



BEYOND GOOD AND EVIL

***VERSION 1.0
COLLIN TERRELL***



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ACKNOWLEDGEMENTS:

This was my first crack at trying to write a Comic Book-based setting in *Savage Worlds*. The genesis of *Beyond Good and Evil* was an attempt on my part to broaden and flesh out the *Necessary Evil* rules supplement published by PEG (you should get a copy). Clearly, the inspiration I'm drawing from most heavily here is my love of "Super Team" oriented Marvel Comics properties – X-Men, Alpha Flight, Avengers – you get the idea.

I also made heavy use of the UGO paper doll builder for this, which I recommend you check out.

SETTING & FLAVOR:

This campaign is set on Earth and its immediate extra-terrestrial environs around the year 2020. It is an alternate reality setting where super heroes and super villains are a normal part of life. This is intended to support campaigns with high-powered "Supes" pulling off world-spanning exploits. Players are encouraged to play on whichever side of Law and Order they wish.

HISTORY:

For as long as people can remember, super powered individuals have been a part of life, but most operated alone and kept themselves isolated from "normal" society. With the advent of mass media -- newspapers, television and radio -- these super individuals couldn't hide anymore: their exploits and faces were plastered everywhere around the globe. Super beings became an obsession for the Normals; regular mortals idolized them as celebrities and followed their deeds like sports teams. Naturally, some super beings chose to use their powers for personal gain – after all, why should they take a back seat to weak Normals? Others stepped up to protect their unpowered friends and relatives and tried to stop these super criminals.

Thus, in the 1950s and 60s, the first formal Supergroups began to form. From that point on, Super Heroes and Super Villains have waged very public and very explosive war against each other. Villains became more ambitious and sought to take over the world numerous times in a variety of capers and schemes. Heroes pooled resources to stop these plots and knock the villains who planned them out of commission.

Now, in the year 2020, there have never been more plots, more capers and more strife between heroes and villains. The time is ripe for a new group of heroes or villains to take the spotlight and tip the balance of power one way or the other.

CHARACTER CREATION:

One of the greatest things about playing in a Super Powers setting is that you can make just about any sort of character you wish. You have a wide array of powers to choose from and can mix and match them to create whatever unique combination that suits you.

Before you start to design your character, think for a few moments about who he or she is. What motivates this character? Where do their powers come from? What sorts of things do you want them to be able to do? Are they a Hero, or a Villain? Once you have a rough idea what you're shooting for, proceed with the following steps:

STEP 1: CREATE A NORMAL SAVAGE WORLDS CHARACTER

The first stage of your Super's development is to establish their unaugmented, human statistics. Create a character following standard *Savage Worlds* rules. Select Attributes, Skills, Edges and Hindrances for your character. Human characters always gain 1 additional Edge for free as a racial bonus so don't forget to take it.

STEP 2: SELECT A SUPER BACKGROUND

All characters in this setting derive their Super Powers from a particular source. This source is determined by the Background the character comes from. Select one of the following Backgrounds for your Super. Apply any special rules that your Background choice requires.

MUTANT:

Mutants represent the next stage in human evolution. For whatever reason, they have spontaneously developed Super Powers because of some anomaly in their genetic code. Typically this mutation manifests itself when the subject achieves puberty, but some mutations can be triggered by traumatic life events. Over time a mutant's powers will evolve and become richer.

Advantages: Because they are specialists, Mutants tend to have deep mastery over their chosen Power Pool. Their powers scale up quickly. Mutants are the only ones who can access the *Meta* Power Pool.

Disadvantages: Mutations express themselves in very specific ways. A mutant character can only ever have 1 Power Pool.

Special Rules: Gain 1 free Super Edge at creation; can only have 1 power pool (in addition to the *Open* Pool which all characters receive). Gain a +1 bonus to all Power Stunt rolls.

Available Power Pools: All except Tech, Magic, Space and Weird

Required Hindrances (one of the following): Young, Outsider

ONE PERCENTER:

One Percenters are the pinnacle of natural human development. These superb individuals are defined by their excellent physical and mental attributes. One Percenters usually have one or two traits (Strength, Agility, Smarts, etc.) that are much higher than normal. Most One Percenter powers are extrinsic rather than intrinsic -- they tend to rely on gadgets and gear to augment their natural gifts. Over time, through training, research and development a One Percenter can hone and enhance their skills.

Advantages: One Percenters, for the most part, look just like normal folks, albeit with exceptional physiques. They are able to blend in very well in normal society. One Percenters excel in the *Open* Power Pool. They get a free Trait die bump at creation and gain a free Super Edge in the *Open* pool as well.

Disadvantages: One Percenters have the most limited list of Power Pool options of any background. They can't do anything really flashy or mystical without the aid of gadgets. One Percenters can only select 1 Power Pool (in addition to the *Open* pool, which all characters receive).

Special Rules: Select 1 Power Pool at creation. Gain 1 free Super Edge which must be spent in the *Open* pool. Gain 1 free die bump to any Attribute.

Available Power Pools: Tech, Magic, Combat

Required Hindrances: None

CONSTRUCT:

Constructs are made, not born. A Construct can be such things as an Android, Cyborg, Robot, Golem or Undead creature. Constructs also include Power Suited heroes. Constructs do not suffer penalties for Wound modifiers, have a +2 bonus to recover from being Shaken, are Immune to Poison and Vacuum and suffer only 1/2 damage from Kinetic sources.

Advantages: Constructs start off tougher than most Supers. They are highly durable.

Disadvantages: Constructs cannot naturally evolve their powers over time; all changes to their powers requires mechanical intervention of some kind (i.e. upgrades, software downloads, magical rituals, etc.). Some Construct powers are generated by Devices making them vulnerable to destruction.

Special Rules: May select 2 Power Pools at creation and receive *Construct* traits

Available Power Pools: Tech, Magic, Combat, Space, Electricity, Radiation, Shadow, Earth

Required Hindrances (one of the following): Chewy Center (if Power Suited); Monster; Device Driven

ALIEN:

You come from another world or dimension. The beings from your homeworld have superhuman capabilities

Advantages: Aliens are versatile. They have access to a wide range of Power Pools and gain either the *Weird* or *Space* Power Pool for free.

Disadvantages: Aliens can have a difficult time relating to humans. Some aliens have a monstrous appearance and others simply don't value human life. Even those Aliens with the best of intentions are just a bit awkward and out of synch with humanity.

Special Rules: Select 2 Power Pools at creation and add either the *Weird* or *Space* Power Pools as a free, additional pool. You must spend at least 1 Super Edge in either the *Weird* or *Space* pool.

Available Power Pools: Fire, Sonic, Ice, Tech, Time, Combat, Space, Radiation, Electricity, Light, Shadow, Psionic, Water, Weird, Earth

Required Hindrances (one of the following): Outsider, Monster, etc.

TRANSHUMAN:

Transhumans were once normal human beings without the barest hint of Super Powers who were transformed by some event in their lives. Transhumans all derive their powers from some kind of power source: magical energy, mutagen, radiation, power cells, etc. In order to acquire new or enhanced powers the Transhuman must re-expose themselves to the power source that granted them powers in the first place -- sometimes with dangerous results.

Advantages: Wide array of Power Pools to choose from

Disadvantages: Dependent upon Power sources to acquire new powers. Exposure to Power Sources can cause undesired side effects.

Special Rules: Select 2 Power Pools at creation.

Available Power Pools: All except "Meta"

Required Hindrances: Power Source

STEP 3: CHOOSE POWER POOLS

Depending upon the Background option you selected, you will have access to a certain number of Power Pools. Power Pools are thematic in nature and are intended to give your character's power set a distinctive flavor. The available Power Pools are:

Fire	Ice	Earth	Water	Sonic	Nature	Electricity	Light	Shadow
Tech	Magic	Meta	Psionic	Combat	Time	Radiation	Weird	Space

There is also an *Open* Power Pool that all characters can utilize. You don't not have to choose the Open Power Pool during creation to gain access to it. See the *Super Edges* section for more details.

STEP 4: SELECT SUPER EDGES

Finally, you can choose Super Edges from within the Power Pools you have selected. All new characters can select 5 Super Edges initially. Certain Backgrounds gain bonus Super Edges in particular Pools.

To run a lower powered setting, start characters off with 2 Super Edges each. In higher powered settings, give each character 10 Super Edges and consider unlocking access to Epic Edges. See the *Super Edges* section for more details.

If you are interested in a "quick start" there are some character creation aids which have been put together to provide some randomized suggestions.

Costumes:

All super characters need to have a distinctive look. Take some time to think about your costume – the more outrageous the better. If you need help crafting a look, try out this online paper doll utility:

<http://www.ugo.com/channels/comics/heroMachine2/heromachine2.asp>

Superhero Names:

For some great ideas on Super Hero or Super Villain names, try this website:

<http://fly.hiwaay.net/~lkseitz/comics/herogen/>

EDGES, SKILLS & HINDRANCES:

New Skills:

Knowledge: Supers (Smarts)

You are a Super trivia buff. You know the names of most Super Heroes and Super Villains and can identify them on sight. With a successful skill check you can identify some fact about the Super (i.e. their affiliation, reputation, etc.) A skill check may also be required to identify a lesser known Super (particularly a novice Super). With a raise you can identify the key powers of the Super.

Spellcasting (Spirit):

This skill is required to activate any Super Powers that rely on magic.

SUPER HINDRANCES:

Super Hindrances are epic character flaws that pertain only to Super Powered individuals. For each Major Super Hindrance or each pair of Minor Super Hindrances you take during character creation, you can take one additional Super Edge. Normally you can only take a maximum of 2 additional Super Edges in this fashion but you can take more if your Game Master will allow it.

Alien Form (Minor): Your appearance is monstrous, alien and otherworldly. It scares the hell out of average folks. You suffer a -4 to Charisma even if you happen to be a really nice guy. You suffer great difficulty dealing with people in mundane social situations.

Always On (Minor): One of your triggered powers is always active in some way that is inconvenient for you. For example, characters with the *Growth* power are always large sized and can never enter standard sized dwellings.

Archnemesis (Minor): Somewhere out there is a Super who has it out for you big time. This Super is more powerful than you are and has a personal score to settle for some past slight. At the GM's discretion, this Archnemesis may show up and make an already bad day a whole lot worse for your character.

Chewy Center (Major): Power Suited Supers are just normal folks underneath all that armor and gadgetry. Supers with this Hindrance still get knocked around pretty good even when their Power Suits absorb most of the damage that would harm them. Power suited Construct characters do suffer *Wound* penalties.

Dependent (Minor): You have someone special in your life whom you are completely devoted to (i.e. best friend, child, spouse, personal trainer, etc.) This person doesn't have any Super powers but still insists upon hanging around you and your Super cohorts. You will do absolutely everything in your power to safeguard this person's life. If your dependent dies, you become terminally depressed and heartbroken and can only find peace when you claim vengeance against your dependent's killer.

Device Driven (Minor/Major): (can be taken multiple times) One of your Powers is granted by a technological or magical device that you possess. If this item is stolen, broken or compromised you lose your power. A Minor Device can be replaced in 1 day while a Major Device takes 1d6 weeks to replace.

Energy Vulnerability (Minor/Major): Pick an energy type (i.e. Fire, Cold, Electricity, Sonic, etc.) You have a special weakness against this type of energy. If it is used against you, you suffer additional damage. Minor Energy Vulnerability means you suffer an additional 1d4 points of damage; Major Energy Vulnerability means you suffer an additional 1d8 points of damage. You may take this Hindrance multiple times for multiple forms of energy.

Improbable Antithesis (Major): For whatever reason there is a substance, quality or condition that causes your powers to cease functioning. This can be just about anything (i.e. Kryptonite, the color yellow, innocent virgins, etc.) With this Hindrance you are unable to use your powers directly on your antithesis and cannot use your powers at all if you are within 1 square of your antithesis.

Hubris (Minor): Your sin is pride. You are so enamored with your Super Prowess that you cannot resist the opportunity to hold forth on how incredible you are. This means stopping in mid-fight when the occasion presents itself to boast about what you're going to do before you do it. If you're a villain, this means revealing your diabolical plan right before you try to kill the heroes.

Out of Control (Minor): You are a loose cannon with your powers and can't always keep them in check. You are known to suffer from "Premature Powerfication". Whenever you're in a stressful situation, you must succeed a *Spirit* check or accidentally fire off one of your abilities in an inappropriate way.

Power Limitation (Minor) (can be taken multiple times): One of your powers only works in a specific situation, against certain kinds of targets, or when certain preconditions are met. Examples: If you are an Animal Controller, your power only works on rodents; your power only works under the light of the moon; you can only activate your power when you are angry, etc. You may take this Hindrance multiple times for multiple powers.

Servitor (Minor/Major): Your Super is a thrall to some other greater power. While you have your own plans and agendas, you ultimately serve at the whims of your master. If you have Major Servitor, you cannot for whatever reason resist the commands of your master under any circumstances, even if the command comes at a very inconvenient time. Minor Servitors can make an opposed *Spirit* check to resist the commands of their master.

Terminally Ill (Major): Your Super suffers from a terminal and incurable illness. At the beginning of each play session draw a card. If you draw a **Spade** your symptoms are acting up and you'll suffer a -1 penalty to all rolls for the duration of the session. If you draw a Joker, you know you are about to die. At some point during the game session you will expire, so don't waste any time looking for a fitting way to go out.

Unusual Diet (Minor): Your metabolism works differently than that of a normal person. You require some special kind of food that is not considered normally edible (i.e. metal, stone, uranium, diamonds, human brains, etc.) If you do not eat your special food at least once every three days your powers are temporarily suppressed. Though you are able to chew and swallow your chosen food, it does not mean you can eat it in sufficient quantities to be used as a Super Power.

SUPER EDGES:

Super Edges work just like normal Edges in Savage Worlds except that they entitle the character to use Super Powers. Super characters get 5 Super Edges at creation. Many Super Edges can be taken multiple times for increased results. Up to 2 additional Super Edges can be taken if the character takes an appropriate number of Super Hindrances (see above).

A special class of Super Edges called "Epic Edges" is locked in normal-power Super Hero settings but can be unlocked with the Game Master's permission.

In a low-power campaign characters start off with only 2 Super Edges.

Super Edges and Trait Tests:

Many Super Edges just give flat statistical bonuses but others are tied to an Attribute. Powers tied to an Attribute require a Trait Test to use. Powers that list more than one Attribute require the player to

choose which one they would like to link the power to. This choice must be made during character creation.

Attributes over d12:

Any attribute or skill over a d12 gains a second die. The player rolls both dice and combines the result to determine the success or failure of a Trait Test. The second die increases at the standard rate (d4, d6, d8, d10, d12). The maximum Trait die a character can have is d12+d12.

Super Edges are arranged into Power Pools, thematic groupings of abilities that put some structure and limit around the Edges a character can choose. Power Pools are selected during character creation and are tied to the character's chosen background. The table below shows which Power Pools each Super Edge is tied to:

Fire	Ice	Earth	Water	Sonic	Nature
Fire Blast*	Ice Blast*	Seismic Slam*	Aquatic	Sonic Blast*	Animal Control*
Fire Control*	Ice Control*	Earth Control*	Animal Control (Aquatic)	Sonic Control*	Plant Control*
Explode	Damage Field (Ice)	Earthquake	Weather Control*	Broadcast*	Weather Control*
Damage Field (Fire)	Cold Immunity	Volcano	Animorph	Sonic Immunity	Earthquake
Fire Immunity	Cold Absorption*	Burrowing	Altered Form: Water*	Sonic Absorption*	Volcano
Fire Absorption*	Altered Form: Ice*	Armor (Stoneskin)*	Water Control*	Stun	Animorph
Altered Form: Fire*	Flight (Ice Slide)*	Altered Form: Rock*	Cold Immunity	Super Speed*	Altered Form: Plant
Flight (Thermals)*	Fire Immunity	Kinetic Immunity	Fire Immunity		Healing*
Cold Immunity		Magnetic Control*			Flight (Wings)*
		Altered Form: Metal*			Swinging
					Burrowing
					Beast Attack*
					Ageless*
					Wall Walker
					Growth*
					Shrink*
					Damage Field (Thorns)
					Poison Immunity
					Pain Touch (Poison)
					Death Touch (Poison)
					Regeneration*
					Super Stealth
					Heightened

					Senses*
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*= indicates a Super Edge that can be taken multiple times for increased effect

Electricity	Light	Shadow	Tech	Magic	Meta
Lightning Blast*	Photon Blast*	Shadow Blast*	Heavy Gun*	Arcane Blast*	Copycat*
Damage Field (Electric)	Healing*	Fear*	Armor*	Force Field*	Negation*
Electricity Control*	Light Control*	Invisibility*	Flight (Thrusters)*	Armor (Arcane)*	Duplication*
Malfunction*	Shadow Immunity	Intangibility*	Force Control*	Mind Control*	Chameleon
Teleport*	Teleport*	Necromancy*	Broadcast*	Inter-Dimensional*	Power Immunity
Electricity Absorption*	Altered Form: Light	Fear Immunity	Malfunction*	Teleport*	Jinx*
Electricity Immunity	Space Flight	Super Stealth	Heightened Senses*	Flight*	Luck*
Stun*		Life Drain	Swinging	Animation*	
		Shadow Control*	Wall Walker	Force Control*	
		Altered Form: Smoke*	Super Leaping*	Chameleon	
		Pain Touch	Teleport*	Necromancy*	
		Death Touch	Immunity (Any)	Illusion*	
			Gravity Control*	Jinx*	
			Invisibility*	Luck*	
			Intangibility*	Ageless*	
			Weapon Attack*	Magic Immunity	
			Arrow Blast*	Invisibility*	
			Force Field*	Intangibility*	
			Absorption (Any)*	Heightened Senses*	

Psionic	Combat	Time	Radiation	Weird	Space
Mind Control*	Barefisted Attack*	Time Control*	Radiation Blast*	Extra Limbs*	Flight*
Psionic Blast*	Martial Arts	Stun*	Regeneration*	Growth*	Space Flight
Empathic Control*	Extra Action*	Super Speed*	Pain Touch (Radiation)	Shrink*	Radiation Blast*
Illusion*	Kinetic Absorption*	Extra Action*	Death Touch (Radiation)	Ageless*	Vacuum Immunity
Psionic Immunity	Arrow Blast*	Ageless*	Damage Field (Radiation)	Regeneration*	Super Speed*
Heightened Senses*	Wall Walker		Explode	Flight*	Gravity Control*
Force Field*	Weapon Attack*		Extra Limbs*	Super Leaping*	Magnetic Control*

Stun*	Super Stealth		Radiation Immunity	Chameleon	Growth*
Animation*	Super Shooting		Poison Immunity	Magic Immunity	Armor (Alien Alloys)*
	Fear Immunity		Growth*	Fear*	Force Control*
	Armor*		Shrink*	Inter-Dimensional*	
	Swinging		Force Field*	Wall Walker	
				Fear Immunity	
				Animorph	
				Heightened Senses*	

The *Open* Power Pool is available to all characters. Powers from this pool can be chosen by anyone:

Open
Super Trait*
Super Skill*
Super Charisma*
Super Toughness*
Diehard*
Minions*

Below is a more or less alphabetical listing of Super Edges with their power descriptions:

Ageless:

"Heh, son, you can't fool me... I was there when that was painted. If you look real hard you can see me there in the background."

You are unaffected by natural and unnatural aging. You have lived an extremely long time and can gain a +2 on most common knowledge rolls.

Immortality (Prerequisite: *Ageless* or *Super Regeneration*): You cannot be killed. If you sustain damage that would normally kill you, you simply disincorporate and reincorporate after one day. Extraordinary measures would be required to terminate you.

Altered Form: Fire (Vigor or Spirit):

"Flame on!"

You can transform your body into pure fire as a standard action. You are completely immune to Heat damage while in fire-form. Your altered form is elastic, so with a successful Power Check you can stretch yourself up to 50%. You have a +1 Reach. Your touch inflicts 2d6 points of Fire damage.

Advanced Altered Form: Fire (Prerequisite: *Altered Form: Fire*): If you come into contact with open flame you can heal 1 wound per round with a successful Power Check. Alternatively, you can temporarily boost your Strength by 2 die steps or grow 1 size category per success and raise on your Power Check.

Altered Form: Ice (Vigor or Spirit):

"...Well I guess his beer stays cold."

You can transform your body into solid ice as a standard action. You are completely immune to Cold damage while in Ice form. You can form ice sheets beneath your feet that permit you to slide at twice your normal *Pace* in a straight line.

Advanced Altered Form: Ice (Prerequisite: *Altered Form: Ice*): If you come into contact with snow, ice or sub-zero temperatures you can heal 1 wound per round with a successful Power Check. Alternatively, you can temporarily boost your Strength by 2 die steps or grow 1 size category per success and raise on your Power Check.

Altered Form: Light (Vigor or Spirit):

"Oh, so you did bring a flashlight. Good."

You can transform your body into pure energy as a standard action. You are completely immune to all damage except Shadow-type damage while in light-form and you cannot interact with physical objects. You produce bright illumination over a 24 square radius.

Advanced Altered Form: Light (Prerequisite: *Altered Form: Light*): When exposed to direct sunlight you can heal 1 wound per round with a successful Power Check.

Altered Form: Metal (Vigor or Spirit):

"...The guy's skin just turned to chrome and the bullets started bouncing off him like rain on a tin roof."

You can transform your body into solid metal as a standard action. You are completely immune to Kinetic damage while in metal-form.

Advanced Altered Form: Metal (Prerequisite: *Altered Form: Metal*): If you come into contact with pure metallic ore you can heal 1 wound per round with a successful Power Check, consuming it in the process. Alternatively, you can temporarily boost your Strength by 2 die steps.

Altered Form: Rock (Vigor or Spirit):

"...Then suddenly this, this... boulder just stood up and flipped the tank over. Once we saw that we got out of there quick."

You can transform your body into solid rock as a standard action. You take half-damage from Kinetic sources while in this form and are immune to Knockback.

Advanced Altered Form: Rock (Prerequisite: *Altered Form: Rock*): If you come into contact with rock and stone you can heal 1 wound per round with a successful Power Check, consuming the material in the process. Alternatively, you can temporarily boost your Strength by 2 die steps or grow 1 size category per success and raise on your Power Check.

Altered Form: Smoke (Vigor or Spirit):

"[cough, cough] Looks like there was a fire here recently..."

You can transform your body into a cloud of visible gas, smoke or mist as a standard action. You are immune to all physical damage while in gaseous form but you also cannot make any attacks. Energy attacks still harm you. You can fly at Pace 6 by riding air currents

Advanced Altered Form: Smoke (Prerequisite: *Altered Form: Smoke*): If you come into contact with mist, fog or smoke you can heal 1 wound per round with a successful Power Check. Alternatively, you can temporarily boost your Strength by 2 die steps or grow 1 size category per success and raise on your Power Check.

Altered Form: Water (Vigor or Spirit):

"I have no idea how he got out of here. He'd have to be able to squeeze down that drain pipe. HAHA, I'd like to see that!"

You can transform your body into water as a standard action. You are immune to all physical damage while in water form and gain the benefits of the *Aquatic* Super Edge. Energy attacks still harm you.

Advanced Altered Form: Water (Prerequisite: *Altered Form: Water*): If you come into contact with a body of water you can heal 1 wound per round with a successful Power Check. Alternatively, you can temporarily boost your Strength by 2 die steps or grow 1 size category per success and raise on your Power Check.

Animal Control (Smarts or Spirit):

Aqua Man: "Hey guys, what should I do?"

Super Man: "Oh, right, Aqua Man... Why don't you go talk to some fish?"

You can make a Power Check (opposed against the target's *Spirit* roll) to control any animals up to 1 mile away. You can speak with any animal you come in contact with. A controlled animal will do virtually anything you wish, including attacking targets you indicate.

Each Additional Edge: The range of your power is multiplied by 10

Animation (Spirit or Smarts):

"People say that place is haunted... You know, things moving around on their own and stuff? Spooky."

You can make a Power Check to animate an inanimate object and force it do your bidding. Intelligent objects (such as robots) are allowed to oppose the roll with a *Spirit* check. You can affect any object up to 25 lbs. in size. Animated objects can move at *Pace* 6. You must be in line of sight contact with the animated object at all times.

Each Additional Edge: The weight you can affect is multiplied by 4

Animorph:

"I don't know who or what the hell that was! He looked like a lion-man or something. Craziest thing I ever saw!"

You are a part animal, part human hybrid with characteristics of both species. You are able to transform into your animal visage at will. Your animal visage gives you a -2 to Charisma but grants you affinity with animals of a similar type so that they will regard you in a friendly manner. You are able to communicate with animals of the same type telepathically or pheromonally.

Aquatic:

"He's got to come up for air sometime, right?"

You can breathe underwater, gain a +2 on all *Swimming* rolls and have a *Pace* underwater equal to your *Swimming* skill (i.e. if your *Swimming* die is d10 your *Pace* is 10). You must immerse yourself in water once every 24 hours or suffer *Fatigue*.

Arcane Blast (Smarts or Agility):

"Allakhazam!"

You can shoot bolts of pure magical energy at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of Magic damage.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Armor:

"Save your ammo. She just walked right past a rifle brigade without getting scratched."

Your body is covered with some sort of special armor that is highly resistant to damage. Your Armor rating is increased by +4 and you enjoy the protection of Heavy Armor. This does not stack with normal, wearable armor.

Each Additional Edge: Your Armor rating is increased by +4

Arrow Blast (Agility):

"Bullseye!"

You can shoot or throw arrows, crossbow bolts, knives or throwing stars at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of Kinetic damage. Your Arrow Blast has unlimited ammunition.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Barefisted Attack (Strength)

"...Did you see that? He just dropped that guy in one punch... And that guy was HUGE."

Your fists and feet are deadly weapons. Your unarmed melee attacks inflict STR+2d6 Damage and count as Heavy Weapon damage.

Each Additional Edge: Your damage increases by 1d6

Beast Attack (Strength)

"He was like some kind of wild animal. These huge claws sprouted out of his hands and he tore up the whole room."

You possess some form of natural weaponry (i.e. claws, fangs, talons, etc.) that you can use as a melee attack. Your melee attack inflicts STR+2d6 Damage and counts as Heavy Weapon damage. Your attacks have an Armor Piercing value of +1.

Each Additional Edge: Your damage increases by 1d6 or you gain an additional +1 to Armor Piercing

Broadcast (Smarts or Spirit):

"You should've used a land line... I just accessed all of your bank accounts and downloaded your contact files. Your colleagues aren't going to be very pleased with you."

You can make a Power Check to tap into, produce and negate radio, wireless and television waves within 1 mile. You can channel high-frequency waves to microwave a target within 12 squares. Your Power Check equals the amount of damage you inflict; Broadcast damage is armor piercing and is considered both Sonic and Radiation energy for purposes of resistance.

Each Additional Edge: Multiply your effective range by 10 and increase your microwave range by 12 squares.

Burrowing (Strength):

"Well as crazy as it sounds, it looks like the perp dug his way into the vault... Through a yard of steel."

You can move through earth and stone at your normal movement rate. You can move through metal at half your normal *Pace*. While underground you are immune to most forms of attack.

Each Additional Edge: Your burrowing pace is doubled

Chameleon (Vigor or Spirit):

"Evening, Dr. Smith. Say, didn't you just sign in 2 minutes ago?"

You can polymorph yourself into any creature you wish that is approximately man-sized. You do not gain the powers of the creature you are emulating but you do gain their natural qualities (i.e. claws, wings, hide, fangs, gills, etc.). More difficult forms may impose a Power Check at the Game Master's discretion.

Cold Immunity:

"Don't you want a coat or something?"

You are immune to freezing, ice blasts, the coldness of space, liquid nitrogen, etc.

Copycat (Smarts or Spirit):

"That's a neat trick... I think I'll do that too."

With a successful Power Check (opposed by the target's *Spirit* roll) you can mimic the effects of any Super Power you can touch for up to 6 hours. You can only mimic one power at a time.

Copycat, Advanced (Prerequisite: *Copycat*): You can mimic any power that you can see. You can mimic multiple powers at once by substituting mimicked powers for other powers you possess (swapping a Super Edge for another Super Edge). Mimicked powers last for 1 full day.

Damage Field: Cold (Strength or Spirit):

"Alright, I warned you guys to unhand me – now, CHILL OUT!"

You can surround yourself with a field of freezing air as a standard action. Your cold aura inflict 2d6 points of Cold damage, plus an additional 1d6 points for each success and raise on your Power Check. Anyone standing adjacent to you or striking you is slowed.

Damage Field: Fire (Strength or Spirit):

"Honest, we had him hog-tied with heavy rope and then WHOOSH he went up like a bonfire and torched them right off."

You can surround yourself with a field of flames as a standard action. Your flames inflict 2d6 points of Heat damage, plus an additional 1d6 points for each success and raise on your Power Check. Anyone standing adjacent to you or striking you is burned.

Damage Field: Thorns (Strength or Spirit):

"...I'll be picking thorns out of my ass for a week!"

You can surround yourself with a field of sharp thorns and brambles as a standard action. Your thorns inflict 2d6 points of Piercing damage, plus an additional 1d6 points for each success and raise on your Power Check. Anyone standing adjacent to you or striking you is pierced and becomes immobilized unless they succeed in passing an opposed *Strength* check.

Diehard:

"I shot him six times! Six times! Where the hell did he get up and go off to?!"

You can sustain 2 additional Wounds before becoming incapacitated.

Each Additional Edge: You can sustain 2 more Wounds

Duplication (Spirit or Smarts):

"How about I just give myself a hand?"

You can create a copy of yourself as a standard action. Copies behave as Extras. Your duplicate must remain within 10 squares of you at all times.

Duplication, Advanced (Prerequisite: *Duplication*):

You can create up to 5 duplicates of yourself that must stay within line of sight range.

Earth Control (Vigor or Spirit):

You can shape and control earth and stone. The range of your control is a Small Blast Template radius up to 12 squares away. With a successful Power Check, you can grapple and crush a target with controlled dirt and rock (opposed against the opponent's Fighting or Shooting roll). You can also form simple barriers, pits and ramparts out of earthen material.

Earth Control, Advanced (Prerequisite: *Earth Control*): Your Earth Control range increases to 24 squares and a Large Blast Template area. You can glide on a wave of controlled matter, doubling your *Pace*. As a standard action you can armor yourself in rock and stone, increasing your Armor rating by +2 points for each success and raise on your Power Check. This armor qualifies as Heavy Armor.

Earthquake (Strength or Spirit):

"You have one hour to give in to my demands, or I promise you I will split the San Andreas fault wide open!"

With a successful Power Check (opposed against the target's *Agility* roll) you can open a 12 square long crack in the ground. All targets caught in the crack are *Shaken*. If your power is used near an active fault line, it immediately triggers a d4+3 Richter Scale quake.

Volcano (Prerequisite: *Earthquake*): With a successful Power Check you can use fissures to swallow targets whole, inflicting crushing damage every round until they are freed. You can also create a geyser of lava that inflicts 3d10 points of heat damage in a Small Blast Template radius.

Electricity Immunity:

"Umm, I don't know what to say... He, uh, survived the electric chair."

You are immune to lightning, tasers, power surges, electric chairs, etc.

Electricity Control (Smarts or Spirit):

"Hey! How come that thing always works for you? It's always running out of batteries when I use it."

With a successful Power Check you can generate and manipulate electricity in a Small Blast Template area up to 12 squares away. You can use your power to render electrical devices temporarily inoperative or to temporarily power a device that has run out of energy.

Electricity Control, Advanced (Prerequisite: *Electricity Control*): You can exercise electricity control over a Large Blast Template radius up to 24 squares away.

Empathic Control (Smarts or Spirit):

"Are ya' feeling me now?"

With a successful Power Check (opposed by the target's *Spirit* roll) you can manipulate the emotional state of a target within a 12 square radius (i.e. making happy people sad, angry people calm, etc.) You can read people's emotions and cause targets to become *Shaken* by emotional conflict.

Empathic Control, Advanced (Prerequisite: *Empathic Control*): You can exercise empathic control over a Large Blast Template radius up to 24 squares away. With a successful Power Check you can induce radical emotional changes and completely corrupt a target's most dearly held values.

Explode (Vigor or Spirit):

"He looked like he was going to have an aneurysm or something and then all of a sudden – BOOM, he took out half a city block!"

You can make yourself explode and then reform unharmed. You must prime yourself for 1 round, after which you inflict 3d6 points of Heavy Weapon damage, plus 1d6 for each success and raise on your Power Check. The blast covers a Medium Blast Template centered on you and knocks targets back 1d4 squares.

Each Additional Edge: Increase damage by 1d6 or increase the size of the blast radius

Extra Action:

"Careful, this one is quick. Let's try to surround him."

You may take one additional action per round without a multi-action penalty. Taking this Edge once means you can make 2 actions without penalty or 3 at -2 to each. You cannot perform the same action more than once per round (i.e. you can't shoot with the same gun twice).

Each Additional Edge: You can perform 1 additional action without multi-action penalty

Repeat Action (Prerequisite: *Extra Action*):

This allows you to perform the same action twice in the same round (i.e. shoot, fight, etc.) without penalty. In this case, you *can* shoot with the same gun twice.

Extra Limbs:

"Need a hand?"

You have an additional limb (i.e. arm, tail, leg, tentacle, etc.) You can take an additional action with this appendage at no multi-action penalty. Your limb has a +1 Reach.

Each Additional Edge: You acquire another limb.

Fire Absorption (Vigor or Spirit):

"I've never seen anything like it... We hit him full-on with the flamethrower and somehow he blocked it with his hand. He wasn't even smoking afterward!"

Make a Power Check to ignore Wounds from any heat source. Each success and raise removes 1 Wound.

Fire Absorption, Advanced (Prerequisite: *Fire Absorption*):

You can store absorbed Wounds to project a fire damage field for 3 rounds. You can also boost the damage of Fire Blasts with absorbed fire wounds. Each Wound stored generates 1d6 points of Fire damage.

Fire Blast (Agility):

"...Hold on! If they won't come out willingly I'll just have to smoke them out!"

You can shoot bolts of fire at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of heat damage. Combustible targets struck by a Fire Blast start to burn, sustaining 2d6 points of damage per round for 3 rounds (or until the flames are doused).

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6. Extra damage dice do not apply to burn damage.

Fire Control (Smarts or Spirit):

"I don't know how she did it but our guys never would have made it in there if she hadn't put out those flames."

You are able to generate and manipulate flames. With a successful Power Check you can manifest fire in a Small Blast Template area up to 12 squares away. The damage inflicted by this energy is determined by the result of the Power Check. Alternatively, you can make a Power Check to suppress, negate or amplify a similar quantity of fire. Any target hit by your flames starts to burn, sustaining 2d6 points of damage per round for 3 rounds (or until the flames are doused).

Fire Control, Advanced (Prerequisite: *Fire Control*):

You can affect Large Blast Template areas up to 24 squares away with your flames. You are immune to fire damage.

Fire Immunity:

"That guy is nuts! First he doused himself with gasoline, then he lit himself on fire and came waltzing in here like he was going for a Sunday stroll."

You are immune to fire, lasers, lava, explosions, the heat of the sun or any other source of heat damage.

Fear (Smarts or Spirit):

"I... I... I don't know what the hell that was but don't send me back in there!"

Your appearance is fear-inspiring. A successful Power Check (opposed by the target's *Guts* skill roll) causes all targets within view of you to become Shakened.

Bogeyman (Super Edge; Prerequisite: *Fear*): Your touch, with a successful Power Check opposed against the target's *Guts* skill roll, causes your target to pass out from fear. If, in addition, you have "The Drop" on your target, they suffer a heart attack and will die without medical attention.

Fear Immunity:

"I can't tell if he's brave or crazy, but I'm glad he's on our side."

You are immune to Fear and cannot be Intimidated or frightened by Things Man Was Not Meant To Know. You never need to make a *Guts* check and are immune to any emotional manipulation that would cause you to be afraid.

Flight (Agility, Smarts or Spirit):

"She went that way! [pointing to the sky]"

You can fly at Pace 6.

Each Additional Edge: Multiply your flight pace by 2

Force Control (Strength, Smarts or Spirit):

"She said she called herself the 'Ruby Enchantress' or something.. Then she whammied me and the boys up with some kind of red energy. I dunno what that was all about..."

You can create and manipulate force fields of pure energy. With a successful Power Check you can use this to form a shield against attacks (negate wounds), to bludgeon a target with pure force or to grapple someone with bands of force. You can form simple shapes with your force field (i.e. a hammer, a fist, a bubble, a dome, etc.). You can project force up to 12 squares away.

Force Control, Advanced (Prerequisite: *Force Control*): You can affect Large Blast Template areas up to 24 squares away with your force fields. You can create a wave of force that gives you limited flight capability (Pace 12).

Force Field (Spirit, Vigor or Strength):

"Shields up! OK, let's do this!"

You can generate a field of energy around your body that deflects incoming projectiles. You gain a +4 bonus to dodge ranged attacks.

Each Additional Edge: Increase your dodge bonus by +4

Gravity Control (Strength, Smarts or Spirit):

"What goes up... Sometimes stays there."

You can create and manipulate gravity fields. With a successful Power Check you can use this to levitate objects, pin targets under crushing force or modify local gravity conditions to make them suitable for humans. You sustain no damage from falling. You can project gravity up to 12 squares away.

Gravity Control, Advanced (Prerequisite: *Gravity Control*): You can affect Large Blast Template areas up to 24 squares away with your force fields. You can surround yourself with a field of anti-gravity that grants you limited flight capability (Pace 12).

Growth (Vigor or Spirit):

"Why don't you pick on someone your own size?"

With a successful Power Check you can increase your size category by 1, equivalent to a 7 ½ foot tall, 350 lbs. human. Each increase gives you a one die rank increase to *Strength* and *Vigor* and increases your *Pace* by +2.

Each Additional Edge: You can increase your size category by 1 more level per success and raise

Healing (Smarts or Spirit):

"...One minute he was lying there bleeding out and then she put her hands on him and his wounds just... closed. It was a miracle!"

You can make a Power Check to heal 1 *Wound* per round. Healing a wound generates one level of *Fatigue*, which can be ignored if the check succeeds with a Raise. The healer must be within touch range of the target. Alternatively, the healer can remove the *Shaken* condition from all targets in a Medium Blast Template area.

Healing, Greater (Prerequisite: *Healing*): You can use your healing power to remove permanent injuries. Your healing power can be transmitted up to 12 squares away.

Heavy Gun (Agility):

"I have a lock on the target. Would you like me to fire?"

You carry some sort of heavy gauge, large bore cannon capable of firing military-grade munitions. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 3d6 points of Kinetic damage. Your Heavy Gun has unlimited ammunition. Shots from the Heavy Gun cause 1d4 squares of Knockback.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Heightened Senses (Smarts or Spirit):

*"Come now, I *totally* saw that one coming."*

Gain a +4 bonus to all *Notice* rolls. You are aware of attacks before they hit and can make a Power Check (opposed against the opponent's *Fighting* or *Shooting* roll) to dodge incoming blows or avoid traps. Your senses are not impaired by obscurity (i.e. mist, darkness, etc.)

Weird Sense (Prerequisite: *Heightened Senses*): You have an extra sense beyond the typical 5 that allows you to see magical auras, illusions, electrical fields, bio signatures, the living dead, etc. The range of your senses is 2x farther than the typical person. You can see through non-leaded substances up to a thickness of 1 foot per success and raise on your Power Check. You can also make a Power Check to see microscopic features.

Ice Blast (Agility):

"It's my job.... To freeze you!"

You can shoot bolts of ice at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of Cold damage. Targets struck by an Ice Blast are slowed for 3 rounds; they must redraw any face cards they receive during initiative.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Ice Control (Vigor or Spirit):

You can create and manipulate quantities of ice. With a successful Power Check you can manifest ice in a Small Blast Template area up to 12 squares away. You can use this manifested ice to form walls, create slippery ice patches or freeze targets solid (opposed by the target's *Vigor* roll). Frozen characters gain 1 *Fatigue* level per hour until they pass out, at which point they are at risk of frostbite and hypothermia. Alternatively, you can use this power to reshape existing quantities of ice forming complex shapes such as dwelling spaces and furnishings.

Ice Control, Advanced (Prerequisite: *Ice Control*): You can affect Large Blast Template areas up to 24 squares away with your ice control power. You are immune to Cold damage.

Illusion (Smarts or Spirit):

"...Do you think that's air you're breathing?"

You can create imaginary images and sounds that occupy a 4 square area. This includes making things appear to vanish. With a successful Power Check (opposed by the target's *Smarts* roll) you can either *Shaken* a target or make a target miss you in combat.

Greater Illusionist (Prerequisite: *Illusion*): Your illusions can occupy a 48 square space and are convincing enough to cause Psychosomatic Trauma. Any target wounded by an illusionary adversary gains Fatigue levels instead of Wounds; if a target is "killed" by an illusion they fall unconscious.

Intangibility:

"Can't touch this!"

You can make yourself incorporeal as a standard action. You can still be detected by sight but cannot be touched, smelled, heard or harmed by physical attacks. While incorporeal you pass through solid objects and cannot attack. You can extend your intangibility power to any person or object that you embrace. Rematerializing inside of a solid object (including other people) causes 1d4 wounds to both yourself and the target.

Phaser (Prerequisite: *Intangibility*): You can shift your phase state as a free action, enabling you to unphase, attack, and rephase in a single round with no multi-action penalty.

Inter-Dimensional Being (Smarts or Spirit):

*"Here give it to me. I know a place where *nobody* will find it."*

As a standard action, you are able to open a temporary gateway to a pocket dimension with a successful Power Check. You can safely hide in this dimension to avoid detection or harm. Others are able to pass through your gateway while it remains open.

Inter-Dimensional Being, Greater (Prerequisite: *Inter-Dimensional Being*): You can open gateways to Interspace, the 11th dimension. 1 hour of travel in Interspace is equal to 1 day's worth of travel in normal space. With a successful Power Check (opposed by the target's *Agility* roll) you can open a Dimensional Rift that sucks any single target within 12 squares into Interspace. Targets trapped within a Rift remain there until combat ends.

Interface (Smarts or Spirit):

"I'm telling you the logs don't show anything! Whoever hacked us was very, very good."

You can automatically access any secured computer or information system that you can touch. With a successful Power Check you can override complex counter-intrusion programs, rewrite sub-routines and copy or modify master data – all while hiding any trace of your presence.

Invisibility:

"I thought you said he was in here?!"

You can render yourself invisible as a standard action. You can still be detected by touch, sound and smell. You always get "The Drop" on your opponent when attacking and gain a +4 to your Parry and Dodge while invisible. You can extend your invisibility power to any person or object that you embrace.

Vanish (Prerequisite: *Invisibility*): You can render yourself completely undetectable to all normal senses, but Supers with Weird Sense can still detect you. All other benefits of being invisible still apply.

Jinx (Spirit or Smarts):

"After all these years I finally have you where I want you. Mua-ha-ha! Goodbye, Nemesis! [click] Huh? [click] [click] Oh damn, not again!"

You project an aura of bad luck. Whenever an opponent rolls a natural 1 against you, they suffer a spectacular failure. With a successful Power Check (opposed against the target's *Spirit* roll) you can cause something unlucky to happen to a target within 12 squares range. If you can't think of anything unlucky to have happen to a target, simply have them slip and fall prone or lose a Benny.

Jinx, Advanced (Prerequisite: *Jinx*): You can exercise your aura of bad luck over a Large Blast Template area up to 24 squares away.

Kinetic Absorption (Vigor or Spirit):

"I want you to hit me as hard as you possibly can."

Make a Power Check to ignore Wounds from any Kinetic source (i.e. punches, kicks, gunshots, etc.) Each success and raise removes 1 Wound.

Kinetic Absorption, Advanced (Prerequisite: *Kinetic Absorption*):

You can store absorbed wounds to boost the damage of melee attacks for up to 3 rounds. Each Wound stored generates 1d6 points of extra damage.

Kinetic Immunity:

"...I swear, when you hit him it's like you're punching a mountain..."

Your Super is immune to punches, kicks, gunshots, stab wounds, car crashes, falling damage, ramming into brick walls – basically anything involving velocity and impact. You are also immune to knockback.

Super Leaping (Agility or Strength):

"I'm trying to get him, Boss, but he ain't holdin' still"

You can leap 4 squares vertically and 8 squares horizontally. You can fall a number of squares equal to your vertical jump without hurting yourself. A successful Power Check (opposed against your opponent's *Fighting* or *Shooting* roll) allows you to dodge an incoming attack.

Each Additional Edge: Double the number of squares you can leap.

Life Drain (Spirit or Vigor):

"[Removes glove] Now I shall FEED upon your ESSENCE!"

Every time you inflict melee wounds on a target you absorb the target's life energy, healing 1 of your own Wounds.

Light Control (Vigor or Spirit):

"That's odd.... All the light bulbs must have burned out?"

You can produce and control light over a Large Blast Template area centered on you. With a successful Power Check (opposed by the target's *Agility* roll) you can dazzle a target causing them to become *Shaken*. You can suppress all light in an area if you wish to create a zone of absolute darkness.

Light Control, Advanced (Prerequisite: *Light*): Your light is sufficiently strong to permanently blind a target and can kill vampires. Your light illuminates the character's entire surroundings (the whole battlemat). With a Power Check you can create free-floating globes of light that travel with whomever you designate, providing illumination for 1 full day.

Lightning Blast (Agility):

"ZOT! Oh I bet that hurt!"

You can shoot bolts of lightning at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of Electric energy damage.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Luck (Smarts or Spirit):

"No seriously, you should put it all on 23. That pays out all the time."

You are super lucky and regular games of chance are trivial to you. Every time you use a Benny roll a d6; if you roll a 6 you get to keep the Benny. With a successful Power Check (opposed against your opponent's *Fighting* or *Shooting* roll) you get a lucky break that allows you to evade an incoming attack.

Luck, Greater (Prerequisite: *Luck*): You can freely share your Bennies with others and recover spent Bennies on a roll of 5 or 6. You can exert your Luck powers over a 12 square range.

Magic Immunity:

"Your parlor tricks won't work on me, Wizard"

You are immune to any power created by a magic spell.

Magnetic Control (Vigor or Spirit):

"My, my, my, it seems as if you have an unusual amount of IRON in your diet, my poor friend."

You can create and manipulate electromagnetic fields over a Small Blast Template radius up to 12 squares away. With a successful Power Check you can use this to attract or repel metallic objects at high velocity and interfere with electronic detection equipment. So long as you are not flat-footed you can passively repel bullets.

Magnetic Control, Advanced (Prerequisite: *Magnetic Control*):

You can affect Large Blast Template areas up to 24 squares away with your electromagnetic control. By pushing against trace amounts of metal in your surrounding environment you gain limited flight capability (Pace = 12).

Malfunction (Smarts or Spirit):

"Forgot to install the latest Service Pack, eh?"

With a successful Power Check you can cause any technological device you can touch (i.e. computer, robot, cyborg, laser gun, vehicle, etc.) to shut down. More complex devices may apply a penalty to your check. Any technological device being used or held by a person can oppose the Power Check by using the wielder's *Spirit* roll.

Malfunction, Advanced (Prerequisite: *Malfunction*): Your power operates over a 12 square range. You can cause technological devices to overload and explode violently over a Small Blast Template radius. Instead of shutting down or destroying a technological device, you can take remote control of it.

Martial Arts:

*"When last we met I was only a student, now *I* am the Master."*

You are a martial arts master. In addition to gaining a +4 bonus to all *Fighting* rolls you gain a +2 *Parry* and can never be swarmed or flanked. Any time someone misses you in melee combat you can riposte and take a free attack against them.

Mind Control (Smarts or Spirit):

"These aren't the droids you're looking for."

You can communicate telepathically with any sentient being inside of a 12 square radius. With a successful Power Check (opposed against the target's *Spirit* roll) you can read someone's surface thoughts or force a single target to obey any reasonable request.

Mind Control, Advanced (Prerequisite: *Mind Control*): Your mind control powers have a 24 square range. With a successful opposed Power Check you can erase a target's memories, ride along in their minds to sense what they sense, or force a single target to obey a self-destructive request.

Minions:

"She won't get her hands dirty... She'll just send in her costumed goons to take care of business."

You are attended by 2 Super Flunkies who do whatever you bid. They are equipped with whatever standard gear you wish. Flunkies can be summoned from thin air and will be replaced within 24 hours of being killed.

Each Additional Edge: The number of Flunkies you have doubles.

Necromancy (Smarts or Spirit):

"Rise and feast, my minions!"

With a successful Power Check you can transform any man-sized corpse into a Zombie under your full control. You can control a number of zombies equal to your power die.

Necromancy, Advanced (Prerequisite: *Necromancy*): You can make zombies from the corpses of huge creatures. You are able to create intelligent, free-willed Undead, including Vampires. The number of zombies you can control at once is equal to 2x your power die.

Negation (Smarts or Spirit):

"Right now I bet you're wondering where your vaunted Super Strength has gone... Let's just say I have a way of leveling the playing field."

On a successful Power Check (opposed by the target's *Spirit* roll) you can temporarily nullify a target's Super Powers or Attributes. Each success and raise suppresses a single Super Edge for the duration of one combat. The target gets to decide which powers are affected. Range is touch. This Power does not work on devices.

Negation, Advanced (Prerequisite: *Negation*): Your negation power works over a 12 square range. Affected powers are suppressed for a full day. For each success and raise 2 Super Edges are affected (target's choice).

Pain Touch (Strength or Spirit):

"I had hoped it wouldn't come to this but you leave me with no choice... [Removes glove]"

Your touch is harmful. Make a Power Check (opposed against the target's *Vigor* roll) to inflict 1 Wound and render your target Shaken. Your touch can destroy 20 lbs. of matter.

Death Touch (Prerequisite: *Pain Touch*): Your touch is deadly. Make a Power Check (opposed against the target's *Vigor* roll) to instantly kill your target or to inflict malignant cancer, which will kill the target in 1d6 hours.

Photon Blast (Agility):

"Everyone close your eyes! This might sting a little."

You can shoot laser beams at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of Heat and Light energy damage. Targets with light-sensitive eyesight are dazzled, causing them to become Shaken regardless of the damage received. Vampires struck by this attack are killed outright.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Plant Control (Vigor or Spirit):

"Spirits of Nature and Ghosts of the Wood, I bid thee to rise up and crush these invaders!"

You can shape and control any plants and vegetable matter (such as wood). The range of your control is 12 squares. With a successful Power Check, you can grapple and crush a target with controlled matter. Alternatively, you can use controlled matter to block an incoming attack with a successful Power Check (opposed against the opponent's Fighting or Shooting roll).

Plant Control, Advanced (Prerequisite: *Plant Control*): Your Plant Control range increases to 24 squares. You can meld your body inside of trees to achieve total invisibility. As a standard action you can armor yourself in vines and wood, giving you +2 Armor points for each success and raise on your Power Check. This armor qualifies as Heavy Armor.

Poison Immunity:

"I swear we pumped that guy full of enough Sodium Pentathol to tell us his darkest secrets. He's not even slurring."

You are immune to venom, drugs, disease (including cancer), hangovers, etc.

Powers Immunity:

"You don't want to be anywhere near him... He's a damned Super killer. None of your powers will be able to touch him..."

You are immune to all Super Powers except those from the *Open*, *Nature*, *Magic*, *Tech* and *Combat* pools.

Psionic Blast (Smarts or Spirit):

"All she did was stare at him all intense-like and then suddenly he just... started bleedin' out of his eyes..."

You can channel a blast of destructive psychic energy at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of psionic damage. Psionic Blasts ignore all armor but can only affect sentient targets; most Constructs are immune to psionic damage. Targets hit by a Psionic Blast suffer a temporary 1 level decrease to their Smarts die for 3 rounds.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Psionic Immunity:

"It's strange... I can't read him at all. It's like his mind is completely... Blank?"

You are immune to mental attacks, mind control, mind reading.

Radiation Blast (Agility):

"...Hold on! If they won't come out willingly I'll just have to smoke them out!"

You can shoot beams of hazardous radiation at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of heat and radiation damage. Your attack gains a +2 bonus to hit and causes Radiation Sickness in any target that is wounded.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Radiation Immunity:

"Here, give me the tools. I'll go close that reactor breach."

You are immune to nuclear fallout, gamma radiation, x-ray radiation and vision, nuclear waste and radiation sickness.

Regeneration:

"Don't worry about me; I'll be ok in just a minute."

With a successful *Vigor* check you can heal 1 Wound per minute.

Regeneration, Super (Prerequisite: *Regeneration*): You can make a free soak roll as soon as you are damaged to instantly heal wounds.

Seismic Slam (Strength)

"When he punched the car he not only stopped it... He shattered the engine block and sent it flying about 20 feet backwards."

Your melee attacks have the strength of the Earth behind them. Your punches inflict STR+2d6 Damage and count as a Heavy Weapon. Targets struck by your Slam attack are Knocked Back 1d4 squares.

Each Additional Edge: Your damage increases by 1d6 or your knockback is increased by one die type

Shadow Blast (Agility or Spirit):

"I don't know what happened... He hit us with something dark and by the time we could see again the files were gone."

You can shoot bolts of negatively-charged darkness at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of Shadow damage. Targets struck by a Shadow Blast have their vision temporarily obstructed, resulting in a -2 to all vision-related Trait Tests for 3 rounds. Supers with the *Heightened Senses* Power are immune to this effect.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Shadow Control (Smarts or Spirit):

"Hmm, that's odd... No stars out tonight."

You can generate and control pure negative energy. You can render a Medium Blast Template area up to 12 squares away completely pitch dark. This darkness is completely impenetrable to all forms of light.

Shadow Control, Advanced (Prerequisite: *Shadow Control*): You can teleport short distances by traveling from one shadow to another (up to 12 squares away). You are able to create Large Blast Template areas of darkness up to 24 squares away.

Shadow Immunity:

"Your darkness cannot harm me. I have walked darker roads than these..."

You are immune to negative energy, life draining attacks and can see perfectly well even in complete darkness.

Shrink (Vigor or Spirit):

"Trust me, I'm pretty sure I'll be able to fit in there."

With a successful Power Check you can reduce your size dramatically, down to 1 foot in size. While shrunk, your Strength and Vigor dice are reduced by 2 steps. Attackers receive a -4 to hit you while you are shrunk. Shrinking requires a standard action.

Shrink, Microscopic (Prerequisite: *Shrink*): You can become the size of a germ and cannot be affected by direct attacks while in this form. You are airborne and can travel virtually anywhere, even inside another being's body.

Sonic Absorption (Vigor or Spirit):

"First I'll need you to turn those amps up all the way and point them at me. Then I'll need you to play... Loud."

Make a Power Check to ignore Wounds from any sonic source. Each success and raise removes 1 Wound.

Sonic Absorption, Advanced (Prerequisite: *Sonic Absorption*):

You can store absorbed wounds to project a sonic damage field for 3 rounds. You can also boost the damage of Sonic Blasts with absorbed sonic wounds. Each Wound stored generates 1d6 points of damage.

Sonic Blast (Agility):

"Alright, you're asking for it... Sonic BOOM!"

You can shoot blasts of destructive sonic energy at a target. This attack counts as a Heavy Weapon, has a range of 12/24/48 squares and inflicts 2d6 points of sonic damage. Targets struck by a Sonic Blast are deafened for d6 hours.

Each Additional Edge: Your effective range is increased by 12 squares or your damage is increased by 1d6.

Sonic Control (Smarts or Spirit):

"..The weirdest thing of all is that they were dead silent. I mean there was absolutely no sound. They could've blown that vault open in a library and it wouldn't have disturbed a soul."

You are able to generate and manipulate soundwaves. With a successful Power Check you can manifest sound in a Small Blast Template area up to 12 squares away. The damage inflicted by this energy is determined by the result of the Power Check. Alternatively, you can make a Power Check to suppress, negate, amplify or change the tonal qualities of a similar quantity of sound. Any target hit by your soundwaves can be deafened for 1d4 hours at the controller's option.

Sonic Control, Advanced (Prerequisite: *Sonic Control*):

You can affect Large Blast Template areas up to 24 squares away with your soundwaves.

Sonic Immunity:

"Are you sure you don't need any earplugs?"

You are immune to hypersonic vibrations, sonic booms, deafness and rock music.

Space Flight:

"I'll meet you at Alpha Centauri."

You are capable of flying in outer space at near light speeds. You can reach planetary destinations in several hours. You can only fly at your normal pace while in the gravity well of a planetary body.

Super Speed (Strength or Agility):

"You can't kill what you can't catch!"

Your *Pace* is doubled. You can make a Power Check (opposed against the opponent's *Fighting* or *Shooting* roll) to dodge incoming attacks.

Each Additional Edge: Your *Pace* is doubled again.

Super Trait:

"...She's stronger, smarter and tougher than anyone else I've ever seen... She's off the charts on every test we can throw at her."

Increase your Super's *Strength*, *Agility*, *Smarts*, *Vigor* or *Spirit* by 1 die type.

Each Additional Edge: Increase your *Strength*, *Agility*, *Smarts*, *Vigor* or *Spirit* by 2 die types.

Super Charisma:

"I don't know how she did it but she somehow managed to walk right in there and disarm the entire Chicago Mafia without even raising her voice."

Your *Charisma* score is increased by 4.

Each Additional Edge: Increase your *Charisma* by +4

Super Toughness:

"I saw the cop hit him full in the face with his nightstick. All it did was make him mad."

Your *Toughness* score is increased by 4.

Each Additional Edge: Increase your *Toughness* by +4

Super Shooting:

"Give him the gun... Give him all the guns!"

You gain a +4 bonus to all *Shooting* rolls. Your guns miraculously never run out of ammunition during combat so you never need to reload.

Super Stealth:

"...What do you mean 'where am I'? I've been standing here the whole time."

You gain a +4 bonus to all *Stealth* rolls. If you remain stationary you can become invisible with a successful Skill Check (opposed against a target's *Notice* skill).

Super Skill:

"...I'm pretty sure if he wanted to he could repair that thing in his sleep."

You gain a +4 bonus to the skill of your choice. Cannot be stacked with *Martial Arts*, *Super Shooting*, or *Super Stealth*.

Stun (Strength or Spirit):

"That guy looks like he got tased or something. I don't know what that other dude shot at him but it went through the room like a freight train."

You have an ability to stun and disable anything with a nervous system. With a successful Power Check (opposed against the target's *Vigor* roll) you can render any target within 12 squares Paralyzed. Paralyzed targets are completely immobile; recovering from Paralysis follows the same rules as recovering from being *Shaken*.

Stun, Advanced (Prerequisite: *Stun*): Your stun power has a 24 square range and can affect all targets in a Large Blast Template area.

Swinging (Agility):

"He certainly does have a flair for the dramatic... Always swinging in and out the window like that."

You can brachiate (i.e. swing on branches or ropes) with a pace of 12. You can move point-to-point 12 squares on the battle mat via grappling line. Your line holds 500 lbs. A Swinger who falls can make an *Agility* check to break their fall. They can also make an *Agility* roll to use their line to grab someone else who is falling.

Teleport (Smarts, Spirit or Agility):

"Hold on a sec, I'll get that... 'K I'm back."

As a movement action you can teleport yourself and anyone you are touching up to 12 squares away.

Each Additional Edge: Your teleport range doubles.

Teleportation, Surgical (Prerequisite: *Teleport*): You have an extreme degree of control over your teleportation power. With a successful Power Check (opposed against the target's *Vigor* roll) you can teleport a target's internal organs out of their body or a CPU out of a computer, for example. This effect only works within 12 squares ever.

Time Control (Smarts or Spirit):

"I command you to STOP! OK, now let's just take that Doomsday Laser out of your hands and... CONTINUE!"

You are able to locally warp the 4th Dimension to a small degree causing a number of time related effects. With a successful Power Check you can 'Timeslip', causing yourself to vanish; you can speed a target up, giving them an Extra Action per round; or you can slow a target down, giving them a -2 to all rolls. Your power has a range of 12 squares.

Time Mastery (Prerequisite: *Time Control*): With a successful Power Check (opposed against a target's *Vigor* roll) you can wither or restore a target, aging or rejuvenating them by 20 years respectively. On a successful Power Check you can also stop time for 1 round or re-roll any single roll made during the round.

Vacuum Immunity:

"What are you doing?! Don't open the airlock!"

You are immune to asphyxiation, choking, depressurized and/or anaerobic environments (like deep space).

Wall Walker:

"But... This is a dead end. Where could he have gone?!"

You can move on vertical or upside-down surfaces at your normal pace, no matter how sheer the surface.

Water Control (Smarts or Spirit):

"Is she surfing... Without a surf board?"

You can cause any bodies of water within 12 squares of you to move as you wish. This includes parting water to permit easy passage, increasing or decreasing the depth of water and causing water to channel in a direction you choose.

Water Control, Advanced (Prerequisite: *Water Control*): You can produce damaging tidal waves that inflict property damage on coastal regions. With a successful Power Check you can move through the water at a Pace of 24 and breathe normally as if you were *Aquatic*.

Weapon Attack (Strength)

"I wouldn't mess with him if I were you. That sword looks like bad news."

You carry some kind of special melee weapon (i.e. a sword, axe, war hammer, power gauntlet, etc). Your weapon attacks inflict STR+2d6 points of damage and count as a Heavy Weapon. Your Reach with this weapon is +1.

Each Additional Edge: Your damage increases by 1d6

Weather Control (Smarts or Spirit):

"She ended the drought -- she must have been sent by the Gods!"

You can change the local weather with a successful Power Check. This requires 1d6 rounds and can only be used outdoors. You can produce clear, sunny skies, driving rain, hurricane winds capable of knocking a grown adult prone or a small cyclone the size of a Medium Blast Template

Weather Mastery (Prerequisite: *Weather Control*): You can call down destructive bolts of lightning for 3d10 damage each, summon a tornado, maintain multiple weather affects at once and gain a limited flight capability (Pace = 12).

EPIC EDGES:

This special category of Super Edges represents high-level powers that should only be available in ultra high-powered settings. These Edges can only be used with the Game Masters permission and are good things to consider giving to Super Villains for their various “*I Want To Conquer The World*” plots.

Author of Fate (Epic Edge; Prerequisite: *Greater Luck*): Once per gaming session you can declare fiat and change any table ruling to be in your favor.

The Big One (Epic Edge; Prerequisite: *Volcano*): You can set off severe earthquakes that register 7 and above on the Richter Scale. This quake has a city-wide effect that causes wide-scale, brutally catastrophic collateral damage.

Bolt of God (Epic Edge; Prerequisite: *Ranged Attack*): Your ranged attack has unlimited range and suffers no long range penalties.

Clone Master (Epic Edge; Prerequisite: *Duplicate*): You can create up to 10 duplicates of yourself with no range limitation. If you die you can transfer your consciousness into any surviving clone.

Colossus (Epic Edge; Prerequisite: *Growth*): You are colossally huge. You can grow to over 100 feet tall and weigh upwards of 30 tons. While in this form your Strength and Vigor are both d12+d12 and your Pace is +20.

Death Aura (Epic Edge; Prerequisite: *Death Touch*): Your mere presence kills everything you come into contact with. Make a Power Check (opposed against the target's Vigor roll) to kill all living things in a 1 square radius. Any object you touch can become imbued with your Death Aura for 3 rounds.

Demi-Being (Epic Edge; Prerequisite: *Phaser*): You are perpetually between phases. You are immune to physical damage sources but can still interact with the physical world and make attacks of your own.

Empathic Demiurge (Epic Edge; Prerequisite: *Advanced Empathic Control*): You are in touch with the emotional states of everyone on the planet. You are able to produce permanent emotional changes in your targets.

Epic Fail (Epic Edge; Prerequisite: *Advanced Jinx*): Whenever an opponent rolls a natural 1, 2 or 3 against you, they suffer a spectacular failure.

Galactic Transponder (Epic Edge; Prerequisite: *Broadcast*): You can pick up and manipulate wireless signals from anywhere in the Milky Way.

Gate Master (Epic Edge; Prerequisite: *Greater Inter-Dimensional Being*): In addition to opening temporary gates, you can maintain a single gate of your choosing permanently. You can create a Dimensional Singularity capable of inflicting city-wide damage. Singularities generate Gravity based crushing damage.

Global Campaign of Terror (Epic Edge; Prerequisite: *Bogeyman*): You can project a global aura of fear.

Mastermind (Epic Edge; Prerequisite: *Advanced Mind Control*): The range of your powers is almost limitless. You can communicate telepathically with anyone in the world and can mind control anyone in your line of sight.

Master Shapeshifter (Epic Edge; Prerequisite: *Chameleon*): You can adopt any form (organic or inorganic) within 2 size categories of your present size. You can perfectly emulate any being down to the DNA level. You can blend the traits of multiple forms to create monstrous adaptations.

Master of Illusions (Epic Edge; Prerequisite: *Greater Illusionist*): With a successful Power Check (opposed by the target's Smarts roll) you can trap a target inside an illusory reality that is completely real to them. While trapped the target cannot move or act; it is as if they are asleep and dreaming. Your illusions can affect entire cities.

Nuke (Epic Edge; Prerequisite: *Explode*): You can set off an explosion the same size as a tactical nuclear burst. A 10 city block radius is affected by the primary shockwave and secondary Radiation Sickness affects a much larger, city-wide area.

Omniscient (Epic Edge; Prerequisite: *Weird Sense*): You have an awareness of everything happening on the planet. With a successful Power Check, you can focus in on a particular person, place or thing you have knowledge of and learn its general location and orientation.

Radiant Being (Epic Edge; Prerequisite: *Advanced Energy Control*): You have mastered the conversion of matter to energy and have become a being of pure energy. You are completely immune to all physical damage and your melee attacks pass through any armor. You are able to convert quantities of solid mass into pure, explosive energy.

Resurrection (Epic Edge; Prerequisite: *Greater Healing*): You can raise the dead. With sufficient modifiers, you can raise someone who has been long dead.

Solar Corona (Epic Edge; Prerequisite: *Advanced Light*): You can emit a light as powerful as the sun. This light can blind anyone within your line of sight and causes secondary radiation damage.

Supernova (Epic Edge; Prerequisite: *Damage Field*): You can flare your damage aura to affect a full city block.

Super Severance (Epic Edge; Prerequisite: *Advanced Negation*): You are able to permanently remove Super Edges from a target.

Supersonic (Epic Edge; Prerequisite: *Speed*): You can run at the speed of sound (~550 MPH). You can generate damaging sonic booms and, with a Power Check, can set your body vibrating at a frequency that will remove all physical restraints (i.e. bindings, cuffs, chains, grapplers, etc.)

Storm God (Epic Edge; Prerequisite: *Weather Mastery*): You are able to affect global weather patterns with a successful Power Check. You can create and end droughts and slowly melt the polar ice caps.

Stun Mastery (Epic Edge; Prerequisite: *Advanced Stun*): You can render any target you touch permanently paralyzed. Your normal stun power can affect an entire city.

Time Travel (Epic Edge; Prerequisite: *Time Mastery*): You are able to journey into Earth's past and future with a successful Power Check (modified by the length of time being traversed). You cannot materially change the past or future, but you can see things and gather information. Not everything you see will necessarily come to pass. Abuse of this power is likely to attract the attention of the Time Lords! If you use this power to travel into the near future you can gain a +4 bonus to your next die roll or avoid 1 attack against you.

Transubstantiation (Epic Edge; Prerequisite: *Advanced Absorption*): When you absorb an energy type you can alter your form (a la "Altered Form") to become that energy type. You may maintain this form as long as you wish, but cannot reassume it until you absorb that energy again.

Web Master (Epic Edge; Prerequisite: *Advanced Malfunction*): Your powers can affect the world's internets. Any networked device can be reached by your power. You can produce self-replicating computer viruses that enslave any machine they come in contact with.

Zombie Master (Epic Edge; Prerequisite: *Greater Zombification*): You can create an unlimited number of zombies. Your zombies automatically *Zombify* anyone they kill.

GEAR:

There is no specific gear table for this setting. You can use what is listed in *Necessary Evil* or in my other super-hero themed setting, *Nighthawks* as a guide.

Most “Gear” is considered to be part of the trappings of a particular character’s Super Powers. If you need to keep track of money and gear accumulation as part of your campaign, feel free to do so.

GAMEPLAY:

This section outlines some suggestions for setting the proper tone in a Super Hero/Super Villain game and is primarily aimed at Game Masters.

CAPERS:

The life of a Super Villain revolves around formulating and executing capers. If your players are playing villains, encourage them to come up with some ideas for capers – the wilder the better. In a villain focused campaign, the capers become the main driver of the action. Help your players develop ideas for capers. When one caper reaches its conclusion, immediately start the next, or try to run multiple capers at once if you like.

To help stimulate ideas for capers you can use the table below. Simply draw three cards from a standard deck of playing cards (Jokers included) and see what sort of wacky combination of descriptors you can come up with. It's up to you to figure out how to build a caper around these descriptors; keep or lose whatever works for you.

Caper Generator

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Construct a Ray-gun	To Destroy	The Government
3	Create a Bio-weapon	To Take Over	The Polar Ice Caps
4	Summon a Demonic Force	To Subvert	The Water Supply
5	Raise an Army	To Steal/Kidnap	The Atmosphere
6	Awaken a Monster	To Poison	The Scientific Community
7	Contact Extra-Terrestrials	To Mutate/Change	Big Business
8	Form a Coalition	To Weaken	All Money
9	Hire another Supergroup	To Relocate	All Energy Reserves
10	Build a Satellite	To Blackmail	All Children
J	Rob a Huge Bank	To Burn/Melt	All Men
Q	Open an Inter-Dimensional Gate	To Manipulate	All Women
K	Develop a Drug	To Purchase	A Continent
A	Broadcast a Subliminal Message	To Freeze/Paralyze	The Human Race
Joker	Generate a Psychic Thought Wave	To Zombify	The Republican Party

Sometimes you don't need a grandiose caper to round out a session, just some random criminal activity for the players to deal with – the sort of stuff any self-respecting hero would pick up over the police scanner. Use this mission generator to come up with random crimes on the fly.

Crime Generator

Card	1 st Draw	2 nd Draw	3 rd Draw
2	A Lone Gunman	Stealing Money	In a Quiet Suburb
3	A Gang of Hoodlums	Molesting Civilians	Downtown
4	A Serial Killer	Stealing a Vehicle	In the Ghetto
5	The Mafia	Robbing at Gunpoint	At the Mall
6	Supervillain Flunkies	Murdering Innocents	At a Government Building
7	Armed Robbers	Destroying Property	At the Zoo/Aquarium
8	Crooked Cops	Kidnapping	At a School
9	Terrorists	Holding Hostages	In an Office Building
10	Hardcore Junkies	Firing Indiscriminately	On a Moving Vehicle
J	Mad Bombers	Mugging	At a Theater
Q	Reckless Drivers	Fleeing the Scene	In the Park
K	A Para-military Group	Committing Arson	At a Police Station

A	Professional Assassins	Fighting the Cops	In a Bank
Joker	A Novice Supervillain	Attacking Authorities	In a Dangerous Pursuit

CHARACTER ADVANCEMENT:

In a Super Powered setting, the notion of character advancement is very different than in more traditional role-playing settings. A novice Super starts off tougher than just about the toughest sword-and-sorcery or pulp hero you can envision. Their basic powers far exceed what can be accomplished with regular Edges. This begs the question: what do Supers have to aspire to?

Another peculiarity is the fact that in most role-playing games it is normal for a character to become stronger and more capable as they survive and mature, but a Super should ostensibly be as tough as they're ever going to be at the moment of their creation (barring exceptional, story-driven circumstances). This can be de-motivating. Why strive to better yourself if you're already completely awesome?

In this setting these issues can be dealt with a couple of different ways. For one, focusing on non-experience point based rewards is important. Super Villains always need to make piles of money so that they can hire flunkies and buy lairs. Super Heroes should always be trying to improve their public image, expand their reputations and garner fame.

In a long running comic series, it's not uncommon to see a popular Hero undergo dramatic transformations as they come into contact with powers greater than their own. To account for this, once every Tier (Novice, Seasoned, Veteran, etc.) a Super gains one additional Super Edge to spend in any Power Pool they have access to. At this time, they can also elect to swap out a single Super Edge for another if they wish.

At the Game Masters discretion, you can also allow a character to swap out an entire Power Pool for any other Pool and to freely re-spend all of the Super Edges from the Pool being replaced. Radical transformations of this sort should only be allowed under extraordinary, campaign-driven circumstances since it could lead to some potentially game-breaking power combinations.

Try to wrap the acquisition of new powers and power sets into a character's narrative based on the background they have chosen. For example:

Background	Narrative Device
Mutant	Unstable mutation continues to evolve; character exposed to a mutagen source; after being subjected to extreme stress a new power is "awakened"
Construct	Construct is rebuilt/re-tooled after a traumatic event; construct receives upgrades; fitted with a new and improved energy source
One Percenter	Character undergoes intense physical training with a new master; new gadget or device built
Alien	Mysterious alien power source transforms the character; natural evolution of Alien DNA; rare super-technology obtained
Transhuman	Character is subjected to a high dose of experimental particles/energy; injected with an exotic serum; a forbidden passage is read from an ancient tome

CREATING A PROPER COMIC BOOK NARRATIVE:

In this setting more so than some others telling a good story should take precedence over whether or not the players "win" a particular scenario. Game Masters should constantly be on the lookout for opportunities to heighten the drama, raise the stakes and put the players in cliffhanger situations. However, and this is important, this should be a "low lethality" setting. Killing characters kills the story. A player who is not playing deflates the excitement in the room. The threat of mortal danger should be

saved for the final chapter of a story as the action builds to a climax. If a character is in a situation where his or her life is in jeopardy, consider “knocking out” the character instead of killing them outright. In some cases, this may be the perfect way to raise the tension of a scenario without making everyone fear for their lives.

If a character is “knocked out” how do you keep them involved and interested in the game? You have a couple of options here:

- You could let the player take over a Flunky until their character is back in play. Flunkies under the temporary control of a player gain a Wild Card die (becoming a ‘Super Flunky’)
- Let the player help the Game Master control Villains in larger battles.
- If no Flunkies or spare Villains are in play consider introducing a surprise sidekick into the mix. If the player has a spare character in their folder who isn’t on the scene, write them into the story. Have them suddenly swing in through a window in dramatic fashion and join the fight.

To create a Comic Book feel, break your scenarios down into Chapters or Episodes. This accomplishes two things: it creates a lot of natural break points in the narrative where you could stop the action, take breaks, etc. and it condenses the action into focused bursts. Think of it in terms of scripting an action film: you want each Episode to be built around a “set piece”, a major action scene with stunts and effects. This gives each Episode a sense of urgency and gives the players lots of opportunities to do heroic things.

Allow characters to do improbable things. In some game settings, a high premium is placed on ‘realism’, on doing things that seem plausible and don’t offend our rational sensibilities. This is not that setting. If anything, this world obeys the rules of ‘light realism’ – it resembles reality but plays fast and loose with natural laws. If a character wants to attempt a crazy physical stunt where they bounce off walls and spin through the air, let them do it without penalty, just keep it as a standard roll. Let the players be imaginative with the action. Remember that the Game Master can do this with their Villains too.

Embrace the notion of recurring adversaries. If the players defeat an opponent or foil their scheme have the opponent make a getaway so that they can fight another day. If it is the final Episode of a long scenario you might allow the players to capture or incapacitate their opponent. If they want to kill their opponent, that is perfectly fine, but death always has repercussions – that opponent probably has allies who will seek revenge for such actions.

Being good doesn’t mean being a boy scout. If you want to play things that way, that’s fine, but just because you work on the side of law doesn’t mean you have to hand out flowers to old ladies. If a ‘good’ character wants to rub out a persistent adversary or beat up a couple of cops who are in their way, they can do this without any sort of metagame penalties. All repercussions should be in game (i.e. mess with the cops and they will consider you a crook). Encourage players to stick to a common behavior theme but don’t penalize them harshly when they have a personality lapse. The flip side of this is also true: not all ‘bad guys’ need to be slaving psychopaths.

EXTRAS VS. WILD CARDS:

Savage Worlds lends itself nicely to the notion that player characters are above average individuals. They tend to be stronger, faster, more skilled and luckier than the average guy. In this setting, it is important to make sure that this separation is very pronounced. A Wild Card should be head and shoulders above any Extra in the game. You should almost never have a case where a mere Extra takes down a Wild Card with a lucky shot. Super Heroes and Arch Villains simply don’t go out that way.

Take away the “mob bonus” from Extras. Normally, a character would get a +1 to attack for each character that assists them in a fight. Because Flunkies will always have a numerical advantage over Wild

Cards, take this bonus away to avoid having underwhelming battles where the super characters simply get dog-piled.

Any time an Extra would inflict a Wound on a Wild Card, immediately give the Wild Card a soak roll for free. The character would still be Shaken, but it would help to avoid the anti-climax of getting incapacitated by an otherwise trivial encounter.

If a Wild Card fails their soak rolls and become 'Killed' by an Extra, they are simply "knocked out" and fall prone. They can be revived with a simple Heal check.

Any time a Wild Card hits an Extra, the Extra should fly bodily through the air and land prone. Even if a Wild Card doesn't have a knockback attack, this heightens the feeling that they are super powered and creates the opportunity for some comedic moments (i.e. a Flunky flying into another Flunky, creating a domino effect). Extras always fly 1d4 squares and land prone when struck by a Super.

FLUNKIES:

Flunkies, Goons and Hirelings are an important part of the Superhero ecosystem. It's these normal guys that make super powered characters feel truly super. Many heroes and most villains need Flunkies to handle mundane day to day stuff. Flunkies are disposable human resources; they realize its dangerous business to associate with super powered individuals but are willing to do so out of a sense of loyalty, a desire for riches, or the cachet of hanging out with famous and powerful people. Liberally sprinkle your scenarios with Flunkies; they provide lots of meat for the players to grind.

In *Savage Worlds* game terms, think of Flunkies as another term for Extras.

SIDEKICKS:

Encourage your players to roll up more than one character. You can use spare characters as dramatic replacements when a player's character is knocked out or otherwise detained. Also, a higher level character may bring along one of their lower level characters as a Sidekick, which is essentially a Wild Card Flunky who follows the character around.

POWER STUNTS:

A power stunt governs any use of a Super Power that falls outside the lines of the printed rules; they are generally exceptional actions that a Super can attempt. Stunts are used to adjudicate situations where the player wants to do something not specifically addressed in the rules and allows the player to have some authorial control over how their powers are manifested. Game Masters simply need to apply the right modifier to the roll and give the players a shot.

Attempting a Stunt is simple, the player merely spends a Benny, announces what they intend to do with one of their powers and then rolls a Trait Test after applying whatever modifier the Game Master deems appropriate.

Most stunts involve stretching the limits of a Power. For example, if someone can normally only teleport 12 squares but in a specific case they really need to teleport 14 squares, the Game Master may allow a Stunt at -2 to pull this off. Other Stunts are more impressionistic, such as a character with the *Fire* pool attempting to set a room on fire when they don't have any obvious Super Edges that would normally allow them to do this.

Typically a Stunt is a one-shot deal and if a player is trying to do something really, really hard they shouldn't be rewarded for just attempting it over and over until they get it -- that slows down play for everyone at the table.

Generally speaking, Stunt modifiers break down like this.

-2: **Challenging:** This stunt is probably doable and lies just outside the character's current capabilities. It stretches, extends or empowers an ability slightly more than normal. A lot of "instant reaction" stunts fall into this category.

-4: **Difficult:** This stunt is truly hard and there is by no means a great expectation of success. A difficult stunt may stretch a power pretty far out of its stated boundaries and includes doing "non-linear" or unexpected things with a power (like using a Teleport power to teleport something to you rather than teleporting yourself to it).

-6: **Unbelievable:** The stunt stretches credulity in every way. Usually involves the character manufacturing some "deus ex machina" use of a power to defeat a major obstacle in game, like using a Super Smarts roll to figure out the Super Villain's dastardly plan on scant or non-existent clues.

The Game Master can assign higher or lower modifiers of course as they wish, these are just guidelines.

Below are some suggested stunts for different Super Edges:

Absorption:

- -2: Absorbing energy from sources not directed at you (i.e. stealing the kinetic energy from a speeding car, stealing flame energy from a nearby campfire, etc.)
- -4: Conduct absorbed energy through your body and channel it into something you can touch.
- -6: Attempting to absorb energy from trace or ambient sources in the air surrounding you

Altered Form:

- -2: You create a temporary hole in your body to make an incoming attack miss you.
- -4: You bend your body into a simple shape (i.e. an elastic band, a wall, etc.)
- -6: You bend your body into a complex shape (i.e. a pretzel, a net, etc.)

Animal Control:

- -2: You want to summon a bird to fly down instantly and foil an attack against you.
- -4: Using your powers on a human by appealing to their primal nature.
- -6: You want to summon a stampede of large animals (i.e. elephants, rhinos, buffalo, whales, etc.) and have them appear in one round

Animation:

- -2: You animate a target's clothing, impeding their movement
- -4: You animate an object being wielded by the target (such as a weapon) so that it can be used against them
- -6: You command an entire room full of furniture to dance the minuet.

Broadcast:

- -2: You tightbeam a private stream of data to a target you designate in range.
- -4: You amplify the frequency of a radio signal to blow out a transmitter or receiver.
- -6: You want to turn all transmitters and receivers in range into life-threatening microwave emitters.

Burrowing:

- -2: Quickly digging a hole, such as a pit trap or grave site
- -4: Instantly burrowing underground to avoid an incoming attack
- -6: Reaching into a rock face and pulling out some item of value (such as a piece of ore or a precious stone)

Chameleon:

- -2: Shifting the composition of your blood to remove harmful toxins
- -4: Shifting your form to repair structural damage, removing 1 wound

Copycat:

- -2: You want to extend the duration of a copied power by 1 hour
- -4: You want to imbue a target you touch with a copied power for 3 rounds
- -6: Copy from a Copy: you attempt to mimic a power that you have a visual record of (i.e. captured on any audio-visual storage media)

Damage Field:

- -2: Bending your damage aura around friendly adjacent targets so that they are not harmed
- -2: Zapping incoming bullet fire with your Aura
- -4: Flaring your damage aura to affect a Large Blast Template area

Duplicate:

- -2: Creating a clone under duress (i.e. quickly creating a clone to take a bullet for you)
- -4: Creating multiple clones in a single standard action
- -6: Creating a clone of a target you can touch

Earthquake:

- -2: Using your seismic shock waves to vault a target up to a high location
- -4: Diverting the flow of a major river
- -6: Making radical changes to the elevation of a piece of land

Empathic Control:

- -6: You are able to induce irrational, emotional responses in a machine or computer.

Energy Control:

- -2: Using your energy to power an appropriate device (i.e. cold to power a refrigeration unit, electricity to power a computer, sonic to power a radio tower, etc.)

Explode:

- -2: You use your explosion power to launch yourself up on to a high place or to provide additional thrust for a vehicle.

Ranged Attack (Fire Blast, Psionic Blast, etc.):

- -2: You cause your ranged attack to erupt over a Small Blast Template radius on impact
- -4: You cause your ranged attack to erupt over a Medium Blast Template radius on impact
- -6: You cause your ranged attack to erupt over a Large Blast Template radius on impact

Flight:

- -2: Attempting to fly at full speed through an obstructed area (i.e. a dense forest, crowded slums, etc.) without crashing.
- -6: Generating a damaging sonic boom

Growth:

- -2: Instantly triggering your growth power to break a fall
- -4: Using your growth power to break out of some form of confinement (i.e. bindings, locked in a small space, etc.)

Healing:

- -2: Attempting to conduct your healing power through a thin barrier (i.e. a pane of glass, a door, etc.)
- -6: Transferring a wound from one target to another

Inter-Dimensional Being:

- -2: Attempting to banish an alien target, forcing it to return to its home dimension
- -6: Attempting to summon an alien being

Light:

- -2: You focus your light in a tight beam that has twice the range but only illuminates in a straight path.
- -4: You produce ultraviolet light of sufficient intensity to etch computer circuits.
- -6: You generate gamma waves that inflict radiation damage on the target.

Luck:

- -2: Finding an exceptional piece of loot or treasure when opening a chest
- -4: Finding a needle in a haystack
- -6: Correctly guessing a winning lottery number or a complex password

Shrink:

- -2: You are caught unprepared and want to shrink suddenly to avoid an incoming attack.
- -4: Shrinking inside someone's body and then explosively growing whilst inside them.
- -6: Shrinking inside of a machine or robot and taking control of it by manipulating its power source.

Speed:

- -2: Running full speed through an obstructed area (i.e. a dense forest, a crowded slum, etc.) without crashing.
- -4: You attempt to accelerate your metabolism to speed the natural healing process. You are able to heal 1 wound in a minute.

Super Shooting:

- -2: Ricochet a bullet around a corner.
- -4: Shooting the pips out of a playing card being held out the window of a speeding car
- -6: Curving the flight path of a bullet or shooting another bullet out of the air

Teleport:

- -2: Teleport suddenly to avoid an incoming attack or to avoid falling damage
- -4: Teleport an object in your possession to another location
- -6: Swap places with a target

Time Control:

- -2: Suddenly Timeslip to avoid an incoming attack.
- -4: Wither or Restore a target by 40 years in a single action.
- -6: Attempting a "Do Over" for something that happened several minutes ago.

Water Control:

- -6: Attempting to control a living being by influencing the water in their bodies

Weather Control:

- -2: You want to deflect an incoming attack with a sudden burst of wind.
- -4: You want to try and summon a storm immediately.
- -6: You want to try and summon a storm indoors.

MONSTERS:

There aren't very many monsters in this setting per se – most adversaries are humans or super powered beings. Included below are a few ideas for monsters you might wish to unleash to liven up a gaming session, along with some common opponents a hero or villain may encounter.

Aldebarans:

These extra-terrestrials aren't often encountered, but every so often they will send a strike force to Earth on some obscure errand. These aliens think human beings are little more than evolved bacteria so they will kill them without conscience.

Aldebaran				
Strength: d6	Smarts: d12	Agility: d10	Spirit: d12	Vigor: d6
Pace: 8	Parry: 7	Toughness: 6(5)*	Shooting: d10	
Gear: Xenoweave Suit: (+1 Armor; Heavy Armor) Mindwipe Gun: 12/24/48 range; 2d6 Psionic damage; Target's <i>Toughness</i> based on <i>Smarts</i> , not <i>Vigor</i> ; Heavy Weapon				
Powers: * = Heavy Armor				

Flunky:

If the action is slow there is nothing better to inject some excitement into the proceedings than to drop a group of Flunkies into the picture. All groups in the game world have Flunkies, so you could represent any faction you wish by throwing in a few masked and costumed extras at the party.

Flunky				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shooting: d6	
Gear: 9mm Pistol (12/24/48; 2d6 damage; AP: 1; Double Tap); 2d20 dollars Shotgun: 12/24/48 range; 1d6-3d6 Damage; ROF = 1 Uzi: 12/24/48 range; 2d6 damage; ROF = 3; AP = 1; Full Auto				
Powers: None				

Car:

In a setting where guns don't always hurt their intended target, sometimes drastic measures are called for. A hero or villain who gets hit by a speeding car (thrown or otherwise) still needs to take care.

Car (compact)				
Strength: 0	Smarts: 0	Agility: Driver's Skill	Spirit: 0	Vigor: 0
Pace: 10/30	Parry: 0	Toughness: 10 (3)		
Gear: None				
Powers: Trample: 1d6 Damage per 5 squares of Pace; Heavy Weapon If a car is thrown, damage is STR+d12+d4				

Dinosaur:

Someone has managed to clone a T-Rex out of DNA from a mosquito trapped in amber (hmm, sounds familiar). Anyway, it got out and now it's eating people. Please for the love of god won't someone save us?!

T-Rex				
Strength: d12+8	Smarts: d4	Agility: d10	Spirit: d8	Vigor: d12
Pace: 8	Parry: 6	Toughness: 20 (16)*	Fighting: d10	
Gear: None				

Powers:

Gargantuan Size +8: Attackers at +4 to hit; Heavy Weapon; Heavy Armor

Bite: STR+d8

Fear: Make Guts check at -2

Hardy: does not suffer wounds from being shaken twice

Scaly Hide: +4 Armor

Tail Lash: extra attack

* = denotes Heavy Armor

Space Monster:

Space is full of unknown things, among them big, planet crushing monsters. Whether it's a huge amoeba, an intelligent plasma, a virulent parasite or a tentacled mass a well placed Space Monster can liven up any session.

No, I'm not going to stat block this one ☺ Come up with your own!

Giant Robot:

There's always a mad scientist out there somewhere who is building a Giant Robot as part of a grandiose "take over the world" scenario. Sometimes these home projects get away from you. A Giant Robot with orders to destroy all humans is now stomping across the countryside.

Giant Robot				
Strength: d12+5	Smarts: d6	Agility: d4	Spirit: d4	Vigor: d8
Pace: 10	Parry: 4	Toughness: 20 (16)*	Shooting: d4+4	
Gear: Heavy Laser x2: 75/150/300 range; 3d6+2 Damage; Heavy Weapon; Ignores Armor Flamethrower: Cone Template; 2d10 Fire Damage; Ignores Armor				
Powers: Gargantuan Size +8: Attackers at +4 to hit; Heavy Weapon; Heavy Armor Construct: +2 Toughness; +2 to recover from Shaken; Immune to Poison, Disease & Fear Sensors: can see invisible targets; targeting computers Hardy: does not suffer wounds from being shaken twice Metal Plating: +4 Armor * = denotes Heavy Armor				

Ninja:

Ninja are highly trained assassins who use martial arts and dirty tricks to bring down their targets.

Ninja				
Strength: d8	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d6
Pace: 6	Parry: 7	Toughness: 5	Fighting: d10	
Gear: Katana: d8+d6+2 damage; AP = 2 Throwing Stars: 3/6/12 range; d8+d4 damage; ROF = 3				
Powers: None				

Nuke:

The most powerful weapon available to humankind is still the nuclear bomb. Sure, there're laser guns and other high-tech gadgets out there, but nothing yet eclipses the sheer brutal power of a nuke. If a Super manages to threaten the very existence of a nuclear power, a nation may consider deploying the "final option" against them. These are tactical nukes designed to minimize collateral damage and must be launched by artillery, warship or bomber.

Nuke				
Strength: 0	Smarts: 0	Agility: 0	Spirit: 0	Vigor: 0

Pace: 0	Parry: 0	Toughness: 0		
Gear:				
Powers: unlimited range; 10d10 Damage; Heavy Weapon; AP = 20; Large Burst Template; Fallout (save vs. Vigor or gain the Terminally Ill Hindrance); Knockback: 3d6 squares; affects all				

Police:

Depending upon which side of the law you come down on, the local Police can either be a friend or a foe. Your average policeman doesn't present much of a challenge to a Super Villain, but they can be dangerous in groups.

Police Officer				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Toughness: 7 (9)	Shooting: d6	
Gear: .38 Special (12/24/48; 2d6 Damage; AP: 1; Double Tap) Baton (STR+d4) Bullet Proof Vest (+2/+4 vs. Bullets); 2d20 dollars				
Powers: None				

Soldier:

The armies of most countries generally stay well away from Super Powered individuals, but when a villain attacks a city, they are usually called out to try and contain the damage. They have better equipment at their disposal than the police – including Hero Killer technology and armored vehicles. If you have the army on your case you always have to keep one eye on them just in case they get a lucky shot on you.

Soldier				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 6	Toughness: 8(10)	Shooting: d8	
Gear: M-16: 24/48/96 range; 2d8 Damage; ROF = 3; AP = 2; 3RB; Full Auto Rocket Launcher: 24/48/96 range; 4d8 Damage; Medium Blast Template; AP = 8; Heavy Weapon; 1 action reload Grenade: 5/10/20 range; 3d6 Damage; Medium Blast Template Kevlar Vest (+2/+4 vs. bullets Armor; blocks armor piercing)				
Powers: None				

Special Forces:

When the cops and the army aren't enough, the government will call in Special Forces to neutralize a problem. These represent the best soldiers that normal humans can produce. They have the latest and greatest gear and are trained to handle Super Villains.

Special Forces Commando				
Strength: d6	Smarts: d8	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 6	Toughness: 7*	Shooting: d10+1	
Gear: Duraweave Suit (+1 Armor; Heavy Armor); Tactical Helmet (Heavy Armor); M2-Herokiller: 10/20/40 range; 3d6 Damage; AP: 3; Heavy Weapon Grenade: 5/10/20 range; 3d6 Damage; Medium Blast Template Sniper Rifle: 50/100/200 range; 2d10 Damage; Heavy Weapon; AP = 4; Snapfire Laser Scopes (+1 to Shooting rolls)				
Powers: * = Heavy Armor				

Tank:

When the situation is especially grim, the Army can call in Tanks. Tanks possess weaponry that is capable of hurting most Supers but the military will be reluctant to call these valued assets into harm's way unless they are absolutely necessary.

Tank				
Strength: 0	Smarts: 0	Agility: Driver's Skill	Spirit: 0	Vigor: 0

Pace: 10/30	Parry: 0	Toughness: 30 (10)*	Shooting: d8+1	
Gear: Heavy Armor Plating Cannon: 75/150/300 range; 4d8 Damage; Heavy Weapon; Medium Burst Template; AP = 8; 1 action reload M-60 Machine Gun: 30/60/120 range; 2d8+1 Damage; ROF = 3; AP = 2				
Powers: Trample: 1d10 Damage per 5 squares of Pace; Heavy Weapon If a tank is thrown, damage is STR+2d12 * = denotes Heavy Armor				

Zix:

These bizarre, encounter suited aliens scour the stars in their massive carrier ships searching for Supers to harvest. Super beings form the basis of the Zix economy; they are traded like commodities.

Zix				
Strength: d6	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6	Parry: 6	Toughness: 10(6)*	Shooting: d8	
Gear: Encounter Suit: (+4 Armor; Heavy Armor; Immune to Vacuum & Gases) Nullifier Gun: 12/24/48 range; Save vs. Spirit at -4 or lose all powers for 2d6 rounds. Shock Blaster: 12/24/48 range; 2d6 Electrical damage; Save vs. Vigor at -4 or be Shaken; Heavy Weapon Resin Gun: 10/20/40 range; Save vs. Agility at -4 or be immobilized; Resin has a Toughness of 20 unless a special solvent is applied				
Powers: * = Heavy Armor				

Zombie:

Zombies can be used to represent any generic living dead encounter. With so much super science and magic in the world, the undead are encountered with alarming frequency. There's usually some Super Villain out there plotting a "dead take over the world" scenario.

Zombie				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 4	Parry: 5	Toughness: 7	Fighting: d6	
Gear: none				
Powers: Immune to Fear; +2 to recover from Shaken; suffer +2 damage against head shots				

SUPERGROUPS:

There are countless Super Hero and Super Villain groups in the world, but here is a list of the better known or larger groups currently in operation. If a character wishes to be associated with one of these groups, that is great, but some of the more experienced groups will require *Novice* characters to serve an apprenticeship of some sort first.

A-Force:

Description: When danger calls, A-Force answers! They are the pre-eminent rapid response superhero force in the world. In their hypersonic A-Force Jet they can be anywhere on the globe in mere hours.

Lair: A-Force lairs in a huge carrier jet that constantly circles the globe. It stays aloft via aerial refueling and is capable of achieving hypersonic speeds (10x the speed of sound)

Symbol: A globe crossed by two contrails and embossed with a capital letter 'A'.

Rank: Veteran

Entry Requirements: Must be *Seasoned*. Must possess an aerial transportation power.

Members: Azure Bolt, Hurricane, Super Ghost, Snow Sword



Azure Bolt is the founder of A-Force. He was a former naval aviator who became lost in the Bermuda Triangle. Presumed dead, he re-emerged mysteriously about a year later with acute amnesia and strange new powers. He discovered that he had the ability to fly and could fire bolts of energy with his hands. The government tried to lay claim to him but he pointed out that all of his prior obligations to the United States were nullified once he was declared dead. He spent several years traveling the world and using his powers to help people. With reward monies that he earned, he built the A-Force Jet and formed his own Supergroup. *Powers:* Lightning Blast, Flight, Kinetic Absorption

Hurricane is a flamboyant Super Hero who never shies away from the limelight. He fronts his own Pop-Punk band, Naked Aces, when he's not flying on missions for A-Force. Hurricane is the unofficial PR man for the team and is quite the media darling. He shills for a number of corporations, selling his own line of sports clothing and energy drinks. *Powers:* Flight, Weather Control, Super Spirit, Super Vigor

Once a researcher in the field of applied photonics, Super Ghost was working on a top secret project for a government group called the Agency to develop an Invisibility Field Generator. When he realized that this technology would be used to create a squad of invisible assassins, he intentionally sabotaged his own research so that the project would be de-funded. His ploy was detected and the Agency sent Cleaners to take Super Ghost out. He used a prototype invisibility device to escape capture; sadly the effect permanently altered his photonic signature. Now he is determined to use his invisibility to help people where he can and to stay one step ahead of Agency hit-men. He coats himself in talc so that his comrades can interact with him somewhat normally. *Powers:* Invisibility, Flight, Super Smarts, Intangibility, Gravity Immunity

Snow Sword is a former Valkyrie was cast out of Valhalla for some reason she can no longer remember and forced to live a mortal life. She knows that she must atone for some sin she committed in her previous existence so she has adopted the mantle of a Super Hero to prove her worth. She still retains

some of the supernatural powers of her Valkyrie heritage and is a gifted swordswoman. As a member of A-Force, she hopes that her valorous conduct will win back her seat at Odin's table. *Powers:* Flight, Super Vigor, Super Agility, Super Fighting, Cold Immunity, Weapon Attack (Valkyrie's Blade)

Albion Knights:

Description: The Albion Knights live in the spirit of the old Arthurian Knights and abide by a deep code of chivalry. The members of this group affect the speech and accents of storybook knights and will go out of their way to help those that cannot help themselves.

Lair: A restored castle in England

Symbol: A white sword

Rank: Seasoned

Entry Requirements: Ability to recite chivalric poetry or King Arthur stories from memory.

Members: Sirena, The Green Knight, Kid Excalibur, Merlin



Hailing from Ireland, Sirena is the half-blood offspring of a human man and a Siren. Raised by her father in Dublin, Sirena's ethereal good looks attracted a great deal of attention. She made ends meet through busking and belonged to several rock bands. Her voice had a power to sway audiences and she was an incredibly popular draw in the local club scene. Her father fell into debt with some rough customers who came to extract payment from his hide. Finding her father murdered, Sirena's scream of horror and anger shattered every window over 4 city blocks. Alone and confused she fled to England where she met up with Professor Armitage, and later the Albion Knights. *Powers:* Sonic Blast, Sonic Immunity, Stun, Super Agility

Before becoming a Super Hero, the Green Knight just figured he was a tough bloke. He loved football and rugby and never thought twice about how he was able to recover from bone-crushing tackles like they were nothing. It wasn't until he was in a car crash that he realized there was something really different about him. His mate was put in a coma but he came out of it virtually unscathed; the wounds he did have healed before his eyes. Around this time, he was approached by Professor Armitage of Oxford University, who had been observing the Green Knight discreetly. The Professor offered answers and a cause that the Green Knight could live for. *Powers:* Regeneration, Armor (Magic Shield), Super Toughness, Force Field (Magic Shield), Weapon Attack (Magic Shield)

From Oxfordshire, England, Kid Excalibur was born to money and privilege. He took up fencing as a young lad and was well on his way to becoming an Olympian, winning all of the top fencing honors in the UK while he was still a teenager. Kid Excalibur was the first person approached by Professor Armitage when the Professor formed the Albion Knights. Through his research, the Professor had uncovered what he believed to be Excalibur, the true Sword of Kings. Once he held this blade in his hands, Kid Excalibur became an unbeatable fighter, and a champion for the cause of good. *Powers:* Weapon Attack (Excalibur), Super Fighting, Super Agility, Super Vigor, Light Control

The most powerful wizard on Earth, Merlin has been alive for over 1000 years. In his guise as Oxford antiquities scholar, Professor Winston Armitage, he is the impresario behind the Albion Knights. The Knights themselves are not aware of Merlin's double life. They go to both Professor Armitage and Merlin

seeking counsel and guidance. Merlin prefers to stay in the background and influence events rather than take an active part in them. Through his Knights, he seeks to provide a shining example of goodness to the rest of the world. **Powers:** Ageless, Force Field, Mind Control, Arcane Blast, Illusion, Inter-Dimensional, Teleport, Flight

All-Star Family:

Description: The All-Star Family is the model, all American, wholesome Super Hero team. This family of four was transformed by accidental exposure to gamma radiation on a family vacation and each developed a different super power as a result.

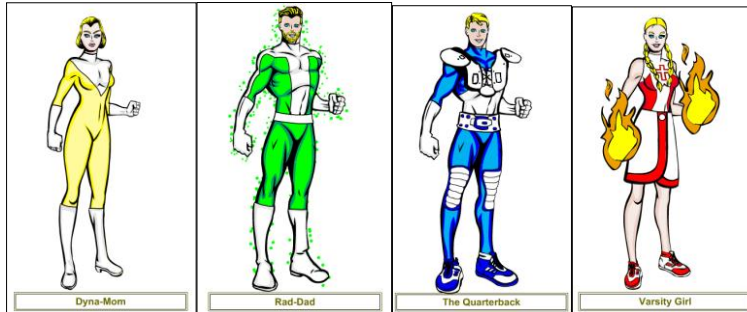
Lair: The All-Star Family lives in a large house in an Austin, Texas suburb.

Symbol: Four stars arranged in a square

Rank: Novice

Entry Requirements: Must have strong family values

Members: Dyna-Mom, Rad-Dad, The Quarterback, Varsity Girl



Dyna-Mom, the Matriarch of the All-Star Family is as American as apple pie. When her family became exposed to fallout from the STP reactor meltdown, she developed a strange vitalic energy that restores those around her. She frequently volunteers at local hospitals to heal the sick with her powers. **Powers:** Healing, Light Control, Regeneration, Super Vigor, Super Spirit

Rad-Dad was the one most directly affected by the fallout from the STP reactor. He became infused with radioactive energy. He likes to use his powers to BBQ for the neighborhood on Sundays. **Powers:** Radiation Immunity, Force Field, Regeneration, Radiation Blast

Arguably the most popular member of America's youngest Supergroup, The Quarterback is all the rage in the Super Media. He occasionally moonlights for the Dallas Cowboys through a special dispensation granted by the commissioner of the NFL. **Powers:** Super Throwing, Super Strength, Super Agility, Super Vigor, Super Speed

Varsity Girl was just a cheerleader before "the Accident" but now she's one of America's most popular Super Gals. She's a poster child for the American Right and a champion of Christian values. Watch out for her fiery pom-poms! Go team! **Powers:** Fire Control, Fire Blast, Fire Immunity

Alpha Sisterhood:

Description: This all female super hero group is devoted to fighting crime and showing the world that the ladies can get it done! The Sisterhood spends most of their time fighting crime in New York and is especially motivated to take on jobs which other male-dominated groups are actively pursuing.

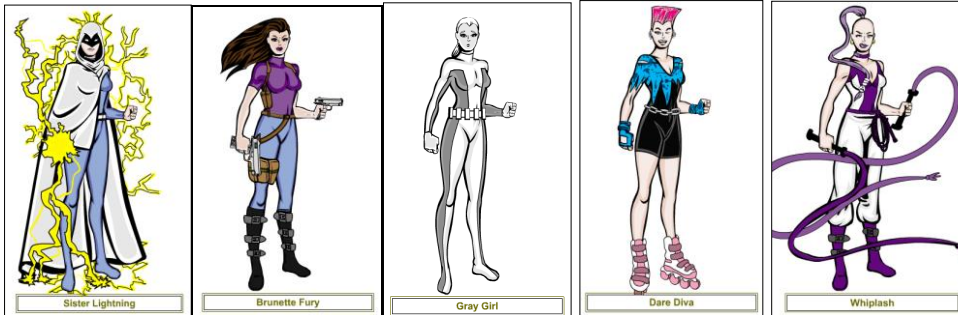
Lair: A penthouse suite in Manhattan. On the private rooftop is a turbo helicopter which the Sisterhood uses to get around.

Symbol: A stylized mountain peak on a circular background

Rank: Seasoned

Entry Requirements: Must be female.

Members: Sister Lightning, Fury, Gray Girl, Dare Diva, Whiplash



The bastard daughter of the Lightning God, Raiden, and a mortal woman, Sister Lightning is the somewhat bitter and driven leader of the Alpha Sisterhood. Her anger toward her father is great and she strives every day to prove that she can be better and more responsible than him. She refuses to let her demi-god status separate her from the concerns of the mortal world. Her Sisters have become her bastion and extended family; she relies on them for strength and support. *Powers:* Weather Control, Flight, Ageless, Electricity Immunity, Regeneration, Super Vigor, Lightning Blast

Fury is one of the charter members of the Alpha Sisterhood. She comes from old money where she received the best education and training. She always took an interest in shooting and had trained to be an Olympic marksman. When robbers invaded her family home, she was forced to shoot and kill for the first time. This moment changed her forever; she began to train with religious zeal and devoted herself to bringing criminals down. She contacted Sister Lightning and offered a huge donation of money as well as her services in exchange for a partnership which would become the Alpha Sisterhood. Fury is currently one of the best shots on the planet. *Powers:* Super Shooting, Super Agility, Super Vigor, Extra Actions

Always shy and unassuming, when she reached the age of puberty Gray Girl literally became invisible. With the onset of her mutant powers, Gray Girl gained ghost-like abilities but also became an outcast -- her strange gray skin marked her as something alien. She ran away from home and became a street urchin, using her powers to steal food when necessary. It was during one of these minor thefts that she was captured by Sister Lightning. Sister Lightning took pity on Gray Girl and realized she was just a misguided young woman with powers she didn't fully understand. She took her in, gave her a home, a purpose, and a sense of belonging. Gray Girl is now a devoted member of the Alpha Sisterhood. *Powers:* Intangibility, Invisibility, Malfunction, Regeneration, Super Vigor

Dare Diva is new on the scene. By night she plays Roller Derby in the Gotham City Rollers where she has a reputation as a star player. After matches, she will skate around the city looking for a different kind of action. She has busted a number of low level crooks using a combination of toughness, strength and her preternatural skating ability. *Powers:* Super Speed, Super Leaping, Super Agility, Super Fighting, Weapon Attack (Skate Kick)

Whiplash is the most boisterous and fun-loving member of the Alpha Sisterhood. She developed a martial art form using bullwhips that has proven wickedly effective in the war on super crime. Though she has had more romantic attachments than the media can keep up with, she has been involved with Avalanche from Liberty Force for quite some time now. *Powers:* Weapon Attack (Bullwhips), Super Agility, Super Fighting, Swinging, Extra Actions

The American Titans:

Description: Based out of Washington D.C., the American Titans are one of the premier super hero groups in the world. The Titans work closely with the US government to take out threats to national security. Occasionally they will coordinate with other super groups to do battle against global threats.

Lair: A state-of-the-art underground complex located beneath the Washington Monument. The tip of the monument can open allowing the Titans' VTOL jet to take off and land.

Symbol: A bald eagle's head against a stars & stripes field.

Rank: Veteran

Entry Requirements: US Citizenship. Military affiliation. Must be *Seasoned*.

Members: Captain Awesome, Duke Amazing, Electrica, Tsunami



Captain Awesome is the creation of Project Superman, a US Military program to produce super powered soldiers. Through a combination of gene therapies, experimental drugs and intense physical training Captain Awesome emerged as the top product of this program. Given the backing of the Department of Defense, Captain Awesome and the other members of the American Titans were chartered to provide a "5th line of defense" for the United States. *Powers:* Super Strength, Barefisted Attack, Regeneration, Super Speed, Super Toughness, Super Agility

Another product of Project Superman, Duke Amazing is a genetically-optimized, near perfect physical specimen. Both he and Captain Awesome, charter members of the American Titans, share a lot of capabilities in common but where Captain Awesome shows a natural aptitude for leadership, Duke Amazing is more of a risk-taker and individualist who enjoys nothing more than a good scrap. *Powers:* Super Fighting, Super Speed, Stun, Sonic Blast, Super Agility

Electrica was born with a latent mutation that gave her the ability to manipulate static electric fields. Apart from occasionally playing havoc with computers and shocking her friends, this never manifested into anything truly unusual. It wasn't until she enlisted in the Air Force and was recruited into Project Superman that her powers blossomed into what they are today. US government scientists were able to "wake up" the genes that controlled her mutation and she rapidly developed a full blown ability to control electricity. She is now an active member of the American Titans. *Powers:* Lightning Blast, Electricity Absorption, Electricity Control, Malfunction

One of many Navy Seals who volunteered for Project Superman, Tsunami had a bad reaction to some gene therapies that the military scientists administered and suffered complete discorporation: he was turned into a puddle of sea water. What the scientists discovered is that the fluid was rich with nerve cells; when an electric current was gently applied to it, Tsunami was able to reconstitute himself into a humanoid form. The case of this "water man" caused such an outcry that a Senate Oversight Committee forced the shutdown of Project Superman (which continues to this day as a Black Ops program). *Powers:* Aquatic, Advanced Altered Form: Water, Various Immunities

The Aristocrats:

Description: This band of sinister, rich and privileged Villains seldom leaves their remote fortress in Europe. From there they orchestrate plots to take over the governments of small countries, to undermine economies for their benefit and to subvert celebrities to their cause. They almost always work through intermediaries and will not get their hands dirty if they can help it.

Lair: A castle deep in the Swiss Alps. The castle has been heavily upgraded with modern anti-intrusion technology.

Symbol: A *fleur de lie*.

Rank: Veteran

Entry Requirements: Must be *Seasoned* and have either a noble title or great personal wealth.

Members: Count Demon, Prince Pain, The Claw Duchess, Baron Bloodbath



The suave and debonair Count Demon is the leader of the Aristocrats. He always wears finely tailored suits and maintains the utmost polite demeanor. His goal is to reap as much wealth and power as he can on this world so that he can return to his home plane and depose the ruler there (who just so happens to be Lucifer). He abhors a straight up fight, especially when intrigue and corruption can yield similar results in a more entertaining fashion. **Powers:** Mind Control, Inter-Dimensional, Beast Attack (Claws), Super Spirit, Minions (Demons)

Before joining The Aristocrats, Prince Pain was a con artist and mentalist operating under the stage name of "The Seer of Vienna". He had managed to amass a small fortune bilking people out of their life savings. His scams came to the attention of Count Demon who liked the Seer's style. He invited him to join The Aristocrats with the promise of taking down bigger scores -- like the treasuries of Europe's richest countries. **Powers:** Mind Control, Illusion, Jinx

The Claw Duchess was born into spoiled, aristocratic wealth. In her younger days she squandered money without a second thought. She destroyed peoples' lives just as thoughtlessly. Count Demon seduced her, making her his consort and chief financial backer. When a car accident claimed her arm several years ago, the Count brought in the world's best cyberneticists to give her a demonically shaped power claw. Now she rules by his side as one of the council members of the Aristocrats. **Powers:** Weapon Attack (Power Claw), Force Field, Kinetic Absorption, Super Vigor, Super Charisma

Insane and psychotic, Baron Bloodbath is the mad dog of The Aristocrats and he's kept on a very long leash. With his matched adamantium hatchets, the Baron is fearsome to behold when his rage is upon him. Count Demon keeps the Baron soothed with his mind control powers but will cut him loose without hesitation against the enemies of The Aristocrats. When he is not needed, the Baron is often kept chained to a wall where he can't cause any trouble. **Powers:** Extra Action, Weapon Attack (Adamantine Hatchet), Super Strength, Super Vigor, Super Fighting

Delta Manhunters:

Description: The Delta Manhunters are a small group of Super Villains in the American Deep South that pride themselves on being rough & tough sum'bitches. They are great trackers and hunters that are sometimes hired by other Super Villains to find people or rare objects. When they aren't working a contract they occupy themselves by pulling off small-time local bank jobs. The members of this group aren't big thinkers so their capers are never very elaborate or subtle.

Lair: A simple armored bunker located beneath a run-down shack in the middle of a swamp.

Symbol: A skull and crossbones over a Confederate flag.

Rank: Novice

Entry Requirements: d12+ Strength

Members: Steel Hillbilly, Swamp Shark, Armadillo



Born in the bayou swamps of the American South, Steel Hillbilly's mutation blossomed when he reached the age of 13. His skin became metallic, instantly marking him as a freak. His family and everyone in his small town were horrified and tried to kill him. Steel Hillbilly fled into the swamp and nurtured an ember of hatred toward his former community. Now an unrepentant criminal, Steel Hillbilly has started a new family with the Delta Manhunters. *Powers:* Altered Form: Metal, Growth, Super Toughness, Armor, Super Strength

DeMarius Wayne grew up in the Mississippi Delta near a place where major chemical companies would dump their industrial waste. When he became aware of his powers, he used to spend his days swimming in the Gulf and waylaying unsuspecting fishermen. Frightened locals began calling him the 'Swamp Shark' and imagined that he was some kind of ancient Loch Ness Monster style atavism from the Age of Dinosaurs. The name stuck. *Powers:* Aquatic, Super Strength, Beast Attack (Bite)

Armadillo was just a poor kid growing up in Alabama when one day he got picked up by guys in black suits driving unmarked cars. He remembers little about what happened after that but knows that when he came to, he hurt something fierce. His muscles were on fire and he had strange plates surgically implanted in his skin. As he grew, he became a massive man and was almost impervious to pain. He doesn't know what was done to him, but he means to find who did it and put some hard questions to them! *Powers:* Armor, Super Strength, Super Toughness, Bare fisted Attack, Growth

Doom Swarm:

Description: Doom Swarm is dedicated to sowing the seeds of worldwide chaos and anarchy. The members of Doom Swarm don't really operate in any sort of cohesive manner, but they will assist each other if the opportunity presents itself. They're a very difficult group to pin down because they don't have a single agenda or lair.

Lair: Many.

Symbol: A red Anarchy sign.

Rank: Seasoned

Entry Requirements: Single-handedly destroy a public building (i.e. post office, police station, fire department, etc.)

Members: Green Tyrant, Crimson Marauder, Stormfist, Wolf Mistress, Blitzkrieg, The Crusher, Demolition Blade



Formerly an environmental activist and eco-terrorist, Green Tyrant uncovered a plot by the BioSan Corporation to develop a mutagen that would promote accelerated vegetable growth. Though the growth agent was still in clinical trials, it was believed that the resultant vegetables would pose a considerable health risk to humans. Leading a sabotage squad, Green Tyrant bombed the lab in charge of synthesizing the mutagen. In the process he became infected and underwent a gruesome transformation that turned him into a human-plant hybrid. His terrorist acts earned him a place in Doom Swarm. *Powers:* Altered Form: Plant, Plant Control, Burrowing, Damage Field (Thorns)

The Crimson Marauder leads a band of pirate flunkies who plague the world's oceans in their high-tech hydrofoil battleship. The Marauder got his start in the criminal underworld as a small time pirate and gradually worked his way up to higher profile heists. He is one of the only crooks who has managed to successfully capture a US Naval vessel. The Marauder is believed to maintain an island lair somewhere in Southeast Asia. Doom Swarm often uses the Crimson Marauder's ship as a mobile meeting place. *Powers:* Swinging, Weapon Attack (Saber), Super Fighting, Minions, Super Vigor, Super Agility

Stormfist has long been a fixture in the world of illegal bloodsports as a deadly and merciless fighter. Bootlegs of his fights remain in high circulation amongst enthusiasts of no holds barred mixed martial arts. His edge lies in secret magical spells taught to him by his old sensei. With them he is able to summon the fury of the Lightning God, Raiden, imbuing his attacks with unstoppable force. Stormfist has worked with the Crimson Marauder in the past on a few high-profile robberies. *Powers:* Martial Artist, Barefisted Attack, Super Agility, Lightning Blast

One of the only true lycanthropes left in the world, Wolf Mistress prowls the Eastern European wilderness robbing and feeding upon unsuspecting travelers. Every few months she will emerge from the woods to attack a bank or police station, usually to load up on cash and supplies to support another long stint in the wild country. She is one of the more absentee members of Doom Swarm but Green Tyrant always knows where to find her if her unique services are needed. *Powers:* Animal Control (Wolves), Minions (Wolves), Heightened Senses, Animorph

The German pyromaniac known as Blitzkrieg was born with an innate power to control flames. He bounced through a variety of special hospitals in his youth but eventually broke out of the system and started running with a gang of thugs. Blitzkrieg became famous for brash and destructive robberies all across Europe. His favorite tactic is to start a number of fires in a city to occupy the first responders so

that he can waltz in to his primary target and take what he wants. Being the world's most famous arsonist gained him his place in Doom Swarm. *Powers:* Fire Control, Fire Blast, Fire Immunity, Damage Field (Fire)

The Crusher is actually an intelligent, free-willed Elemental from some place called the Elemental Plane of Earth. It was summoned by a warlock named Malakasti but no one knows the present whereabouts of this demented conjurer. The Crusher hates all soft-skins and likes nothing more than squishing them flat. *Powers:* Altered Form: Rock, Armor, Super Toughness, Earthquake, Super Strength

Meteors impact the Earth all the time. When an amateur astronomer in Russia saw one come down near his remote home he couldn't wait to get his hands on it. What he found in the impact crater wasn't a rock and wasn't precious metal -- it was a glowing black sword. Overcome by curiosity, he picked up the alien weapon and it instantly transformed him, twisting his flesh and swallowing his sanity. Now, believing himself to be an agent of apocalypse, Demolition Blade travels the world spreading as much destruction as possible. His closest associate in Doom Swarm is Blitzkrieg. *Powers:* Weapon Attack (Black Blade of Destruction), Death Touch, Super Fighting, Radiation Absorption, Life Drain

The Slayerita is one of the World's deadliest and most highly sought after assassins. Operating primarily out of Mexico, she is on retainer with Doom Swarm and will set out anywhere on the globe to take down the targets that the Swarm calls in. Her style is to attack from long range, never giving her targets a chance to see her. Armed with a specially made high-powered sniper rifle, she has a few minor Super Hero kills to her credit. *Powers:* Super Shooting, Heavy Gun (Modified Sniper Rifle), Heightened Senses, Luck, Super Charisma

Extra-Terrestrial Masters:

Description: The ETM is a Super Villain group composed entirely of off-world Super Villains. Their goal is domination of the entire planet Earth. They seek to accomplish this through a variety of schemes involving mind-control or atmosphere-control satellites. The primary enemy of the ETM is Omega Guard.

Lair: A base on the dark side of the moon. Since none of the members of ETM require atmosphere to survive, they will depressurize their base in the event of an attack. Martian X keeps his anti-gravity spaceship hidden in a cave near the base.

Symbol: A sun enclosed in a fist.

Rank: Legendary

Entry Requirements: Must be *Veteran*. Must be an Alien or Construct.

Members: Martian X, X-Angel, Blood Droid, Space Goblin



Aldebaran fugitive and interstellar crime lord Martian X is the leader of the Extra-Terrestrial Masters. Martian X is the prime architect of a number of very high concept capers including attempts to mentally control the entire population of Earth and to control the Earth's weather. He possesses a staggering intellect and will spend years developing a plan before hatching it. He is far and away one of the most dangerous villains in this corner of the galaxy. Martian X uses a host of technological devices to grant himself a wide range of undocumented super powers. *Powers:* Radiation Blast (Atom Ray), Space Flight, Super Smarts, Force Field, Malfunction

Cast out of his home dimension for unspeakable crimes, X-Angel is a bitter, spiteful exile taking out his anger on the population of Earth. His angelic appearance initially fooled the citizens of Earth who thought he was a savior from Heaven. X-Angel exploited this misunderstanding to amass a great following and acquire vast riches. Then, at the apex of his cult's popularity, he annihilated his flock and fled, laughing, into space. He is perhaps the #1 most wanted super villain. *Powers:* Space Flight, Weapon Attack (Positronium War Blade), Super Charisma, many Immunities

Martian X found Blood Droid on some uncharted world light years from Earth. It was dormant in a ruined city, surrounded by the bones of the dead. Martian X reactivated it to ascertain its purpose and learned that it was built by an ancient race as a weapon of mass destruction. Now Martian X holds Blood Droid in his lunar base for just that same purpose. *Powers:* Construct, Growth (Giant Sized), Armor (Xeno Plating), Super Strength, Photonic Blast, Space Flight

Space Goblin is the lowest ranking member of the Extra Terrestrial Masters. He does the grunt work that his cohorts won't deign to do. Though he isn't as bright as X-Angel or Martian X, he possesses devilish cunning and, through the use of Martian X's inventions, is a very formidable opponent. While most of the Extra Terrestrial Masters spend their time plotting in their base, Space Goblin can be found on Earth and elsewhere running a variety of errands. *Powers:* Heavy Gun (Laser Pistol), Armor, Super Toughness, Vacuum Immunity, Shrink

The Front Nine:

Description: Though they are a relatively minor group in the grand scheme of things, the "Fearsome Foursome" has managed to pull off a number of highly-lucrative white-collar heists in recent years. These Super Villains are all golf lovers and aren't afraid to put their considerable riches on display for all to see. It is rumored that the group is a front for another, more powerful super villain organization.

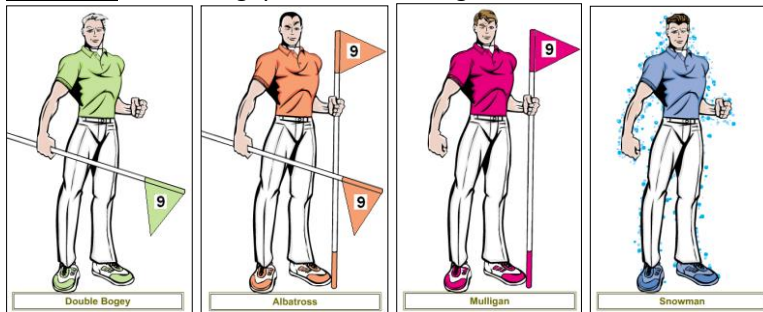
Lair: Hazeldale Country Club. An exclusive, gated, members-only golf club located in the rich suburbs of New York.

Symbol: A stickpin in the shape of a red golf flag.

Rank: Novice

Entry Requirements: Must be Rich. Must be a scratch golfer.

Members: Double Bogey, Albatross, Mulligan, Snowman



De Facto leader of The Front Nine by virtue of seniority, Double Bogey is an ardent devil worshipper who has amassed a considerable amount of infernal power. He uses his cash and resources to fund his collection of rare, occult books. One day he hopes to discover a way to chain Lucifer himself to his will. *Powers:* Super Spirit, Inter-Dimensional, Animation

A former Olympian, Albatross (a.k.a. Darien Van Dorn) is the Fiendish Foursome's combat specialist and scratch golfer to boot. He holds a black belt in Karate and is deadly with a pair of nine-irons in his hands. If any external group threatens the Front Nine's secret meetings, the Albatross is usually the one sent to deal with them. *Powers:* Weapon Attack, Martial Artist

Mulligan (aka Michael Mulhaney III) is the face man of the Fiendish Foursome. He shares Double Bogey's interest in the occult but his particular specialty lies in lies. He has an almost supernatural knack for manipulating people and can convince a dread enemy that he is a stout friend. *Powers:* Mind Control, Super Charisma

Rounding out the Fiendish Foursome is Snowman, a.k.a. Reginald Pierpont. He's gone to great lengths to keep his powers a secret, but now he's found others in his social strata that can appreciate his gifts. Because of his talents, he has the secondary role of group mixologist -- his cocktails are always perfectly chilled. *Powers:* Cold Immunity, Ice Blast, Ice Control

The Gamma Champions (Yadernyye Chempiony):

Description: This Super Hero group is composed entirely of people who have been altered by radiation. Though they are based out of Russia their members come from around the world. In addition to battling the schemes of Super Villain groups, the Gamma Champions campaign for the responsible use of atomic energy.

Lair: Site of the Chernobyl disaster in an underground bunker.

Symbol: An atomic nucleus surrounded by orbiting electrons.

Rank: Seasoned

Entry Requirements: Must have an "Altered Human" background that involves radioactive contamination.

Members: Nuclear Sword (aka Yadernoye Lezviye), Atom Woman (aka Atomnaya Zhenshchina), Green Cat (aka Zelenyy Kot)



Leader of the Gamma Champions, it was Nuclear Sword who struck the bargain with the Russian government to take over the Chernobyl site as a base of operations. Part of the deal involved being on call to the Russian Premier should he ever require the services of some Super Powered individuals. Nuclear Sword is able to form his energy blade out of pure radiation. *Powers:* Weapon Attack (Energy Blade), Damage Field (Radiation), Radiation Immunity, Regeneration

Yulia Kovalova, known popularly as the Atom Woman, is a first-generation descendent of survivors from the Chernobyl disaster. While vicious cancers brought her parents to an untimely end, Yulia exhibited no ill effects whatsoever from lingering radioactive exposure. Indeed, she soon discovered that proximity to radiation sources actually made her feel stronger and more vigorous. When the Russian government took an interest, they began to test the limits of her powers and, when the Gamma Champions formed, granted her permission to join the group. *Powers:* Shrink, Super Strength, Radiation Immunity, Force Field, Barefisted Attack

Usually when a person becomes contaminated with radiation, it is the result of an accident. Not in the case of the Green Cat. The Cat had the crazy idea to merge his DNA with the DNA of a cat using gamma ray-induced mutation. Things could have turned out disastrously wrong, but his garage project paid off. After obtaining a plutonium device through the Russian black market, The Cat built his radiation emitter and bolted himself into place with his feline assistant. The result is the powerfully built, green furred man-cat that the Green Cat is today. His love of cats can only be described as unhealthy. *Powers:* Radiation Immunity, Beast Attack (Claws), Animorph, Super Strength, Super Agility, Wall Walker

The Gotham Five:

Description: New York's premier crime fighting team, the Gotham Five, is very popular with local media and police. They have figured prominently in the take down of a number of high level organized crime lords in the Big Apple. Currently they are involved in a friendly though intensifying competition with the Alpha Sisterhood as the top Supergroup in town.

Lair: A subterranean den located underneath the Central Park Zoo.

Symbol: A silhouette of the Statue of Liberty against a quartered background

Rank: Seasoned

Entry Requirements: Currently not accepting members

Members: Technifalcon, The Composite Titan, Doctor Warhammer, Paladin, Apostle Creed



Inventor and friend of Doctor Warhammer, Technifalcon has taken his love of ornithology and combined it with his aptitude for building intricate machines to construct a "flying suit". Technifalcon isn't much for mixing it up in a fight, but he provides the team with a wealth of recon data when they are out on a mission. **Powers:** Flight, Broadcast, Armor, Heightened Senses

The Composite Titan was a professional football player who suffered a tragic, life ending accident during a game. Once he was pronounced dead, he was quickly obtained by Doctor Warhammer and Technifalcon, who needed a subject for their secret "Titan Project". The Composite Titan fit the bill perfectly. His already massive build was augmented by myomer muscles and composite armor plating. When he was revived he was grateful to have a new lease on life. He promptly signed up to join Doctor Warhammer's crime fighting team. **Powers:** Armor, Super Toughness, Super Strength, Growth, Construct, Barefisted Attack (Body Slam)

The brilliant Doctor Warhammer left behind a very lucrative career in the technology sector to pursue his passion for invention. He and his good friend, Technifalcon, spent years developing a number of technologies which ended up giving both men tremendously enhanced powers. Doctor Warhammer made his signature weapon, which can absorb energy and reflect it back to its source. When Doctor Warhammer was contacted by the golden-age Super Hero, Paladin, about forming a team, he and Technifalcon readily agreed. **Powers:** Super Smarts, Weapon Attack (Power Hammer), Various Absorptions

Paladin is an old school Super Hero; New York's finest and most famous. Back in the 50's and 60's he single-handedly did battle with the prime villains of his day. Eventually, he grew tired of the Hero business and tried to settle down. Restlessness managed to catch up with him, so, many years later, he tried his hand again at stopping super crime. He found the new generation of criminal to be far tougher than what he was used to. He sought out some allies to form a Supergroup and discovered the gifted scientists Doctor Warhammer and Technifalcon. Together they formed the team that would become the Gotham Five. **Powers:** Super Leaping, Super Strength, Super Fighting, Super Toughness, Super Agility

Ex-Marine turned Priest, John Creed, is the 5th and newest member of the Gotham Five. He achieved notoriety in the New York media as a gun-toting vigilante who targeted the most wicked crooks in the city

– people deemed ‘untouchable’ by local law enforcement. Paladin became concerned that ‘Apostle Creed’, as the papers dubbed him, was just another class of criminal – a man with no regard for law and order – but when he confronted the Apostle during one of his “sermons” he learned that John Creed wasn’t an extra-judicial murderer, just an utterly fearless defender of decency. *Powers:* Super Gun (Redemption), Fear Immunity, Super Fighting, Diehard, Super Toughness

Green Shield (Midori no Shirudo):

Description: This terrific trio of crime-fighting mutants is relatively new on the scene but has already made a couple of high-profile busts. Little is known about the team but they seem to have a special concern for the environment and will go out of their way to stop capers that harm nature.

Lair: A high-tech, camouflaged retreat on the slopes of Mt. Fuji

Symbol: White characters ‘自然’ over a green circle.

Rank: Seasoned

Entry Requirements: Must be a visible advocate of environmental causes.

Members: Jade Squirrel, Bee Shogun, Princess Wave



Jade Squirrel is a lover of animals and defender of nature. She began to undergo her animorphic transformation in her later teenage years. What could have been a very traumatizing experience was dealt with compassionately by her open-minded parents, both of whom taught at University. They encouraged her to find the advantages in her mutation. After learning of her special affinity with squirrels, Jade Squirrel began spending most of her time in wilderness parks communing with nature. It was here she met and befriended Bee Shogun. She is now an implacable enemy of corporate interests who would abuse nature for profit. *Powers:* Animal Control (Squirrels), Swinging, Wall Walker, Animorph, Super Leaping

Bee Shogun was born with an unusually aggressive mutation that fused his DNA with that of a common honeybee. He quickly developed his trademark physical characteristics and was given up for adoption almost immediately. After running away from his adoptive home, Bee Shogun was taken in by a blind swordmaster living alone in the forest who taught him the ways of bushido. The code brought meaning to Bee Shogun’s life and he committed himself to the austere path of the warrior. *Powers:* Animorph (Bee), Flight, Weapon Attack (Katana), Super Agility, Animal Control (Bees)

The descendent of Japanese Emperors, Princess Wave traces her ancestry back to the Shinto deity Rinjin, God of the Seas. Rinjin was said to control the world’s oceans using ‘tide jewels’. One of these jewels has been passed down through Princess Wave’s family as an heirloom; it is now in her possession. Using the jewel, she is able to control tides, ride the waves and summon the creatures of the sea. She maintains a friendship with Sister Lightning from the Alpha Sisterhood, who once tried to recruit her. *Powers:* Aquatic, Water Control, Animal Control (Sea-Life), Healing

Injustice Horde:

Description: The Injustice Horde is the largest Super Villain group in the world. Their main goal is to destroy Super Hero groups more so than committing capers. In particular, the Horde will do anything in

its power to destroy Liberty Force, their most ardent enemy. Injustice Horde is a globe-spanning organization with extensive resources.

Lair: Many. The leaders of Injustice Horde meet inside a volcano lair on an uncharted South Pacific island.

Symbol: An 'H' embossed over a broken scale of justice.

Rank: Veteran

Entry Requirements: Must be *Seasoned*. Must steal at least \$1 Million dollars.

Members: Tomorrow Samurai, Chameleon, Future King, Sand Shrike, Blackball, Gray Hornet, Leviathan, Gargoyle, Nightstalker, The Phantom



Once a feared soldier for the Yakuza, Tomorrow Samurai had saved the life of his boss on more than one occasion. When a Super Hero tried to take down the leader of the Yakuza, Tomorrow Samurai took one bullet too many on behalf of his Oyabun. He was given the best of care by the Old Man, who had taken a liking to his Samurai. Tomorrow Samurai required extensive cybernetic enhancement to stay alive and by the time he emerged from surgery he was more machine than man. The Oyabun commanded Tomorrow Samurai to join the Injustice Horde to take revenge against all Super Heroes. It is a mission he continues to pursue. *Powers:* Construct, Weapon Attack (Adamantine Katana), Armor, Invisibility (Cloaking Device), Super Leaping, Super Fighting

Chameleon was a scientist working with chromophores to develop an 'invisibility suit' for the military. Part of the process involved creating a chromophore spray that could be applied to textiles to give them chameleon-like, color shifting abilities. When a tank of this unstable aerosol exploded in the lab, Chameleon underwent a sudden and violent transformation, becoming a Mantile. The world treated him like a monster, so he figured he might as well make the best of things and play that part. *Powers:* Chameleon, Invisibility, Animorph (Lizard), Armor (Scales), Wall Walker

Future King is an eccentric madman who claims to have lived since the Albigensian Crusade. His dress and manner of speech would certainly seem to back this up; he is always clad head to toe in plate mail armor and sounds like a one man renaissance faire. What is beyond dispute is the fact that Future King has some pretty strange ability to control time. He claims it is magic that he took from a Cathar witch. Future King often comes into conflict with the Albion Knights, who have a special interest in shutting him down. *Powers:* Armor (Plate Mail), Weapon Attack (Broadsword), Time Control, Super Fighting, Magic Immunity

Sand Shrike is a devoutly religious Muslim extremist who roams the deserts of the Sahara like the nomads of old. He was born with power over the sands, which he believes are God given abilities. Further, he

believes that God wants him to use his powers to purge sin and wickedness from the world. Mostly a solitary operator, Sand Shrike will sometimes collaborate with Doom Swarm on capers that involve punishing Western powers. *Powers:* Weather Control, Water Control, Fire Immunity

Blackball is a killer robot that was designed and built by the evil genius Dr. Levistus as his contribution to the Injustice Horde cause. Blackball is made out of nearly indestructible alien metals and is able to transform into a large sphere capable of rolling cars and buildings flat. It is the perfect battering ram. *Powers:* Armor, Construct, Barefisted Attack (Ball Form), Super Speed (Ball Form), Growth, Kinetic Immunity

Gray Hornet was just a two-bit crook pulling small-time jobs before he accidentally stole a vial of some strange serum off another crew who had jacked a military laboratory. When the vial broke open during his escape, he became exposed to an insect-derived mutagen that was being used experimentally on animal subjects to encourage transgenesis. After a few awful days and nights of fever and pain, Gray Hornet emerged transformed. *Powers:* Flight (Wings), Pain Touch (Venom), Animorph (insect), Poison Immunity.

The massive Atlantean, Leviathan, is perhaps the most feared warrior in the Undersea Realms. Though he is normally preoccupied with maintaining his own oceanic empire, Leviathan will sometimes surface to thwart the plans of his nemesis, Aquatic Prodigy. *Power:* Aquatic, Growth, Super Strength, Super Toughness, Diehard

Gargoyle was summoned by some forgotten wizard who subsequently died, allowing this imp to run free in our dimension. He is evil by nature and is happy to participate in any scheme that will sow the seeds of chaos. Gargoyle, valued for his talents as a spy and information broker, recently accepted an invitation to join the Injustice Horde. *Powers:* Flight, Mind Control, Pain Touch, Super Toughness, Altered Form: Rock

Nightstalker was born with the power to blend into shadows. When her abilities began to manifest, her parents committed her to a "Mutant Treatment Center". Little good comes of being able to vanish at will, especially when the rest of the 'normal' world thinks you are a hideous looking freak. Nightstalker learned to use her talents at an early age to take whatever she wanted and to get revenge on those people who mistreated her. She escaped treatment at 18 and quickly turned to crime as a means to survive. *Powers:* Altered Form: Smoke, Shadow Control, Super Stealth

Clothed entirely from head to foot, The Phantom, suffers from a genetic defect that makes her skin completely translucent, exposing her internal organs for all to see. Her inability to touch another human being without killing them has inflicted seemingly irreparable emotional and psychological damage. This bitterness drove her to the life she lives today. *Powers:* Death Touch (Always On), Invisibility

Liberty Force:

Description: Liberty Force is the largest and oldest Super Hero group in the world, with members in most countries. This group has fought more high profile battles against more Super Villains than any other group in history. They have been in a very public, very messy war with the Injustice Horde for years.

Lair: Many. The main headquarters is located in Los Angeles, California in a glass and steel skyscraper.

Symbol: The letters 'LF' embossed on a five-pointed star

Rank: Legendary

Entry Requirements: Must be *Veteran*. Must have put at least one Super Villain behind bars.

Members: Super Marvel, Ultrastreak, Inferno, Avalanche, Pyromancer, Hypershadow



Though Liberty Force doesn't have a stated leader, Super Marvel is its *de facto* Captain. She is perhaps the oldest, most revered and most powerful Super Hero in America. Super Marvel has a broad range of iconic super powers that manifested themselves when she reached the age of puberty. She is romantically involved with her teammate, Inferno. Super Marvel earned her stripes when she took down the world-crushing Star Titan. *Powers:* Flight, Super Strength, Barefisted Attack, Healing

Ultrastreak is the fastest known Super on Earth. At top speed he can break the sound barrier; he's so fast, he almost seems to teleport from place to place. Growing up with this amazing ability has made Ultrastreak supremely cocky, but Super Marvel got her hands on him early enough to shape his personality – so that he wouldn't be tempted to put his super speed to criminal purposes. *Powers:* Super Speed (Mach 1), Sonic Blast

Inferno is one of the most senior members of Liberty Force. Born in Los Angeles, this hero has control over an exotic energy that he calls the "Blackfire". Scientists have tried to figure out where this Blackfire emanates from but remain mystified by it. Blackfire is alternately scorching hot or cool depending upon Inferno's wishes. Inferno's battle with and eventual defeat of Death Nimbus lit up headlines worldwide. *Powers:* Explode, Damage Field (Fire), Cold Immunity, Fire Immunity, Flight

Avalanche claims to have Jotun, or Frost Giant, blood. He hails from Sweden where he enjoyed a local reputation as a hero. Jovial and mischievous, he is well loved by his fellows in Liberty Force. Avalanche never goes anywhere without his greatsword, Smygwaldir. He's taken a liking to the human woman, Whiplash, whose irreverence amuses him. *Powers:* Growth (Half-Giant Sized), Super Strength, Weapon Attack (Smygwaldir), Cold Immunity, Super Toughness

Pyromancer is the world's greatest master of Fire Magic. He lived in Egypt for a number of years where he gleaned secret wisdom from lost Pharaonic texts, unlocking the power of Ra's Radiance. He joined Liberty Force when he came to America to track down and defeat the Undying Coven. *Powers:* Flight, Fire Control, Flame Blast, Damage Shield (Flame), Fire Immunity

Hypershadow was briefly a member of the Omega Guard but decided life in space wasn't for him, so he amicably left to join Liberty Force, who was happy to have his infiltration talents. He travels other planes of existence with great frequency and can be difficult to get along with because he is so strange, but he manages a good friendship with his comrade-in-spells, Pyromancer.

Ninja Legion:

Description: This all-ninja group hires itself out to do assassinations and other jobs for other criminal groups. They maintain an absolute code of silence and will never betray an employer, killing themselves if necessary. The group employs a lot of flunkies but also has a few super-powered members.

Lair: A dojo in Japan.

Symbol: A throwing star.

Rank: Seasoned

Entry Requirements: d6+ Fighting; must have a Ninja costume

Members: Cobalt Ninja, Gold Ninja, Green Ninja



Not much is known of the blue-clad ninja assassin named Cobalt Ninja except that he is one of the most reliable killers in the world. He is the current leader of the Ninja Legion Supergroup and is in charge of a horde of ninja flunkies. Cobalt Ninja only communicates through written notes and carries a set of adamantite fighting claws. *Powers:* Weapon Attack (Bladed Gauntlets), Arrow Blast, Wall Walker, Minions, Invisibility

Gold Ninja is in charge of training recruits for Ninja Legion. He is the best of the students to rise up through the ranks of the black, white and red ninjas, and was hand-picked by Cobalt Ninja to become his lieutenant. *Powers:* Barefisted Attack, Martial Artist, Super Agility, Super Strength

Green Ninja is the Ninja Legion's chief assassin, sent in to take on the toughest targets. She is a grandmaster with a katana in her hands and holds the rank of Kensei. *Powers:* Weapon Attack (Katana), Super Fighting, Super Stealth, Super Speed, Martial Artist

The October Eight:

Description: This group of eight criminal masterminds plots huge, complex heists around the world. There appears to be little rhyme or reason to their capers but those who have studied the group closely maintain that there is a devious logic linking the different crimes together. No one knows the ultimate aims of the group; for now it seems they are just trying to amass as much money as possible. They are well known for working through a broad network of cat's paws to accomplish their goals, so that the members of the organization's shadowy "Council" are never directly implicated in criminal activities.

Lair: Unknown

Symbol: Eight question marks in a circle.

Rank: Legendary

Entry Requirements: d12+ Smarts. Not accepting new members at this time.

Members: Asterisk, Tattered Enigma, White Dwarf, Queen Halloween, The Spinner, Dark Child, She-Reaper, Dr. Levistus



Asterisk thrives on mystery. He is a master of disguise and always appears in a different form when dealing with people he has met before. Because of his shapeshifting abilities, he is able to gain access to places that most people cannot. He enjoys situations where he can take the place of people in powerful positions. Asterisk sits on the council of the October Eight. *Powers:* Chameleon, Duplication, Super Smarts, Super Spirit

Extremely little is known of the Tattered Enigma, who seems to be in a competition with She-Reaper to be the least vocal member of the October Eight. He is clearly an undead being of some sort; he radiates an aura of negative energy that seems to darken the space around him at all times and wears torn garments that might have served as effective clothing 100 years ago. *Powers:* Fear, Super Stealth, Shadow Control, Altered Form: Smoke

Once the White Dwarf fixes his disconcerting gaze on you, it's too late. Doubly despised for his hereditary shortcomings of albinism and dwarfism, Igby Danville came up hard, constantly subjected to scorn and ridicule. In his youth he took up the study of black magic and through sheer determination became an adept of the arcane arts. Now he sits as one of the council members of the October Eight, where he nurtures far-reaching, inscrutable plots. *Powers:* Heightened Senses, Toughness, Shrink, Arcane Blast (Optic Rays).

Queen Halloween has been in the Super Villain game a long time. To previous generations she was Mother Specter and the Ladykiller. She is known to be a member of the living dead -- some have speculated she is a vampire. Without question, necromancy has given her extremely long life. With that comes the keen intelligence of having seen and done nearly everything under the sun. One of the quieter members of the October Eight, she offers up the occasional scheme to conceal her own secret ambitions. *Powers:* Ageless, Necromancy, Super Spirit, Pain Touch, Life Drain, Mind Control

The bizarre creature known as The Spinner hails from another place and time. He encountered the October Eight during one of his 4th dimension jaunts. Their obsession with schemes and machinations appealed to the time-spinner so he decided to make his home in this reality for a while. *Powers:* Time Control, Fear, Extra Limbs, Death Touch (Poison), Inter-Dimensional

Extremely little is known of the psychic savant known as the Dark Child. This spooky young boy never speaks aloud, but implants suggestions in people's minds when he wants to make a point. He is quite

possible the most powerful psychic on the planet. *Powers:* Mind Control, Super Spirit, Animation, Psionic Blast, Psionic Immunity

She-Reaper was once a young physicist with a promising future. Her groundbreaking theories on Dark Energy had put her on the fast track of the theoretical physics community. During a crucial experiment which would have validated her theories a key component of her Dark Energy Generator failed causing the containment mechanism to disengage. Deadly necrotic energy filled the test chamber killing all of her assistants. She-Reaper was slain instantly, but the energies suffused her body with power and turned her into an undead creature. Though much of her flesh had been burned away and though she had been driven mad by her brush with death, She-Reaper became a vessel for the Dark Energy and discovered she could bend it to her will. *Powers:* Shadow Blast, Construct, Life Drain, Super Smarts, Shadow Control

Doctor Levistus is an amoral mastermind who until recently was not affiliated with any particular Supergroup (though in his history he has worked on both sides of the law). The Doctor was invited to join the Council after his predecessor, Zeitgeist, mysteriously disappeared one day. He prefers to spend his time in his Antarctic stronghold working on experiments without interruption. Occasionally one of his tests will attract the attention of the Super Hero community, but for the most part they leave him alone and simply watch him carefully, since he manages to keep his nose surprisingly clean. *Powers:* Super Smarts, Minions, Various Immunities and Absorptions

Omega Guard:

Description: The Omega Guard is the last line of defense for the planet Earth. They defend the planet against all extra-terrestrial threats. Currently, their popularity is at its peak, having recently stopped a plot by the ETM to control the Earth's weather. For those who idolize Super Heroes, the Omega Guard are seen as the coolest, hippest Super Heroes around.

Lair: A space station orbiting the planet Earth. The station is stealthed so that it does not appear in radar scans and is defended by laser cannons.

Symbol: The Greek letter 'Omega' Ω emblazoned on a shield.

Rank: Legendary

Entry Requirements: Must be *Veteran*; must hold a PhD in a scientific discipline.

Members: Quasar, Millennium Torpedo, Rakshasa, Emerald Empress, The Elemental



Leader of the Omega Guard, Quasar claims to have traveled back in time from Earth's future to defend the planet at this hour of critical need. He attributes his alien appearance and supernatural powers to advanced evolution. He is one of the most powerful and revered Super Heroes in the world. His arch-nemesis is X-Angel of the ETM. According to Quasar, if X-Angel isn't stopped in this time period, the future of humanity will become very dark. *Powers:* Space Flight, Photonic Blasts, Ageless, Time Control

One of the few humans who can tolerate unaided space flight, Millennium Torpedo is a former astronaut who absorbed a near lethal dose of cosmic radiation on his last mission. The radiation subtly altered his genetic structure, granting him the ability to control gravitational and electromagnetic forces. He is the junior member of the Omega Guard and sometimes takes unnecessary risks to prove his worth. *Powers:* Gravity Control, Magnetic Control, Space Flight, Explode

The erudite animorph known as Rakshasa comes from India and holds several PhD's including more than one degree in the magical arts. As a young dabbler in the arcane, Jayaram Desai was possessed by an evil spirit called a "Rakshasa". Fortunately, he was able to win the contest of wills to retain control of his mind, but as a parting shot the spirit permanently transformed the wizard's form into that of a man-tiger. Scorned and feared by normal society, he moved to the Himalayan Mountains where he could study magic in peace. Through academic circles he became friends with the Emerald Empress and she invited him to join Omega Guard as their magic specialist. He happily accepted and now enjoys great fame. *Powers:* Animorph, Flight, Mind Control, Super Smarts, Arcane Blast, Luck, Force Field, Heightened Senses

As beautiful as she is powerful, the Emerald Empress is one of the principal members of the Omega Guard. She originally came from another dimension, an alternate reality similar to Earth where people possess wondrous innate powers. In her home dimension, she was a member of the royal family, but was out of line for any major inheritance. Instead she chose the life of an adventurer and, by random choice, selected our reality as her new home. She sees the people of Earth as her wards and believes it is her solemn duty to protect them. *Powers:* Force Control (Emerald Energy), Force Field, Flight, Inter-Dimensional

The Elemental was a researcher that had been conducting experiments on Transubstantiation, the transformation of one substance into another, and was getting close to a positive result but needed more power to drive his experiments all the way. Circumventing the usual safety protocols, The Elemental drew the power he needed but miscalculated the effect this would have on the capacitors. A burst of energy consumed his lab station and caused his body to change. His flesh transformed into the four basic elements: Water, Air, Fire and Earth. His unique new constitution made him ideally suited for space-based duty, so he signed on with the Omega Guard as the Team Scientist. *Powers:* Fire Blast, Super Toughness, Flight, Armor (Stone Skin), Ageless, Aquatic, Vacuum Immunity

Q-Factor:

Description: Based out of San Francisco, this group is dedicated to fighting crime and fighting intolerance. They are very active in the local community and can be found working for non-profit endeavors when they aren't on a mission. This band of friends runs the successful Q-Tech Corporation, which serves as both their base of operations and the source of their incomes.

Lair: A high-tech office building in downtown San Francisco.

Symbol: A large italicized letter "Q"

Rank: Seasoned

Entry Requirements: Must be a visible supporter of equal rights for all. Documented proof of using Super Powers for good.

Members: Archstrike, Terraperson, Aquatic Prodigy, Digi-Nimbus



The leader of Q-Factor is Quentin Abercrombie, otherwise known as Archstrike, a Hero noted for his strong stances on social equality. As CEO of Q-Tech, he is able to supply his group with the cash and resources they need to carry out their war against intolerance. Q-Tech's defense division has developed a number of military technologies, but none so great as the Multi-Gun that Archstrike uses to battle

criminals. The Multi-Gun is the swiss-army knife of guns, capable of firing a number of different projectiles and beams depending on what the situation calls for. *Powers:* Heavy Gun (Multi-Gun), Broadcast, Force Field, Super Charisma

Built in a Q-Tech lab by Archstrike, Terraperson is a being of solid rock and earth that has been imbued with basic intelligence. Archstrike relies on Terraperson as a bodyguard and assistant, but is careful to let the entity discover its own identity and desires. *Powers:* Advanced Altered Form: Rock, Super Strength, Seismic Slam, Construct.

The Aquatic Prodigy is a member of the Atlantean race, pre-cursors of humanity that dwell in great underwater cities. Though his people have long held to a policy of staying out of the affairs of the surface world, they sent their finest warrior as an offering to help the human children fight the forces of evil. In his storied career, Aquatic Prodigy has kept the world's oceans virtually villain free, defeating the likes of Leviathan and Man-o-War on more than one occasion. *Powers:* Aquatic, Animal Control, Super Speed (Swimming), Barefisted Attack

Digi-Nimbus is one of the world's foremost researchers in the field of Nanotechnology. He developed a generation of experimental nanites that were designed to stop the aging process. When it appeared that he was going to be denied the right to conduct clinical trials, he used the nanites on himself. The results were not quite what he expected. In addition to repairing all of his cells the nanites imbued Digi-Nimbus with super human physical attributes and an ability to control machinery just by touch. His work had been closely followed by Archstrike, who promptly invited him into Q-Factor. *Powers:* Ageless, Malfunction, Broadcast, Super Strength, Armor (Nanomolecular Plating), Super Smarts

The Underlords:

Description: The Underlords are a gang of sewer-dwelling criminals that like to remain hidden from sight and prefer to burrow into places. They are notorious for breaking into banks and have mastered the art of navigating New York's Byzantine sewer network.

Lair: Hidden behind secret doors in New York's sewer system.

Symbol: The letter 'U' under a white line.

Rank: Seasoned

Entry Requirements: Must be able to find the Lair.

Members: Cyberbat, Bad Penny, Cat Wight, Epic Fail, Slayerita



Cyberbat tried living honestly, but no one in the working world could appreciate his bizarre inventions or tolerate his weird obsession with bats. He felt especially jilted by Doctor Warhammer, who had been an idol of his but never gave Cyberbat the time of day. When Doctor Warhammer went Super Hero, Cyberbat made a vow to become a Super himself to prove he could do it. Unfortunately, he chose the quick and easy path to power, which put him on the opposite side of the law. *Powers:* Armor (Bat Suit), Malfunction, Flight (Jet Pack), Heightened Senses, Animal Control (Bats), Super Smarts

No matter what you do to Bad Penny, she keeps coming back like her namesake. An abusive upbringing meant that Penny was no stranger to being punched and kicked, but when she turned 15 the blows

suddenly stopped hurting her. Once she realized that nothing could scratch her anymore, she became bold and starting taking back from a world that had only dished out misery her whole young life. Even though she's slight of frame, he near indestructibility puts her in the role of "brick" for The Underlords. *Powers:* Kinetic Immunity, Diehard, Super Toughness, Super Vigor, Armor (Unbreakable Skin)

Cat Wight was a cat burglar before an accidental fall took her life. A strange being calling himself the Necromancer found her and raised her from the dead. Now a member of the living dead, Cat Wight continues to pull heists for her new master, bankrolling his magical experiments. Necromancer recently formed an alliance with Cyberbat and has given him unlimited access to Cat Wight's services in exchange for cash and the occasional theft of esoteric magical reagents. *Powers:* Wall Walker, Construct, Death Touch, Super Agility, Super Leaping, Heightened Senses

Epic Fail wasn't just born unlucky in the slums of Hell's Kitchen, he quickly learned he also had the ability to make other people unlucky too. Once this power was harnessed properly, Epic Fail turned his talents toward small-scale smash-and-grab jobs and eventually caught the eye of Cyberbat, who invited him to join the Underlords squad. *Powers:* Jinx, Luck, Super Spirit

Z-Axis:

Description: Z-Axis is a Super Villain group that is trying to raise an army of flunkies to take over the world. About a decade ago they conquered a chunk of Central Asia and renamed it 'Flunkistan'. Flunkistan is now the incubator for Z-Axis' burgeoning army of militant goons.

Lair: The country of Flunkistan, where Z-Axis maintains several opulent palaces.

Symbol: A black letter 'Z' turned 45 degrees counter-clockwise on a white and red field.

Rank: Veteran

Entry Requirements: Must be *Seasoned*. Swear fealty to the Black Warlord

Members: The Black Warlord, Scarlet Jack, Doomsday, Bronze Devil



Criminal genius and unequivocal leader of Z-Axis, the Black Warlord is an armored, powerfully-built man with aspirations to conquer the world militarily. His strategic and tactical gifts suggest prior military training and command experience. He is the principal architect behind the invasion and subsequent formation of the country Flunkistan. Black Warlord crushed the gun-toting, vigilante Super Hero, Delta Wolf, during his conquest of Flunkistan. *Powers:* Minions, Armor (Cybernetic Plate Mail), Super Smarts, Teleport (Wormhole Generator), Gravity Control

A vile, twisted murderer from the streets of Prague, Scarlet Jack is the Black Warlord's personal assassin. He is a mutant with the rare power to suppress the super powers of others, an ability that makes him universally feared in the Super community. This combined with a natural aptitude for stealth and his adamantium knives makes Scarlet Jack the stuff of Super Hero nightmares. Rumors of his death are constant. Most Supers think he's a myth. *Powers:* Negation, Super Fighting, Weapon Attack (Adamantium Knives), Extra Action, Super Stealth

Doomsday is a mad bomb maker who works with the Super Villain Group Z-Axis. He is wanted in a number of countries for plots to destroy government buildings and embassies. The Black Warlord retains

Doomsday's services to make weapons for his growing army of flunkies. It is also rumored that Doomsday is working on a secret project to make a weapon capable of destroying an entire country. *Powers:* Super Smarts, Heavy Gun (Grenade Launcher), Armor (Metal Skin Grafts), Broadcast, Malfunction

Bronze Devil is The Black Warlord's muscle. When he needs to send a message to someone, or whip some flunkies into shape, the Devil's claws and fearsome demeanor usually do the trick. The Bronze Devil's armor is loaded with gadgets made personally by the Black Warlord. Little is known of the Devil himself though it is thought he was once the Black Warlord's toughest and most reliable flunky. He is never seen outside of his armor which leads to speculation that he can't take it off. It is quite possibly grafted to his flesh. *Powers:* Armor (Bronze Suit), Diehard, Super Toughness, Weapon Attack (Claws), Heightened Senses

NON-SUPER ORGANIZATIONS:

The Agency:

This mysterious, extra-national group of government spooks is involved in countless Black Ops projects around the world. Nobody knows who runs the Agency or what their goals are, but they have been known to capture and experiment upon Supers in the past. They have access to lots of money and technology and command enough respect that most world leaders will stay well out of their way. Members of the Agency almost always wear black suits and shades, as well as omnipresent ear-pieces.

Blackbelt Reserves:

The Blackbelt Reserves are essentially a flunky outsourcing company that markets itself to Super Villains. They rent out their low level goons to criminal masterminds who need additional muscle. The Blackbelt Reserves have offices in most countries and only do business with people based on proper referrals. They usually set up lairs in unremarkable warehouses in the industrial parts of cities. Members of this organization can be identified by their iconic black domino masks.

The Einherjar:

Darkness brews in the frozen wilderness of Finland. In an abandoned Nazi base, the terrorist group Einherjar builds an army of unkillable soldiers armed with high-tech weaponry. The aims of the group are nothing short of world domination. This self-styled "Army of the Dead" has some technology that enables them to 'zombify' people, turning them into fearless fighters. They seldom strike, preferring instead to bide their time, but there is no denying the fact that they are building up a massive threat in North Europe.

The Mafia:

The New York Mafia is alive and well in this day and age of Super Powers. The Mafia Dons pride themselves on getting things done the old fashioned way, but are not insensitive to the new business opportunities that can result from working with Super Villains. Mafia soldiers will hire themselves out as security or muscle for Villains who need feet on the street. From time to time, the Mafia itself will hire a Super to pull off a particularly ambitious heist.

Ninja Legion:

The world's premier organization of Ninja Assassins, Ninja Legion is both a Super Group and a mundane criminal organization. 99% of Ninja Legion's members are highly trained killers without a whit of super powers, but their extreme training and discipline makes them worthy of respect. When they accept a contract to take somebody down, they will spare no resource until the job is done.

CREATING YOUR OWN SUPERGROUP:

Players may wish to belong to one of the Supergroups listed above or may choose to create their own. All new Supergroups begin at the *Novice* rank. A Supergroup must have the following:

- More than one super powered member
- A lair
- A symbol or identifying mark of some kind
- A charter which states what the group stands for
- A press release: the group must publicly announce themselves to the media in some way. For evil groups this can be in the form of a crime or caper.

Once the above criteria have been met, the Supergroup is off and running. Almost no money is required to start up a Supergroup, but in order to rise in prominence a Supergroup will need to gather both money and fame (or infamy).

Novice:

A Novice Supergroup is either just getting started or suffers from a lack of super powered members. In general, Novice groups operate on a strictly local level because they do not have the resources to travel. The advantage of this is that Novice groups tend to avoid attention from more powerful rival groups, giving them time to make mistakes, learn and grow. At this stage, the group needs to drum up most of its own business – not enough people know about them yet to offer assignments. Novice groups can't afford to blow what little reputation they have on favors.

Seasoned:

A Seasoned group has pulled off a few capers or stopped a number of villains and is beginning to achieve regional notoriety. The group has upgraded their lair with money they've earned and has grabbed a few headlines. In the case of groups located in small countries, a Seasoned Supergroup may have national notoriety. Other groups may seek out a Seasoned group to offer jobs. Seasoned Supergroups can use their reputation to influence local governments to a small degree.

Veteran:

A Veteran Supergroup is very powerful and influential. They have national or international fame and oftentimes more than one lair. Veteran groups are heavily involved in Supergroup politics; a Veteran group will usually have at least one ally and one mortal enemy. The downside of fame is that it's harder to get things done without being noticed. The media may actively pursue members of a Veteran group and a long line of petitioners will seek them out for jobs. Veteran groups have an easy time asking for favors from powerful people.

Legendary:

A group that survives long enough to become Legendary is very special. Legendary groups are famous worldwide and are the leading lights in the super character community. They have the most prestigious memberships, the best lairs and the greatest ability to influence global politics. Being Legendary opens a lot of doors that might otherwise remain closed.

ATLAS:

Here is a snapshot of what's going on in the world right now.

Africa:

Matters in Africa have not improved much from where they were at the beginning of the 21st century -- pockets of stability surrounded by wild country and warring factions. Many parts of Africa are still very remote and thus make ideal locations for Super Villain lairs. There are no Super Hero groups currently headquartered in Africa.

The diamond mines of Africa are of interest to numerous Super Villains not only for the wealth they contain but for the variety of technological applications that flawless diamonds can be used in. The De Boer Corporation in South Africa counts among their best customers a number of dangerous Villains.

The Americas:

The United States is still one of the world's pre-eminent political superpowers. The US government has become more isolationist after a series of failed wars in Asia and the Middle East. Now they are content to stockpile cash and weapons and let the Super Heroes take care of the world's problems. The US still has the world's number one army in terms of technology and training. The US Special Forces have access to a number of experimental, high-tech weapons which are capable of hurting super-powered individuals.

The US is the heart of the world's largest media conglomerates. A huge and rabid entertainment industry has sprouted up around following and documenting the exploits of Super Heroes and Super Villains. The magazines, movies, TV shows, blogs and videos dedicated to tracking the lives of Supers are almost all made in the US and then distributed around the world to satisfy the curiosity of billions of fans. It is the largest industry on the planet.

The majority of the world's Supergroups are located on US soil including: Liberty Force, The American Titans, The Gotham Quartet, Alpha Sisterhood, Q-Factor, All-Star Family, The Front Nine, The Underlords and The Delta Manhunters.

Canada and Latin America enjoy the protection that proximity to the US military affords to them but by and large stay out of international affairs. Corrupt officials and lax extradition laws in some South American countries make those places popular hideouts for Super Villains who need to lay low for awhile. These places also tend to have a very active black market trading in all manner of illegal goods, some of them super-powered.

The US Government maintains a Super Villain correctional facility in the middle of the state of Montana. It is formally referred to as the Big Sandy Ultra-Max Correctional Facility and Sanitarium but long-term guests have taken to calling it "Big Empty".

Antarctica:

There is more happening on this frozen continent than most people would realize. Aside from the obligatory government-funded research camps, like McMurdo Station, some Super Heroes and Villains use this place as a sanctuary and training ground because it is virtually uninhabited. It is possible to find a few backup lairs here, carved out of the ice shelf, as well as the occasional Super looking for a bit of solitude. The harsh climate keeps most inquisitive Normals away.

There is talk in the Super community that there are some extra-terrestrial artifacts buried in the ice here, the remnants of an ancient UFO crash. A few enterprising Supers might try to locate and unearth this alien technology.

It is a fairly well-known fact that the eccentric scientist Dr. Levistus maintains a research laboratory in Antarctica. Even though he has been connected with a number of suspicious incidents in the past several years, his tremendous wealth and well-publicized quirkiness have won him a certain measure of protection from deep media scrutiny.

Asia:

The major power in Asia is China, the 2nd most powerful government in the world. The Chinese are ardently Anti-Super – Super Powered beings simply do not fit into their world view. A number of draconian laws are in place outlawing the use of Super Powers on pain of death. There is a tremendous amount of anxiety in the Chinese government concerning infiltration by Supers trying to undermine their way of life.

The rest of Asia and Australia is far more Super friendly. Japan is home of the Super Groups Ninja Legion and Green Shield. The Blackbelt Reserves, an outsourcing agency that hires out mercenaries to different Supergroups, maintains a number of offices and recruiting centers throughout Southeast Asia.

Ten years ago, the Super Villain group Z-Axis conquered a number of small warring states in Central Asia and formed the new nation of Flunkistan. Flunkistan is a military dictatorship ruled by the Black Warlord. Over the last decade, they have been actively raising armies and purchasing military hardware in preparation for a major conflict. A number of Asian and European powers are very concerned with what is brewing in Flunkistan.

Europe:

The European Union is the third most powerful political entity in the world. Their attitude toward Supers is neutral; the governments of Europe are happy to work with Heroes who promote law and order and will actively hunt down Villains who try to cause harm. The EU united their armed forces into a single army in the late 2010's so they have a very large and well equipped military that helps to maintain regional stability. The EU military directorate is especially concerned with the Supergroup Z-Axis, who has been massing a large army in nearby Central Asia over the last few years.

Several Supergroups are located in Europe. The Albion Knights live in the UK, where they enjoy quite a bit of fame locally. The Aristocrats occupy a remote mountain fortress in Eastern Europe. The number of capers pulled off in Europe by the October Eight leads many to believe that the group has a lair somewhere in the EU.

One of the world's largest Super Villain prisons is located in Germany: Shadelberg Ultra-Maximum Security Prison. Kept under EU military guard, this facility is state-of-the-art and is located in an undisclosed mountaintop location in the German Alps.

The terrorist group Einherjar maintains their headquarters in Finland in an old Nazi military base. It is unknown who leads this organization but they have access to very high tech equipment and have some means of creating a never-ending stream of undead soldiers.

Russia:

The Russian Confederacy of Independent States deserves special mention because of their generally mercenary attitude toward Supers. Whereas most nations try to keep out of the way of Supers, Russia caters to them with a variety of services. The Russians will sell a Super Villain a nuke without blinking and will offer their space launch services to anyone who can pay. The Russian military does brisk trade in super-powered weapons, most of which are considered black market. They sold the land around the Chernobyl disaster site to the Gamma Champions to serve as their lair. The way the Russians see it, Supers have needs just like other people, just on a much grander scale – and that means big business to those ballsy enough to take it.

Outer Space:

A vast number of satellites and space stations now orbit the planet Earth. Most of these are communication satellites, but the larger governments of the world (the US, the EU, Russia and China) also maintain military platforms in Low Earth Orbit. The very popular Supergroup, Omega Guard, has their own space station in orbit around Earth which serves as their primary headquarters. It has only been about 2 years since the Omega Guard put a stop to the latest global takeover plot from the ETM, so their fame is at its peak presently.

Farther out, the Moon is home to a handful of small bases, funded again by the Earth's largest political powers. It is generally known that the ETM (the Extra Terrestrial Masters) maintain some kind of a base on the dark side of the Moon, but none of the world's governments are interested in doing anything about it for fear of the reprisals they would suffer.

Two alien races are known to exist in this corner of the universe: the Aldebarans and the Zix.

The Aldebarans, from whom the Super Villain Martian X is descended, are generally hostile to Earth but can scarcely be bothered to do anything about it as they consider human beings to be little more intelligent than bacteria. These pale, green-skinned humanoids possess very advanced technology and are obsessed with scientific achievement, to the exclusion of virtually all other activities. Every once in a long while they send a detachment of ships to try and capture Martian X (who is wanted on his homeworld for a variety of crimes) but he always manages to escape.

The Zix are an eccentric race of encounter-suited aliens who roam deep space in large carrier ships. They are obsessed with collecting Super Powered beings – indeed it is the cornerstone of their entire economy. They will periodically appear above Earth on a harvesting mission. It's times like these when Heroes and Villains may band together for their own mutual protection. The Zix keep huge "Super Zoos" on a number of worlds where they study, trade and force Supers to battle each other for entertainment.

The Ocean:

The world's oceans provide sanctuary to a great number of Super Villains who wish to remain undisturbed. In addition to having undersea lairs, a number of remote islands have been taken over and converted into strongholds by Villains. Others have built huge armed yachts which serve as mobile staging bases for international crimes. There are no Heroes that actively patrol the world's oceans, though one group, A-Force, does keep an eye on things from sky-level in their heavily modified super-sonic jet.

Beneath the waves live pockets of Atlanteans, ancient proto-humans who choose to dwell in seclusion from their surface-dwelling cousins. On occasion, a power-mad Atlantean warlord will rise from the deeps to strike out at the air-breathers.

A huge Ultra-Max Super Villain Prison called Cook Island is located somewhere in the South Pacific. This facility is funded by the U.N. and serves as the main penitentiary for all International Super Criminals. It's earned a rather dubious reputation over the years for the number of successful escape attempts that have been engineered there.