Rank

AID

You can raise the Rank of a single ability. You must make a Fighting FEAT against any unwilling target; otherwise, success is automatic so long as you are able to touch the target. Success means that the Rank is increased by a number of Blocks equal to the Rank of the Power.

- **Overcome:** None
- **Advantage:** None
- **Attack:** None
- **Other:** Raise one single Ability (chosen at time of purchase) by a number of Blocks equal to the Rank.

Cost: 1 Block per Rank.

DRAIN

You can sap another character's Ranks in one ability to fuel one of your own. You must make a Fighting FEAT to touch an unwilling target. Success allows you to drain a number of Blocks equal to your Rank in Drain.



- **Overcome:** None
- **Advantage:** None
- **Attack:** None
- **Other:** Drain your Rank in Blocks from a target to fuel your own ability.

Cost: 2 Blocks per Rank

MENTAL AID

This is the Aid Power, but modified to be based on a Cunning FEAT rather than a Fighting FEAT. Like other attacks based on Cunning, it is Line-of-Sight.

- **Overcome:** None
- **Advantage:** None
- **Attack:** None

- **Other:** Raise one single Ability (chosen at time of purchase) by a number of Blocks equal to the Rank.

Cost: 1 Block per Rank.

SUPPRESS

You can reduce the Rank of one of a target's abilities without adding the lost Ranks to one of your own abilities.

- **Overcome:** None
- **Advantage:** None
- **Attack:** None
- **Other:** Hamper one of a target's abilities by the Power Rank in Blocks.

Cost: 1 Block per Rank

TRANSFER

You can act as a conduit, transferring Blocks between two separate targets. The character must be touching both targets. Grabbing two unwilling targets simultaneously requires a Fighting FEAT against both targets in a single Panel. See *Multi-Target Actions* on page 25 of the Adventure book.

- **Overcome:** None
- **Advantage:** None
- **Attack:** None
- **Other:** Conduct Blocks between two targets.

Cost: 2 Blocks per Rank

ATTACK

Attack Powers do just what they sound like they should do; they inflict physical damage on their targets via either a Fighting FEAT (for hand-to-hand combat) or a Shoot FEAT (for ranged combat). That damage applies to the character's Health and, indirectly, to Endurance.

Note that the Attribute that you choose to use as the targeting Attribute determines whether the attack is Close or Range. If you choose Fighting, the attack is always considered a Close attack, whereas if you choose Shoot the attack is considered a Ranged attack.

If a character attempts to use a Fighting-based Power at range, or vice versa, assuming it is possible at all (how do you punch someone at a distance?) they must beat the Intensity of the mode of combat they have entered. For example, an attempt to use Shoot at close combat distance is opposed by the target's Fighting, not Agility, since the combat is not at range.

BLAST

You can use Shoot to do damage to your target at range. The special effect of the damage is up to the player; Blast can simulate anything from electrical attacks to ice shards to laser light.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Does Power Rank damage.
- Cost:** 1 Block per Rank

CLAWS

This is one of two ways you can gain claws; the other is an Attribute-based Stunt. For the Power, you do damage based solely on the Power Rank, independently of and instead of your Might Rank. You attack with Fighting.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Do Power Rank damage.
- Cost:** 1 Block per Rank.

OPTIC BLAST

This is one way to make the Blast Power function a little differently. Optic Blast uses Observe rather than Agility to hit, essentially incorporating an Extra Ability Talent into the of the Power.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** None
- Cost:** 1 Block per Rank + 1 Block.

WATER BULLETS

This is a form of attack used by those that can fire water as projectiles but don't want to go for a giant spray of water effect. Essentially, the character fires small bullet-sized projectiles. Since water doesn't compress, this can make for a very damaging power.

- **Overcome:** None
- **Advantage:** None
- **Attack:** None
- **Other:** Do Power Rank damage per normal, but gain +4CS to Power Rank Intensity when target makes a Stun FEAT from that damage.

Cost: 1 Block per Rank + 4 Blocks

CONTROL ENERGY AND MATTER

Powers of this type are often mislabeled "Elemental Control" despite the fact that they have nothing to do with what scientists call elements. These Powers allow for things like weather control, the ability to manipulate earth and sand, or mastery of magnetism.

In the FEAT System, we typically handle Control-style Powers as groups of Powers under a single Power Set (see Power Set under the Stunts section, below). This way, you can have a bundle of different Powers that are considered a single Power, each with their own collection of Stunts.

Following is an example of a Control Power Set: Weather Control.

WEATHER CONTROL

You have power over local weather. You can summon storms, draw lightning down from the sky, cast tornados about, and even drawn down blinding torrents of rain or snow.

- *Lightning Barrage:* You can summon lightning down on your targets using Observe, causing Excellent (33) damage. You have the *Zone* Stunt with this Power, allowing you to attack everyone in a Zone instead of LOS if you wish. **Cost:** 4 Blocks
- *Messy Weather:* You can create weather-based Advantages in a Zone with Remarkable Potency (using the Rank instead of Cunning to make the Create An Advantage FEAT). **Cost:** 4 Blocks.
- *Tornado Flight:* You can create a tornado around yourself that allows you to fly with Great (28) speed. **Cost:** 3 Blocks.

Total Cost: 11 Blocks.

CONTROL FORM

These Powers represent the ability to manipulate your own form.

ELONGATION

You have control over the length of your body. You can stretch yourself to a length equal to the Power Rank Number in yards, treating an target

in that range as if they are at Close Range. Targets may only attack the portions of the character in range of the target, and thus cannot inflict Stuns or Slams on the character (though they could still Slam that portion away from themselves). The Judge should substitute some other Cost for Slams or Stuns if rolled.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Stretch your body Power Rank Number of Yards.
- Cost:** 1 Blocks per Rank.

ENHANCED ABILITY

The character can enhance one or more of his existing Attributes or Powers. Doing so adds to Exhaustion like any other use of a Power.

The character purchases the Blocks in the new ability at the same cost as the parent ability. These extra Blocks stack with the original ability, so that if you have Excellent Might and you purchase Enhanced Might at three Blocks, you now have an effective Might of Spectacular when the Enhanced Might is turned on. The cost is equal because the fact that it costs Exhaustion to keep up counterbalances the fact that it is not always on.

You can opt to make the enhancement permanent, eliminating the Exhaustion requirement. Why do this rather than just buy the higher rank in the parent Attribute? Because as a Power, it can be targeted by nullifying agents without targeting the parent Attribute as well. This best simulates the hero being forced to return to "normal" ability while subject to a weakness, or a mutant nullifier, or some similar nullifying agent.

Cost: Same as parent ability.

GROWTH

The character can increase his size, boosting his reach, mass and strength at the same time, in exchange becoming easier to hit and making it harder to hit normal tar-

gets. This is the power of becoming a giant.

The character's size increases to the Power Rank in Areas. Thus, a character with Amazing Growth grows to 12 Areas in height, or 396 feet tall. His reach is half his height, or 6 Areas.

While at a larger size, normal-sized characters can treat the character's current size as a Complication, using it to take advantage of the character's greater size and weight. For example, it might make it easier to target the giant character, or the giant might step onto a floor that is not meant to hold his weight.

On the other hand, the Giant may also create Advantages based on that size, such as getting an Area attack bonus for his large fists, or get bonuses to observe his world from such a high vantage point, or simply step over obstacles that would stop other characters in their tracks.

The character gains a Might Rank equal to the greater of his Power Rank or his Might Rank. His mass also increases to that of his Power Rank.

- **Overcome:** You can Overcome Obstacles where your size would play a factor.
- **Advantage:** Take Advantage of Size-based Distinctions.
- **Attack:** None
- **Other:** Grow to Power Rank size., gaining a boost to both Might and mass. Suffer a Complication when enlarged.

Cost: 4 Blocks per Rank.

*A note on calculation of the cost of Growth: The Power has five Applications and thus would normally cost 3 Blocks per Rank. However, since the character's size imposes an automatic Complication, this results in a cost per Rank reduction of -1 Block per Rank. This is a valid procedure and you can feel free to do this with other Powers if appro-

priate and if all players and the Judge agree.

INTANGIBLE

Sometimes called Desolid or Phasing, the Intangible Power allows you to become as a ghost; passing through solid objects as though they were not there. Almost.

Intangible has a few effects:

First, it acts like a defense against attacks. Choose a type of damage (either physical, energy, or mental), any damage of that type incurred that is less than or equal to the Power Rank is ignored; it passes right through the hero. Any damage higher than the Rank Number is reduced by that Rank Number.

Second, use Phasing to ignore Obstacles whose Intensity is less than or equal to the Power Rank, and treat Intensities higher than the Power Rank as though they were that Intensity minus the Power Rank (e.g., a Marvelous (70) Obstacle against Amazing (58) Intangibility would only pose a Feeble (12) Obstacle to the hero.

Third, while intangible, the character cannot attack any object of lesser material strength than his Power Rank (he is intangible, after all). This is a Hinderance, and reduces the cost of the Power by -1 Block.

- **Overcome:** Ignore Obstacles of lower or equal Intensity than Rank, reduce the Intensity to Overcome otherwise.
- **Advantage:** None
- **Attack:** None
- **Other:** Ignore damage and other effects whose Intensity is less than or equal to the Power Rank, but likewise cannot affect such targets.

Cost: Two Blocks per Rank minus one Block.

MASSIVE

The character can increase his mass, making him harder to move, and increasing his strength in the process.

The Power Rank represents the intensity required to move the character, and also the character's weight. The character's Might is the higher of his Might Rank or the Power Rank. The character need not use his full Rank in Power but can increase his mass to any weight between his natural weight and the maximum Power Rank.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Alter your mass and strength by the Power Rank.
- Cost:** 2 Blocks per Rank.

PLASTICITY

You have a malleable body. You can contort, twist, flatten or otherwise shift around your volume. This is different from but often paired with Elasticity. Doctor Octopus' arms have Elasticity only; Mr. Fantastic has both Elasticity and Plasticity. Use Plasticity for overcoming Obstacles in which reshaping your body would prove useful, such as slipping under doors or performing the Escape Maneuver. Use it to Create Advantages from that ability as well. Examples include *Unseen Paths Through The Cracks* or *Rubber Body Punch Rebound* (that one allows you to use your body's flexibility as a kind of armor that not only soaks blunt damage but rebounds it back at the attacker. See Rubber Body in the Resistance Powers below).

- **Overcome:** Use instead of Attributes for Overcoming Obstacles that involve reshaping your body.
 - **Advantage:** Use to create Advantages hinging on your malleability.
 - **Attack:** None
 - **Other:** None
- Cost:** 2 Blocks per Rank

SHRINKING

This Power allows you to shrink to some minimum size. Each Rank represents a reduction in the character's original height by $\sim\frac{1}{2}$. Thus, a character with Typical Shrinking can reduce his size to $\sim\frac{1}{16}$ his natural size (if he's 6' normally, he

can shrink to ~4½ inches). Likewise, a character with Invincible Shrinking can shrink to 1/268,435,456 of his original height. That is smaller than an atom, but larger than an electron.

Shrinking grants some special abilities. The character is harder to spot, and has an easier time hitting larger targets. The character can Create An Advantage using Shrinking such as *Too Small To See* or *How Could I Miss Such A Giant Target?* for such actions, and always in the shrunken character's favor.

On the other hand, normal characters can use Shrinking as a Complication against the character, by making it easier for the wind to blow them around or to have things that would normally pose no threat (such as mice, frogs, etc.) now become deadly adversaries.

Shrinking doesn't reduce the Ranks in his other abilities; his Might and any attack Powers are just as potent at his current size as they are at normal size.

A note on shrinking in the Marvel Universe: In Marvel continuity, shrinking can have the effect of transporting someone to the "Microverse." This is an alternate universe that exists on the microscopic scale. However, you have to "hit" one of the pathways into the microverse whilst shrinking, so this is considered a form of Dimensional Travel rather than a part of the Shrinking Power. However, if you wish to incorporate that ability into your Shrinking Power, you can do so as an Extra Effect: Use Shrinking for Dimensional Travel to the Microverse. The cost below does not reflect this ability.

- **Overcome:** Overcome Obstacles that can be avoided by shrinking down and passing through cracks, locks, etc.
- **Advantage:** Size-based Advantages such as becoming tough to spot or making targets easier to hit.

- **Attack:** None
 - **Other:** Shrink to Power Rank size at will.
- Cost:** 2 Blocks Per Rank.

HEALTH AND BODY

These Powers represent permanent alterations to the character's body or how it functions.

DAMAGE TRANSFER

Your character has the power to transmit Health from one target to another, essentially draining it from one person and healing another.

This is essentially an attack to damage one person, and take that Rank Number in damage and add it to another character's Health. Thus, it is like a normal attack plus the Healing Power (below). The character must choose either Fighting or Shoot for the attack Attribute.

The character must make an attack against any unwilling targets using the multi-attack rules in the Adventure Book; he is attacking both the target to be drained and the target to be healed. Success is determined on the Normal Attacks column. However, the Judge may decide that a Blue Result causes a Stun Result on the target to be healed or on the character making the attack. This Power cannot be used to transfer Health to the attacking character.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Siphon one character's Health to heal another character.
- Cost:** 2 Blocks per Rank.

HEALING

Your character has the ability to heal other characters, recovering their Health. This acts just like an attack, but instead of doing harm, you are reversing harm. Choose either Fighting (requiring physical contact) or Shoot (ranged healing) for your default Attribute. Willing targets do not require a FEAT to hit.

Because you are healing rather than damaging, the Results Table doesn't quite reflect degrees of success accurately. Use the following instead of the Normal Actions Column.

Healing Attacks
HA
Action
Stun
Miss
Heal
+1
+2

A Green Result means you heal your target's Health by your Power Rank Number in Health, to a maximum of his original Health. The Yellow and Red Results indicate recovery of Endurance by one or two Ranks. The Blue Result simply means the target must roll on the Stun Column to see if your efforts actually knocked the character out. If you are taking Negative Success on this roll and get a Blue Result, you heal the damage but both you *and* your target must roll on the Stun Column. Healing does cause Exhaustion like any other attack Power.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Restore lost Health.
- Cost:** 1 Block per Rank.

REGENERATION

You heal more quickly than normal. You automatically regain lost Health and Endurance at greater than the normal rate. Your rate of recovery is accelerated by the Power Rank Number. For example, Typical (20) Rank Regeneration heals at 20x the normal rate.

Example: A character an Endurance of Great (30) normally heals 30 Health every 600 Pages, or 1 Health every 20 pages. If he also has Typical (20) Regeneration, he heals at 1 Health per Page.

Regeneration does not allow the healing of lost limbs or large quanti-

ties of lost body mass. Players must purchase either a separate Power or modify this Power to allow such regrowth, increasing the cost per Rank as a result of this addition.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Heal at a faster rate.
- Cost:** 1 Block per Rank.

MENTAL

Mental Powers represent the abilities of the psionically-enabled, such as mind control, telepathy, pyrokinesis, and the like. Unless otherwise noted, use Will for attacking. Since Will is not normally an action Attribute, the character automatically has to pay an extra +1 Block for each of the Extra Abilities to Attack,

to Create an Advantage, or Overcome (the character can choose one, two or all three of these options). Will Powers have a Range similar to Shoot.

Once a character is under the control of a mental Power, he may attempt to escape control as his one action in a Page by making a Will FEAT against the Power Intensity.

EMOTION CONTROL

While this might seem like Mind Control, it actually has a different effect. Instead of controlling a person's thoughts and actions, you are actually imposing a Distinction on the character (such as *In Love With Doctor Octopus* or *I Jar Jar Binks hate Iceman*, or for jealousy you could have *Flames, Flames, On The Side Of My Face, Heaving, Heaving*

Breaths (with all due reverence to Madeline Kahn)). As such, the whole point of the Power is to Create An Advantage against a specific character. The affected character may attempt to escape by making an Overcome FEAT against the Rank of the Distinction rather than the Power Rank.

Note that the emotional change doesn't have to be directed at a specific person. For example, *I Can't Stand It Anymore!* could be a Distinction that causes a state of perpetual rage in general.

- **Overcome:** None
 - **Advantage:** Control the emotional state of others.
 - **Attack:** None
 - **Other:** None
- Cost:** 1 Block per Rank + 1 Block



MIND CONTROL I

You can override the will of your target, forcing them to do or say things they would not ordinarily do or say. You must make a Will FEAT against your target's Will. If successful, they will follow your commands. Unless you also have Telepathy you must speak your commands to your target.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Control another's actions.
- Cost:** 1 Block per Rank + 1 Block

MIND CONTROL II

This is essentially the same as Mind Control I, with the exception that the Power itself is used to target the character rather than Will. Mind Control is an Overcome Action.

- **Overcome:** Suppress the Will of an opponent to get them to do your bidding.
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Control another's actions.
- Cost:** 2 Block per Rank + 1 Block

TELEPATHY

You have the ability to read the surface thoughts of others. This is automatic if the target is willing, allowing two-way communication between you and your target. Against unwilling targets you must make a FEAT against their Will. If you get a Yellow or Red FEAT the Judge may allow you to read deeper thoughts and even suppressed memories. For linking multiple willing minds at once, take the Mind Link Stunt, below.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Read the minds of others.
- Cost:** 1 Block per Rank + 1 Block

TELEKINESIS

You can move things with the power of your mind. Use the Power Rank instead of Might for moving things. You can move objects within your Power Rank's range. This is reac-

tionless movement; if the object you grab is already moving you are not dragged along with it.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Lift object at range with Power Rank strength.
- Cost:** 1 Block per Rank + 1 Block

MOVEMENT

These Powers grant the character new modes of movement, or disassociate an existing mode of movement from Might.

CLINGING

You can cling to an object with Power Rank stickiness. This allows you to climb on walls and even inverted surfaces without use of hand-holds.

Just to be clear, here is how you determine the Intensity of a climb. Normally, open terrain requires no FEAT. However, a climb is not technically open terrain. Let's say that we are climbing a sheer wall made of concrete. The incline is 90°, so that is +6CS (Great Intensity). Concrete is an additional +1CS, so assuming there are no handholds, the climb is of Excellent Intensity. Handholds would reduce the difficulty of the climb by -2CS, reducing the difficulty to Good Intensity.

What Clinging does is grant permission to climb structures without handholds (normal characters cannot do this) and use their Clinging Rank instead of Might to determine (a) how hard it is to pull them off the surface, and (b) how quickly they can climb the wall.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Climb without handholds at Power Rank strength and speed.
- Cost:** 1 Block per Rank + 1 Block

FLIGHT

You can fly! Choose the special effect you like, so long as it cannot be restrained (unless you want to put a Hinderance on it).

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Fly at Power Rank speed.
- Cost:** 1 Block per Rank

HYPER-FLIGHT

For characters who don't want to spend huge numbers of Blocks to fly really fast, they can take Hyper Flight. Here's how it works; choose a minimum flight speed as your base Rank, and spend however many Blocks needed to determine your maximum flight speed. The result is a character who can only fly at a range of speeds between those two Ranks.

Acceleration for such characters still works as normal. However, they must accelerate each Panel to their minimum speed. The character can opt to "blast off" at full Rank speed, reaching his minimum Rank speed in a single panel, but if electing to do so must make an Endurance FEAT against that Intensity (as must any passengers he may be carrying) on the Stun Column.

Attempting to fly at lower speeds causes flight to stall, shutting down and causing the character to begin uncontrolled movement forward (and slowly downward). Characters must make an Endurance FEAT against their minimum Rank's Intensity to reactivate the Power and accelerate back to that minimum speed.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Fly at Power Rank speed.
- Cost:** 1 Block per Rank

LEAPING

You can leap Power Rank distances. Use the Power Rank in-

stead of Might to determine distance. You can also use the Power for damage done by kicking your opponents.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Replace Might for leaping distance and damage from kicks.
- Cost:** 2 Blocks per Rank

RUNNING

You can run at Power Rank speed. Use the Power Rank instead of Might to determine running speed. You can also use the Power for damage done by kicking your opponents.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Replace Might for running speed and damage from kicks.
- Cost:** 2 Blocks per Rank

SWIMMING

You can swim at Power Rank speed. Use the Power Rank instead of Might to determine running speed.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Replace Might for swimming speeds.
- Cost:** 1 Block per Rank

TELEPORTATION

Poof! You can vanish from one place and appear in another. Use the rules on page 41 of the Adventure Book for making Teleportation attempts.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Teleport from place to place at will.
- Cost:** 1 Block per Rank.

WARP FLIGHT

This is FTL travel. Each Rank represents a multiple of the speed of light, starting at Feeble (01) as 1x light speed. The Rank Number de-

termines the actual multiplier; Spectacular (50) is 50x the speed of light. You still require Flight to move at slower-than-light speeds.

- **Overcome:** None
 - **Advantage:** None
 - **Attack:** None
 - **Other:** Fly at FTL Speeds
- Cost:** 1 Block per Rank

RESISTANCE

The character has a resistance to an attack form. That attack form's damage is reduced by the Resistance's Rank Number. Attacks of a lower Rank Number than that of the Resistance has no effect at all on the character.

Resistances apply to the whole character, inside and out, unless otherwise noted. So if you have Fire & Heat Resistance and you swallow a ball of fire, you are protected up to your Resistance Rank.

Some forms of Resistance may require additional Effects. If so, adjust the cost of the Resistance in Blocks as appropriate. Examples of Resistances include:

AGING

The character ages at a much slower rate than normal. The Power Rank Number represents the multiplier to the normal age range. So if your character has Uncanny (75) Age Resistance, he ages 75x slower than normal. So his apparent age might be 35 but his actual age be 2,625 years old.

Cost: 1 Block per Rank

ARMOR

This represents defense from either all physical or all energy attacks. All of the other physical or energy powers are essentially specialties of this Power. Armor is surface-only.

Cost: 2 Blocks per Rank.

BLUNT ATTACKS

The character can partially ignore attacks by blunt objects (such as punches, rocks, etc) but not sharp

objects like knives or claws. Subtract the Power Rank Number from any damage from such attacks.

Cost: 1 Block per Rank

COLD

The character resists damaging effects of cold temperatures, though not from objects containing such temperatures. Blunt attacks form ice clubs, for example, would attack as slugfest damage, not cold damage.

Cost: 1 Block per Rank

CORROSIVES

Any corrosive attacks have their effects reduced by the Power Rank.

Cost: 1 Block per Rank

DISEASE

You are immune to any disease that does not exceed the Power Rank, and reduce the damage or effects of that disease by your Rank Number.

Cost: 1 Block per Rank

ELECTRICITY

You suffer reduced or no effects from attacks based on electricity.

Cost: 1 Block per Rank

ENERGY

Pick an energy type not mentioned in another Resistance. You gain Power Rank resistance to that energy type.

Cost: 1 Block per Rank

EMOTIONS

Attempts to manipulate your emotions, whether through a power or through normal persuasion, are reduced in effect by the Power Rank Number.

Cost: 1 Block per Rank

FIRE AND HEAT

The character resists damage from exposure to flames or sources of extreme heat.

Cost: 1 Block per Rank

MAGIC

You can ignore damage or negative effects from purely magical attacks such as eldritch bolts or magical mind control that do not exceed the Power Rank Number. Also, any

normal attack that has been enhanced by magic has the enhancement reduced by the Power Rank Number.

Cost: 1 Block per Rank

MAGIC IMMUNITY

An alternate version of the Magic Resistance Power renders true resistance to magic. What this means is that no magic power that does not exceed the Power Rank Number can affect at all, whether negatively or positively. This means that mystical version of Aid cannot boost your abilities and mystical Healing cannot aid you. This is considered a Hinderance on the Power.

Cost: 1 Block per Rank - 1 Block.

MENTAL

The character is resistant to attacks by mental powers by a psychic screen or other effect.

Cost: 1 Block per Rank

RADIATION

Radiation damage, including attacks based on a radiation special effect, have their damage reduced by the Power Rank. This includes any infliction of radiation sickness.

Cost: 1 Block per Rank

TOXINS

Attempts to poison or expose to toxic substances this character have their effects reduced by the Power Rank Number.

Cost: 1 Block per Rank

STUNTS

We've listed the Stunts separately from the Powers to make clear the distinctions between them.

ATTRIBUTE STUNTS

While functionally identical to Talents, Attribute Stunts represent superhuman abilities rather than the results of training or skill. They are often Extra Abilities or Rules Exceptions, though these may be combined with Grade Bonuses as well.

ATTACK STUNTS

These Stunts simulate attack abilities that boost the damage done by an Attribute, rather than replace that Attribute.

CLAWS

You have claws that allow you to do extra damage. Your Might is boosted by your Grade in this Stunt only for the purpose of doing damage. You attack with Fighting.

Cost: 1 Block per Grade.

PSI-BLADE

You have a blade that inflicts physical damage but uses Will instead of Might to inflict that damage. You target with Fighting.

Cost: 2 Blocks per Grade.

CONTROL FORM

These are Stunts that allow the character to adjust their physical form in some way, or escape it entirely. You could also design full-blown Powers along these lines, but here are ways to develop some cool body control abilities with Stunts.

ASTRAL FORM

You can step away from your body, projecting your Will as an astral form that can be seen only by those with this or a similar Stunt or Power. Your astral form looks however you wish (decided at character creation, normally looking like the character). You can see, but not interact with, your environment, essentially becoming an invisible ghost. You may only interact with other astral forms, and you have all of your normal mental abilities against those forms. You cannot access any of your physical abilities while in astral form. Close combat is handled by Reason, ranged combat by Observe. Damage is done using Will as though it were Might. If you are "killed" in the astral plane, your body continues to live but is in a permanent coma.

Your physical body appears asleep or in a trance while you are in your astral form. It is thus vulnerable to

attack until you return to your body. You may do so only if you make the journey; if you are a mile away in your astral form, you must travel that mile to return to your body. Other astral Powers or Stunts may assist in this if purchased.

- Ability to mentally observe far away objects unseen.
- Ability to interact with the astral plane.
- Loss of use of physical form.

Cost: 1 Block.

IMITATION

You can make yourself look like another member of your own species (normally human). To look like a member of another species you must purchase Imitation a second time. This Stunt links to Observe; you must make an Observe FEAT to successfully copy someone; this Creates the Advantage *Lookalike*, against which others must make Observe FEATs to detect the disguise. Your form cannot more than double or half in size while mimicking someone. You gain only the appearance of that person, not their Powers. Your appearance includes looks, voice, mannerisms, etc.

Determine the Intensity of the FEAT based on how convincing you wish to make the disguise. Then make the Create An Advantage FEAT as normal.

It is advisable that the character with this Power to study his target for a while before impersonating him. At the end of that time, he can make a Reason FEAT to create an *Intimate Knowledge* Distinction. This way, when opponents make FEATs to determine if they see through the disguise, you can use that *Intimate Knowledge* to better portray the imitated character.

Cost: 1 Block to Create Advantages based on a change in your appearance.



INVISIBLE

You can shield yourself from one sense, chosen at time of purchase. This is a Rules Exception Stunt; you do not have to make a FEAT to be unobserved by people using that sense. This does not prevent others from detecting you with other senses.

Cost: 1 Block.

SHAPE SHIFT

Related to but different from Imitation, this is the ability to shift your form to gain temporary powers, such as growing wings for flight or forming claws on your hands for attacks or for clinging.

You can gain one Stunt's worth of ability with this Talent for as long as you keep the Stunt active, and may switch between Stunts as a Free Action. You may only use Stunts that result from a shape change; no fire breath, for example.

Cost: 2 Blocks (one for the Stunt that you shape shift into, one for the right to change between Stunts)

MISCELLANEOUS STUNTS

These are Stunts that don't fit into other clear category.

BREATHE SUBSTANCE

This Stunt grants the ability to breathe in an environment other than that which normal humans breathe naturally. This ability is free if the character can only breathe that substance (he can't breathe what normal humans can breathe). Otherwise, it costs one Block per additional environment. The most common form of this ability is Breathe Water, though there are plenty of other options, such as Breathe Methane or Breathe In Thin Atmosphere.

Cost: 1 Block

DOESN'T BREATHE

This character has a Rules Exception; he is unaffected by things such as lack of air, poisonous air, or the

like. He cannot drown or suffocate. He will also win any breath-holding contest he enters (or tie if against another character with this Power).

Cost: 2 Blocks

DOESN'T EAT

This character has a Rules Exception; he is unaffected by poisons that you consume, and doesn't require regular nourishment from food or drink.

Cost: 1 Block

EAT ANYTHING

If you can put it in your mouth, it counts as nutrition. Poisons, rocks, bicycle tires, it doesn't matter. From a practical standpoint, this is essentially the same as *Doesn't Eat*, differing only by special effect.

Cost: 1 Block.

RECOVERY

You heal back Endurance or Will (your choice) faster than normal. You may make your Endurance

FEATs to recover lost Endurance once per day instead of once per week, and twice a day if under medical care.

Cost: 1 Block.

MENTAL

MIND LINK

You can link up the minds of several willing targets automatically. This Stunt requires the Telepathy Power. Such a link establishes an open channel through which all members may convey information, without the risk of sending stray thoughts or unintended communications inadvertently (you won't accidentally reveal your deepest secrets over the link).

Cost: 1 Block.

MOVEMENT

Character's have some of their movement abilities defined as stemming from Might. They get running/walking, jumping, climbing and swimming for free. For a single Block they can add an additional mode of movement that is also powered by Might. This could represent wings (flight), or some other technique that is linked to Might in some way. As with other forms of movement linked to Might, the new one will suffer if Might is depleted somehow. It is also a physical part of the character's body, and can thus be restrained with Grapple.

MATERIAL MOVEMENT

The character can move through a single substance, such as ice, sand, or lava, as though swimming through water. The character moves based on Might at the Swimming rate. This Power incorporates Endurance-based Resistance to damage from that material if the material normally causes damage.

Cost: 2 Blocks (if damaging), otherwise 1 Block

TRUE FLIGHT

This is what we think of when we see that guy with the 'S' on his chest flying. True Flight represents flight as an act of Might that is not in any normal way restrainable, as it doesn't rely on any visible limbs to enact it (Rules Exception).

Cost: 2 Blocks

WALL-CRAWLING

The character can climb horizontal and inverted surfaces without need for handholds, but still must take the slickness of a wall into account (this is a Rules Exception, see Clinging above for how this works). Since the character already uses Might for climbing speed, the exception is the only factor in the cost.

Cost: 1 Block

WINGED FLIGHT

The character can fly using Might. He has wings that allow him to move through the air at his Might Rank speed. The wings can be restrained by Grapple or by powers that can snare the wings.

- **Overcome:** None
- **Advantage:** None
- **Attack:** None
- **Other:** Fly at Might Rank Speed.

Cost: 1 Block

RESISTANCE

An alternate way of doing a Resistance to a form of attack is to tack that ability as a Stunt for Endurance. In that instance, whenever a character suffers an attack of that Resistance type, they can make an Endurance FEAT to resist that attack, using the attack's Rank as the Intensity. Success means the character can reduce the damage by the Rank's Damage. Getting a Yellow or Red result allows the character to negate one (Yellow Result) or both (Red Result) of the Stun, Slam or Kill options rolled by the attacker, if in fact the attacker had rolled that well.

The trade-off, or course, is that if Endurance ever suffers a loss, any Resistance tied to Endurance also suffers. This is the consequence of only spending one Block on this resistance.

COLD RESISTANCE

The character can make Endurance FEATs to reduce the damage done by cold attacks by his current Endurance amount.

Cost: 1 Block.

CORROSIVE RESISTANCE

The character can make Endurance FEATs to reduce the damage done by corrosive attacks by his current Endurance amount.

Cost: 1 Block.

DISEASE RESISTANCE

The character can make Endurance FEATs to reduce the damage done by disease attacks by his current Endurance amount.

Cost: 1 Block.

ELECTRICAL RESISTANCE

The character can make Endurance FEATs to reduce the damage done by Electrical attacks by his current Endurance amount.

Cost: 1 Block.

FIRE / HEAT RESISTANCE

The character can make Endurance FEATs to reduce the damage done by fire or heat attacks by his current Endurance amount.

Cost: 1 Block.

MAGIC RESISTANCE

The character can make Endurance FEATs to reduce the damage done by magical attacks by his current Endurance amount.

Cost: 1 Block.

RADIATION RESISTANCE

The character can make Endurance FEATs to reduce the damage done by radiation attacks by his current Endurance amount.

Cost: 1 Block.

TOXIN RESISTANCE

The character can make Endurance FEATs to reduce the damage done by toxic attacks by his current Endurance amount.

Cost: 1 Block.

SENSES

As noted earlier, Observe merely allows a character to notice things with their existing senses. A Sense expands the opportunity to notice things, but the character must still use his Observe Rank to make the observation. Adding a new Sense is an Extra Ability, granting the character to see into a specific other field of sensory experience.

Below are some extra senses and their effects.

DETECT

You can detect some item or energy that others cannot, adding that to your pool of senses. This is a catch-all for senses not otherwise detailed here. For example, Detect Lies, Detect Magic, Detect Mutants, Detect Traps, Detect Water, etc. Choose one thing that you can detect with this ability.

Cost: 1 Block

EMOTION DETECTION

This character can "see" emotions. You can use this to judge a character's emotional state, whether they are being honest or lying, etc.

Cost: 1 Block per Rank.

INFRARED VISION

The character can see into the Infrared spectrum. This allows him to see heat patterns, including the heat distribution within an individual person. Since heat transfers on touch, characters can track someone by their heat footprint if only a short time has passed since the target moved along this path. Also, since heat distribution is determined in

large part by emotional state, a character with this ability can determine a character's basic emotional state (see Emotion Detection for details).

Cost: 2 Block per Rank.

SONIC SIGHT

The character can see with sound, essentially possessing a refined form of sonar. He can see with the same clarity as with vision, though at shorter ranges (since sound dissipates over shorter distances than light). He can, however, see around corners due to the effects of echo, and his sight is 360° in radius. Use the rules for Area Effect, applying them to the Rank of Observe, to determine the character's sight range with this ability.

In addition to adding new Senses, a character could have the following abilities.

ENHANCED SENSE

This character can use one Sense they currently possess more acutely than another Sense.

This Stunt grants a Grade bonus to Observe for that particular Sense.

Cost: 1 Block per Grade.

EXTENDED SENSE

This is actually a Power, not a Stunt, but we put it here because it's the only Sense Power in our little list.

Normally, a character can sense what is in the same Area as him with no problem, but suffers a -1CS per Area beyond that until his Observe Rank reaches Useless or the difficulty of the FEAT falls off of the Universal Table. Extended Sense grants a boost to this for a specific sense. For each Rank you take, you gain the Rank in Areas before you take the next -1CS.

Example: Angel of the X-men has Extended Vision at Excellent (35) Rank. That means that he can see up to 7 Areas away unimpaired, suffers -1CS for the next 7 Areas, -2CS for the next 7 Areas, and so on.





CHARACTER CREATION

Now that you know all of the element of the *Marvel Super Heroes: Nth Edition*, it is time to create some characters of your own. This creation process can take time, but the result is a character made exactly to your tastes.

In previous editions of the game, character creation was a random process. However, this had lead to unbalanced characters and teams of characters, leading some to desire a more structured, point-cost system of character creation. This chapter provides approaches to both methods, and the Judge and players can decide amongst themselves which method they will use in their campaign.

FIRST STEPS

There are a few things you should do before getting into the nitty-gritty of selecting Powers, Talents and Stunts and diving up Ranks. We'll go into this briefly here.

CORE CONCEPT

Before you do anything else, you, the other players and the Judge need to decide on the core concepts of the game. Is this a high-powered, four-color romp across the cosmos, a gritty, realistic story where the heroes are humans with few if any actual powers? Do the characters have only local impact or global impact? What are the story's Big Issues; the main reasons the heroes get together in the first place?

BIG ISSUES

The characters need a reason to assemble together in the first place. What is so important that they drop everything to go adventur-

ing together? Those reasons are the story's Big Issues.

Campaigns typically have two Big Issues: Immediate and Impending.

Immediate Issues are facing the campaign world now. The heroes are responding to some crisis, injustice or problem that will take tremendous effort to eliminate.

Impending Issues are problems that are in the background and have yet to rear their ugly head. The heroes may not yet even know there *is* a threat (even though the players obviously do), or there may be some kind of cryptic prophecy, rumors in the criminal underworld, or other subtle but ever-more-obvious signs that something bad is coming.

The group should decide if they are going to have two Immediate Issues, two Impending Issues, or one of each. This decision will determine much of the tone, pacing and scope of the campaign.

Each Issue should be written in the form of a Distinction. These are the two primary **Campaign Distinctions**. They can be Invoked or Compelled by any character at any time so long as there is sufficient story reason (and Drama Points) for such use.

A group of players has come together to play *Marvel Nth Edition*. The Judge is Wendy and the players are Kevin, Jay and Beth. They decide to play in a variant of Earth 616, the classic Marvel universe.

After a little discussion, the group decides they want to run a campaign in Chicago, and keep the scope in the range of low-to-mid superheroic. They don't want their

campaign to stretch much beyond the Chicago area.

Beth decides that she wants to have her character battling the seedy underworld of organized crime. The group likes the idea and decides to make the local Maggia family's corrupting influence on the city the Immediate Issue. Wendy creates a Campaign Issue called *Maggia Run Amok*; the heroes, by and large, are motivated by the sickness of crime and corruption in their city, and hope to turn the tide against it.

Kevin wonders what kind of sinister forces lurk in the shadows to take over if the Maggia start showing any signs of weakness. He's also interested in a mutant character, and thinks the idea of a mutant crime family is intriguing. The group agrees, and Jay suggests a Campaign Distinction for this Impending Issue: *The Criminal Genome*. Everyone loves it, and the group now has its two Big Issues.

PEOPLE AND PLACES

Who are the big villains, major supporting characters, and irksome locals that will likely crop up again and again in the campaign, and why do they keep showing up? What major locations and organizations will the characters interact with, and why?

Amongst your group, develop between three and six people, organizations, and/or locations that are critical to the campaign, and give them a name, a brief description and a single High Concept-style Distinction. You can flesh out these people and places as your campaign develops, or take some time and build them now. It is entirely up to you. We advise you to build them during the course of the campaign,

though; after all, do you really want to have to detail every aspect of an organization like S.H.I.E.L.D. during your first session before you even have a character?

The brainstorming has already brought forth two organizations, but those groups already have Distinctions. Wendy reminds the group that Chicago is itself a major campaign location, but the group doesn't want to take such an easy route. They decide instead to assign Distinctions to each of the major neighborhoods in Chicago, to give each one a distinctive flavor. Since there are so many, we won't detail them here, but the group enjoys the process so they take the time to set those up.

Kevin reasons that there is probably a good politician in a moderately-high position in the otherwise corrupt city government who might occasionally help (or investigate) the heroes. Beth comes up with the name Councilwoman Lillie Summerfiled, and Jay thinks she probably *Comes From A Family Of Honest Politicians* and wants to uphold that tradition even in the modern dark times.

CHARACTER CONCEPT

Once that is established, choose a concept for your character. Are you playing a bruiser, a spy, a scientist with a knack for improvising gadgets from everyday items, or some other concept. Make sure that your concept fits the campaign and that the Judge and all other players agree that the character works in that campaign.

Beth wants her character to be a member of Chicago's mutant community. She's tired of the cliché of the poor child mutant rejected by her family and community, though, and decides that she wants to play someone whose mutation event actually won her acclaim rather than scorn, at least locally. She hasn't

decided what her character did to earn that acclaim yet, but the idea of playing a popular mutant appeals to her.

Kevin decides that he doesn't want to play a mutant, but really wants to play a local boy with cosmic powers. He wants to play a powerhouse with some kind of energy-based power. He sees his character's private life as some kind of stock broker or similar big money investor, a rich Chicago native who sees his super powers as a natural extension of his personality; big, slick, powerful and impressive. He can see this character having a problem with some of the money he makes benefiting the criminal empire in his city and wanting to make Chicago a "clean money" town.

Jay really has always wanted to play Spider-Man, but Wendy wants all original characters, so Mr. Parker isn't available for this campaign setting. Unperturbed, Jay decides to do a Batman/Spider-Man mashup; a grim and determined hero with a lighter side with a mission. What that mission is Jay hasn't yet decided, but he'll work that out as character creation goes on. Jay calls his character Arach-Knight.

SELECT DISTINCTIONS

Now pick your High Concept, Trouble, and your third Distinction. These should reflect your character concept. Remember to make sure they are both useful and can cause your character some grief. Otherwise, you will never use them and they are just taking up space on your character sheet.

Beth thinks about the campaign's Immediate Issue and thinks that the current wave of organized crime could have led to some big event that triggered Molly's mutation and given her an opportunity to save the city. She decides that the Maggia had decided years ago to give

themselves "insurance" to keep the authorities from ever challenging them, and had mined out the city's underground infrastructure, placing charges throughout the city at key points, and could threaten to destroy multiple landmarks simultaneously if the police or anyone else tried to stop them. Molly was in the subway system investigating a gang shooting there when a terrorist, whom had hacked the control system the Maggia had built for the bombs, decided to blow up a chunk of the Loop. As the supports around her exploded, Molly manifested her force manipulation powers, and managed to prevent the collapse. She held up the supports for more than a day, and collapsed with exhaustion when the construction workers finally gave the all-clear. Molly woke a day later in the hospital, only to discover that she was being proclaimed a hero throughout the local and state news outlets, and was now known as *The Girl Who Carried Chicago*. She takes that as her High Concept.

She further decides that the fame Molly has received has attracted the interest of a group of anti-human mutants who see her as a human-loving traitor for rescuing Chicago. They think that she is such an icon amongst humans that killing her, publicly, would trigger the final mutant-human war that will lead them to victory. She chooses *Unwilling To Be Martyred for Mutant-kind* as her Trouble.

Finally, she decides that she'd like to have Molly's third Distinction reflect how she came to know Jay's character. The two of them decide that Arach-Knight started out in his career as an anti-mutant crusader, seeking to protect humans from the growing mutant menace, and even her heroic mutant manifestation didn't satisfy him. However, when his own sister turned out to be a mutant and was being recruited by the anti-human mutants in the area, they teamed up and saved her, earning Jays' character's gratitude and trust. Beth

takes *Cured Arach-Knight's Mutant-phobia* as Molly's third and final Distinction. Jay likewise takes *Working Off The Anti-Mutant Guilt* as his Trouble, and thanks Beth for the inspiration.

THE OTHER STUFF

You can do this next part now, or after you finish the rest of the character sheet. Give your character a name for each identity (hero and civilian) that he has. Figure out his height, weight, home turf, age, and other vitals like hair color and favorite hangouts. Write those down somewhere that you won't lose that information.

RANDOM CREATION

In the tradition of the *Marvel Super Heroes* franchise, many players prefer a random method of creating a character. This section details how to do that in this iteration of the game.

BALANCE POINT

First, the Judge must decide on the "average" Rank a character will have at the start of his campaign. This is the Balance Point; the fulcrum around which all Ranks will teeter. None of the character's abilities will be more or less than 5CS from this Balance Point.

Wendy decides that the players can choose between random creation and Block allocation, so long as she gets final editorial approval of the characters. She sets a Balance Point for those making random characters at Typical, which means that characters so rolled will have a potential range of Ranks from Pathetic to Stunning.

Both Kevin and Beth decide to randomly roll their characters. Jay decides he wants more control over building Arach-Knight, and chooses to use Block Allocation.

RANK BALANCE TABLE

CS MODIFIER	ROLL RESULT
-5CS	01-05
-4CS	06-15
-3CS	16-25
-2CS	26-35
-1CS	36-45
No Change	46-55
+1CS	56-65
+2CS	66-75
+3CS	76-85
+4CS	86-95
+5CS	96-100

The decision as to where to center the Balance Point will stem from the kind of campaign the Judge and players wish to run. Street level campaigns will tend to hover around a Balance Point of Typical, and may have other restrictions; at the very least no one can have less than Pathetic Rank in any campaign. "Low" super-heroic campaigns could have a Balance Point of Stunning or Spectacular, and campaigns featuring heavy-hitters might have a Balance Point at Uncanny or more.

ATTRIBUTE RANKS

Once you have your Balance Point, roll for each of the Attributes on the **Rank Balance Table** above. This table will also be used for determining the Ranks for all Powers that the character purchases, as well as for determining Ranks for any Constructs the character takes. You may adjust any rolled ability by up to 2CS but you must adjust another rolled ability in the other direction to compensate. You may only do this for two abilities unless you have the approval of the Judge.

Once you have your Attributes decided, calculate your Initiative, Health and Sanity, then roll again on the table above for Resources.

Since we've been following Beth's character up until now, we'll continue with her character's development.

Molly has, due to her heroics and the eerie, misty white glow of her force constructs and which surrounds her when using her powers, earned from the media the heroic moniker Molly Mist. She rolls for her Attributes and gets the following:

Attribute	Roll	Rank
Fighting	94	Rm (38)
Agility	57	Gd (23)
Might	12	Pa (01)
Endurance	87	Rm (38)
Shoot	92	Rm (38)
Will	90	Rm (38)
Observe	93	Rm (38)
Reason	79	Ex (33)
Cunning	69	Gt (28)
Resources	34	Fe (08)

Beth really doesn't like the Ranks she rolled for Might or Resources. She boosts Might to Poor and Resources to Typical, reducing her Endurance and Will to Great in the process. Her final Attribute Ranks are thus:

Attribute	Rank
Fighting	Rm (38)
Agility	Gd (23)
Might	Pr (13)
Endurance	Gt (28)
Shoot	Rm (38)
Will	Gt (28)
Observe	Rm (38)
Reason	Ex (33)
Cunning	Gt (28)
Health:	140
Sanity:	127
Initiative:	Gt (32)
Resources	Ty (18)

Beth likes this much better; she feels that Molly looks pretty well rounded as a character at this point.

EXTRA ABILITIES

Next you will determine the number of Powers, Talents and Stunts your character possesses. Roll on the **Powers, Talents, And Stunts** Table for each category and note the result.

Note; if you wish, you can elect to take a Construct instead of a Power. If you do, your Power Slots must be divide up between the Construct's Attributes and Powers, and any Talents or Stunts applied to the Construct are taken from the character's available pool of Talents and Stunts. Also, a Construct's Attributes and Powers are considered part of a Construct Power Set, so they cost one less Block per Rank, and thus one less Slot.

POWERS, TALENTS AND STUNTS

Roll	Power	Talents	Stunts
01-20	2	1	0
21-60	3	2	1
61-90	4	3	2
91-100	5	4	3

Beth rolls three times, once for Powers (73), for Talents (85) and once more for Stunts (39). She thus has four Powers, three Talents and one Stunt. Wendy decides that slots for Talents and Stunts can be interchanged.

Why fewer Stunts than Talents? Characters will have, for the most part, won't have had their powers their entire lives, and will thus have been working on their Talents longer than on Stunts for their Powers. At the Judge's discretion, you can use Talent and Stunt slots interchangeably.

POWER SELECTION

Now, build your Powers as laid out in the Powers chapter. Note

that the cost of any given Power in Blocks cannot exceed the Power Rank assigned to that Power (though it can be less). If a character ends up with a few extra Blocks by taking the Power at a lower Rank than was rolled, allow the character to apply those Blocks to Talents and Stunts.

Power Ranks rolled assume the Power costs 1 Block per Rank. If the Power costs more than that, the character must sacrifice a Slot for each extra Block per Rank for the Power they choose.

Beth has four Power Slots she can fill. She decides to link them all under a Power Set called *Mist Force*, which is her mutant power. It is considered a single Power for purposes of attempts to drain or nullify her abilities.

Her first power, naturally, will reflect her ability to create force constructs. Since these constructs reflect her conscious will manifesting through the mists she creates, she makes the Power based on her Will. She calls the power *Force Mist* and it grants her the ability to create Rm (28) Intensity force objects. She can use her Will to Create Advantages, Attack and Overcome with this Power. Since Will doesn't have any of these Applications, this costs 3 Blocks per Rank. The automatic Power Rank is also one Block per Rank, but since this is part of a Power Set, the total Power only costs 3 Blocks per Rank. She thus uses three of her Slots for this one Power.

Since it makes sense that someone with this power should be able to fly, Beth takes the Flight Power for Molly Mist at Gd (23) Rank. Since this is in her Power Set, it only costs her 1 Block per 2 Ranks should she choose to improve it later. This ends her Power selection. Beth now takes a look at what Talents she wants to purchase for Molly.

TALENTS AND STUNTS

Roll on the Powers/Talents/Perks table above to determine the number of Talents and Stunts. Choose or build that many Talents and Stunts to fit your character. Finally, roll to determine the Grade for each Talent.

Beth figures she'd better build up the police inspector side of her abilities. She takes three Talents directly from the Character Book: Guns, Inference, and Law Enforcement.

GRADE	ROLL RESULT
Novice	01-20
Pro	21-40
Expert	41-60
Guru	61-80
Master	81-100

If at this point the player wants more Talent or Stunt slots, she can take one Hinderance for each extra Slot she desires. The Judge should allow no more Hinderances than the number of Talents plus Stunts than she originally rolled. The Hinderance has the same Grade as that rolled for the extra Talents or Stunts.

Since Beth wants Molly to have Logic and Interrogation as well, she decides to take a few Hinderances. She takes Bad Driver and Bad Liar, the reverse of Pilot and Lie Detector.

Rolling on the Grade Table, She gets the following results for her Talents and Hinderances:

Guns:	Expert (+3CS)
Inference:	Expert (+3CS)
Interrogation:	Master (+5CS)
Law Enforcement:	Pro (+2CS)
Logic:	Novice (+1CS)

Bad Driver: Hampered(-1CS)
Bad Liar: Futile (-5CS)

With that, Beth is just about done with her character's stats. She can now concentrate on the extra details for Molly, such as height, weight, hobbies, relationships, and other things that really flesh out a character. She can also sketch a quick drawing of Molly in costume or write a brief description of it.

ADVENTURE POINTS AND DRAMA POINTS

At this point the only open places on your character sheet should be the Adventure Points and Drama Points boxes. Allocate yourself one Drama Point; each character starts with one Drama Point at the onset of a story. Adventure Points only come with experience, so leave that box blank.

ALLOCATION METHOD OF CHARACTER CREATION

Creating a character in Marvel Super Heroes Nth Edition is meant to be a fast process. We want you to get right into the game. The fastest way to create characters is the random generation method described above.

However, random generation is not for everyone. If your group prefers to manually assemble your characters, then the allocation method is for you.

BASICS

As we have mentioned in passing in various places in this book and the Adventure Book, Ranks and Grades can be broken down into units called Blocks. A **Block** can be described as a unit of

change, either as a step along the Ranks Table or as a single permission (in the case of Rules Exceptions or Additions of Ability). Blocks are the currency of character building. They are, in fact, the building blocks of characters.

When a player creates a new character, the Judge will hand out Blocks with which to build a character's Attributes, Talents, Powers and Stunts. Each Rank Block allows the purchase of one CS in a Rank or one Grade in a Talent or Stunt (or one Rules Exception or Addition of Ability). Players creating new characters stack Blocks in order to form Ranks and Grades for their abilities. When doing so for Ranks, the Rank Number they use for that Rank is the lowest Rank Number available at that Rank.

Example: Jake is creating a weightlifter character for his group's street-level campaign. He applies five Rank Blocks to his character's Might. That gives him a Might of Gd (23). Might costs 3 Blocks per Rank, and Good Rank is 6CS from Useless. That costs him 15 Blocks.

He also decides that he has focused on weight training so that he can lift more than his Might would otherwise suggest. He takes Lifting as a Talent at Expert Grade, giving him +3CS to Might, or Remarkable (38) Rank, only for lifting heavy objects. The Lifting Talent thus costs him 3 Blocks.

Jake thus has spent 18 Blocks so far on his character.

Once a character has built his character, he can use the Advancement Rules to apply Adventure Points to his Rank Numbers and Grades in order to improve his character. See the next chapter for details.

POWER LEVEL

Different campaigns will have different levels of power. Street-level heroes will not have the same raw might as a planet-hurling cosmic hero. For that purpose we determine how much power a character can possess by designating a Power Level.

The Judge should set the Power Level for a campaign. That Power Level dictates how many Rank Blocks a player has available for building a new character. It also sets maximums for starting levels in Ranks and Grades. Below you will find a recommended distribution of Rank Blocks based on the Power Level chosen. Characters start with all Attributes at Typical Rank and no Talents or Powers.

Note that the maximums listed are for starting levels. As a character advances, he can easily eclipse those Ranks and Grades with the expenditure of Adventure Points.

HOW MUCH DOES ALL THIS COST?

In each section of this book, we've discussed the costs of the various elements of a character. However, just so you don't have to go pouring through the book to find that information, we'll summarize the costs for each element here.

ATTRIBUTES

Fighting:	3 Blocks per Rank
Agility:	3 Blocks per Rank
Might:	3 Blocks per Rank
Endurance:	3 Blocks per Rank
Shoot:	2 Blocks per Rank
Will:	3 Blocks per Rank
Observe:	3 Blocks per Rank
Reason:	3 Blocks per Rank
Cunning:	3 Blocks per Rank
Resources:	3 Blocks per Rank
Initiative*:	2 Blocks per Rank

*Only for purposes of figuring Power costs based on boosting Initiative.

DISTINCTIONS

All characters starts their game lives with three free Distinctions.

POWERS

Since you build your own Powers, we can't summarize them here. However, each Power has a cost based on the total number of Applications that Power has.

STUNS + TALENTS

Bonus Talents: 1 Block per Grade
Extra Ability: 1 Block
Rules Exception: 1 Block.

BUILDING HEROES FROM THE COMICS

Characters built based on established Marvel heroes, by whatever method, start with the Standard Rank Number associated with that Rank. Captain America, for example, would have a Might of Rm (40), not Rm (38). This reflects his years of experience.

Of course, in the grand tradition of comic book crossovers, players may decide to import published heroes from places other than Marvel Comics. The same rule applies; if they are established heroes in their comic line, they start with the Standard Rank Number for their abilities. Minus one. Just kidding. Or am I...? (krak-thadoom)!

Jay sets out to build Arach-Knight. Wendy has allowed him to have sufficient points to build a character at **Peak Action Hero** level. This will keep him roughly in balance with the characters Kevin and Beth randomly rolled. He thus has 198 Blocks with which to build his character.

Jay already has his three Distinctions:

High Concept: *Justice-Driven Master of Spider-Fu*
Trouble: *Working Off The Anti-Mutant Guilt*
Player Choice: *I Always Have The Right Gadget On Hand*

Now, he starts building his stats with the Attributes. Arach-Knight is an athlete, martial artist and has a brilliant, inventive mind, so Jay knows he's got to get the Attributes to reflect this. He's not as practiced at ranged attacks, which will make his web-casting more tricky than the wall-crawler Jay's modeling his hero after. In the end, he settles for the following:

Attribute	Blocks	Rank
Fighting	18	Gt (28)
Agility	21	Ex (33)
Might	15	Gd (23)
Endurance	18	Gt (28)
Shoot	12	Gd (23)
Will	18	Gd (23)
Observe	15	Gd (23)
Reason	18	Gt (28)
Cunning	21	Ex (33)

Health:	140
Sanity:	112
Initiative:	Gt (31)
Resources	21 Ex (33)

Total Blocks: 156

Now Jay looks at how Arach-Knight will take his Powers and Talents. Jay knows that some of Arach-Knight's Powers derive from his costume, which is a low-tech Power Armor that Arach-Knight invented. Other of his abilities come from his Spider-Fu, which he will represent as Maneuver-based Talents. He's an inventor and engineer, so he'll need Talents to reflect that as well.

For the Armor, Jay will have to design a Construct.

Arach-Knight Armor

Powers:	
Armor Power Set	[18 Blocks]
Enhanced Initiative*	Pr (13)
Enhanced Might*	Pr (13)
Clinging:	Rm (38)

*Remember that Enhanced Attribute stacks blocks with the parent Attribute, so Poor Rank Enhanced Might actually boosts Might by +3CS, granting Arach-Knight Rm (38) Might while in his Armor. The same goes for his Enhanced Initiative, which boosts to Stunning (43).

Talents & Stunts:

Infrared Vision
IR Emotion Vision
360° Vision
Tracking Expert (+3CS)
[6 Blocks]

Web Casters

Powers:

Armor Power Set [4 Blocks]
Webs: Rm (38)
[Webs is a custom power that uses Shoot for making ranged attacks with webbing. In addition to concussive webs that do blunt damage, though, it allows Shoot to Create Advantages and Overcome Obstacles using webs for things like snares, web lines for making tightropes or other means of getting across terrain, and similar web-based shapes. It costs 1 Block per Rank].

Talents/Stunts

Swingline: Use Might to swing on a webline at Might-based running speeds.

Web Intuition: While in contact with a web nest he has woven, he gains Expert Grade bonus to his Initiative and Observe Ranks.

[8 Blocks]

Jay chooses the following Talents to reflect the martial artist side of his character, whom he has decided is named Richard Ryan in his civilian identity:

Blades: Novice (+1CS)
Breakfall: Novice (+1CS)
Tumbler: Novice (+1CS)
[3 Blocks]

He then chooses these Talents to represent the inventor and engineer aspects of Richard's personality:

Inference: Pro (+2CS)
 Lie Detector: Expert (+3CS)
 Career - Engineer: Expert (+3CS)
 Logic: Novice (+1CS)
 Intimidation: Pro (+2CS)
 [11 Blocks]

Total Blocks: 77

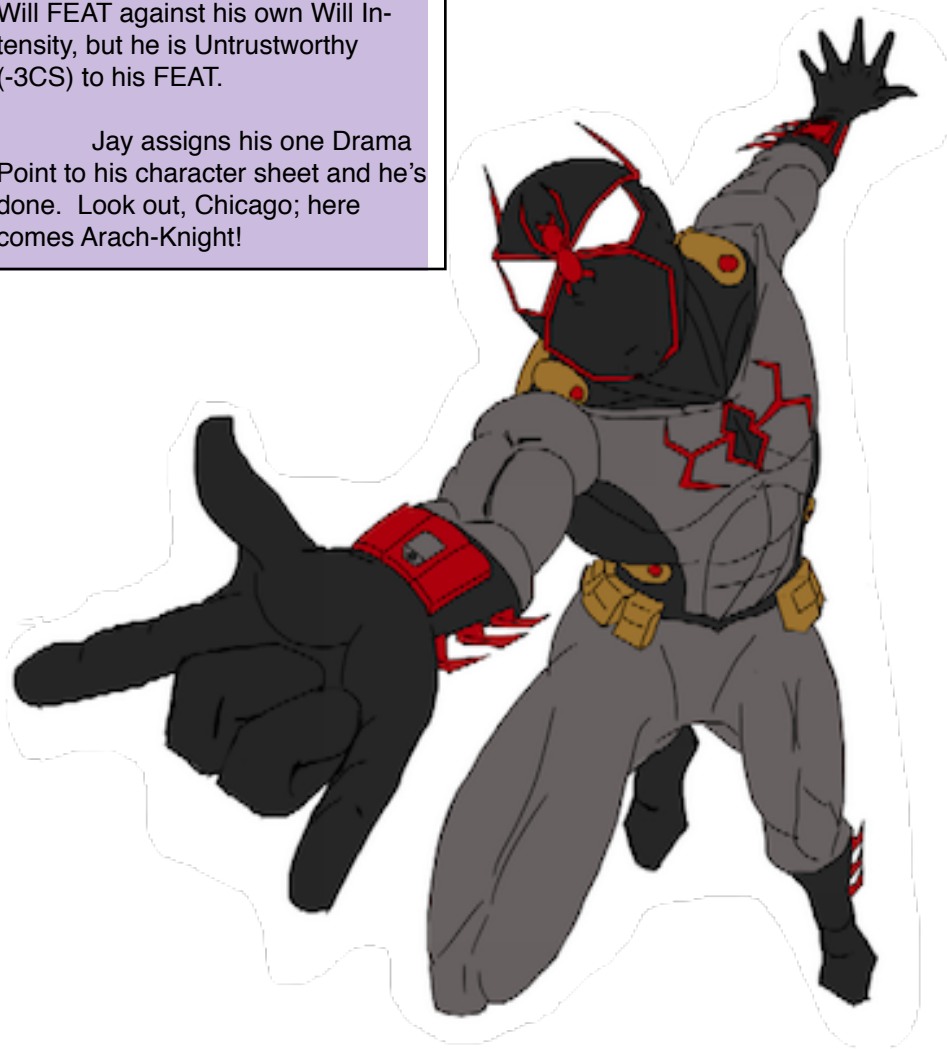
With a total for his character so far of 206 Blocks, Jay is over his Block limit by 8 Blocks, so he takes the following Hinderances to balance things out:

Survivor Guilt: Richard saw his parents murdered by a mutant gang (the forerunners of the mutant mafia in the Impending Issue), and at the time lacked the training and skill to save them. He blames himself for their deaths. Any time he fails to save an innocent life, he is Futile (-5CS) to all actions for the remainder of the Scene, and must make a Will FEAT against his own Will Intensity (the former suffering the penalty, the latter not) or be Stunned.

Protective: Richard only has his sister left for family. If she is in danger, he will drop everything and go to her aid unless he can succeed a

Will FEAT against his own Will Intensity, but he is Untrustworthy (-3CS) to his FEAT.

Jay assigns his one Drama Point to his character sheet and he's done. Look out, Chicago; here comes Arach-Knight!



POWER LEVEL	BLOCKS	MAX RANK	MAX GRADE
Average Person	86	Good	Pro
Skilled Person	104	Great	Pro
Expert Person	115	Excellent	Pro
Action Hero	143	Excellent	Expert
Potent Action Hero	170	Remarkable	Expert
Peak Human Hero	198	Stunning	Expert
Low Superhuman	234	Spectacular	Guru
Superhuman	292	Amazing	Guru
High Superhuman	354	Marvelous	Guru
Low Cosmic	357	Tremendous	Master
Cosmic	407	Unearthly	Master
High Cosmic	444	Invincible	Master



ADVANCEMENT

Every character grows and changes through time. Sometimes these are lateral changes; the character swaps out old equipment for the latest thing, his powers change, or he gets a physical impairment that forces him to focus on his mental capabilities. Other times, these changes improve the character; he gets better with a skill, his powers grow more potent, or his list of contacts increases, giving him more resources. In either case, the character pays for these changes with Adventure Points.

EARNING ADVENTURE POINTS THROUGH EXPERIENCE

Characters learn new abilities by gaining more Adventure Points through play. This is done through Achievements (see above) and by completing the adventure. Treat each completed Confrontation Scene as earning 1 AP for the character. Completion of a Story earns them an additional +1 AP.

EQUATING BLOCKS AND ADVENTURE POINTS

Some circumstances may require a player to purchase Ranks with Blocks instead of APs during advancement, or convert Blocks into AP's. Perhaps a character is purchasing a new Power via a Stunt. Perhaps he's designing and building a Construct. Or perhaps he's engaged in some Lateral Leveling (see below). In such cases, it becomes important to know how APs relate to Blocks.

A single Block is worth 5 APs. Any time a character wishes to purchase a new Power or build a new Construct, he must budget his APs for that purpose, converting them into Blocks.

However, to get from Useless to Pathetic Rank costs just 1 AP. This "primes the pump" as it were, allowing the character to start at Pathetic (01) Rank. This allows characters to buy new Powers at their lowest Rank Number for that Rank. Once purchased, the character can advance the Power at the normal 1 AP per Rank Number rate.

BLOCKS VS ADVENTURE POINTS FOR TALENTS AND EXPENSIVE POWERS

Talents cost 5 APs for one Grade. This cost remains constant regardless of whether you are purchasing a new Talent or improving an existing one.

Some Powers cost more than one Block per Rank. The cost in AP's goes up in the same multiple as the cost in Blocks. So if a Power costs 3 Blocks per Rank, the cost to buy that Power new during gameplay is 3 APs to transition from Useless to Pathetic (01), and 15 AP's per Block thereafter. Always remember to factor in the effects of Riders on the final cost of a Block.

VERTICAL AND LATERAL LEVELING

Characters have two options for improving their characters's abilities: lateral advancement and vertical advancement. Vertical Advancement is simply the purchasing of new abilities or improving existing abilities with Adventure Points. Examples include gaining a new Power, growing stronger, or learning or honing a Talent.

In lateral advancement, characters can swap out old abilities

for new ones, or reduce existing abilities to gain sufficient points to improve or add abilities. This represents situations where the character has undergone a change in his capabilities, rather than an advancement. This could result from an injury that makes the character slower or weaker physically but allows him to develop his mind while recovering, or it could represent a change in the nature of his powers.

Spider-Man provides an excellent example of both kinds of leveling. At the end of *Revenge Of The Spider-Slayer* Spider-Man loses his Spider-Sense. In game terms this frees up several Adventure Points, which the player holds in reserve.

During the lead-up to *Spider-Island* Spider-Man learns Spider-Fu from Shang-Chi, and the player assigns those reserved Adventure Points on Talents that represent that new knowledge. Spidey used that new training to good effect for several issues of the Amazing Spider-Man comic.

When Spider-Man has earned enough points to buy back his Spider-Sense, he engages in vertical leveling once more. Now he has both Spider-Fu and Spider-Sense. The player could also have purchased Spider-Sense at a lower level than before to represent a diminished ability and then spent APs to gradually restore the Power to its former glory.



BIBLIOGRAPHY

Many works inspired the production of the current iteration of the FEAT System and the Marvel Super Heroes: Nth Edition. Some works had greater influence than others, but all played a part in the development of this work.

I just want to say at this point that although I made many changes to the Marvel Super Heroes game by TSR, Inc. due to what I felt were weaknesses in the FASERIP System, my conversion of FASERIP into the FEAT System in no way should imply that I have anything but respect for those who created that system. The production of a role-playing game, as I have learned first-hand, requires tremendous effort and discipline, as well as a love for the medium. I thought then and think now that the FASERIP System and Marvel Super Heroes were extremely fun and workable systems. My production of the FEAT System in place of the FASERIP System merely represents my own opinions of where the original system could be made stronger, leaner and lead to even greater enjoyment.

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INDEX

A

Advancement, 49
 Adventure Points, 17-49
 Agility, 08
 Applications, 27
 Attributes, (See Fighting, Agility, Might, Endurance, Shoot, Will, Observe, Reason, Cunning).

B

Big Issues, 41
 Blocks, 45

C

Campaign Distinctions, 41
 Constructs
 As Powers, 44
 Building, (See Adventure Book)
 Cunning, 11

D

Distinctions
 Compelling, 15
 Creating, 16-17
 Invoking, 15
 Drama Points (See Adventure Book)

E

Endurance, 09

F

Fighting, 07

G

Grades, 19

H

Health
 Calculating, 11
 Loss and Recovery, (See Adventure Book)
 Hinderances
 Add A Rule, 18
 Negative Grades, 17-18

Restrict An Ability, 17

I

Initiative, 11
 Issues, 41

J

Jumping (See Leaping)

L

Lateral Leveling, 49
 Leaping
 General Rules, (See Adventure Book)
 Power, 34-35

M

Mental Attributes (See Will, Observe, Reason, Cunning)
 Might, 08

N

Negative Grades, 19-20
 Negative Success, (See Adventure Book)

O

Observe, 10
 One Per Two Rules, 27

P

Physical Attributes (See Fighting, Agility, Might, Endurance, Shoot)
 Popularity, (See Cunning)
 Powers, 27-39
 Power Sets, 28

R

Ranks Table, back cover
 Reason, 10
 Resources, 12
 Results Table, back cover
 Running

General Rules, (See Adventure Book)
 Power, 35

S

Sanity, 11
 Secondary Attributes, (See Health, Sanity, Resources, Initiative)
 Shoot, 09
 Swimming
 General Rules, (See Adventure Book)
 Power, 35
 Stunt, 19, 36-39

T

Talents, 17-25

U

Universal Table, back cover

V

Vertical Leveling, 49

W

Will, 09

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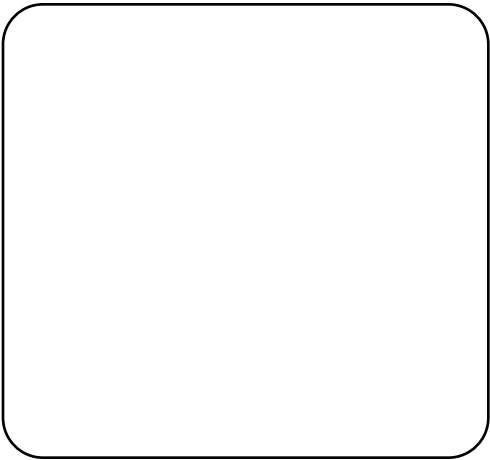
MARVEL SUPER HEROES NTH EDITION CHARACTER SHEET

Hero's Name _____

Character's Name ☐ Secret ☐ Public

Player's Name _____ Age / Height / Weight _____

Occupation _____ Home Turf _____ Team Affiliation _____



ABILITIES RUN: _____ (_____) SWIM: _____ (_____) JUMP _____ (_____)

	RANK	NO.	HEALTH	SANITY	INITIATIVE
FIGHTING	_____	(_____)	-----	-----	
AGILITY	_____	(_____)			
MIGHT	_____	(_____)			
ENDURANCE	_____	(_____)			
SHOOT	_____	(_____)			
WILL	_____	(_____)			
OBSERVE	_____	(_____)			
REASON	_____	(_____)			
CUNNING	_____	(_____)			
RESOURCES	_____	(_____)			
					DRAMA POINTS
					ADVENTURE POINTS

POWERS / GEAR _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	TALENTS / STUNTS _____ _____ _____ _____ _____ _____ _____ _____ _____ _____
--	---

DISTINCTIONS
HIGH CONCEPT: _____
TROUBLE: _____
PLAYER'S CHOICE: _____

RESULTS

	General Effect	Normal Attacks	Pushing	Grab	Grapple	Ram	Stop	Trip	Trip Ranged	Dodging	Blocking	Resisting	Catching	Escape	Stun?	Slam?	Kill?	RECOVER?
	GE	NA	Pu	Gb	Gp	Rm	So	Tp	TR	Do	Bl	Rs	Ca	Es	St	Sl	Ki	Rv
	Action	Action	Resistance	Action	Action	Action	Action	Action	Action	Action	Action	Effect	Action	Action	Resistance	Resistance	Resistance	Resistance
Blue	Crit. Fail	Exposed	Agony	Exposed	Exposed	Prone	Both	Fall	Exposed	+1CS	Extra	-8CS	Autohit	Gripped	Knockout	Stun	Expire	-1CS
White	Failure	Miss	No	Miss	Miss	Miss	Stun	Miss	Miss	None	Autohit	-6CS	Miss	Miss	Stunned	Gr. Slam	Double	No
Green	Success	Hit	+1CS	Disarm	Partial	Hit	Fall	Trip	Trip	-2CS	Block	-4CS	Damage	Partial	Dazed	Slam	Trauma	+1CS
Yellow	Critical	Extra	+2CS	Unready	Hold	Extra	Stop	Extra	Extra	-4CS	+1CS	-2CS	Catch	Escape	No	Stagger	Stable	+2CS
Red	Resound	Double	+3CS	Ready	Damage	Double	Ready	Double	Double	-6CS	+2CS	+1CS	Reverse	Reverse	Alert	No	Recover	+3CS

RANKS
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