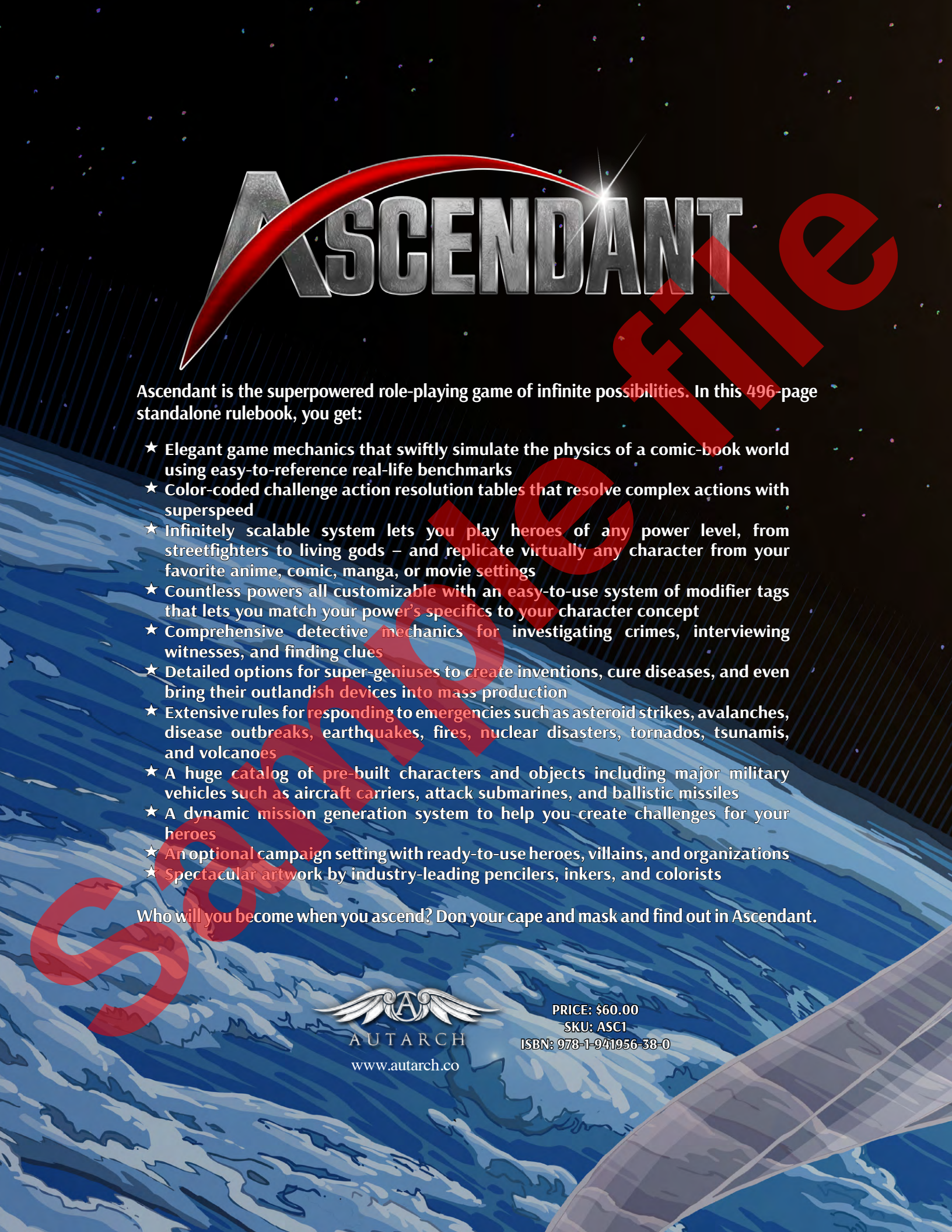
ASCENDANT



sample file

THE SUPERPOWERED ROLE-PLAYING GAME
OF INFINITE POSSIBILITIES

Alexander Macris



Ascendant is the superpowered role-playing game of infinite possibilities. In this 496-page standalone rulebook, you get:

- ★ Elegant game mechanics that swiftly simulate the physics of a comic-book world using easy-to-reference real-life benchmarks
- ★ Color-coded challenge action resolution tables that resolve complex actions with superspeed
- ★ Infinitely scalable system lets you play heroes of any power level, from streetfighters to living gods – and replicate virtually any character from your favorite anime, comic, manga, or movie settings
- ★ Countless powers all customizable with an easy-to-use system of modifier tags that lets you match your power's specifics to your character concept
- ★ Comprehensive detective mechanics for investigating crimes, interviewing witnesses, and finding clues
- ★ Detailed options for super-geniuses to create inventions, cure diseases, and even bring their outlandish devices into mass production
- ★ Extensive rules for responding to emergencies such as asteroid strikes, avalanches, disease outbreaks, earthquakes, fires, nuclear disasters, tornados, tsunamis, and volcanoes
- ★ A huge catalog of pre-built characters and objects including major military vehicles such as aircraft carriers, attack submarines, and ballistic missiles
- ★ A dynamic mission generation system to help you create challenges for your heroes
- ★ An optional campaign setting with ready-to-use heroes, villains, and organizations
- ★ Spectacular artwork by industry-leading pencilers, inkers, and colorists

Who will you become when you ascend? Don your cape and mask and find out in Ascendant.

Sample file

AUTARCH
www.autarch.co

PRICE: $60.00
SKU: ASC1
ISBN: 978-1-941956-38-0



ASCENDANT™

Second Printing, February 2022

Ascendant ©2018 - 2021 Autarch™ LLC. All proper names, dialogue, plots, storylines, locations, and characters relating thereto are copyright 2018 - 2021 by Ascendant Comics™ LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the written permission of the copyright owners. Ascendant™ and Star-Spangled Squadron™ are trademarks of Ascendant Comics™ LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.



CREDITS

Creator: Alexander Macris

Playtesting: 2econd, Alkalannar, Arbrethil, Aryxymaraki, Commander Rial, CouerDeLion, Jared Burell, NorthScorpion, Rhishisikk, SenorOcho, Teleros, Warduke88 (Discord Team); Michael Capps, Julianne Capps, Amy Foust, Newton Grant, Erik Jacobson, Doug LaVigne, Jeff Palumbo (Durham Team)

Copy Editing: Matt "Aryxymaraki" Jarmak, DMW, Teleros, David Harrison

Cover Art: J.E. Shields

Pencilers/Inkers: Jinky Coranado, Mel Joy San Juan, Gabriel Rearte, Tina Francisco, Kevin Enhart, Bruno Abdis, Raymund Bermudez

Colorists: Katrina Mae Ho, Rohvel Yumul, Kevin Enhart

Ascendant Logo: Jessica Fielhauer

Star-Spangled Squadron Logo: J.E. Shields

Cover Layout: Todd Crapper

Interior Layout (rules): Todd Crapper

Interior Layout (backstory): Jessica Fielhauer

Special Thanks: David Campiti, Jeff Palumbo, Paul Reyes

Sample file

TABLE OF CONTENTS

Credits 1

CHAPTER 1: INTRODUCTION 37
Welcome To Ascendant 37
- A Physics-Based Simulation 37
- Inspiration For The System 38
- Interpreting The Rules 38
- Defined Terms And Terminology 39

CHAPTER 2: CORE MECHANICS 40
Core Mechanic #1: Role-Playing Gaming 40
Core Mechanic #2: Supermetric Points 41
Core Mechanic #2: Supermetric Points 41
- Supermetric Values Table (Part 1) 42
- Supermetric Values Table (Part 2) 43
- Supermetric Benchmark Tables (Part 1) 44
- Supermetric Benchmark Tables (Part 2) 45
- Supermetric Benchmark Tables (Part 3) 46
- Negative Supermetric Benchmark Tables 47
- Dividing And Rounding Supermetrics 47

Core Mechanic #3: Primary Attributes 47
Core Mechanic #4: Secondary Attributes 48
Core Mechanic #5: Variable Attributes 49
Core Mechanic #6: Powers, Skills, Perks, And Drawbacks 49
Core Mechanic #7: Objects 49
Core Mechanic #8: Actions 50
- Instant Vs. Extended Actions 50
- Automatic Vs. Challenge Actions 51
- Movement Vs. Stationary Actions 51
- Categorizing Actions 51

Core Mechanic #9: Challenge Checks 52
- Acting Value And Difficulty Value 52
- Challenge Action Resolution Table (Chart) 52
- Color Results 52
- Color Threshold 53
- Automatic Success 54

Core Mechanic #10: Combat 55
- Pages And Panels 55
- Attacks, Damage, And Damage Type 55
- Protection 56
- Rolling With The Attack 56
- Effects Of Damage 56
- Conditions 56

Core Mechanic #11: Hero Points 57
- Spending Hero Points 57
- Recovering Hero Points 58

CHAPTER 3: CHARACTER CREATION 59
Concept And Origin 59
Character Power 61
Character Points 61
Building A Character 62
- Primary Attributes 62
- Secondary And Variable Attributes 63
- Powers And Skills 63
- Perks And Drawbacks 64
- Equipment 64
- Power Limit 65
- Hero Points 70

CHAPTER 4: POWERS & SKILLS 71
Power Range 72
Power Duration 72
Power Modifiers 73
Power Flaws 73
Linked Powers 76
Stacking Attributes, Powers, And Skills 77

Power Descriptions 78

Control Powers 78
- Air Control 78
- Body Control 79
- Cosmic Control 79
- Darkness Control 80
- Earth Control 80
- Electrical Control 81
- Fire Control 81
- Force Control 82
- Gravity Control 83
- Light Control 84
- Ice Control 85
- Plant Control 86
- Probability Control 86
- Radiation Control 87
- Sound Control 88
- Technology Control 88
- Time Control 90
- Water Control 91
- Weather Control 92

Defensive Powers 93
- Absorption Field 93
- Air Filtration 94
- Bombproofing 94
- Combat Sense 94
- Deflection 95
- Forcefield 95
- Healing 97
- Hyper-Immune System 98
- Immortality 99
- Invulnerability 99
- Iron Will 99
- Pressure Protection 100
- Regeneration 100
- Resilience 100
- Resistance 100
- Shield 101

Enhancement Powers 101
- Air Supply 101
- All-Frequency Hearing 102
- Biochemical Analysis 102
- Blindsight 104
- Cosmic Awareness 105
- Dark Vision 105
- Extended Hearing 106
- Filtered Hearing 106
- Lightning Reflexes 106
- Microscopic Vision 106
- Polarized Vision 107
- Radio Communication 107
- Super-Fortitude 107
- Super-Intelligence 108
- Super-Perception 108
- Super-Strength 108
- Super-Stamina 109
- Telescopic Vision 109
- Ultra-Sensitive Hearing 109
- Ultra-Sensitive Scent 109
- Ultra-Sensitive Touch 111
- Ultra-Sensitive Vision 112
- Underwater Adaptation 112
- Underwater Vision 112
- X-Ray Vision 112

Mental Powers 113
- Empathy 113
- Emotion Blast 114
- Emotion Adjustment 114
- Illusion 117
- Memory 118
- Memory Manipulation 119
- Mind Blast 121
- Mind Domination 121
- Mind Drain 123
- Mind Field 123
- Mind Reading 124
- Mind Screen 125
- Scrying 125
- Telekinesis 126
- Telepathy 126

Movement Powers 128
- Burrowing 128
- Flight 128
- Gliding 129
- Immovability 129
- Movability 129
- Jumping 130
- Portal 131
- Running 132
- Spaceflight 132
- Superspeed 132
- Swimming 133
- Swinglining 133
- Teleportation 134
- Wall-Crawling 135

Offensive Powers 135
- Aura 136
- Bang 137
- Blast 138
- Cone 139
- Explosion 140
- Flash 142
- Fog 143
- Glue 144
- Gust 145
- Hazard 146
- Illumination 148
- Life Drain 148
- Noise 149
- Paralysis 149
- Power Dampening 150
- Power Drain 152
- Quake 153
- Snare 154
- Sound Cloud 155
- Strike 157

sample file

Transformation Powers ... 158
Additional Limb ... 158
Cloaking ... 158
Duplication ... 159
Growth ... 160
Hyper-Density ... 161
Incorporeality ... 161
Inaudibility ... 163
Invisibility ... 163
Inscentability ... 163
Replication ... 164
Shrinking ... 164
Skinchanging ... 167
Stretching ... 168

Special Powers ... 168
Invention ... 168
Necromancy ... 171
Pathogen Synthesis ... 173
Power Battery ... 174
Power Pool ... 175
Power Replication ... 176
Power Set ... 176
Summoning ... 178

Skill Descriptions ... 179
Aerial Combat ... 179
Alertness ... 179
Avocation ... 179
Breath Control ... 179
Combat Posture ... 179
Craft ... 179
Data Processing ... 180
Engineering ... 180
Escape Artist ... 180
Infiltration ... 180
Intimidation ... 180
Interrogation ... 180
Investigation ... 181
Marksmanship ... 181
Martial Arts ... 181
Medicine ... 181
Parkour ... 181
Persuasion ... 182
Piloting ... 182
Power Aptitude ... 182
Profession ... 182
Science ... 182
Smack Talk ... 183
Sport ... 183
Stealth ... 183
Stoicism ... 183

CHAPTER 5: PERKS & DRAWBACKS ... 184

Perks ... 185
Alternate Form ... 185
Authority ... 185
Close Defense Expertise ... 186
Combat Maneuvers ... 186
Contact ... 187
Criminal Connections ... 187
Extra Attack ... 187
Famous ... 187
Ferocious ... 187
Grappling Expertise ... 188
Headquarters ... 188
Heroic ... 189
Leadership ... 189
Lean ... 189
Minions ... 189
Mobile Defense Expertise ... 190
Multilingual ... 191
Multitask ... 191
Multitool ... 191
Plant ... 191
Principled ... 192
Protector ... 192
Resolute ... 193
Robotic ... 193
Sacrificer ... 193
Sex Appeal ... 194
Sidekick ... 194
Signature Move ... 195
Singular Invention ... 195
Stalwart ... 195
Tireless ... 196
Undead ... 196
Watchful ... 196
Wealthy ... 196

Drawbacks ... 197
Adverse Response ... 197
Body Form ... 198
Bad Hearing ... 199
Blindness ... 199
Code Of Honor ... 199
Compromised Immune System ... 200
Compulsion ... 200
Damage Susceptibility ... 200
Dark Secret ... 200
Deafness ... 201
Deathwish ... 201
Dependent ... 201
Dim Vision ... 201
Disturbing Appearance ... 201
Duty ... 202
Easily Winded ... 202
Heavy ... 203
Hesitant ... 203
Hunted ... 203
Illiterate ... 203
Missing Arm ... 204
Missing Hand ... 204
Mute ... 204
Notorious ... 204
One-Eyed ... 204
Paraplegic ... 205
Quadriplegic ... 205
Short Stature ... 205
Sickly ... 205
Unconsummatable ... 206
Unheroic ... 206
Unlikeable ... 206
Unobservant ... 206
Unspeaking ... 206
Vulnerable State ... 206
Weak Willed ... 211

CHAPTER 6: OBJECTS ... 212

Objects ... 212
Object Mechanics ... 213
Objects In Combat ... 218
Modeling Objects With Real-World Data ... 222
Real-World Limits On Ordinary Objects ... 226
Cp Cost Of Objects ... 227
Monetary Cost ... 228

Object Catalog ... 229

Personal Equipment ... 229
Alarm System ... 229
Binoculars ... 229
Climbing Gear ... 229
Electron Microscope ... 229
Flashlight (400 Lumen) ... 229
Handcuffs/Restraints ... 229
Headlamp (250 Lumen) ... 229
Laptop Computer ... 229
Laser Sight ... 229
Metal Detector ... 229
Narcotics Testing Kit ... 229
Night Vision Goggles ... 230
Night Vision Goggles (Military Grade) ... 230
Optical Microscope ... 230
Parachute ... 230
Polarized Sunglasses ... 230
Satellite Phone ... 230
Security Camera ... 230
Smartphone ... 230
Spy Bug ... 230
Tactical Flashlight (1000 Lumen) ... 230
Telescopic Hunting Scope ... 230
Tool Belt ... 230
Walkie Talkie ... 231

Workshops ... 231
Ambulatory Surgery Center ... 231
Autobody Workshop ... 231
Forensics Laboratory ... 231
Genetic Sequencing Laboratory ... 231
Virology Laboratory ... 231

Pharmaceutical Objects ... 231
Anti-Inhibitor Coagulant Complex ... 231
Broad-Spectrum Antibiotic ... 231
Broad-Spectrum Antifungal ... 232
Broad-Spectrum Antiparasitic ... 232
Broad-Spectrum Antiviral ... 232
Disease-Specific Antibiotic ... 232
Disease-Specific Antifungal ... 232
Disease-Specific Antiparasitic ... 232
Disease-Specific Antiviral ... 232
Immune Globulin Intravenous ... 232
Intramuscular Field Anesthetic (Ketamine) ... 232
Psychoactive (Mdma) ... 232
Quickclot ... 232
Rapid-Onset Neuromuscular Blocker ... 232
Rapid-Onset Subcutaneous Poison ... 233
Sedative (Benzodiazepine) ... 233
Stimulant (Amphetamine) ... 233
Truth Serum (Scopolamine) ... 233
Vaccine ... 233

Archaic Armor ... 233
Leather Jerkin ... 233
Chainmail Hauberk ... 233
Plate Armor ... 233

Contemporary Armor ... 233
Ballistic Armor ... 233
Bulletproof Vest ... 233
Kevlar Helmet ... 233
Spy Catsuit / Superhero Costume ... 233

Environment Suits ... 234
Atmospheric Diving Suit ... 234
Fire-Retardant Suit ... 234
Firefighter Entry Suit ... 234
Gas Mask ... 234
Hazmat Suit ... 234
High-Altitude Flight Suit ... 234
Scuba Gear ... 234
Space Suit ... 234

Melee Weapons ... 234
Baseball Bat/Baton ... 234
Battle Axe ... 234
Chainsaw ... 234
Great Sword / Halberd ... 234
Hand Axe / Machete ... 235
Knife/Short Sword ... 235
Nunchaku ... 235
Pike ... 235
Rapier ... 235
Shield ... 235
Spear ... 235
Stiletto ... 235
Sword ... 235

Ranged Weapons ... 235
Assault Rifle ... 235
Combat Shotgun ... 235
Compound Bow ... 235
Crossbow ... 236
Flamethrower ... 236
Heavy Handgun ... 236
Hunting Rifle ... 236
Light Handgun ... 236
Man-Portable Anti-Tank Missile Launcher ... 236
Man-Portable Anti-Tank Rocket Launcher ... 236

Sample file

Man-Portable S.a.m. Launcher 236
Pepper Spray 236
Sniper Rifle 236
Submachinegun 237
Taser 237
Tripod-Mounted Auto Grenade Launcher 237
Tripod-Mounted Heavy Machinegun 237
Towed Howitzer 237

Grenades 237
Flashbang Grenade 237
Fragmentation Grenade 237
Incendiary Grenade 237
Nerve Gas Grenade 237
Smoke Grenade 238
Tear Gas Grenade 238

Bombs 238
Atomic Bomb, 23 Kt 238
Car Bomb, ½-Ton 238
Car Bomb, 5-Ton 238
Hydrogen Bomb, 20mt 238
Thermobaric Bomb, 44 Ton 238
Tnt, 1 Kilogram 238

Missiles 238
Air-To-Air Missile 238
Air-To-Surface Missile 239
Surface-To-Air Missile 239
Subsonic Cruise Missile 239
Intercontinental Ballistic Missile 239
Torpedo 239

Civilian Air Vehicles 240
Light Helicopter 240
Jumbo Jetliner 240
Private Jet 240

Civilian Land Vehicles 240
Armored Transport Truck 240
Bicycle 240
Bulldozer 240
Coupe 240
Heavy Truck 241
Light Truck 241
Medium Truck 241
Off-Road Motorcycle 241
Passenger Bus 241
Racing Motorcycle 241
School Bus 241
Sedan 242
Snowmobile 242
Sports Car 242
SUV 242
Touring Motorcycle 242

Civilian Water Vehicles 243
Cabin Cruiser / Motor Yacht 243
Container Ship 243
Cruise Liner 243
Jet Ski 243
Power Boat 243
Supertanker 243

Government Air Vehicles 243
Attack Helicopter 243
Heavy Transport Helicopter 244
Light Transport Helicopter 244
Jet Fighter 244
Scout Helicopter 244

Government Land Vehicles 245
Ambulance 245
Armored Personnel Carrier 245
Fire Engine 245
Hmmwv 245
Main Battle Tank 245
Infantry Fighting Vehicle 246
Police Cruiser 246

Government Water Vehicles 246
Aircraft Carrier 246
Attack Submarine 246
Ballistic Missile Submarine 246
Guided Missile Cruiser 247

Government Space Vehicles 247
Rocket 247
Space Station 247
Space Telescope 247

Misc. Static Objects 248
Bronze Colossus 248
Cast Iron Dumpster 248
Cast Iron Manhole Cover 248
Concrete Obelisk 248
Leather Couch 248
Steel Streetlamp 248
Steel Refrigerator 248
Upholstered Chair 248
Residential Home 248
Skyscraper 248
Wooden Utility Pole 248
Wooden Table 248

CHAPTER 7: ACTIONS 257

Challenge Action Mechanics 258
Acting Value And Difficulty Value 258
Challenge Action Resolution Table (Chart) 258
Color Results 259
Color Threshold 259
Automatic Success 259

Challenge Action Guidelines 260
Determining Acting Value 260
Determining Difficulty Value 261
Determining Resolution Value 262
Understanding Rv And Color Results 263

Teaming Up On Actions 264
Teams Of Teams 265

Fatigue And Exhaustion 265

Power Stunts 265
Power Stunt Declaration 265
Cost Of Power Stunts 267
Duration Of Power Stunts 270
Power Limit On Power Stunts 270
Power Stunts Beyond The Rules 270

Lifting, Carrying, And Throwing 271
The Measure Of Might 271
Lifting & Carrying Objects 271
Pushing & Pulling Objects 273
Stopping Moving Objects 274
Stopping A Moving Object With An Extended Automatic Action 274
Lifting, Carrying, Pushing & Pulling Objects Over Time 277
Throwing Objects 278
Lifting, Carrying, Pushing, Pulling, Stopping, & Throwing In Combat 279

Movement & Traveling 280
Moving 280
Traveling 280
Moving All-Out 281
Moving In Hazardous Conditions 282
Flying & Gliding 283
Jumping 284
Climbing & Swinglining 286
Falling 288
Swimming, Drowning, And Sinking 290

Breaking & Entering 294
Breaking Doors, Floors, Locks, Walls, & Windows 294
Bypassing Security Systems 296

Spotting, Listening, Hiding, & Sneaking 297
Range 297
Spotting 297
Listening 300
Hiding, Sneaking, And Observing 302

Processing & Memorizing Information 304
Processing Information 305
Memorizing And Writing 306

Earning & Spending Money 308
Income Over Time 308
Cash On Hand 309
Hiring Npcs 309
Net Worth 309

Interacting With Npcs 310
Having Fans 310
Attracting A Crowd 311
Influencing A Crowd 313
Influencing Individual Npcs 314

Fighting Crime 317
Clues 317
Investigation Of Forensic Sites 318
Questioning Of Witnesses 321
Interpreting Clues 323

Saving The Day 326
Asteroid Strike 326
Avalanche 329
Bomb Threat 332
Disease Outbreak 334
Earthquake 342
Fire 345
Hostage Negotiation 349
Nuclear Disaster 350
Tornado 352
Tsunami 353
Volcano 356

Sample file

CHAPTER 8: COMBAT 363
Pages And Panels 363
Initiative 364
Actions 364
Reserving An Action 364
Examples Of Actions 365
Movement 366
Attacks 367
Damage 368
Damage Type 369
Protection 370
Rolling With The Attack 370
Desperate Damage Reduction 371
Effect Of Damage 371
Recovery From Damage 373
Special Effects From Attacks 374
Annihilating & Cosmic Damage Type: Disintegration 374
Bludgeoning & Concussive Damage Type: Knock Back 375
Corrosive Damage Type: Corroding 375
Cryogenic Damage Type: Frozen 375
Electrical & Ionizing Damage: Disrupted 376
Lacerating & Penetrating Damage Type: Bleeding 376
Neural & Psychic Damage Type: Disoriented 376
Thermal Damage Type: Burning 376
Toxic Damage Type: Poisoned 377
Range, Line Of Sight, And Minimum Ranged Dv 377
Range 377
Line Of Sight 377
Minimum Ranged Dv 378
Methods Of Attack 379
Ranged Attack 379
Melee Attack 384
Emotional Attack 385
Mental Attack 386
Ramming Attack 386
Wrestling Attack 388
Escape 391
Combat Maneuvers 391
Fast Attack 391
Power Attack 391
Multi-Attack 391
Nonlethal Attack 392
Surprise Attack 392
Team Attack 393
Trick Attack 394
CHAPTER 9: GAMEMASTERING 400
Scenes, Issues, Arcs, And Series 400
Organizations 401
Attributes Of Organizations 401
Perks And Drawback Of Organizations 405
Subsidiary Organizations 405
Membership In An Organization 406
Organization Catalog 407
Missions 414
Mission Synopsis 414
Antagonists And Environmental Challenges 419
Scene Structure 420
Mission Timeline 426
Challenge Rating 428
Assigning Hero Points To Antagonists 432
Arcs 432
Character Advancement 435
Awarding Character Points 435
Spending Character Points 437
Character Advancement In Kind (Optional) 438
Dynamic Reputation Advancement (Optional) 438
Recovering Hero Points 440
Character Degradation 440
Character Death 442
Combat Lethality 442
Death And Return 443
APPENDIX A: CHARACTER INDEX 445
Ascendants 445
12Sigma 446
Airborne 447
American Eagle 448
Aurora 449
Avangard 450
BFF 451
Dr. Quantum 452
Helen Killer 453
Jiàn Shèng - Liáng Xù Form 454
Jiàn Shèng - Zhù Yuè Form 455
Khepri 456
Levitee 457
Manticore 458
Maximum Leader 459
Renard The Fox 460
Revenant 461
Shadowmancer 462
Singularity 463
Stiletto 464
Stronghold 465
Warp 466
Animals 467
Criminals 471
Everyday People 473
First Responders 477
Military Personnel 479
APPENDIX B: CONDITIONS 482
APPENDIX C: REAL-WORLD SUPERPOWERS 489
APPENDIX D: ATTRIBUTE SUBSTITUTIONS 492
INDEX 496

Sample file

BACKER CREDITS

The development of Ascendant was made possibly thanks to the support of these generous Kickstarter backers.

MEGA-ASCENDANTS

Warduke
Charles Myers
Bobloblah
Eric J Kraaier

ULTRA-ASCENDANTS

Dre Porcher
Jordan McCray

SUPER-ASCENDANTS

Casey "The Vampman" Ludwig
Pontus Rudholm
Nick Haines
Jeffrey S. Ross
Newton E. Grant
Gerry A.

ASCENDANTS

Mike Mudgett
Omer "Stellagama" Golan-Joel
Vaughn Romero
Stefan Küppers
Danger Casey
Daniel Herink
Carlos huaman
Tige Coffey
Chris Wakulik
Charlie Pugsley
Neil R Lindgren
Moe Gray
Garrett Edward Spears
Raoul P. Sheridan
R Libby
Talon "Neon" Jordan

PARAGONS

Alkalannar
David McGuire
G. Vanover
Bastien Pilon
Dan Barton
Jonathan Combs
Bryan Lee Briggs
Rich Spainhour
Morgan Hazel
Michael Harvey
Tim Rudolph
Daniel Stack
Wesley E. Marshall
Jerome Chenu
Johnny F. Normal
Zach Glazar
Robert Mania
Christopher M. Bower
Scott Elderkin
Luca Lettieri
Jason Smith
Douglas Meserve
T. Kurt Bond
Jeff Workman
Emiliano Marchetti
William King
John Wills
David E. Ferrell
KingCorey.com
Jim Pacek
Ryan "Rhino" Hixson
Joseph Evenson
Steph Wetch
M.Towle
Abraham Elliot Frank
Jonathan Steinhauer
Eric Maloof
Jesus
Anonymous
Billy Bishop
Baron Metzengerstein
Erik Olson
Laramie Wall
Nova Centum
Trentin C Bergeron
J. Evans
Paul P
Brent Walters
Mark Miller
Anonymous
Jack Murphy, III
Jester
H. W. McCray
René Schultze
Christian Lindke
Logan Shafer
Garth Bauman
Randy Buttram
Russ Yates
Glenn Berry
James Dyer
David E. Dalton
Kent Henry
Scott Chandler
Paul E. Holmes
Peter Wilkie
M. Chase Graham
Odidikillu
Anonymous
Max Schaft
Michael Calabrese
Herbert Nowell
Anonymous
Cain Gillespie
Sean Flaherty
Geoff Moberg
George H
Keith Cripe
Frank Hart
Yaz
Dale Holmes
Brian Whitburn
Julie Andelin
Foreshadow (Mario Van Meeples)
SirGamingScotsman
Joseph Harvey
Peter "Shoreboy" Wells
Scott Boston
Anonymous
Sef Carcanague
Sean Baird
Bruce N
Bryan Marshall
Frank C.
Casey Powers
Jim Williams
Gabriel Rahn
Christopher Mason
The Justin
Darkenblade Williams
Fiery Duck, Classy Pigeon & a Banana
Andy Glover
Justin William Gramm
William "wiilie boy" Sova
Logan Dorn
Wally Waltner
Applewhite
Mike Thiels
Ross Hathaway
Mark Magagna
Dwight Divine
Smitty the Stronk
Scali
Rob Kalbach
Cyr Rakarth
Anonymous
Chad Mercer
Roger C. Jones

HEROES

Dimension Dork
Douglas H. Cole
Patrick Wallen
Arbrethil
Scott Maynard
Attack Dice
Phil "Old Man" Davis
Leptopus
Merlin Avery
Mark Harvey
Thomas J. Burns
Jaakob Maunula
Anonymous
Ido Magal
Sean "The Real Jenk" Jenkins
Aryxymaraki
Shaun Brosemer
E.A.G.
Ron Levy
Anonymous
Kasey W.
Michael G Palmer
Brian Kreuzinger
Zharden
Darren Wheeler
Nina Blain
Will Lightfoot
Jonny 5
Ox696
Tarik Taylor
Mike Browne
Mark Charters
Sean "Cyberfed" Nicol
Pete C
Chris Mobberley
Lee Roby
Matthias Mertens
Steven Mitchell
Allan Williams
Rob Sanchez – After Dragons
John Price
Joe J.P. Roberts
Ed Latham
Sam Hing
Joe Blake
Anonymous
Morgan Weeks
James Kerr
Anonymous
Anonymous
Michael S.
RJtheGr8
Jake B.
Anonymous
Jeremy King
SuperSijy
Xsyq
William M. Anderson Jr.
Spike
David Keyser
Anonymous
Matthew McCloud

Sample file

CRIMEFIGHTERS

Amanda
Steven D Warble
Michael Louis
Alex Mooney
Keith Higdon
Benjamin R. Terry
Alexei McDonald
Shy Aberman
Yuri “Zilberfaust” Lukach
Ascension Epoch
Michael J Thompson
Mad Gav
Gabriel N. Holland
Joaquim Ball-llosera
Patrice Mermoud
Michael James Gilstrap
E. Darwin Hartshorn
Matthew J. Hernandez

VIGILANTES WITH SIDEKICKS

Tom Ladegard
C. Avery
Bob Huss
Simon Forster
North Scorpion
Jonathan Korman
Daniel Goupil
Maeyanie
Cristov Russell
Mr. Herbsti
Mattias Danielsson
Richard Watkins
John Dolan
Dave Viars
Andrew M. Morris
Anonymous
Gundamzeta
Anonymous
Woody
Joe DiJulio
Hugo Marrero
Paul DeMars
Dan Elwell
Nate Lawyer
Anonymous
The Outcasts
W. Schaeffer Toll
Charles Kinter
Wermfood
Jon Reilly
Roguewolven
Christopher Mainwaring
Jonny Patches
Aaron “Hippie” Closson
Rob Muadib
Miguel Zapico
Dave Hill
Jeremy R. Lindner
Eeyore Page
Anonymous
Danny Keith
Nathan Leake
Nick “Danger” Dunn
Raymond Solar
Mark “Ropey” Crosson
Anonymous
T3Dragoon
Anonymous
Mildra The Monk
Anonymous
Anonymous
Omar Hernandez
Last Redoubt
Gold
Anonymous
Anthony Hansen
Anonymous
Howard “HNForce” Nelson
Kristina Able
Curtis Shephard
Duke Caden Konkle and Holton Hester
Anonymous
Joseph Dechant
J. A. Sorensen
Kyle Penland
FR
Jim Mangiameli
David B. Semmes
Trip Space-Parasite
“Dr” Oliver Strange
Chad D (ZRM)
Philander Whittlesee
Jordan Stevens
Rohan Thavanathan
Loswaith
Justin Day
Anthony Pacheco
J. Nealon
Jack Toups
Anonymous
Neil Coles
Donald Wheeler
Anonymous
Mezzolien
Matthew Hammer
Dion Powell Jr.
Alyssa Arce
Scott Renner
Amir Touray
William H. Baker
SchizoClarity
Anonymous
Andy Bigham
Allan Young
Jan Sjögren

VIGILANTES

Florian Hübner
Sean Butera Keefe
Fabio Milito Pagliara
Curt Meyer
Daniel Butz
Mike Spagnola
Wyldstar
Ian Becker
Mark Craddock
Anonymous
George C Alexander
Steven Setzer
Nathan Birch
Theodore Jay Miller
ron beck
Mark Solino
Anonymous
Brian W McDowell
Adam Rice
Brian Perlis
Stephan Szabo
Phroggelator
Richard A. Spake
Charles Weston
Jonathan “Buddha” Davis
Aymeric Goutain
Christopher Peter
Anonymous
David Lachut
Doug LaVigne
Anonymous
Ray W
Anonymous
OmnesPotens
THE Donnie
Hasan A. M. Mahmood
Steve Kilgour
Gnaskar
Anonymous
Anonymous
Jason R. Morgan
Mathew B.
Judd M. Goswick
Shaun Elsasser
Alice Peng & Brandon Powers
DLazurek
Jason P Alexander
Robert Loper
James W Carter
John Hopp
João Pires
AlchemistCrow
Stephen Wales
Jeff McCloskey
Anonymous
Brandon Cassady
Anonymous
Chris Pacheco
Michael Pineda
Thobicus Larep
Duraznito
Michael D. Stein
Ian R. D.
Alaric Shapli
Joshua Chafin
Reverance Pavane
Jason Sunday
Billy D.
David Bishop
Brooks Banks
Jamal L Wilkins
Kana The Squirrel
Brian Weibeler
John Bastion
Vincent Saunders
David Johnston
Jason the Gentleman Bear
Robert Beisert
Jeremy McKean
Douglas Grecian
Anonymous
Richard Maxton
Mongolian Barbarian
Daniel Koolbeck
Ryan Kent
ManateeMan
Benton ‘Lord Gadigan’ Wilson
John J. Schneider
Dino Minutolo
TheRpgAcademy

sample file

The Manhattan Times

https://mnti.ms/2HJdnAW

Leavenworth Bombing: 412 Killed, 704 Injured

By Jonathan Burns and Alexander Martin

Dec 22, 2012, 8:04 p.m. ET

FT LEAVENWORTH – Authorities have confirmed that 412 people were killed and 704 others injured after a bomb exploded in the Munson Army Health Center at Ft. Leavenworth, Kansas, on Monday afternoon. The majority of the victims were patients and health care providers.

Brigadier General Gary D. Hawkins, head of the Army's Combined Arms Center on post, told reporters that the suspected bomber is in custody. "The perpetrator is a veteran of combat in Iraq who had mental health issues and was being treated at the base hospital," Hawkins said. "At this time there is no indication that the incident is related to organized terrorism." A full investigation is ongoing.

Often called "the intellectual center of the Army," Ft. Leavenworth is home to key training institutes such as the Combined Arms Center, the Foreign Military Studies Office, and the TRADOC Analysis Center, as well as the nation's only maximum-security military correctional facility, the United States Disciplinary Barracks.

Sample file

SPI news

Watch Live

Home UK World Politics US Climate Science & Tech Business More

Video appears to show army hospital hit by missile



JARED Gillespie
News reporter @JGillespie1

Tuesday 9 January 2013 02:19, UK
Why you can trust SPI News >

A chilling new video uploaded to WikFree appears to show a U.S. Hellfire missile hitting Munson Army Health Center, in Ft. Leavenworth, Kansas. The timestamp on the video indicates the strike took place at 4:14 EST on 21 December, 2012, raising questions of whether and how it is related to the bombing that caused over 1,100 casualties at Munson last month.

The video appears to have been shot on a mobile phone and has not been verified as authentic by U.S. authorities. Army representatives were quick to reject any suggestion that the video was authentic, decrying "conspiracy theorists" and comparing them to the 9/11 "truther" movement.

The AGM-114 Hellfire is an air-to-surface missile often used for precision drone strikes against targets in the War on Terror. It can be fired from the Predator drone, Apache helicopter, and several other air, sea, and ground platforms. It strikes at a speed of 1000mph and delivers 10 kg of high explosive.

1.5k

s/LeavenworthIncident • Posted by woundedwarrior00 12 hours ago

What really happened at leavenworth

I was an MP at munson army health center when it happened. There was never any bomb, it was a missile fired by a chopper.

TRADOCs future soldier program was running drug trials on prisoners from the nearby us disciplinary barracks. USDB is filled with bad hombres with nothing to lose. If you volunteered, you got your sentence commuted... I was there to keep an eye on prisoners when they came in for the shots.

Prisoner that day was an SF vet with two tours, he had snapped and shot up a village back in Iraq and was looking at life in prison. Id have volunteered too if I were him. Well he gets the shot that day and he goes crazy. Its like he wasn't even human anymore. He starts ripping people apart with his bare hands. Nothing could stop him, bullets doing fuck all, he starts knocking down walls like they were curtains, that's when they drop the Hellfire

I dont expect you to believe what Im saying but this is a pic of my new legs courtesy of the VA hospital. I was one of the people who got ripped apart.



173 Comments Share Save Hide Report 92% Upvoted

Sections News Sports Entertainment Life Jobs Homes Subscribe

LEAVENWORTH NEWS

MP Sergeant, injured in December bombing, found dead in home

By Shepherd Sherman
Posted Feb 9, 2013 at 12:01 PM

A disabled U.S. Army sergeant found dead in an apparent suicide was suffering from depression and post-traumatic stress disorder, a source close to him said.

Staff Sergeant Jose Ramirez, a former military police officer for 15th Military Police Brigade, was found hanged in his apartment in Leavenworth Friday night by Major Russell Kingsley, who had been treating Ramirez for mental illness.

According to Kingsley, he had visited Ramirez's residence out of concern because Ramirez had skipped his appointment that morning. "Ramirez developed severe PTSD following the loss of his legs in the December bombing. His death today should be counted as part of the toll of that terrible tragedy."

Sample file

News Archive



Alleged robber slain in attempted mugging of blind, deaf woman

83 Los Angeles Courier | 2.7.2014

Prosecutors have declined to press charges against Helen Song, 17, a student at the California School for the Blind, in the death of Robert Washington, 31. Mr. Washington was on parole after being sentenced for armed robbery in 2012.



Korean prodigy becomes youngest MIT PhD in history

300+ The Wall Street Post | 5.11.2014

13-year old prodigy Sung Jun-Han, known online as “12Sigma,” already has built an impressive resume, having become a Chess grandmaster at a record-breaking age 11 in 2012, and the youngest-ever winner of the Starcraft 2 World Championship in 2013. Now he’s added another laurel, becoming the youngest person to ever earn a PhD from the Massachusetts Institute of Technology. Dr. Sung, who is reported to have an IQ of 255, is considering job offers from Samsung, Huawei, and Google.



Cops say missing deaf, blind “Helen Killer” “can’t have gotten far”

300+ The Cloud | 6.16.2014

Police are investigating the mysterious disappearance of Helen Song, a 17-year old student at the California School for the Blind who can neither see, hear, nor speak. No evidence of foul play has surfaced, and authorities seem confident that the special-needs student will be found quickly. “She can’t have gotten far,” quipped police sergeant James Mackenzie. Ms. Song was in the news last February for accidentally killing a man attempting to rob her, an incident that led internet trolls to popularize the “Helen Killer” meme.

News Archive



Nebraska “Superhero” Lifts Car off 6-Year Old

72 Omaha World Herald | 3.26.2015

A Nebraska mother is praising local firefighter Bill Goddard as a “superhero” after he lifted a Chrysler sedan off her 6-year old daughter. Goddard, a resident of Freedom, Nebraska, was walking home from his son’s baseball game when he witnessed a driver backing his car out of a driveaway and over the child. “There was no time to think. I just ran over there as fast as I could, grabbed the rear end of the car, and lifted up the backend to get it off the girl,” he explained.

Physiologist Dr. Brian Edwards, a fitness research at the University of Omaha, cautioned against attempting to replicate Goddard’s feat. “Hysterical strength can be temporarily possible due to a combination of adrenaline production and enhanced muscle recruitment,” he said. “But it can often result in severe injury.” So unless you want to risk broken bones or torn ligaments, don’t try to lift up your neighbor’s SUV. “Humans just aren’t made to be superheroes,” he added.



Manatee Saves Florida Man Caught in Crab Trap

300+ ROX 13 Tampa Bay | 8.10.2015

A manatee saved a drowning Florida man after he got tangled in the rope of a crab trap in Safe Harbor. Christopher Sheba had accidentally walked off the pier while playing Pokémon Go. “I was thrashing around with the rope wrapped around my neck this manatee surfaced and somehow nudged the rope off me,” Sheba told ROX 13. “I swear it smiled at me as it swam away.”

The Florida manatee is classified as threatened under the Endangered Species Act, and the Florida Fish and Wildlife Commission asks that people report any manatee found in distress.



Sung Jun-Han is Officially the World’s Smartest Man

300+ CLOUD News | 9.16.2015

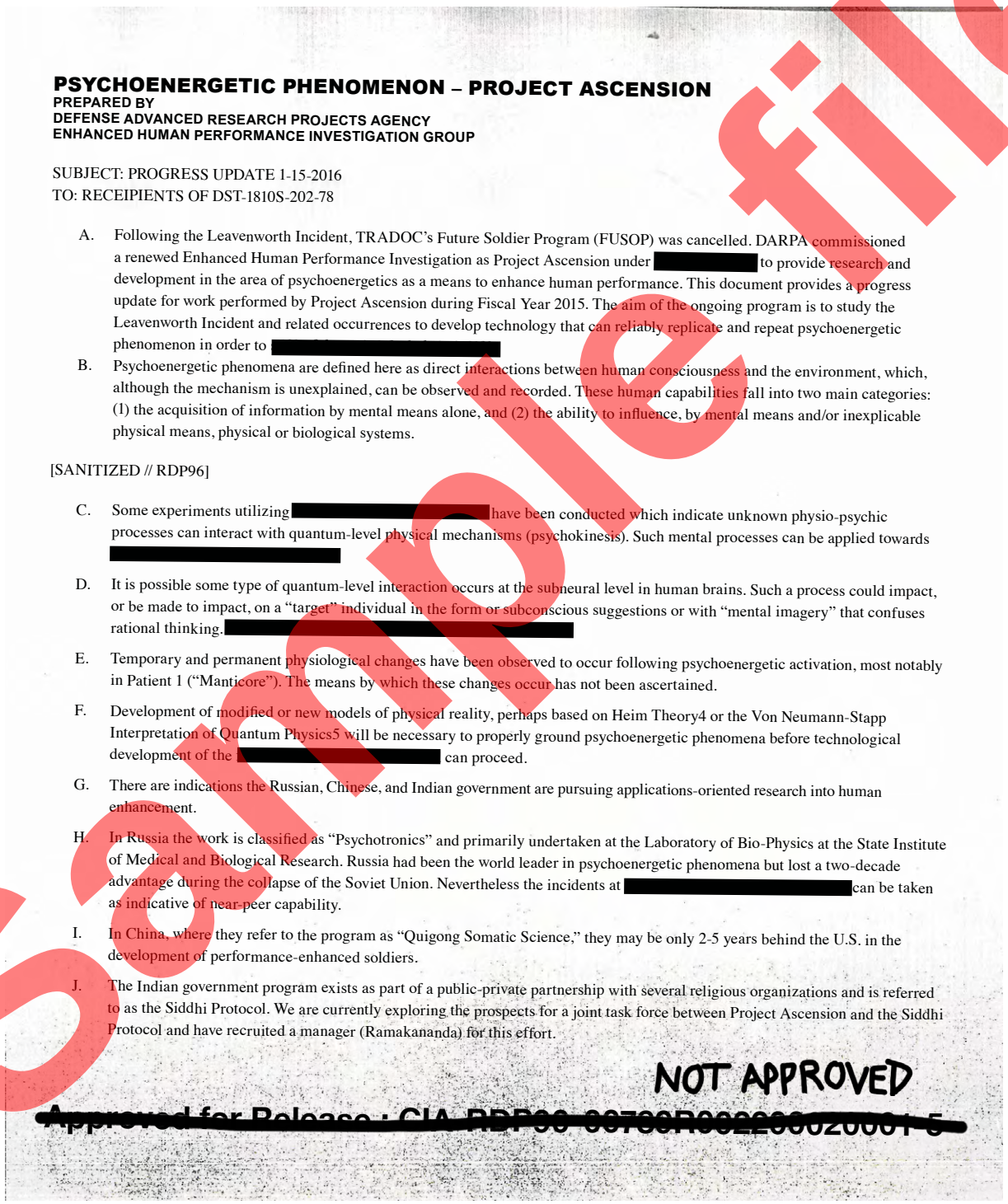
The Mega Society confirmed today that Korean polymath Dr. Sung Jun-Han is the world’s most intelligent person. Known as “12Sigma” to his legion of online fans, Dr. Sung received a perfect score on the Langdon Adult Intelligence Test. His actual IQ is unverified but might be “over 400,” according to “awe-struck” psychometricians.

Sample file

WikiFree Leaks News About Partners Search Donate Submit

Project Ascension Files

Today, August 8, 2020, WikiFree publishes a searchable archive of 2,150 unique verified files and emails associated with the classified DARP program Project Ascension.



PSYCHOENERGETIC PHENOMENON – PROJECT ASCENSION
PREPARED BY
DEFENSE ADVANCED RESEARCH PROJECTS AGENCY
ENHANCED HUMAN PERFORMANCE INVESTIGATION GROUP

SUBJECT: PROGRESS UPDATE 1-15-2016
TO: RECEIPIENTS OF DST-1810S-202-78

A. Following the Leavenworth Incident, TRADOC's Future Soldier Program (FUSOP) was cancelled. DARPA commissioned a renewed Enhanced Human Performance Investigation as Project Ascension under [redacted] to provide research and development in the area of psychoenergetics as a means to enhance human performance. This document provides a progress update for work performed by Project Ascension during Fiscal Year 2015. The aim of the ongoing program is to study the Leavenworth Incident and related occurrences to develop technology that can reliably replicate and repeat psychoenergetic phenomenon in order to [redacted]

B. Psychoenergetic phenomena are defined here as direct interactions between human consciousness and the environment, which, although the mechanism is unexplained, can be observed and recorded. These human capabilities fall into two main categories: (1) the acquisition of information by mental means alone, and (2) the ability to influence, by mental means and/or inexplicable physical means, physical or biological systems.

[SANITIZED // RDP96]

C. Some experiments utilizing [redacted] have been conducted which indicate unknown physio-psychic processes can interact with quantum-level physical mechanisms (psychokinesis). Such mental processes can be applied towards [redacted]

D. It is possible some type of quantum-level interaction occurs at the subneural level in human brains. Such a process could impact, or be made to impact, on a "target" individual in the form or subconscious suggestions or with "mental imagery" that confuses rational thinking. [redacted]

E. Temporary and permanent physiological changes have been observed to occur following psychoenergetic activation, most notably in Patient 1 ("Manticore"). The means by which these changes occur has not been ascertained.

F. Development of modified or new models of physical reality, perhaps based on Heim Theory4 or the Von Neumann-Stapp Interpretation of Quantum Physics5 will be necessary to properly ground psychoenergetic phenomena before technological development of the [redacted] can proceed.

G. There are indications the Russian, Chinese, and Indian government are pursuing applications-oriented research into human enhancement.

H. In Russia the work is classified as "Psychotronics" and primarily undertaken at the Laboratory of Bio-Physics at the State Institute of Medical and Biological Research. Russia had been the world leader in psychoenergetic phenomena but lost a two-decade advantage during the collapse of the Soviet Union. Nevertheless the incidents at [redacted] can be taken as indicative of near-peer capability.

I. In China, where they refer to the program as "Quigong Somatic Science," they may be only 2-5 years behind the U.S. in the development of performance-enhanced soldiers.

J. The Indian government program exists as part of a public-private partnership with several religious organizations and is referred to as the Siddhi Protocol. We are currently exploring the prospects for a joint task force between Project Ascension and the Siddhi Protocol and have recruited a manager (Ramakananda) for this effort.

NOT APPROVED

~~Approved for Release : CIA-RDP96-00788R002200020001-5~~

Sample file

Project Ascension Files

Today, August 8, 2020, WikiFree publishes a searchable archive of 2,150 unique verified files and emails associated with the classified DARP program Project Ascension.

Sample file

From: t.coffey@mail.darpa.mil
To: r.anderson@mail.darpa.mil, k.ramakananda@mail.darpa.mil
Subject: Metaplast confirmed
Date: Tue, 22 Nov 2016 11:23 +0000 (GMT)
Cc: r.kingsley@us.army.mil, g.hawkins@us.army.mil, n.lindgren@natlab.alamos.gov

Rob

The lab tests have come back positive. I've attached the full file below. Each of the 82 Guantanamo test subjects is expressing some combination of the ASKC-6, KAH-R2, CYF11, and SKRA exons. The polygenic results show correlation (P_{xy} = 0.7) to the quantitative assessment of power (QAP) metric devised by Project Ascension.

Expression of the QAP-correlated genes activates the metaplasts we had first identified in the cell structure of subject #1, Manticore. These organelles seem to be able to extract energy from the ZP (vacuum energy) field and make it available for bio-energetic processes – you could analogize it to how chloroplasts in plant cells extract solar energy for the plant's use.

Obviously a lot of work remains to be done to understand the method by which the human organism can transform and utilize the Zero-Point Energy, in particular how it is used to cause and sustain the radical physiological changes we've seen in #1, #28 and #81.

What's more relevant in the short term is that subjects #1, #14, #46, and #81 had previously had whole-exome sequencings (#1 in the course of the FUSOP study and the others due to pre-existing genomic health conditions) and a cross-index finds that the QAP-correlated exons were NOT expressing at the time of those tests. This suggests that epigenetic processes can activate QAP-correlated gene expression. The connection between meditation and epigenetic expression (see attached) might explain why India has had such success with its Siddhi Protocol. Going forward we need to be looking for specific environmental factors that can cause these epigenetic changes. If we isolate causal factors for epigenetic change, we can predict whether the present rate of increase in the number of military-grade ascendants is likely to stabilize or accelerate.

Subject #1 remains in a medically-induced coma along with #4, #8-17, and #75-#79. Of the other subjects, #14, #46 and #63 are the only ones that are both cooperative and have made a military-grade ascension. #14 has shown remarkable ability despite her disabilities. There are almost certainly more out there that we haven't found, and measures need to be taken to identify and assetize them.

Im copying this to Gary, Russ, Kaya, and Neil for comments.

Cheers

Tige

The Manhattan Times

https://mnti.ms/2STOded

VA, Medicare, Medicaid to Pay for Genetic Testing

By Jessica Albright and Omer Jolie

Jan 9, 2017, 3:04 p.m. ET

WASHINGTON, DC – In a step scientists are calling a "major leap forward in personalized medicine," the US Department of Health announced today that Medicare, Medicaid, and VA Hospitals nationwide would now cover the costs of standardized genomic testing for patients.

"With each advancement in genetic sequencing and testing, America's health care providers come one step closer to the promise of personalized medicine for every woman, man, and child in the country," said Dr. Neil Lindgren, the newly-appointed Director of Genomic Testing and overseer of the program. "Working with administrators across every government healthcare program and in public-private partnerships with genetic testing and data science companies we will assemble the results of these tests into the world's largest database of genomic information."

Sample file

Funerary temple in Saqqara necropolis may be over 5,000 years old

By Kara Yang, ANN
Updated 9:05 AM ET, Friday February 17, 2017

Archaeologists working for Egypt's Ministry of Antiquities have unearthed a funerary temple near Cairo that may date back 5,000 years, making it the oldest burial site ever found in the vast Saqqara necropolis. Based on paintings that illustrate the temple's walls, the funerary temple is believed to have been dedicated to the scarab-faced god Khepri, a deity associated with creation and rebirth whose name means "to come into existence." The government has so far refused to release photographs of the newly-discovered burial site or its contents. The initial news release from the Ministry of Antiquities stated that the researchers had found a "sealed sarcophagus made of black granite," but this claim has been redacted from the Ministry website and recent press. A ministry official, speaking to ANN on condition of anonymity, called the situation "confusing and chaotic". "The discovery may upend the Egyptian timeline," he added. "Many of the site's grave goods are spectacularly advanced."

CAPITAL CityTimes
SUPPORT US
Capital City's independent source of local news and culture
ACCOUNT >

Brothel Bloodbath! 23 Cartel Soldiers Slain by "Avenging Angel"

EDDIE EXSWISS | MAY 19, 2017 | 4:15 PM

An anonymous tip lead Capital PD detective Louis Hernandez to a downtown brothel on Saturday, where he made a grisly discovery: Almost two dozen members of El Cartel de Los Carteles had been brutally slain by an unknown assailant. The sole witness, 23-year old Michaela Vincente, claimed it was the work of an "avenging angel."

"This wasn't like any gangland violence we've seen before," Hernandez told reporters. "All of the cartel members were killed at close quarters by lacerations and puncture wounds." Among the dead, detectives found the remains of Sergio Enrique Zambada, the alleged leader of the local branch of El Cartel. Evidence found at the scene linked Mr. Zambada to the unsolved 2012 murder of Charles and Valentina Knight.

El Cartel de Los Carteles is a criminal organization founded in 2010. Originally made up of defectors from the ranks of Mexico's elite special forces, they have risen to become the paramount cartel in the underworld. They are believed to have over 10,000 soldiers, and in recent years have expanded from drug smuggling to kidnapping, extortion, gun running, and human trafficking. The U.N. estimates that human trafficking generates more than $32 billion annually for criminal enterprises.

n
US WORLD SCIENCE POLITICS GREAT FINDS MORE

newsfeeder
READ TO KNOW
4 COMMENTS

NTAS Alert Confirms Guantanamo Bay Prison Break-Out

By Newsfeeder Editors and Wire Service
Posted Jun 12, 2018 4:25 PM CST

(NEWSFEEDER) – A National Terrorism Advisory System Alert issued today by the US Department of Homeland Security warned that "more than 50" inmates had escaped Federal custody at the Guantanamo Bay Detention Camp. The inmates are considered "exceptionally dangerous" but DHS cautioned that there is no evidence any of the escaped terrorists has traveled to the mainland United States.

LTC Jack Jessup, commander of the Detention Camp, confirmed reports that the breakout had been a "mass casualty event," saying "The blanket of freedom that our service members provide always comes at a cost."

Sample file

gossiper



JNP @JNP2040 - Jun 14, 2018
Major traffic jam on Centennial and Marietta! are they filming something at #ANNCenter? Or is this just #AtlanticTraffic

9 3 8



TJ Shepherd @tyroneshep - Jun 14, 2018
Ima be late to work cuz some fucker in a monster costume caused a car accident #fuckthis

17 70 90



molly holly @AtlantaMolly - Jun 14, 2018
Omg. Sitting in traffic and I just saw a car go flying through the 10th floor of #ANNCenter. Did anyone else see that???

204 1.2K 407



JNP @JNP2040 - Jun 14, 2018
@AtlantaMolly I saw it to from down the block like something catapulted it into the air. Did a bomb go off? Where are the police?

411 2.4K 445



molly holly @AtlantaMolly - Jun 14, 2018
THERE IS A MONSTER ATTACKING ANN CENTER

3.5K 17.2K 14.3K



City of Atlanta @cityofatlanta - Jun 14, 2018
Motorists and pedestrians are requested to evacuate and avoid Centennial Park and ANN Center so that first responders can provide assistance to casualties

4.9K 20.7K 411



Anne Tracey @TraceyAnn - Jun 14, 2018
I literally just saw a guy in a cape fly over me and my first thought is “superman don’t like the #AtlantaTraffic either

1.6K 11.2K 21.7K



TJ Shepherd @tyroneshep - Jun 14, 2018
now some crazy mofo in red white n blue is having a kung-fu fight in midair with the monster dude... and my camera broken thanks #samsung

4.3K 25.5K 11.2K



Chelsea B @chelsseabebe - Jun 14, 2018
OMG I hope cape guy wins #battleofatlanta

1.7K 22.6K 42.2K

Sample file

UKBC LIVE TRANSCRIPT

Battle of Atlanta

June 14, 2018 - 21:48 GMT

CAROL ALLEN, UKBC ANCHOR: This just in. You are looking at obviously a very disturbing live shot there. That is the ANN Center, where we have verified reports that a motor vehicle crashed into the tenth floor of the building following an eighteen-car pileup at the adjoining intersection. There is apparently some sort of brawl or riot happening at the scene.

UKBC right now is just beginning to work on this story, obviously calling colleagues at ANN and trying to figure out exactly what happened. But clearly, something relatively devastating happening this morning there by Centennial Park.

That is, once again, a picture of ANN Center.

CHARLES BUTLER, UKBC ANCHOR: It's obviously something devastating that has happened. We are efforting more information on the subject as it becomes available to you.

ALLEN: Right now we've got Sean Murphy -- he is an ANN producer -- on the telephone. Sean, what can you tell us about what's going on?

MURPHY: Hello?

BUTLER: Yes, Sean, you are on the air right now. Go ahead. What you can tell us?

MURPHY: There is a - - a man with wings at the intersection of Marietta and Centennial Park. He is, he is - it looks like he is attacking people, he seems to be very strong.

ALLEN: A man with wings? What do you mean, like a costume?

MURPHY: No, not a costume. He – I'm not sure it's a man. It's man-like. He – oh my God.

BUTLER: We saw a streak in front of the tower just now, what are you seeing?

MURPHY: Something flew out of nowhere like a missile, like a white and blue missile. It's hit the -- this is unbelievable. It wasn't a missile. It was a man in a cape. I'm watching a man in a cape fighting a flying monster.

BUTLER: Does this look like a terrorist attack, Sean?

MURPHY: It looks like a f******g comic book Chuck.

Sample file

THE Cloud

Holy Cape, It's All Real!

PUBLISHED Friday 15 June 2018

"Battle of Atlanta" proves existence of extraordinary human abilities, say defense experts.

MANHATTAN POST

Comic Books Come to Life in Battle Over Atlanta

PUBLISHED Friday 15 June 2018

Witness describe a battle of "Biblical proportions," Damages Estimated at $2.1 Billion

ANN

A Nation Welcomes Its Newest Hero: American Eagle

PUBLISHED Friday 15 June 2018

Married father of two served in Iraq, works as a firefighter in Freedom, Nebraska. "I'm just an ordinary guy with an extraordinary gift from God."

CAPITAL CITY REVIEW-JOURNAL

8 Alleged Cartel Members Slain in Apparent Vigilante Assault

PUBLISHED Wednesday 27 June 2018

Police are on the lookout for an "armed and dangerous" vigilante responsible for the death of eight alleged members of El Cartel de Los Cateles.

COAST TO COAST

DARPA Researcher-Turned-Guru Founds New "Church of Ascension"

PUBLISHED Thursday 7 July 2018

George interviews Kaya Ramakananda about her journey from defense researcher to spiritual leader and investigates her new-age claims that anyone can achieve superpowers.

DIVERSITY

America's Next Top…Superhero?

PUBLISHED Monday 6 August 2018

Fans of the hit reality show America's Next Top Model were stunned when contestant Brittney Sinclair manifested superhuman abilities to control light during the latest episode.

INSIDE EDITORIAL

Real-Life Superheroes: Fact or Fiction

PUBLISHED Tuesday 14 August 2018

More than 15 self-proclaimed "real-life superheroes" have sprung up in American cities in the last sixty days. Once they'd have been dismissed as delusional, but in the aftermath of the Battle of Atlanta, anything seems possible. Inside Editorial brings you the story behind the headlines.

Tampa Bay Post

Florida Man Dies After Setting Self on Fire to Gain Superpowers

PUBLISHED Friday 17 August 2018

"There's no evidence that superpowers can be acquired from stress," says the physician who attempted to save the man's life. But the spiritual gurus of the Church of Ascension disagree.

VGN Entertainment

New York Comic Con Adds 4 Real-Life Superheroes to Guest List

PUBLISHED Thursday 30 August 2018

Annual conference expected to have record-breaking attendance as fans revel in the brave new world of real-life superhumans.

BUZZPOST

Humans of Mass Destruction Threaten Us All

PUBLISHED Monday 3 September 2018

If superhumans are real, we are all in danger. It's time for the government to step in.

Sample file

Project Ascension Files

Today, August 8, 2020, WikiFree publishes a searchable archive of 2,150 unique verified files and emails associated with the classified DARP program Project Ascension.

Text of Project Ascension Roundtable of 9/7/18

COLONEL ANDERSON: Mr. President. Mr. Secretaries. General. You've seen the data my colleague Professor Croft has assembled. When we lost the subjects at Gitmo the possibility of containment became closed off to us.

SECRETARY HOUND: It was a major fuck-up letting Manta-Ray to wake up.

COLONEL ANDERSON: Manticore, sir. Yes, sir. I take full responsibility for that mistake. But unfortunately something like that happening was inevitable. Ascension incidents have been on the increase since the Leavenworth Incident and since Atlanta the rate seems to be accelerating. We know the Russians are testing their military personnel for psychoenergetic potential. The Chinese have been actively screening for metaplast carriers throughout the Han population. And ISIS and Boko Haram are running training camps designed to stress the body into an ascension. It won't be long until they're able to strike us with super-terrorists. These facts are undisputed. The question is what to do about it. We propose….

SECRETARY ESPERANTO: Let's be blunt. We're talking about the problem of humans of mass destruction.

COLONEL ANDERSON: Yes, sir. But there's, there's also humans of mass protection. It's like missile defense. There are ballistic missiles and there are, um, anti-ballistic missiles.

SECRETARY ESPERANTO: Anyone capable of protecting us would be capable of destroying us.

GENERAL HAWKINS: Quis custodiet ipsos custodes. Who Watches the Watchmen.

PRESIDENT FLUSH: Wasn't that a comic book?

[*nervous laughter*]

COLONEL ANDERSON: Yes, sir. Uh, that comic, was, it was on our recommended reading list for this policy briefing. Glad you enjoyed it, Mr. President.

SECRETARY ESPERANTO: Go on, Colonel Anderson.

COLONEL ANDERSON: Sir. The way I see it, every country on Earth is facing a stark choice. What do you do when some of your population gains the power of gods? There's really only two ways to maintain order. The first, it's not who we are, or should be. It's containment camps. Secret police. Martial law. It's the end of Western democracy. And I'm afraid a few more incidents like Leavenworth or Atlanta and the public will clamor for it.

SECRETARY ESPERANTO: Or?

COLONEL ANDERSON: Or we can fight fire with fire. Tap into our pop cultural mythology. Give people a reason to look up to the ascendants. Give Americans a reason to have hope. Give them… superheroes. If you look at slide 12 in the briefing being handed around you'll see—

SECRETARY ESPERANTO: You're proposing that the US government field… men in capes?

COLONEL ANDERSON: Men and women, sir. But yes, with capes. Or costumes at least. We have to, um, we have to play to the zeitgeist. The American people are conditioned to expect superhumans to behave in certain ways. If we put ascendants on the streets in battle dress or police uniforms, America is going to be terrified. A SWAT sniper who can kill you with his mind from a mile away? That's dystopian sci-fi, that's a horror movie. But if we shave that sniper's head and call him Professor X-Ray…. That's not terrifying. That's a Marvel movie.

GENERAL HAWKINS: To be clear, "Professor X-Ray" is just an example. The branding of the code-names is going to be carefully focus-grouped. Assets from 4TH PSYOP have been tasked with that.

SECRETARY HOUND: And where are we recruiting these "supers" from? Uniformed service members? CIA?

COLONEL ANDERSON: No, sir, we've been looking at a broader pool. Only about one in six hundred thousand Americans has

Sample file

WikiFree Leaks News About Partners Search Donate Submit

achieved a military-grade ascension so we couldn't limit ourselves to just servicemembers. And we lost some of our best recruits when Manticore – well, you've seen the Gitmo footage. We--

GENERAL HAWKINS: Fortunately Dr. Lindgren's work in genomic testing and Ramakanda's efforts in the field have given us a large database to sample from. We have enough candidates identified to field our first squadron.

SECRETARY ESPERANTO: Is this proposed task force –

COLONEL ANDERSON: Squadron, sir. Star-Spangled –

SECRETARY ESPERANTO: Is this proposed "squadron" going to operate out of DOD? If so, then -

SECRETARY HOUND: It seems obvious this needs to be a DHS effort. We're literally talking about homeland--

SECRETARY ESPERANTO: DOD has been funding Project Ascension since Leavenworth. We're not going to-

SECRETARY HOUND: DOD is what CAUSED Leavenworth. Isn't it time -

COLONEL ANDERSON: If I may, Mr. Secretaries. It needs to be both. These operatives, the, um, superheroes, they will need a combination of military and police authority.

SECRETARY ESPERANTO: You're suggesting we repeal the Posse Comitatus Act? Because there's no branch of the Armed Forces that can operate in domestic law enforcement.

COLONEL ANDERSON: That's not… exactly… true sir. There IS a branch that has authority as both an armed force and law enforcement agency. It sits under the Department of Homeland Security in peacetime and the Department of Defense in wartime.

SECRETARY ESPERANTO: That's – Your plan is to assemble the, the most powerful people in America, in the world, and have them go work for the –

GENERAL HAWKINS: The Coast Guard, Mr. Secretary.

COLONEL ANDERSON: The ones with the little ships, sir.

SECRETARY ESPERANTO: I know what the… you… With respect, Mr. President –

[President Flush holds up an image of Aurora]

PRESIDENT FLUSH: I want this program to get all the funding. All the funding it needs. America needs to have the best superheroes. The best. I'm going to want to be closely involved, Gary. Closely involved.

GENERAL HAWKINS: Absolutely, Mr. President.

Sample file

The Manhattan Times

https://mnti.ms/2VbjqGt

Coast Guard Granted Unprecedented $34B Budget

By Maria Antonio

Oct 12, 2018, 12:15 p.m. ET

WASHINGTON, DC – The US Coast Guard's budget will more than triple in 2019 following passage of a new bill that President Flush signed into law earlier this morning.

The often-overlooked Coast Guard had a budget of just $11.65 billion in 2018, a fraction of the Department of Defense's $574 billion dollar annual spend. With today's passage of the Homeland Emergency Response Oversight (HERO) bill, however, the Coast Guard's budget will ascend to a record-breaking $34 billion in Fiscal Year 2019.

The additional funds are earmarked for a new program intended to manage the rising incidences of violence, vigilantism, and civil unrest that have sent crime rates skyrocketing in major cities. The White House promised more details would be revealed soon.

Sample file

THE Cloud

THE CLOUD, A NEWS UK COMPANY

HOME | SPORT | MONEY | MOTORS | NEWS | TRAVEL | TECH | SHOWBIZ | FABULOLUS

WORLD'S SMARTEST MAN: 'I am an Ascendant'

Garrett Spears

5 Nov 2018, 16:42 | Updated: 5 Nov 2018, 16:55

2 COMMENTS

Korean SUPERGENIUS joins fast-growing cult.

Fresh off his 5-0 victory over Google's AlphaGo, Dr. Sung Jun-Han stunned fans when he announced that he had joined the Church of Ascension. "Neither conventional science nor traditional religion has the answers I need. The Church does," the world-famous polymath said. "With their help I've realized that I am an ascendant, and I intend to explore my capabilities to their fullest." He later told reporters, "This isn't even my final form!"

"Ascendant" is a new word that refers to men and women gifted with extraordinary abilities. Coined by Church founder Neel Ramakananda, the term is growing in popularity on social media. While Ramakananda insists that ascendants have nothing to do with comic books and costumes, UrbanDictionary.com describes it as a synonym for "superhero."



Credit: Associated Media

Epoch Magazine Names American Eagle Person of the Year

By **Ralph Elmer** and **Melissa Alfredo**, ANN
Updated 4:25 PM ET, Tue December 11, 2018



"William Goddard has shown that one person can make a difference in our world," Epoch editor-in-chief Edward Felsenthal wrote. "And in so doing has become a role model for countless other gifted men and women around the globe who are stepping forward to use their abilities for humanitarian purposes."

This is the first time the magazine has honored an ascendant. The accolade goes to the person or persons who "most influenced the news and the world" in the past year.

Not everyone is pleased with the award. American Citizens Against Vigilantism (ACAV), a not-for-profit created in the wake of the Battle of Atlanta, criticized the decision, saying "Our nation's uniformed police, firefighters, paramedics, and doctors are its real heroes. We shouldn't idolize the self-proclaimed 'ascendants' who take the law into their own hands."

Sample file

Meet America's Newest Defenders: The Star-Spangled Squadron

11 Jan 2019
Military.com | By Oriana Jeglinski

From a nation of 330 million, they stepped forward last night: The Star-Spangled Squadron. These men and women of great power, able and willing to undertake the great responsibility of protecting their homeland against dangers greater than the world has ever seen, are America's newest defenders.

President Richard Flush personally introduced the Star-Spangled Squadron yesterday evening at a press conference held in the Dolley Madison House on Lafayette Square in Washington, D.C. The same venue was used sixty years ago to introduce the world to the original seven astronauts who pioneered America's space program. Yesterday's event may prove even more epochal.

Speaking from a flag-draped podium, President Flush told the standing-room only crowd of government luminaries that "America has always been an exceptional nation. And this evening you are going to meet some exceptional Americans." The Squadron's members, arriving to thunderous acclaim, were then each introduced by their code names while wearing their colorful comic-book inspired uniforms.

Only the most powerful military-grade ascendants passed the stringent physical, psychological, and mental examinations and interviews required to join the Star-Spangled Squadron. The initial six members of the Squadron are William Goddard ("American Eagle"), Brittney Sinclair ("Aurora"), Harumi Maeda ("Dr. Quantum"), Jorge Campos ("Stronghold"), Angelyne Knight ("Stiletto"), and Jackson Reed ("Warp").

The Star-Spangled Squadron, officially designated the National Crisis Response Squadron (NCRS), is legally part of the Coast Guard's Deployable Operations Group, which also oversees the Coast Guard's Port Security Units, Tactical Law Enforcement Teams, Maritime Safety and Security Teams, Helicopter Interdiction Squadron, and the National Strike Force (NSF). NCRS was created and funded with the passage of 2018's Homeland Emergency Response Oversight bill. The Coast Guard is the only branch of the U.S. Armed Forces within the Department of Homeland Security. It operates as a law enforcement agency, member of the U.S. Intelligence Community, and first responder during natural disaster.

During his remarks, Flush recognized the newly appointed head of the Coast Guard's Deployable Operations Group, Rear Admiral Gary D. Hawkins, as well as the commander of the NCRS, Captain Robert Anderson. Hawkins and Anderson were unilaterally transferred from the U.S. Army to the U.S. Coast Guard in order to accept their appointments and ranks.

Sample file

THE Cloud
THE CLOUD, A NEWS UK COMPANY

WATCH OUT, HUMANITY! The World Wildlife Federation has a new spokesmanatee

Garrett Spears
17 Feb 2019, 12:15 | Updated: 17 Feb 2019, 13:40

2 COMM

LEVITEE, the world's first NONHUMAN ASCENDANT, will raise funds for endangered species



Credit: Instagram

The psychokinetic manatee began his worldwide "goodwill tour" with a flyby through Manhattan.

Sample file

ROX NEWS channel

U.S. World Opinion Politics Entertainment Business Lifestyle TV Rox Nation Listen More

Hot Topics

VLADIMIR PUTIN • **Published** March 1, 2019

Putin unveils 'invincible' new hypersonic ascendant

By **Sasha Carter** and **Tyler Dennis** | **Rox News**

MOSCOW - Russia's armed forces have recruited a new ascendant capable of hypersonic flight and strategic deterrence, Vladimir Putin announced Thursday, an addition that could dramatically increase the country's military capabilities and heighten the already-tense relations between the worlds' superpowered-superpowers.

The Russian president made the bold claim during his state-of-the-nation speech, introducing the new ascendant under the codename Avangard and demonstrating recorded video of the superhuman, whom he dubbed "invincible," flying alongside a Russian Yu-74 missile.

Homeland Security Secretary Mark Hound told ROX News that Russia's claims were "unverified" and vowed that the United States would never allow a "gap in ascendant-related capabilities" to develop.



Credit: Associated Media

The Manhattan Times

https://mnti.ms/2VbjqGt

China Developing Super-Soldiers, Report Claims

By Maria Antonio

March 18, 2019, 9:14 a.m ET

WASHINGTON, DC – A classified report obtained by the Manhattan Times says that the Chinese People's Liberation Army has established a secret military program to develop a company of enhanced soldiers. According to the memo, written by Defense Intelligence Agency analysts, China's "Qigong Somatic Science" operates out of the PLA Academy of Military Science and has utilized recruits from Beijing Military Region Special Forces Unit Arrow as test subjects.

The new report, which has circulated within the intelligence community since January, claims that the PLA already has more ascendants than the United States military. "While we have allowed many ascendants to operate in private organizations due to concerns for liberty and privacy, China has conscripted the vast majority of its most powerful superhumans into government service," the report alleges.

sample file

ISSUE#4 | VOL. 12 | APRIL 2019 NO. 1 FOR YOUR CELEBRITY NEWS

Glitterati



sample

BRITTNEY SINCLAIR EXCLUSIVE

SHE'S A STAR NOW!

Former Reality TV Contestant TELLS ALL About her New life as the Star-Spangled Squadron's AURORA

- Says 'I've always known I was Special'
- Brags about 'Louboutin super heels'
- Claims American Eagle has 'hottest dad bod on earth'

WORLD NEWS APRIL 26, 2019 / 7:53 AM

Nauru Government Overthrown in Apparent Ascendant-Led Coup

Mason Cortez

DENIGOMODU (Reuters) – A mixed force of conventional and ascendant mercenaries ousted President Baron Divavesi Waqa and overthrew the democratically-elected government of Nauru on Friday in the world's first ascendant-led coup.



Maximum Leader, suspected mastermind of the coup d'etat.

Clashes erupted in Denigomodu early on Friday after the security forces of President Waqa tried to prevent rebels from landing on the island. At least 10 people were killed and 30 wounded in the fighting, according to hospital sources. The island's airport was reportedly closed. The whereabouts of President Waqa, as well as speaker of the parliament Marcus Stephen, remain unknown.

U.S. President Richard Flush and Australian Prime Minister Stephen Morris expressed "deep concern" about the evolving situation.

Nauru, formerly known as Pleasant Island, is an island country in Micronesia situated between Tuvalu, the Solomon Islands, Papua New Guinea, and the Marshal Islands. With a territory of only 8.1 square miles and a population of 10,670 residents, Nauru is the third-smallest country in the world behind Vatican City and Monaco. The country gained its independence in 1968.

Since 2001, it has received aid from the Australian Government in exchange for hosting the Narau Regional Processing Centre, an offshore Australian detention facility. Originally designed to house illegal immigrants, the Nauru Regional Processing Center began to house ascendant detainees in 2018. The number of ascendant detainees, and their current status, has not been confirmed.

Sample File

Church of Ascension: The World's Fastest-Growing Religion

Janet Whitberg
05/07/19 5:00 PM

3.6K 220 1

The concrete and glass Church of Ascension in midtown Atlanta is located just four blocks from the site of the now-legendary confrontation between American Eagle and the Manticore. The Church's proximity to the Battle of the Atlanta is no coincidence. Church founder Kaya Ramakananda is a second-generation Indian-American and self-proclaimed "ascendant" who teaches that there are extraordinary abilities waiting to be tapped in all of us.

"The abilities that present-day ascendants possess, the miracles you see on television, all of these powers were described more than 1,500 years ago in the Visuddhimagga. They were called Siddhis and they are supernormal abilities that can be attained through spiritual enlightenment," Ramakananda explained to me in a face-to-face meeting. "And I don't mean stuff like staying warm by meditating. I mean flying through the air, walking through walls, reducing your body to the size of atom, being anywhere at all will. What we call superpowers are what the ancients taught as Siddhis. All I have done is to combine those ancient teachings with the latest in Western technology so that they are available to everyone."

The Church of Ascension certainly does have the latest in Western tech. The facility has biofeedback machines, virtual trainers, and even a "StartAscending" App for Android (iPhone is coming later this year, I'm told). It makes sense, given Ramakananda's background. With a PhD from Stanford University in biophysics and a stint at DARPA in human performance research, she seems well-suited for a role as a transhumanist guru.

The idea that anyone can gain superpowers is an intriguing proposition, and one that has garnered Ramakananda over 40 million fans on social media and over 250,000 disciples – many of them celebrities like 12Sigma – all paying for weekly and sometimes daily spiritual lessons at 74 Churches of Ascension nationwide. But when I asked Ramakananda how many of the disciples have actually developed superpowers, she declined to give a number.

"Our disciples are in varying stages of spiritual enlightenment. Some are entering with considerable Karmic debt from past lives. It may take them years to develop a Siddhi. The most advanced disciples, like Dr. Sung, are beyond the need for vulgar displays."

"What about American Eagle? Is he spiritually enlightened? Or Aurora? She seems awfully shallow, no?" I asked. She chuckled. "Just like any other natural human ability, different people display differing abilities. When it comes to the Siddhis, Karma often plays a primary role. Some people are born with Siddhis because of deeds they performed in a past life. Others may unlock a Siddhi through the use of certain drugs, entheogens. Psychoactive drug use has been the path for many of the great shamanic traditions. Or sometimes stress can cause an altered state of perception."

Sample file

Councilman

Police investigating death of homeless man after shape-shifting incident near capital 

SWAT responds to homicide at Kyle Wal-Mart, suspect is "human of mass destruction" 

Austin man indicted, accused of scamming senior citizens out of millions using mind control 

With Crime Rates Soaring, Texas Legislature Empowers Citizen's Arrests

By Ariana Marcia
@ariana_ungrande
Posted May 24, 2019 at 12:15 PM

Under a new law passed today, Texas citizens can not only make citizen's arrest, they can use deadly force when doing so. Citing a 264% year-over-year increase in violent crime rates, bill co-sponsor Senator Joaquin Hernandez Baker (R) said, "Our hardworking Texas Rangers, county sheriffs, and municipal police are working 24/7 to keep Texas safe and livable. But with crime up almost threefold this year, it's clearly not enough. Texans have always been proudly self-reliant. This law gives them the authority they need to uphold the peace of our great State." He added, "And if they want to do it wearing spandex jumpsuits, God bless 'em."

Educators, minority rights activists, and prison reformers have vehemently criticized the bill, calling it "unjust," "a violation of the rule of law," and "a return to lynching." Anti-ascendant groups fear the law will cause more lives to be lost to ascendant-related incidents, and the American Citizens Against Vigilantism, the American Civil Liberties Union, and the Southern Poverty Law Center have all pledged to bring lawsuits to prevent the bill's enforcement.

The new law provides that a private citizen can arrest another person "for a breach of the peace committed or attempted in his/her presence", "when the person arrested has committed a felony," or "when a felony has been in fact committed, and the arresting citizen has reasonable cause for believing the person arrested to have committed it." What makes the law particularly troubling to activists is its use-of-force clause, which permits an arresting citizen to use deadly force "when immediately necessary to make a lawful citizen's arrest," or "to prevent escape after a lawful arrest, provided that the citizen reasonably believes there is a substantial risk that the person to be arrested will kill or harm another if not arrested immediately". And if they're wrong, "a citizen does not incur civil or criminal liability for an invalid arrest unless he/she knows the arrest to be invalid."

A Gallup poll yesterday showed 94% of Texas residents outside of Austin "strongly" or "very strongly" support the bill. Only 38% of Austin residents support the bill.

Sample file

The World's First Superpowered Private Police Company Launches in RTP

BY ZACHERY SEANE

JUNE 15, 2019 11:30 AM



Credit: Associated Media

Great Scott! Raleigh, NC has become the official headquarters of the world's first superpowered private police force. Dreadnaught Security Inc., founded by former FBI special agent Ian Donahue, is constructing a new 50-acre facility in Research Triangle Park. Donahue claims to have already signed sixteen "high value clients" in the state, to be serviced by a 24/7 on-call team of ascendant security operatives.

"North Carolina's unique Company Police Act makes it the perfect place to launch Dreadnaught," Donahue told reporters at a press conference in the Umstead today. "We are already in talks with several other state legislatures about exporting this model into their jurisdictions."

The North Carolina Department of Justice chapter 74E of the Company Police Act governs private police in North Carolina. Under the law, company cops can make arrests and write citations for violations of the law the same as any municipal police officer. Private police only have jurisdiction on property that they own and control or have been contracted to protect by the owner, although an exception exists if the private police are in continuous pursuit for a crime that was committed in their jurisdiction or investigating a crime that occurred in their jurisdiction.

Sample File

News Archive



America's "Wild West" states rush to empower citizen arrests

185 ROX News | 8.5.2019

With crime rates reaching record highs, eleven states from America's historic "Wild West" have passed legislation granting private citizens broad authority to use force to make citizen's arrest as well as protection from liability when doing so. The new bills were passed with sweeping majorities in Arizona, Kansas, Idaho, Nebraska, Montana, New Mexico, Oklahoma, Utah, and Wyoming, and with a narrow vote in Colorado and Oregon.



California, New Jersey join 22 other states passing private police laws

208 ANN | 9.7.2019

With federal, state, and local police stressed to the breaking point, California and New Jersey are joining 22 other states that have turned to superpowered private police forces like Dreadnaught Security as the solution for soaring crime. The alternative, state lawmakers say, is "chaos."



Activists slam Supreme Court decision on controversial "Mind Reading" case

300+ Washington Journal | 10.24.2019

Angry protestors gathered outside the Supreme Court Building today bearing signs with slogans like "What Were You Thinking??" and "Read This, Fascists!" The ACLU-led demonstrators were protesting the justices' recent decision in *U.S. vs. Cabriolet*, where a sharply divided court ruled that information procured by mind-reading could be introduced as evidence in Court.



Meet the crimefighting superheroes cleaning up the streets, comic book style

300+ VICEROY | 11.5.2019

In cities across America, teams of super-powered crimefighters have come together to fight the rising tide of lawbreaking that has terrorized the country since the Battle of Atlanta. Some of them operate as vigilantes, taking advantageous of broadly worded "citizen's arrest" legislation. Others secure licenses to act as private police for communities and clients that can afford their fees. Almost all have followed the lead of the Star-Spangled Squadron in adopting comic-style codenames and costumes. These are their stories.



Levitee plush toys are the must-have gift this holiday season

300+ Pop Honey | 11.22.2019

Wondering what to get the kids for Christmas this year? Jellycat's "Levitee" plush toy is not only an adorably comfy stuffed friend, it's a charitable contribution. A portion of every sale goes towards helping the World Wildlife Federation protect endangered species around the world.



Sung Jun-Ho receives Chinese award for viral pneumonia vaccine

300+ UKBC Asia | 12.15.2019

Chinese President Xi personally awarded Dr. Sung Jun-Han with the People's Republic of China's Friendship Award for his work in developing a vaccine to treat coronaviral pneumonia. The Friendship Award is China's highest commendation for "foreign experts who have made outstanding contributions to the country's economic and social progress".

Sample file

SPACEINFORMER

12Sigma to Lead Expedition to Dark Side of the Moon

By **Steve Foust** – January 10, 2020



Credit: Associated Media

MUMBAI – Representatives of the Indian Space Research Organization, the Korea Aerospace Research Institute, and the National Aeronautics and Space Administration were greeted with a standing ovation at press conference today when they revealed that Korean super-genius Dr. Sung Jun-Han would be leading a team of astronauts on a mission to land on the dark side of the Moon.

The hugely popular Dr. Sung, commonly known as 12Sigma, has previously called space exploration "an urgent necessity to protect the human species." At the press conference, he elaborated on the reason for turning his super-intelligence to space. "Existential risks challenge us at every turn: rogue ascendants, genocidal AIs, nuclear wars, environmental destruction, asteroid impacts, bioterrorism, supervolcanos, gamma ray bursts, false vacuums, solar superstorms, strangelets," he noted. "If we don't expand beyond this tiny globe, our extinction is a matter of mathematical certainty."

Dr. Sung will be accompanied by an elite team of American, Indian, and Korean astronauts, with one-half of the mission roster made up of experienced space explorers and the other half consisting of ascendants with a wide range of abilities.

The astronauts will travel to the dark side of the moon in the Sigma 12, a reusable spaceplane designed and built by Dr. Sung. Because of the Sigma 12's advanced psychoenergetic propulsion system, the round-trip journey is expected to take just 4 days, less than half the time of the storied Apollo XI lunar mission. The launch date is set for July 16, 2020.

NASA MOON MISSION SIGMA 12

Sample file

ROYSTERS

Business Markets World Politics TV More

WORLD NEWS FEBRUARY 10, 2020 / 11:44 AM

Self-Proclaimed Maximum Leader Warns UN "I am a Sovereign Power"

Mason Cortez

NEW YORK CITY (Reuters) –His face and voice masked by battle armor, the megalomaniacal mastermind of April's overthrow of the Republic of Nauru appeared before the UN General Assembly to offer a stern warning not to interfere in the affairs of his newly established government.

"You come here as representatives of the sovereign powers you serve. But I am a sovereign power," the ruler of the island-nation said. "And unlike the warmongering great powers you represent, I seek only peace with humanity. I will make the island of Nauru a haven for the ascended men and women around the word that you fear, persecute, and exploit. I offer it as a home where they can actualize their abilities without interference from those who cannot understand them."

Maximum Leader's speech marked the first time an ascendant has spoken before the UN as the leader of a nation. U.S. President Richard Flush had ordered the Star-Spangled Squadron on call to protect the General Assembly if necessary, but Maximum Leader left peacefully despite the Assembly refusing to recognize the legitimacy of his government.

SECTIONS MANHATTAN POST SEARCH TIPS

NEWS

Air Force Whistleblower Condemns New Lunar Mission

By Sebastian Jaeger

March 14, 2020 | 10:55am | Updated

US Air Force whistleblower Karl Wolfe has sounded the alarm on Dr. Sung Jun-Han's lunar mission, calling it "extremely irresponsible," adding "They have no idea the danger they are going to encounter there."

Mr. Wolfe previously worked for the US Air Force Director of Intelligence at the Headquarters Tactical Air Command in Langley Field, Virginia, where he was one of only two technicians cleared to review high-tech military intelligence photographs.

In a 2016 interview, he claimed to have seen clearly visible structures on the surface of the dark side of the Moon. "They were structures that were definitely not created by natural means. These structures were created by intelligent beings." This is the first time Mr. Wolfe has spoken in public since then.

General John Raymond, Chief of Space Operations for the U.S. Space Force, declined to comment on the expedition citing "national security" concerns. However, Dr. Sung was quick to dismiss Wolfe's alarmism, posting "Human history is a story of progress towards a more humane and peaceful planet. Any alien life that is more technologically progressed than us would almost certainly be more socially progressed well. If and when we do encounter extraterrestrial life, we will greet each other in peace as fellow citizens of the galaxy." He then added, "Set phasers to kill."



Credit: Associated Media

Sample file

ROX NEWS channel

U.S. World Opinion Politics Entertainment Business Lifestyle TV Rox Nation Listen More

Hot Topics

EXODUS · **Published** April 8, 2020

DHS Labels Exodus World's Most Dangerous Terror Organization

By **Sasha Carter** and **Tyler Dennis** | **Rox News**

WASHINGTON, D.C. – The Department of Homeland Security has officially listed Exodus as the world's most dangerous terrorist organization.

Exodus is a loosely organized ideological movement that urges those gifted with superpowers to "exit humanity" in favor of a new ascendant identity. Exodus rose to prominence in the aftermath of Maximum Leader's speech before the UN when he called for ascendants worldwide to join him, and many members of Exodus now claim Nauru to be their "homeland." Authorities have blamed Exodus for more than two dozen acts of mass destruction as well as hundreds of assaults and homicides targeting institutions and individuals critical of ascendants.

American Citizens Against Vigilantism (ACAV) praised the decision. ACAV executive director David Dworkin told ROX News "Today's decision was a vital first step. Ascendant supremacists should have no place in our society. We renew our call for a nationwide registry of these humans of mass destruction, with close monitoring to ensure that anyone calling for or participating in acts of hate can be quickly apprehended."

ROYSTERS

Business Markets World Politics TV More

WORLD NEWS JULY 18, 2020 / 10:10 AM

Contact Lost with Sigma 12 Moon Mission

Mason Cortez

CAPE CANAVERAL (Reuters) – Two days after the world celebrated the launch of the Sigma 12 spaceplane on its journey to the dark side of the moon, NASA confirmed that contact had been lost with the mission.

"We have no information at this time as to what has caused this disruption in communication," NASA spokesperson Daniel Kim told reporters in a press conference this morning. "There was no evidence in the telemetry to indicate any technical issues, and communications were routine for the first 47 hours of the mission. Therefore we expect this to be a temporary condition."

Conspiracy theorists have been quick to pounce on the lack of details. Tech companies have pledged to work with NASA to prevent disinformation and fake news from spreading.

Sample file

Washington Mauled as Star-Spangled Squadron Faces Exodus Terrorists in Monumental Battle

By Ralph Elmer and Melissa Alfredo, ANN
Updated 8:2A PM ET, Sun July 19, 2020

At least 1,500 people are dead and 4,500 injured in the aftermath of a pitched battle between the Star-Spangled Squadron and a number of ascendant individuals believed to be affiliated with Exodus. The fighting began around 4:15 PM, when several flying attackers assaulted the Washington, D.C. headquarters of American Citizens Against Vigilantism (ACAV).

“The ACAV building was on fire and there was smoke everywhere. But I could see people flying around through the smoke blasting any survivors that crawled out,” said James Youngblood, a witness to the atrocity. “Then all of sudden the whole block lit up brighter than the sun. After that I couldn’t see anything but white light for a while.”

The focus of the fighting slowly shifted southward over the course of the 25-minute battle, with members of Star-Spangled Squadron clashing with Exodus terrorists in fights over the Eccles Building, Vietnam Veterans Memorial, and Lincoln Memorial before climaxing near the Washington Monument. Exodus forces retreated at 4:40 PM, but firefighting and rescue operations continued until late in the evening, with American Eagle, Aurora, and Stiletto assisting.

CPT Robert Anderson, speaking on behalf of Star-Spangled Squadron, confirmed that the three other members of the team were taken to George Washington University Hospital in critical condition following the battle. “The uniformed heroes that defend America’s freedom paid a high price today,” he said. “Thank you for your thoughts and prayers.”

DC Mayor Muriel Bowser held an impromptu press conference in response to the battle. Speaking from the base of the broken Washington Monument, Mayor Bowser told reporters that “Washington has been mauled, and the damage is apocalyptic.” The DC Comptrollers Office has estimated the cost of the physical damage at $40 billion.

ACAV executive director David Dworkin condemned the Star-Spangled Squadron, noting “the arrival of these so-called heroes transformed an act of arson into a pitched battle that brought devastation onto our city. How many more ordinary people have to die before all of these so-called ‘ascendants’ are locked up?”

Sample file

SPACEINFORMER

Rescue Mission Finds Space Wreckage, But No Survivors

By **Steve Foust** – July 20, 2020

POINT NEMO – International search-and-rescue teams were combing the most remote point of the Pacific Ocean today, hoping to find survivors of the ill-fated Sigma 12 lunar expedition. Wreckage believed to be the remains of the mission's spaceplane crashed to Earth late last night in a fireball that was visible throughout the South Pacific region.

Representatives of the Indian Space Research Organization, the Korea Aerospace Research Institute, and the National Aeronautics and Space Administration spoke with Space News via videoconference, but little information was available. "We have had no communication with any member of the lunar mission since July 18, and the trajectory of the fireball that struck Point Nemo last night is compatible with it being the remains of the Sigma 12 spaceplane," said NASA spokesperson Daniel Kim. "We have to prepare ourselves for the possibility of the unthinkable," he added.

Point Nemo, the epicenter of the search-and-rescue efforts, is the most remote oceanic location on Earth, more than 2,688 kilometers from the nearest land. It is also relatively lifeless, as the South Pacific Gyre prevents nutrients from reaching the area. Because of its remoteness and lifelessness, Point Nemo has been used as the world's "spacecraft graveyard" for over three decades, and more than 300 spacecraft have been landed in its deep waters when their time in space ended.

The Sigma 12 spaceplane was not originally intended to land at Point Nemo, however. "It's possible that Dr. Sung or another crew member may have attempted to deliberately steer the craft to land at Point Nemo in order to minimize the risk of casualties or contagion," said Kim. He declined to elaborate.

NASA | MOON MISSION | SIGMA 12

MORE > NEWS > STORIES

FBI PRESS

NEWS

Stories | Videos | Press Releases | Speeches | Testimony | Podcasts | Photos | Apps

September 31, 2020

FBI Releases 2019 Crime Statistics

For the second consecutive year, the estimated number of violent crimes in the nation increased when compared with the previous year's statistics, according to FBI figures released today. In 2019, violent crime was up 264 percent from the 2018 number. Property crimes also increased 460 percent, marking the 2nd consecutive year the collective estimates for these offenses more than doubled. Prior to 2017, crime rates had been declining for 15 years. The nationwide average rate of crime is now higher than it was in the most crime-ridden neighborhoods in 2016.

The 2019 statistics show the estimated rate of violent crime was 2,802 offenses per 100,000 inhabitants, and the estimated rate of property crime was 12,607 offenses per 100,000 inhabitants. The 2019 report also details a new statistic, the estimated rate of ascendant-related crime, at 8,601 offenses per 100,000 inhabitants.

These and additional data are presented in the 2020 edition of the FBI's annual report Crime in the United States. This publication is a statistical compilation of offense, arrest, and police employee data reported by law enforcement agencies voluntarily participating in the FBI's Uniform Crime Reporting (UCR) Program.

Sample file

AMERICA • DEMOCRACY

A Weary Nation Begins to Lose Hope

BY JORDAN MAGISTER OCTOBER 14, 2020

In the days and weeks after the Battle of Atlanta, a fervor of excitement gripped the United States: Here, at last, was the proof that America was the exceptional nation, protected by a hero in red, white, and blue. It seemed like the rise of ascendants had returned the hope of progress and prosperity that had once characterized the American Dream.

This past summer, everything changed. Those heady days are gone now, replaced by fear, uncertainty, and ceaseless anxiety. The Star-Spangled Squadron stands reduced to half strength following its bruising struggle with Exodus. Who will protect us against the next super-terrorist attack? The world's most brilliant man, Dr. Sung Jun-Han, is missing and presumed dead, his body likely vaporized somewhere over the Pacific Ocean in the crash that followed his ill-fated lunar mission. What happened up there, on the dark side of the moon? The world's governments have been frighteningly quiet.

In the deafening silence, WikiFree has made its voice heard. The allegations in the Project Ascension files have left an already-shaken public unsure who it can trust. Is the Church of Ascension really a CIA-funded genetic testing effort? Is the U.S. government really culpable of engaging in illegal experiments at Leavenworth and covering up the aftermath? We don't know. But one need only call to mind the MK Ultra and Tuskegee Syphilis experiments to believe it possible.

Perhaps American Eagle would tell us the truth – but he, too, has vanished now, his white cape last seen fluttering over the skies of Manhattan before he soared into the stratosphere. Is he looking for the Sigma 12 expedition, or doing battle against unseen enemies in the vast reaches of space? Or has he fled in shame or disgust at the revelations of Project Ascension? Is he even still alive? Again, we don't know.

All we do know is that a rising tide of crime has drowned our cities in violence and despair, and it shows no sign of ending. One hundred years ago, in the aftermath of the Great War, Irish poet W. B. Yeats wrote of the desolation of post-war Europe and gave grim tidings that the worst was still come. His words seem eerily appropriate now, a century after they were written:

> Things fall apart; the centre cannot hold;
> Mere anarchy is loosed upon the world,
> The blood-dimmed tide is loosed, and everywhere
> The ceremony of innocence is drowned…
> The darkness drops again.

Will anyone pick up the torch of hope to light our way?

Sample file



CHAPTER 1: INTRODUCTION

WELCOME TO ASCENDANT

The book you hold in your hands is the product of over two years of research and writing. Any game designer hopes that their work will be commercially successful. Nevertheless, in creating this game, we have eschewed many of the trends of contemporary design and most of the framework that most superhero RPGs rely on. This introduction is intended to offer some perspective on the choices made in this game so that you can decide if it's the right game for you. If you're already committed, you can skip to Chapter 2 and you won't miss any rules.

A PHYSICS-BASED SIMULATION

Comic book RPGs tend to be sub-divided into "descriptor-based" and "effect-based" games. "Bolt of Fire" is a descriptor, while "Ranged Attack that deals 50 points of damage to one target" is an effect. A descriptor-based game prioritizes the descriptor over the effects. An effect-based prioritizes the effects over the descriptor.

sample file

In a descriptor-based game such as Margaret Weis Production's **Cortex System**, a character might have a Flight power that can be used to achieve several **effects:** make an attack, dodge a blow, fly to a new city, and anything else that a character with Flight seems like they could do. The advantage of descriptor-based games is that they encourage the players to use their powers creatively. "I will pick up the car by flying around it at supersonic speeds until I create a tornado-like lift!" The disadvantage of descriptor-based games is that the various characters and powers in the game can end up all feeling the same mechanically. A clever player can usually find some means to justify any effect from any descriptor. The fluff trumps the rules.

In an effect-based game such as Hero Games' **Hero System**, a character would purchase each effect separately, and a character who wanted to be able to attack, defend, and fly around would need to purchase Killing Attack - Melee 6d6, +6 DEX, and Flight 10" separately even if all of them were supposed to represent different aspects of the character's ability to fly. The advantage of an effect-based game is that it enables players to exploit a wide variety of mechanical effects in the game, allowing each character to play differently. The disadvantage of an effect-based game is that the mechanical effects are disassociated from the game world. A character cannot use his powers in ways that make sense with how they are described, only in ways that accord with what effects were purchased. The rules trump the fluff.

Ascendant strives to be neither a descriptor-based nor effect-based game. It is, rather, a physics-based game. The game mechanics are intended to be the physics engine of the game world. Powers have both descriptors and effects. Some effects are precluded by the logic of the descriptor, and some descriptors inevitably entail certain effects. The mechanics are elaborate and detailed (as in an effect-based game) but they are also broad and universalized (as in a descriptor-based game). Players are expected and encouraged to use their powers in whatever manner makes sense within the physics of a comic book world, but not in ways that don't make sense.

It should be noted that while ***Ascendant*** is physics-based, the physics upon which it is based are comic book physics. Physical phenomena that are routinely ignored in comic books are therefore ignored. For instance, comic books tend to permit strong heroes to pick up heavier objects than weak heroes can, or to throw objects with more force than weak heroes can. In that sense, comic book worlds clearly reflect the physical formula that Force = Mass x Acceleration. Conversely, when strong heroes pick up huge objects like jetliners, comic books routinely ignore issues such as center of gravity, leverage, and surface pressure. A jetliner's fuselage doesn't crumple under the force of the hero's hands, even though it should. ***Ascendant*** models only what comic books model and doesn't worry about modeling what comic books don't model.

If a descriptor-based system aims to let players experience a comic book story; and an effect-based system aims to let players play a superhero game; our physics-based system aims to let players simulate a comic book world. To do so, we have created logarithmic chart-based universal mechanics, a style of design that has not been widely used in the last two decades. Our ultimate goal is for fluff and rules to work in association.

INSPIRATION FOR THE SYSTEM

If we have succeeded, it is because we stand on the shoulders of giants. Two particular giants deserve special acclaim: Jeff Grubb, the designer of TSR's 1984 RPG **Marvel Super Heroes**; and Greg Gorden, designer of Mayfair Game's 1985 RPG **DC Heroes**. Grubb's **Marvel Super Heroes RPG** (sometimes called the FASERIP system) was our inspiration for the color-coded Challenge Action Resolution Table, which enables any and all actions within the game to be resolved with a roll of 1d100. Meanwhile, Gorden's **DC Heroes RPG** (sometimes called the MEGS system) was our inspiration for the logarithmic mathematics that power our physics-based design. We have sought to synthesize what was best about these two games into one cohesive system that surpasses both in robustness, comprehensiveness, and verisimilitude. Whether we have, in fact, succeeded is for you to judge.

INTERPRETING THE RULES

The remainder of this book is given over to the rules of ***Ascendant***. While we have attempted to present a comprehensive and flexible rulebook, all rules are susceptible to ambiguity and uncertainty. Such issues should be resolved by following three canons of interpretation.

Canon #1 - **Specific rules trump general rules.** The mechanics of ***Ascendant*** are initially presented as a series of general rules ("Core Mechanics") which are later expanded upon with increasing specificity. Whenever rules contradict each other, more specific rules trump more general rules. For instance, it is a general rule that Attacks are made with Attribute vs. Attribute Challenge Checks. A more specific rule states that Ranged Attacks are made as AGI vs. AGI Challenge Checks. An even more specific rule states that Telekinesis Ranged Attacks are made as INS vs. AGI Challenge Checks. And a yet more specific rule states that if the Telekinesis

Sample file

power has the Agile modifier, the Telekinesis Ranged Attacks are made as AGI vs. AGI Challenge Checks. Thus a character who makes Ranged Attacks with Telekinesis attacks uses INS, not AGI, unless he has Agile Telekinesis, in which case he reverts to AGI!

Canon #2 - **Physics fills in the gaps.** This game is intended as a physics-based simulation. The rulebook provides mechanics for a vast number of physical interactions between characters, objects, powers, and skills. Nevertheless, not every interaction or combination of interactions has been precisely delineated. Anytime the rules are ambiguous or absent with regard to a particular interaction, the rules should be interpreted or expanded in whatever manner leads to the most plausible outcome for a world of comic book physics. For instance, imagine that a character with a fiery phoenix-like aura (Thermal Aura, in game terms) walks through a drought-struck California woodland. The rules do not specifically state that the character's Thermal Aura could start a forest fire, but obviously it could and the gamemaster would be right to rule accordingly. Once the ruling is made, the mechanics of the fire itself could be handled using the rules for Fighting Fires (p. 345).

Canon #3 - **Oral rulings create precedent.** From time to time, the rules will be absent or ambiguous and neither the first nor second canon will make it clear what interpretation should be adopted. When this occurs, the gamemaster should make a ruling according to their best judgment. Thereafter, their oral ruling forms a precedent that should guide future interpretations. In this way, the rules of the game can be gradually but coherently expanded over the course of play. For instance, imagine that a battle takes place in a nightclub with strobing, pulsing lights. The rules do not provide specific mechanics for how strobe lights affect Line of Sight, so the gamemaster has to decide. He rules that it's equivalent to claiming Line of Sight during twilight. Having established this ruling, the next time the player characters fight in that nightclub, the same ruling should apply. If the gamemaster were to suddenly rule that the same strobe lights in the same location now counted as full daylight, they'd be violating this canon.

DEFINED TERMS AND TERMINOLOGY

Ascendant has many new mechanics that are precisely and numerically defined. To help the reader while scanning text, game terms are presented with an initial capital letter when they are rated with a numerical value in game or when they are the names of specific attributes, powers, skills, perks, drawbacks, conditions, object types, or other specific mechanical categories. Non-specific and non-numerical game terms are not capitalized. Acronyms and abbreviations are presented in all capital letters, hence "GM" for gamemaster and "TOU" for Toughness.

Hence, the word "speed" has an initial capital in the sentence "Captain Zoom has a Speed of 5" but not in the sentence "Captain Zoom likes to speed". Likewise, in the sentence "the character has the Overwhelmed condition and cannot use his Air Control power for another 1 SP of Time," Overwhelmed is a specific condition, Air Control is a specific power with a numerical value, and Time is a unit of measure with a numerical value.

Note that "condition" is not capitalized in the previous example, but would be in the sentence "a character with this Condition is in some serious trouble", because in the first sentence "condition" is effectively an adjective while in the second "Condition" refers to a specific defined category of game mechanics. Similarly, the word "object" is not capitalized when it appears alone, but would be capitalized in the sentence "A shield might be an example of a Worn Object", because Worn Object refers to a specific mechanical category of objects.

Throughout the rulebook, we have generally used they/their/them as the third-person pronoun for the gamemaster and player, he/his/him as the third-person pronoun for individual players, characters, and/or creatures of unspecific gender, and it/it/its as the third-person pronoun for individual objects and/or targets. This method avoided the ambiguity that can arise from combining singular and plural forms ("if a target is rammed by a character, they suffer Ramming damage") and made common interactions easier to parse, such as those between characters and objects ("he tried to stop it but it rammed him") and those between characters and targets ("he attacked it for 48 Damage").

Sample file



CHAPTER 2: CORE MECHANICS

CORE MECHANIC #1: ROLE-PLAYING GAMING

Ascendant is a traditional role-playing game. One of the participants takes on the role of **gamemaster (GM)**. The other participants take on the role of **players**. Each player controls a **player character (PC)** or **hero**, who exists within a shared imaginary universe called the **game world**. The PC is the player's avatar within the game world. The GM controls all other creatures in the game world, known as **non-player characters (NPCs)**. In addition to PCs and NPCs, non-living **objects** are often important to gameplay. The term **character** encompasses PCs, NPCs, and objects, while **creature** encompasses PCs and NPCs but not objects. All characters are rated with **Attributes**, which are numerical scores that govern the characters' capabilities in the game world.

In addition to controlling various characters, the GM is responsible for creating scenarios for the players, called **Missions**; refereeing the game and enforcing the rules; issuing rulings on grey areas not covered by the game mechanics; and narrating the flow of information about the world to the players.

Sample File

Like other traditional role-playing games, ***Ascendant*** is intended to be played on a recurring basis over a long period of time. Each individual single session of the game is called an **Issue**. An Issue usually lasts between three and five hours. GMs typically try to schedule one to four Issues per month for their players, although that's entirely up to the participants.

Each Issue is divided up into one or more **Scenes** that take place at a particular location in the game world. The Scene is the basic building block of play. Scenes which primarily involve investigating locations and interacting with NPCs are called **Exposition Scenes**. Scenes which are primarily about fighting antagonists or confronting environmental challenges are called **Action Scenes**. Action Scenes are further divided into a sequence of **Pages and Panels** (see p. 363).

Each Scene typically lasts for thirty minutes to an hour of real-world time (the time in game can vary tremendously). There are thus anywhere from three to ten Scenes in a typical Issue, with five to seven Scenes being average.

A collection of one or more Issues forms an **Arc**, which typically involves discovering and confronting a set of antagonists and either solving a crime, averting a crisis, or completing a mission of some sort. A typical Arc lasts from four to six Issues. A collection of one or more Arcs forms a **Series**, or campaign. A typical Series covers from four to six Arcs, or about twenty to thirty Issues. Since most groups play about every other week, a Series corresponds to a year of play.

CORE MECHANIC #2: SUPERMETRIC POINTS

Many quantities in ***Ascendant*** are measured in **Supermetric Points**, or **SPs** for short. Examples of quantities that can be measured in SPs include Distance, Speed, Time, Weight, Density, Volume, Area, Money, Information, and Fame, as well as all **Primary Attributes** and some **Secondary Attributes** of characters.

For all quantities measured in SPs, zero is used as the base value against which that quantity's measurements are calculated. The base value for 0 SP for each of the measurements mentioned above is shown on the table to the right.

SPs	Quantity Measured	Base Value
0	Distance	5 feet
0	Speed	1 mph
0	Time	3.5 seconds
0	Weight	25 lbs
0	Density	0.2 lbs per cubic foot
0	Volume	125 cubic feet
0	Area	25 square feet
0	Money	1¢
0	Information	1.5 words
0	Fame	25 fans

Each additional one SP of a quantity has a value equal to double the amount of the previous SP. For example, since 0 SPs of distance is equal to 5 feet, 1 SP is 10 feet, 2 SP is 20 feet, 3 SP is 40 feet, and so on. If a pistol had a range of 5 SPs it would be able to fire at targets at a distance of 160 feet.

The SP system enables all game mechanics to interact cleanly and clearly. For example, a character who has 9 SPs of Superspeed (about 500 MPH) can run 9 SPs of distance (about 1/2 mile) every 0 SPs of time (3.5 seconds). A character who has 9 SPs of Might can pick up an object that weighs 9 SPs (about 6 tons).

The *Supermetric Values* table lists the exact values for the first 25 SPs of each of the most commonly used quantities in the game. The *Supermetrics Benchmark* tables list rounded player-friendly values for the first 25 SPs of the same quantities, along with real-world examples possessing the appropriate value for each. The *Supermetrics Benchmark* examples also offer the on-the-

SPs	Quantity Measured	Measured Value
5	Distance	160 feet
5	Speed	32mph
5	Time	112 seconds (about 2 minutes)
5	Weight	800 lbs
5	Density	12.8 lbs per cubic foot
5	Volume	2000 cubic feet
5	Area	400 square feet
5	Money	32¢
5	Information	50 words
5	Fame	800 fans

Sample file

go Gamemaster a set of quick benchmarks they can use to estimate SP values. For instance, imagine American Eagle wants to pick up a gas-guzzling Hummer 2. The Gamemaster consults the *Supermetric Benchmark* table and sees weight benchmarks listed for sedan automobile (7 SPs), full-size SUV (8 SPs), and medium truck (9 SPs). The Gamemaster concludes the Hummer 2 probably weighs 8 SPs. Since American Eagle has a Might of 12 SPs, he can easily lift the Hummer and carry it to the nearest scrapyard.

As it's a bit more user-friendly, we recommend using the Supermetric Benchmarks table as the primary reference in play. The players and GM only need to consult the precise numbers on the Supermetric Values table for edge cases.

Most real-world measurements will fall in between the exact values shown on the tables. When a real-world measurement does not exactly match one of the exact values shown on the table, just use the closest value. Consider that 0 SPs of distance is 5 feet, 1 SP is 10 feet, and 2 SP is 20 feet. So how many SPs long is a 12-foot coupe? It's 1 SP, because 12 feet is closer to 10 feet than to 20 feet. If a particular measurement is precisely midway between two numbers, round to the even value. For instance, if a sedan is 15 feet long, it is 2 SPs long. 15 feet is exactly midway between 10 feet (1 SP) and 20 feet (2 SPs), so it is rounded to 2 SPs because 2 is even and 1 is odd.

Gameplay in ***Ascendant*** requires the players and Gamemaster to be able to convert real-world quantities into SPs, and SPs into real-world quantities.

SUPERMETRIC VALUES TABLE (PART 1)

SPs	Distance	Speed	Time	Weight	Density
0	5 ft	1mph	3.5 s	25 lbs	0.2 lbs/cf
1	10 ft	2 mph	7 s	50 lbs	0.4 lbs/cf
2	20 ft	4 mph	14 s	100 lbs	0.8 lbs/cf
3	40 ft	8 mph	28 s	200 lbs	1.6 lbs/cf
4	80 ft	16 mph	56 s	400 lbs	3.2 lbs/cf
5	160 ft	32 mph	1.87 min	800 lbs	6.4 lbs/cf
6	320 ft	64 mph	3.73 min	1600 lbs	12.8 lbs/cf
7	640 ft	128 mph	7.46 min	1 ton, 1200 lbs	25.6 lbs/cf
8	1280 ft	256 mph	14.93 min	3 tons, 400 lbs	51.2 lbs/cf
9	2560 ft	512 mph	29.86 min	6 tons, 800 lbs	102.4 lbs/cf
10	5120 ft	1,024 mph	59.73 min	12 tons, 1600 lbs	204.8 lbs/cf
11	1 mile, 4960 ft	2,048mph	1.99 hours	25 tons, 1200 lbs	409.6 lbs/cf
12	3 miles, 4640 ft	4,096 mph	3.98 hours	51 tons, 400 lbs	819.2 lbs/cf
13	7 miles, 4000 ft	8,192 mph	7.96 hours	102 tons, 800 lbs	1638.4 lbs/cf
14	15 miles, 2720 ft	16,384 mph	15.93 hours	204 tons, 1600 lbs	3278.8 lbs/cf
15	31 miles, 160 ft	32,768 mph	1.32 days	409 tons, 1200 lbs	6,553.6 lbs/cf
16	62 miles, 320 ft	65,536 mph	2.65 days	819 tons, 400 lbs	13,107 lbs/cf
17	124 miles, 640 ft	131,072 mph	5.31 days	1638 tons, 800 lbs	26,214 lbs/cf
18	248 miles, 1280 ft	262,144 mph	10.62 days	3276 tons, 1600 lbs	52,429 lbs/cf
19	496 miles, 2560 ft	524,288 mph	21.24 days	6553 tons, 1200 lbs	104,858 lbs/cf
20	992 miles, 5120 ft	1,048,576 mph	42.47 days	13107 tons, 400 lbs	209,715 lbs/cf
21	1985 miles, 4960 ft	2,097,152 mph	84.95 days	26214 tons, 800 lbs	419,430 lbs/cf
22	3971 miles, 4640 ft	4,194,304 mph	169.90 days	52428 tons, 1600 lbs	838,861 lbs/cf
23	7943 miles, 4000 ft	8,388,608 mph	339.82 days	104857 tons, 1200 lbs	1,677,722 lbs/cf
24	15887 miles, 2720 ft	16,777,216 mph	1.86 years	209715 tons, 400 lbs	3,335,443 lbs/cf
25	31775 miles, 160 ft	33,554,432 mph	3.72 years	419430 tons, 800 lbs	6,670,886 lbs/cf

Sample file

Here are some additional examples:

- ★ How long is a marathon (26 miles)? 15 SPs; 26 miles is closer to 32 miles (15 SPs) than to 16 miles (14 SPs).
- ★ How much does a 200 lb running back weigh? 3 SPs.
- ★ How fast is 12mph? 4 SPs; 12mph is halfway between 8mph (3 SPs) and 16mph (4 SPs) and 4 is even.
- ★ If Stronghold has a Might of 12 SPs, how much weight can he lift? About 50 tons.
- ★ If a tank's main gun has a range of 11 SPs, how far can it shoot? About 2 miles.

Note that because SPs use logarithmic math, they cannot be added together like ordinary quantities. For instance, 5 SPs of weight is 800 lbs and 8 SPs of weight is 6,400 lbs. But 5 SPs plus 8 SPs is not 13 SPs. 13 SPs of weight is 204,800 lbs! In order to add together two quantities measured in SPs, take the larger of the two SP values and add one to find the proper result. 7 SPs plus 8 SPs is 9 SPs. However, if one value is 2 SPs or more less than the larger value, ignore the smaller value. 5 SPs plus 8 SPs is still 8 SPs.

Alternatively, convert the SPs into real-world quantities, add up the real-world quantities, and convert them back to SPs. For example, if a pair of 1,000 lbs horses (each 6 SPs of weight) were put on the back of a 7,400 lbs trailer (8 SPs of weight), the total of 9,400 lbs would convert to 9 SPs of weight.

SUPERMETRIC VALUES TABLE (PART 2)

SPs	Volume	Area	Money	Information	Fame
0	125 cf	25 sf	1¢	1.5 words	25 fans
1	250 cf	50 sf	2¢	3 words	50 fans
2	500 cf	100 sf	4¢	6 words	100 fans
3	1000 cf	200 sf	8¢	12 words	200 fans
4	2000 cf	400 sf	16¢	24 words	400 fans
5	4000 cf	800 sf	32¢	48 words	800 fans
6	8000 cf	1600 sf	64¢	96 words	1,600 fans
7	16,000 cf	3200 sf	$1.28	192 words	3,200 fans
8	32,000 cf	6400 sf	$2.56	384 words	6,400 fans
9	64,000 cf	12,800 sf	$5.12	768 words	12,800 fans
10	128,000 cf	25,600 sf	$10.24	1,536 words	25,600 fans
11	256,000 cf	51,200 sf	$20.48	3,072 words	51,200 fans
12	512,000 cf	102,400 sf	$40.96	6,144 words	102,400 fans
13	1,024,000 cf	204,800 sf	$81.92	12,288 words	204,800 fans
14	2,048,000 cf	409,600 sf	$163.84	24,576 words	409,600 fans
15	4,096,000 cf	819,200 sf	$327.68	49,152 words	819,200 fans
16	8,192,000 cf	1,638,400 sf	$655.36	98,304 words	1,638,400 fans
17	16,384,000 cf	3,276,800 sf	$1,310.72	196,608 words	3,276,800 fans
18	32,768,000 cf	6,553,600 sf	$2,621.44	393,216 words	6,553,600 fans
19	65,536,000 cf	13,107,200 sf	$5,242.88	786,432 words	13,107,200 fans
20	131,072,000 cf	26,214,400 sf	$10,485.76	1,572,864 words	26,214,400 fans
21	262,144,000 cf	52,428,800 sf	$20,971.52	3,145,728 words	52,428,800 fans
22	524,288,000 cf	104,857,600 sf	$41,943.04	6,291,456 words	104,857,600 fans
23	1,048,576,000 cf	209,715,200 sf	$83,886.08	12,582,912 words	209,715,200 fans
24	2,097,152,000 cf	419,430,400 sf	$167,772.16	25,165,824 words	419,430,400 fans
25	4,194,304,000 cf	838,860,800 sf	$335,544.32	50,331,648 words	838,860,800 fans

Sample file

SUPERMETRIC BENCHMARK TABLES (PART 1)

SPs	Distance	Benchmark	Speed	Benchmark	Time	Benchmark
0	5 feet	Human height	1mph	Turtle walking	3.5 sec	1 Page
1	10 feet	Horse, compact car length	2 mph	Human crawling	7 sec	2 Pages
2	20 feet	Full-size car length	4 mph	Human walking	14 sec	4 Pages
3	40 feet	City bus length	8 mph	Human jogging	30 sec	0.5 minutes
4	80 feet	Blue whale length	16 mph	Human running	60 sec	1 minute
5	160 feet	Titanosaur length	30 mph	Human sprinting	120 sec	2 minutes
6	320 feet	Football field length	60 mph	Antelope sprinting	4 minutes	Typical toilet break
7	640 feet	NYC avenue block length	125 mph	Golden eagle diving	8 minutes	Typical YouTube video
8	¼ mile	Empire State Building height	250 mph	Bugatti Veyron speed	15 minutes	Typical coffee break
9	½ mile	Burj Khalifa height	500 mph	Boeing 747 speed	30 minutes	Typical TV comedy
10	1 mile	Cargo train length	1,000 mph	BAC Concorde speed	1 hour	Typical TV drama
11	2 miles	Manhattan Island width	2,000mph	MiG-25 Foxbat speed	2 hours	Typical movie
12	4 miles	Las Vegas Strip length	4,000 mph	X-15 rocket jet speed	4 hours	Typical RPG session
13	8 miles	Minneapolis to St. Paul trip	8,000 mph	Mach 12	8 hours	Typical work day
14	15 miles	Durham to Raleigh trip	16,000 mph	Mach 24	16 hours	Crunch work day
15	30 miles	Dallas to Fort Worth trip	32,000 mph	Apollo rocket speed	32 hours	Day and half
16	60 miles	English Channel length	65,000 mph	Earth orbit speed	2.5 days	Long weekend
17	125 miles	Philadelphia to Long Island trip	130,000 mph	Space probe speed	5 days	Typical work week
18	250 miles	Grand Canyon length	260,000 mph	Lightning bolt speed	10 days	Typical cruise
19	500 miles	Pittsburgh to Chicago trip	525,000 mph	Slow comet orbit speed	3 weeks	Month
20	1,000 miles	Boston to Atlanta trip	1,050,000 mph	Fast comet orbit speed	6 weeks	Month-and-half
21	2,000 miles	Historic Oregon Trail length	2,100,000 mph	.003 speed of light	12 weeks	Fiscal quarter
22	4,000 miles	Nile River length	4,200,000 mph	.0075 speed of light	24 weeks	Typical TV season
23	8,000 miles	Anchorage to Buenos Aires trip	8,400,000 mph	.015 speed of light	1 year	Novel writing time
24	16,000 miles	2/3 circumference of Earth	16,800,000 mph	.03 speed of light	2 years	Congressional term
25	32,000 miles	1 1/3 circumference of Earth	33,500,000 mph	.05 speed of light	4 years	GRRM release schedule

Sample file

SUPERMETRIC BENCHMARK TABLES (PART 2)

SPs	Weight	Benchmark	Density	Benchmark	Volume	Benchmark
0	25 lbs	Small dog	0.2 lbs/cf	Carbon Dioxide	125 cf	Sedan interior
1	50 lbs	Loaded backpack	0.4 lbs/cf	Methane gas	250 cf	Fire engine tank
2	100 lbs	Manhole cover	0.8 lbs/cf	Goose down	500 cf	Full-size van interior
3	200 lbs	Human	1.6 lbs/cf	Tobacco flakes	1000 cf	Small bedroom
4	400 lbs	Light motorcycle	3.2 lbs/cf	Popcorn, sawdust	2000 cf	Rooftop water tower
5	800 lbs	Utility pole	6.4 lbs/cf	Hay, shredded paper	4000 cf	Backyard pool
6	1,600 lbs	Horse weight	12.8 lbs/cf	Charcoal, snow	8000 cf	One-room apartment
7	1.5 tons	Sedan weight	25 lbs/cf	Wood, lithium	16,000 cf	Giant ash tree
8	3 tons	Full-size SUV	50 lbs/cf	Ethanol, ice, water	32,000 cf	Giant sequoia tree
9	6 tons	Medium truck	100 lbs/cf	Concrete, lava, brick	64,000 cf	Olympic pool
10	12 tons	LAV-25	200 lbs/cf	Aluminum, granite	125,000 cf	Freest. water tower
11	25 tons	Stonehenge obelisk	400 lbs/cf	Copper, iron, steel	250,000 cf	Bel-Air mansion
12	50 tons	NYC subway car	800 lbs/cf	Lead, mercury	500,000 cf	Independ.-class frigate
13	100 tons	Blue whale	1600.4 lbs/cf	Gold, platinum	1,000,000 cf	Ticonder.-class cruiser
14	200 tons	2,000-sf house	3200 lbs/cf	Ultra-dense alloys	2,000,000 cf	Ohio-class submarine
15	400 tons	Jetliner	6500 lbs/cf	Sun's core	4,000,000 cf	Iowa-class battleship
16	800 tons	Trilithon blocks	13,000 lbs/cf	-	8,000,000 cf	Nimitz-class carrier
17	1,600 tons	Giant sequoia	26,000 lbs/cf	-	16,000,000 cf	Manhattan city block
18	3,200 tons	Saturn V rocket	52,000 lbs/cf	-	33,000,000 cf	Empire State Building
19	6,500 tons	Independence-class frigate	105,000 lbs/cf	-	65,000,000 cf	Target Warehouse
20	13,000 tons	Ticonderoga-class cruiser	210,000 lbs/cf	-	130,000,000 cf	Louisiana Superdome
21	25,000 tons	Ohio-class submarine	420,000 lbs/cf	-	260,000,000 cf	Brandenburg Aerium
22	50,000 tons	Iowa-class battleship	840,000 lbs/cf	-	525,000,000 cf	Boeing Everett Factory
23	100,000 tons	Nimitz-class carrier	1,680,000 lbs/cf	-	1,000,000,000 cf	Suburb square mile
24	200,000 tons	Freedom-class cruiseliner	3,335,000 lbs/cf	-	2,100,000,000 cf	Manhattan neighbor.
25	400,000 tons	Empire State Building	6,670,000 lbs/cf	-	4,200,000,000 cf	San Miguel Island

Sample file

SUPERMETRIC BENCHMARK TABLES (PART 3)

SPs	Area	Benchmark	Money	Benchmark	Information	Benchmark	Fame
0	25 sf	Toilet stall	1¢	Penny	1.5 words	Short Coolidge speech	25
1	50 sf	King-size bed	2¢	2 Pennies	3 words	Long Coolidge speech	50
2	100 sf	Small bedroom	4¢	Nickel	6 words	Laconic aphorism	100
3	200 sf	Master bedroom	8¢	Dime	12 words	Typical Instagram post	200
4	400 sf	Small studio apt.	16¢	3 Nickels	25 words	Typical tweet	400
5	800 sf	One-bedroom apt.	32¢	Quarter	50 words	Typical paragraph	800
6	1,600 sf	Three-bedroom house	64¢	Soda pop	100 words	Typical social update	1,600
7	3,200 sf	Five-bedroom house	$1.25	iPad app	200 words	Typical blog post	3,200
8	6,400 sf	Mansion, Basketball court	$2.50	Movie rental	400 words	Typical page of text	6,400
9	12,800 sf	U.S. bullion vault at Ft. Knox	$5	Soy latte	800 words	Typical op-ed piece	12,500
10	25,000 sf	Bel-Air mansion	$10	Movie ticket	1,600 words	U.S. Declaration of Ind.	25,000
11	50,000 sf	Football field, Gates residence	$20	Hardback novel	3,200 words	Typical academic paper	50,000
12	100,000 sf	Manhattan city block	$40	RPG rulebook	6,400 words	U.S. Constitution	100,000
13	200,000 sf	Kennedy Center	$80	Boardgame	12,800 words	Typical short story	200,000
14	400,000 sf	Lincoln Memorial Pool	$160	Utility bill	25,000 words	Typical novella	400,000
15	800,000 sf	Buckingham Palace	$320	Game console	50,000 words	Typical novel, 350kb	800,000
16	1,600,000 sf	The Pentagon, 35 acres	$640	43" HDTV	100,000 words	The New Testament	1,600,000
17	3,200,000 sf	Grand Central Station	$1,280	Dell laptop	200,000 words	Crime & Punishment	3,250,000
18	6,400,000 sf	Disneyland	$2,500	Gaming PC	400,000 words	The Fountainhead	6,500,000
19	12,800,000 sf	Rural 300-acre farm	$5,000	77" Plasma TV	800,000 words	King James Bible	13,000,000
20	25,000,000 sf	Monaco or 1 sq. mile	$10,000	Motorcycle	1,600,000 words	Mahābhārata	25,000,000
21	50,000,000 sf	Central Park + adjacent blocks	$20,000	Automobile	3,200,000 words	Complete D20 Rules	50,000,000
22	100,000,000 sf	Malheur Nat. Park giant fungus	$40,000	Full-size SUV	6,400,000 words	U.S tax code	100,000,000
23	200,000,000 sf	Nauru Island (8 sq. miles)	$80,000	Luxury car	12,800,000 words	1 minute of Twitter	200,000,000
24	400,000,000 sf	San Miguel Island (15 sq. miles)	$160,000	Sports car	25,000,000 words	Encyclopedia Americana	400,000,000
25	800,000,000 sf	St. Thomas Island (32 sq. miles)	$320,000	Super car	50,000,000 words	Encyclopedia Britannica	800,000,000

Sample file

NEGATIVE SUPERMETRIC BENCHMARK TABLES

Supermetric values can also extend into negative scores. When an SP value is less than zero, each negative point has one-half the size of the prior point. For instance, a Range of -1 SP is 2.5 feet, while a Weight of -2 SP is about 6 lbs. The Negative Supermetric Benchmark table shows a range of negative values in some common quantities. All of the rules above apply.

SPs	Distance	Benchmark	Weight	Benchmark	Time	Benchmark
0	5 feet	Human height	25 lbs	Small dog	3.5 sec	1 Page
-1	2.5 feet	Human footstep	12 lbs	Domestic cat	1.75 sec	1 Panel of a Page
-2	1.25 feet	Bowling pin height	6 lbs	Standard red brick	0.9 sec	1 heartbeat or moment
-3	8 inches	Stripper heel height	3 lbs	Human brain	0.5 sec	500 milliseconds
-4	4 inches	House mouse length	24 ounces	Basketball	0.25 sec	250 milliseconds
-5	2 inches	Golf tee height	12 ounces	Football	0.125 sec	12 milliseconds
-6	1 inch	Human thumb width	6 ounces	Baseball, hockey puck	0.06 sec	60 milliseconds

DIVIDING AND ROUNDING SUPERMETRICS

Anytime the rules call for a Supermetric value to be divided by another value, round the fractions to the nearest whole SP value. Round fractions of 0.5 to the nearest even SP value.

4.1 rounds down to 4 SP, while 5.7 rounds up to 6 SP. 4.5 rounds down to 4 SP, because 4 is the nearest even SP value to 4.5. 7.5 rounds up to 8, because 8 is the nearest even SP value to 7.5.

When rounding involves ratios such as "gain 2 SPs of X per 3 SPs of Y", then a 1 SP increase in Y yields no increase to X; a 2 SP increase in Y yields a 1 SP increase to X; and a 3 SP increase in Y yields a 2 SP increase in X. These ratios appear whenever surface area and volume interact, such as the power Growth, where MIG increases by 2 SP per 3 SP increase in Weight.

CORE MECHANIC #3: PRIMARY ATTRIBUTES

Most characters (including all PCs and NPCs) have six inherent characteristics called **Primary Attributes**. These are Might (MIG), Agility (AGI), Valor (VAL), Resolve (RES), Insight (INS), and Charisma (CHA):

- ★ *Might* reflects a character's physical power and toughness. It determines the amount of weight the character can lift, the damage he can deal with a punch, and the injuries he can sustain before collapsing.
- ★ *Agility* represents a character's hand-eye coordination, balance, and flexibility. It determines the character's accuracy when firing ranged weapons, his ability to dodge attacks, and similar feats.
- ★ *Valor* measures a character's courage, combat training, "killer" instincts, and reaction time. It determines the character's skill at striking and avoiding blows in hand-to-hand combat.
- ★ *Resolve* represents a character's concentration, diligence, and willpower. It determines the amount of mental stress the character can endure, as well as the amount of focus he can bring to bear when facing extraordinary challenges.
- ★ *Insight* reflects a character's intellectual acuity and perception. It determines the time required for a character to find clues at forensic sites, the chances of the character detecting a hidden threat, and the ability of a character to invent gadgets.
- ★ *Charisma* reflects a character's appearance, bearing, personal magnetism, and verbal fluidity. It determines the time required for a character to interview a witness or interrogate a suspect and the chance of influencing another character with persuasion or coercion.

Sample file

Each of these Primary Attributes is measured in SPs. Like all SPs, each additional one SP has a value equal to double the amount of the previous SP. That means that a character with an AGI of 8 is about twice as agile as a character with an AGI of 7, and so on. Ordinary humans, such as innocent bystanders, have ratings of 3 SPs in every Primary Attribute. Heroes, villains, and other important characters are almost always stronger, tougher, faster, and better than ordinary humans in every way, with some having scores as high as 15 SPs in some Primary Attributes.

CORE MECHANIC #4: SECONDARY ATTRIBUTES

In addition to their Primary Attributes, most characters in ***Ascendant*** have an additional set of characteristics, known as their **Secondary Attributes**. Like Primary Attributes, Secondary Attributes are measured in SPs. Sometimes a character's Secondary Attributes may temporarily or permanently change because of the character's activities in play. A character's Powers or Skills may also affect Secondary Attributes or create new ones. These effects are detailed in the description of the Power.

For characters without any Powers, there are ten Secondary **Attributes:** Height, Weight, Running Speed, Jumping Speed, Carrying Capacity, Initiative, Income, Reputation, Passive Spotting Range, and Passive Listening Range.

- ★ *Height* measures a character's vertical length. A character's Height is 0 SPs (anywhere from 4' to 7'6" tall). Some Powers can radically change a characters' Height.
- ★ *Weight* measures a character's body mass. A character's Weight is equal to the lesser of his MIG or 3 SPs. Some Perks can change Weight by a small amount. Some Powers like Growth can radically change a character's Weight.
- ★ *Running Speed* is a measure of a character's running pace. A character can run a distance in SPs equal to his Running Speed in 0 SPs of Time. A character's Running Speed is equal to (AGI + 3) – Weight, to a maximum of 5. Some Powers, such as Superspeed or Time Control, can increase a character's Speed, while other Powers can add new types of Speed.
- ★ *Jumping Speed* is a measure of the distance a character can leap in a single bound (0 SPs of Time). A character's Jumping Speed is equal to his MIG minus his Weight. Unlike Running Speed, Jumping Speed is not capped. Very strong characters (MIG 9+) can jump faster than they can run. That's because a strong hero's leg muscles are so powerful that they propel him into the air with each stride.
- ★ *Carrying Capacity* is how much weight (in SPs) a character can carry before being slowed down. A character's Carrying Capacity is equal to his MIG – 3. A character can deadlift his Carrying Capacity + 3, i.e. his full MIG.
- ★ *Initiative* indicates a character's reaction time under conditions of stress due to reflexes, training, and situational awareness. A character's Initiative is equal to the character's VAL. Some Powers can radically change a character's Initiative.
- ★ *Income* measures the rate at which the character is able to secure monetary resources. An ordinary person has an Income of 0 SPs, enough to earn about $10 per hour. A character's Income is initially equal to 0 SPs but can be increased by selecting the Wealthy Perk (p. 196).
- ★ *Reputation* represents the extent to which the character is celebrated and known for his deeds. A character with a high Reputation has many friends, followers, and fans. A character's Reputation is equal to his CHA but can be increased by selecting the Famous Perk (p. 187). An ordinary person has a Reputation of 3 SPs, meaning he is known and liked by around 200 people in total.
- ★ *Passive Spotting Range* measures the distance at which a character can see a target with a Height of 0 SPs in the absence of cover or obscuring conditions. In the absence of Powers, Passive Spotting Range is 8 SPs.
- ★ *Passive Listening Range* measures the distance at which a character can hear a sound with a Loudness of 0 SP during conditions of average ambient noise. In the absence of Powers, Passive Listening Range is 0 SPs.

Let's imagine a new hero has arrived at Capital City named Crucible. Assume Crucible's Primary Attributes are MIG 8, AGI 5, VAL 9, RES 7, INS 6, CHA 7. His Height is 0. His Weight is 3 (the lesser of his MIG of 8 and 3). His Running Speed is 5 (his AGI of 5 +3 – his Weight of 3). His Jumping Speed is also 5 (his MIG of 8 – his Weight of 3). His Initiative is 9 (his VAL). His Income is 0. His Reputation is 7 (his CHA). His Passive Spotting Range is 8 SPs and his Passive Listening Range is 0 SPs.

The Supermetrics Benchmark table shows what the SPs of Weight, Speed, Income, and Reputation convert to in real-world numbers. For example, with a Reputation of 7, Crucible has about 3,200 fans and followers— enough for a fan club but not enough to be recognized instantly by average people. The Interacting with the World chapter has additional information.

Sample file

CORE MECHANIC #5: VARIABLE ATTRIBUTES

Most characters have two **Variable** **Attributes:** *Health* and *Determination*. These Attributes are called variable because during the course of play they may increase or decrease with the character's activities. Since the value of a Variable Attribute can change frequently, the rules distinguish between **Maximum** and **Current** values.

Health determines the injuries a character can sustain before collapsing. When a character gets punched, kicked, stabbed, shot, blasted, or otherwise physically harmed, the amount of Damage he takes (in points) reduces his Current Health. Should a character's Current Health be reduced to 0 or less, the character is knocked out and can eventually be killed. Current Health increases with time spent resting until the value returns to its Maximum. To determine a character's Health, consult the Variable Attributes table and use the row matching his MIG score. Note that Health is *not* measured in SPs – it is just a number, like a distance in feet or a time in seconds, not a logarithmic measurement.

Determination measures the amount of mental focus a character can exert before becoming psychically wrecked. When a character gets mentally or emotionally attacked, the amount of Damage he takes (in points) reduces his Current Determination. Like Health, Current Determination recovers over time back towards its Maximum. To determine a character's Determination, consult the Variable Attributes table and use the row matching his RES score. Like Health, Determination is just a number, not a logarithmic measurement in SPs.

Let's return to our new hero, Crucible. Since Crucible has a MIG of 8, his Health is 160. With a RES of 6, his Determination is 80.

SPs	Variable Attribute
1	15
2	20
3	30
4	40
5	60
6	80
7	120
8	160
9	240
10	320
11	480
12	640
13	960
14	1,280
15	1,920

CORE MECHANIC #6: POWERS, SKILLS, PERKS, AND DRAWBACKS

Powers and *Skills* are a type of Attribute that some, but not all, characters possess. A **Power** is an Attribute that requires superhuman gifts while a **Skill** is an Attribute that requires special training. Each Power and Skill has unique effects in game, all detailed in the Powers & Skills Chapter (p. 71). What's important is that Powers and Skills are measured in SPs on the same scale as the Primary Attributes. As always, each additional one SP has a value equal to double the amount of the previous SP.

Perks and **Drawbacks** are special characteristics that create exceptions to how the rules work. Perks grant a character an advantage in some manner, while Drawbacks impose a disadvantage. Each Perk and Drawback has unique effects, all detailed in the Perks and Drawbacks chapter (p. 184).

CORE MECHANIC #7: OBJECTS

Objects are inanimate things in the game that are treated like characters because they possess one or more Attributes. **Inventions** are a special class of object. **Devices** are somewhat object-like but are not objects for game purposes.

All of the everyday things in the real world are just objects: manhole covers, park benches, light poles, and so on. Real-world armor, weapons, vehicles, and equipment of the sort available to everyday citizens, police, and military personnel are also objects. Characters acquire objects by purchasing them using their character's Income or by stealing, finding, or borrowing them.

Inventions are a special kind of object. Inventions are one-of-a-kind items created by a character with the Invention Power (see p. 168) or acquired with the Singular Invention Perk (see p. 195). Inventions cannot be found just laying around, nor can they be purchased using Income. Instead, each Invention must be built and paid for out of the inventor's Development Budget.

Sample file

Devices are pieces of equipment that are "part of who a character is". ***Ascendant*** treats Devices as part of the character who owns them, and not as objects with separate Attributes.



An object's Attributes might include Primary Attributes, Secondary Attributes, Variable Attributes, Powers, Skills, Perks, or Drawbacks, as well as special Attributes that are unique to the object. The Attributes of an object are measured in the same way as the Attribute would be if possessed by a character, and except where otherwise noted, anything that is true of a character is true of an object with the same Attributes, and vice versa.

All objects have at least four **Attributes:** Toughness, Durability, Weight, and Height. **Toughness (TOU)** is like Might, except that it is purely passive. An object with a high TOU is as hard, durable, and unyielding as a character with the same MIG, but does not have the strength and lifting power. If an object has some form of strength and lifting ability, it typically has SPs of Super-Strength to represent its lifting or carrying capacity. Durability is like Health, except that it measures mechanical rather than biological resilience. An object reduced to 0 Current Durability becomes Broken and stops functioning. Objects whose Durability is damaged do not naturally recover and must be repaired. An object whose Current Durability is reduced to a negative value equal to or greater in magnitude to its Maximum Durability is destroyed and cannot be repaired.

A sniper rifle might possess the Attributes of Durability (measuring how damage it can sustain before breaking), Toughness (used to calculate its Durability), Weight (measuring how much it weighs), and Penetrating Blast (measuring its range and stopping power). Its Toughness, Weight, and Projectile Weapons Power would be measured in SPs, while its Durability would simply be a number, because that Attribute isn't rated in SPs. A sniper rifle would not possess the Attributes of Charisma (being an inanimate object) or Speed (rifles tend not to move around much except when brandished by a sniper).

CORE MECHANIC #8: ACTIONS

An **Action** is an undertaking by a character within the game world. Actions include anything and everything from walking down a corridor to investigating a forensic site to punching a villain. Actions can be categorized along three axes: By long how they take to do, by whether they have a chance to fail, and by whether they involve moving significant distances.

INSTANT VS. EXTENDED ACTIONS

Instant Actions are those which take 0 SPs of time or less (e.g. just a few seconds) to perform. Instant Actions do not have to involve actual combat, but that's when they most often occur. Shooting a gun is an example of an Instant Action.

Extended Actions are those which take 1 SP of time or more to perform. Cleaning a gun is an example of an Extended Action.

Sample File

AUTOMATIC VS. CHALLENGE ACTIONS

Automatic Actions are Actions that are so trivial that any ordinary person can automatically accomplish them. Opening an ordinary door, pressing a button, or talking on the phone are all Automatic Actions.

Challenge Actions are Actions that are difficult enough that success is not assured. An Action might be challenging because of active opposition from another character (as in combat), intellectual complexity (as in a forensic investigation), or environmental conditions (as in flying through a sandstorm). The outcome of Challenge Actions is determined with dice rolls.

The rules will generally indicate which actions are Challenge Actions. If a character undertakes a specific Action not detailed in the rules, the GM must decide whether it is a Challenge Action or not. Sometimes a Challenge Action may be so trivial for a particular character that they can treat it as an Automatic Action (see p. 54).

MOVEMENT VS. STATIONARY ACTIONS

Movement Actions are Actions that involve moving from one location to another, while **Stationary Actions** are Actions that do not involve moving from one location to another.

CATEGORIZING ACTIONS

These six categories of Action are inclusive and overlapping. For instance, flying in clear skies from Paris to Mumbai is an Extended Automatic Movement Action. Flying through a sudden burst of anti-aircraft fire is an Instant Challenge Movement Action.

To keep descriptions of Actions concise, some of the categories are assumed by default. Every Action is assumed to be Instant unless specifically designated as Extended; every Action is assumed to be Stationary unless specifically designed as Movement; and every Movement Action is assumed to be Automatic unless specifically designated as Challenge.

The following examples will make clear which types of in-game activities are which types of Actions. The categories in [brackets] would be left out in the ordinary format of the rules:

- ★ Pulling out of your car garage is an [Instant] [Automatic] Movement Action.
- ★ Driving home from work is an Extended [Automatic] Movement Action.
- ★ Opening a door is an [Instant] Automatic [Stationary] Action.
- ★ Cleaning your bedroom is an Extended Automatic [Stationary] Action.
- ★ Shooting at a villain with a pistol is an [Instant] Challenge [Stationary] Action.
- ★ Investigating a forensic site is an Extended Challenge [Stationary] Action.
- ★ Flying through a sudden burst of anti-aircraft fire is an [Instant] Challenge Movement Action.
- ★ Flying through hurricane-force winds for an hour is an Extended Challenge Movement Action.

Most Actions in the game are straightforward Automatic Actions, Movement Actions, Challenge Actions, or Extended Automatic Actions.

Sample file

CORE MECHANIC #9: CHALLENGE CHECKS

Challenge Checks are dice rolls used to resolve the outcome of uncertain events in the game. Every Challenge Action involves a Challenge Check, but sometimes a Challenge Check might be called for even if a character doesn't take a Challenge Action. For instance, a character might be required to make a Challenge Check if it is the target of another character's Action or caught in a trap that he has triggered. (Gamers familiar with D20 mechanics may find it helpful to think of Challenge Checks as inclusive of attack rolls, skill checks, *and* saving throws.)

ACTING VALUE AND DIFFICULTY VALUE

Every Challenge Check involves a pair of opposing Supermetric values, the **Acting Value (AV)** and the **Difficulty Value (DV)**. The AV will almost always be an Attribute of the character making the Challenge Check, possibly with some modifiers. The DV will usually be the Attribute of a character resisting or opposing the Challenge. Sometimes, however, the Difficulty Value of a Challenge Check may be a static number. Typically a static number is used for Challenges undertaken against the environment. When the rules call for a Challenge Check, the following format is generally used: "Make an [Attribute and Modifiers to use for the AV] vs [Attribute and Modifiers or Number to use for the DV] Challenge Check."

A Melee Attack requires the attacking character to make a VAL vs VAL Challenge Check. That means that the character should make a Challenge Check using his VAL as the Acting Value and his opponent's VAL as the Difficulty Value.

Jumping over a low wall requires a character to make an AGI vs 5 Challenge Check. That means the character should make a Challenge Check using his AGI as the Acting Value and 5 as the Difficulty Value.

Some Challenge Checks may permit a character to use the higher of two Attributes as the AV or DV of the check or require them to use the lower of two Attributes. If the higher of two Attributes can be used, the two Attributes separated with a "/". For instance, "make a VAL/MIG vs MIG Challenge Check" means that the character should make a Challenge Check using the higher of his VAL or MIG Attribute as the AV and his opponent's MIG as the DV. If the lower of the two Attributes must be used, the two are separated with a "</>". Thus "make a VAL</>MIG vs MIG Challenge Check" means the character must use the lower of VAL or MIG.

CHALLENGE ACTION RESOLUTION TABLE (CHART)

Once the AV and DV have been determined, the DV is subtracted from the AV to yield the **Resolution Value (RV)**. Next, consult the **Challenge Action Resolution Table (CHART)**. The CHART is divided into seven columns and thirteen rows (-6 to 6). Find the row matching the character's RV in one of the two RV Columns on the left-hand side of the table. If the character is making an Attack or certain other interactive actions, it is making an **Attack Check** and uses the RV column labeled RV (Attack). If the character is attempting any other type of Challenge, it uses the RV column labeled RV (Other). The player or GM controlling the character then rolls 1d100 and finds the column matching the number they rolled. The color of that column is the **Color Result** of the Challenge Check.

COLOR RESULTS

There are five possible **Color Results**:

- ★ *White* indicates that the Challenge Check has ended in failure. The character missed his attack, crashed his car, missed all the clues, or otherwise did not succeed in the Challenge.
- ★ *Green* means that the Challenge Check resulted in minor success. The character grazed his target, narrowly avoided crashing, spotted a minor clue, and so on. In combat, a Green result deals base damage to the target.
- ★ *Yellow* designates that the Challenge Check resulted in major success. The character solidly struck his target, maintained control of his vehicle, spotted an important clue, etc. In combat, a Yellow result deals double (x2) damage to the target.

Sample file

RV (Attack)	RV (Other)	Red	Orange	Yellow	Green	White
-6	-3	-	01	02-03	04-07	08-100
-5	(-2.5)	-	01-02	03-06	07-09	10-100
-4	-2	-	01-03	04-07	08-12	13-100
-3	(-1.5)	-	01-04	05-09	10-19	20-100
-2	-1	-	01-06	07-13	14-25	26-100
-1	(-0.5)	-	01-07	08-19	20-35	36-100
0	0	01	02-11	12-26	27-50	51-100
1	(0.5)	01-02	03-13	14-33	34-67	68-100
2	1	01-03	04-20	21-50	51-98	99-100
3	(1.5)	01-09	10-37	38-79	80-99	100
4	2	01-23	24-55	56-98	99	100
5	(2.5)	01-47	48-95	96-98	99	100
6	3	01-96	97	98	99	100

★ *Orange* indicates that the Challenge Check resulted in critical success. The character powerfully struck his target, confidently and easily controlled his car, spotted several important clues, and so on. In combat, an Orange result deals quadruple (x4) damage to the target.

★ *Red* means that the Challenge Check resulted in triumph. The character struck his target as hard as he possibly could, perfectly controlled his vehicle, spotted every clue he could have spotted, etc. In combat, a Red result deals octuple (x8) damage to the target.

Not every Color Result is available at every RV. Note that the maximum RV is capped at 6 for Attacks and 3 for other Challenges, and that the minimum RV is capped at -6 for Attacks and -3 for other Challenges. See Color Threshold and Automatic Success, below.

Let's walk through an example of a Challenge Check. Suppose that Alice is playing Stiletto and wants to strike Stronghold for throwing her cigarettes in the toilet. Striking is a Melee Attack (a type of Challenge Action) that uses Stiletto's VAL as the Acting Value and Stronghold's VAL as the Difficulty Value. In order to determine whether Stiletto's Melee Attack succeeds, Alice follows the Challenge Check procedure below:

1. The AV is equal to Stiletto's VAL of 14 SPs. The DV is Stronghold's VAL of 11 SPs. Alice calculates the Resolution Value for her Challenge Check by subtracting 11 from 14 to yield 3. The RV of her Challenge Check is 3.
2. Alice consults the CHART and finds the row marked "3" in the RV (Attack) Column on the left-hand side of the CHART.
3. Alice rolls 1d100. Let's suppose she rolls 39.
4. Alice now finds the column on the CHART where a roll of 39 falls for row "3". The color at that point is Yellow. Stiletto has achieved a major success on her Challenge Check

Depending on the particular Challenge Check, the results may require additional game mechanics to fully resolve. These sub-mechanics are detailed in the Powers & Skills, Actions, and Combat chapters for each specific Challenge Check.

COLOR THRESHOLD

Some Challenge Checks may be of such particular difficulty that a Green result is not enough to succeed. Instead, the Challenge Check may require at least a Yellow, Orange, or even Red Color Result to succeed. In this case the color is noted after the DV. For instance, if the rules say "make an AGI vs. 12 Yellow Challenge Check", that means that the character should make a Challenge Check using his AGI as the AV and 12 as the DV, with only Color Results of Yellow, Orange, or Red succeeding. The minimum Color Result required is said to be the Challenge's **Threshold**. By default, actions have a Green threshold.

Sample file

Designer's Note: The key to understanding the CHART is to remember that each additional one SP of a quantity has a value equal to double the amount of the previous SP. Therefore each 1 SP change in RV should double or half the expected outcome of using an Attribute or Power. If you multiply the value of the color results (x1 for Green, x2 for Yellow, x4 for Orange, and x8 for Red) by the percentage likelihood of each color result for each RV, then the expected values on the RV (Other) column from RVs of -3 to 3 are 0.12, 0.24, 0.5, 1, 2, 4, and 7.75. The value roughly doubles with each point of RV, just as it should.

On the other hand, the expected values on the RV (Attack) column from RVs of -6 to 6 are 0.12, 0.19, 0.25, 0.36, 0.5, 0.68, 1, 1.34, 2, 2.88, 3.99, 4, 5.75, and 7.75. The expected value roughly doubles with each 2 points of RV, e.g. it increases by a factor of 1.41 per point. The reason here is that combat is a back-and-forth affair. A character with an AGI of 8 fighting an opponent with an AGI of 7 should have twice the chance to hit his opponent as his opponent has to hit him. AGI 8 vs. AGI 7 yields an RV of 1, for an expected value of 1.34 and AGI 7 vs. AGI 8 yields an RV of -1, for an expected value of 0.68. 1.34 divided by 0.68 is 1.97 – so the broadened -6 to +6 scale gives the appropriate result. Using the -3 to +3 scale would yield 2:0.5, or a 4:1 advantage by the higher AGI character.

For similar reasons, the damage dealt by Attacks, and the Health of characters, also increases by a factor of 1.41 per SP. This means that for any given set of values (VAL and MIG, say), an increase by 1 SP in either Attribute increases damage over time by a factor of 1.41 – increasing VAL by 1 SP increases the chance to hit by a factor of 1.41, while increasing MIG by 1 SP increases damage dealt by a factor of 1.4. Now, this may lead the astute reader to wonder why the weightlifting ability from MIG increases by a factor of 2 per SP while the damage dealt by MIG increases by a factor of 1.41 per SP. It seems an incongruity. The answer is that MIG is scaled to energy (e.g. the transformation of kinetic energy into potential energy), while Damage in ***Ascendant*** is scaled to the square root of energy. The square root of a factor of 2 is 1.41, which is to say, the same rate of increase seen in the CHART.

When Challenge Checks have RVs lower than the lowest value on the CHART, increase the Color Threshold for the check. If the Check's RV is 1 SP lower, increase the Color Threshold of the Challenge Check by one step. If the Check's RV is 2 or more SP lower, increase the Color Threshold by two steps. (In other words, when you can no longer shift up on the RV rows of the CHART, shift left on Color Threshold instead.)

Stronghold is making an Attack with an RV of -7. Normally an Attack has a Green threshold, but since the RV is 1 point lower than the lowest value on the CHART (-6), the threshold is Yellow. Stronghold will miss on a Green result.

AUTOMATIC SUCCESS

A character attempting an Attack always automatically succeeds with a Red result if the RV of the Challenge Check is +7 or higher. Occasionally other types of Attacks may automatically succeed in other circumstances. For instance, a Clamber (p. 394) always succeeds if the target is a static object.

A character attempting any other Challenge can choose to automatically succeed anytime the RV of the Challenge Check is at least 0. If the Challenge Check has an RV of 0 or better, the character can choose to automatically succeed with a Green color result. If the Check has an RV of 1 or better, the character can choose to automatically succeed with a Yellow color result. If the Check has an RV of 2 or better, the character can choose to automatically succeed with an Orange color result. If the Check has an RV of 3 or better, the character can choose to automatically succeed with a Red color result.

If a character chooses to automatically succeed on a Challenge Check, the player can deem the Action the character took in association with that Challenge Check (if any) to be an Automatic Action instead of a Challenge Action. Except where otherwise noted, this latter rule does *not* apply to Attack Checks. Attacks count as Challenge Actions, even if the RV is +7 or higher, unless specifically noted otherwise.

Sample file



CORE MECHANIC #10: COMBAT

When heroes meet villains on the streets, it typically results in **combat**. Using the following rules, you can resolve any and every type of combat, whether it's a brawl between bruisers, a telekinetic ping-pong of flying cars, or a mental duel between psychics.

PAGES AND PANELS

In ***Ascendant***, combat and similar moments of intense frenetic activity are resolved in a series of sequential segments called **Pages** (named for the pages of a comic book). Each Page lasts 0 SPs of time, or approximately 3.5 seconds. During each Page of combat, each participating character gets one **Panel**, a turn during which he has an opportunity to take Actions. Thus a Page consists of several Panels (one per character in the combat) and an entire fight or chase scene might consist of several Pages.

When it is a character's Panel in the Page, he can perform up to three Actions. However, only one of the three Actions can be a Challenge Action (the other two must be Automatic Actions) and only one of the three can be a Movement Action (the other two must be Stationary Actions). If a character takes a Challenge Movement Action, his other two Actions would both have to be Stationary Automatic Actions. None of the Actions can be Extended Actions - since time is being resolved in Pages that are 0 SPs of Time, only Instant Actions (those that take 0 SPs of Time) can be taken during a character's Panel.

ATTACKS, DAMAGE, AND DAMAGE TYPE

Attacks are made with Challenge Actions and resolved with Attack Checks on the CHART. An Attack Check is a Challenge Check using the RV (Attack) column of the CHART. In most cases, a successful Attack deals **Damage**. Damage, like Health, is a number, not a Supermetric. Damage is derived from the SPs of the **Effect Value (EV)** of the Attack. (Some Attacks may trigger certain special effects in lieu of or addition to Damage; these are discussed later on.)

Sample file

The EV is determined by the method used to Attack. For instance, for a punch the EV is usually MIG. For a blast with a superpower, the EV is usually the Power used to make the Attack. Damage is then modified by the Color Result of the Attack. The Color Result may be modified if the target **Rolls with the Attack** (described below).

Each EV has a Base Damage associated with it. If the Color Result of the Attack Check was Green, the Attack deals its Base Damage to the target. A Yellow result deals double the Attack's Base Damage to the target. An Orange result deals quadruple the Attack's Base Damage and a Red result deals octuple its Base Damage to the target.

Most Attacks reduce the target's Current Health by the Damage dealt, but some reduce the target's Current Determination by the Damage dealt. **Damage Type** is a descriptor that summarizes the particular means by which harm is caused in the target. There are 14 different Damage Types in ***Ascendant***, covering everything from punches to quantum sorcery. Damage is noted in the rules using the format "## [Damage Type] [Attribute Damaged] Damage," e.g. "The character takes 64 Thermal Health Damage."

PROTECTION

Some characters may have **Protection** from a Power such as Armor, Forcefield, or Shield. Protection may be universal (all Damage), or it may be limited to one or more Types of Damage. When Protection applies, it reduces the total Damage dealt by an Attack by an amount determined by the SPs of Power granting it, to a minimum of 0. The Protection by SP table shows the amount of Protection that each SP score of a Power provides.

ROLLING WITH THE ATTACK

Targets struck by some Attack Methods can reduce the amount of Damage they suffer by **Rolling with the Attack**. A character who is being punched might literally be rolling with the punch, moving his body backward to avoid taking the full brunt of the impact. Other examples of Rolling with the Attack include diving away from an explosion, performing a stop-drop-roll to put out a flame, and so on. The effect of Rolling with an Attack is to reduce the Color Result by either one, two, or three colors (target's choice). An Attack's Color Result cannot be reduced by more than three colors, nor can it be reduced to less than Green. Each reduction of the Color Result costs 1 Hero Point (p. 57). In addition, the more the target reduces the Color Result, the worse the **Condition** it ends up in from Rolling with the Attack.

EFFECTS OF DAMAGE

A character whose Current Health is reduced to 0 or less is **Unconscious** until his Health is increased above 0. A character whose Current Health is reduced to a negative value equal to or greater in magnitude to his Maximum Health is **Slain**. A character whose Current Determination is reduced to 0 is **Overwhelmed** until his Determination is increased above 0. Current Determination cannot be reduced below 0.

An object whose Current Durability is reduced to 0 or less is **Wrecked** until its Durability is increased above 0. An object whose Current Durability is reduced to a negative value equal to or greater in magnitude to its Maximum Durability is **Destroyed**.

CONDITIONS

Bad stuff happens to heroes: They get knocked through walls, stunned, disoriented, mind controlled, or otherwise suffer a disadvantageous effect called a **Condition**. For easy reference during play, the effects of the various Conditions are described wherever they appear in the rules. In addition, Appendix B has a consolidated list with complete descriptions of all Conditions in the game.

Sample file