

ADVANCED FASERIP

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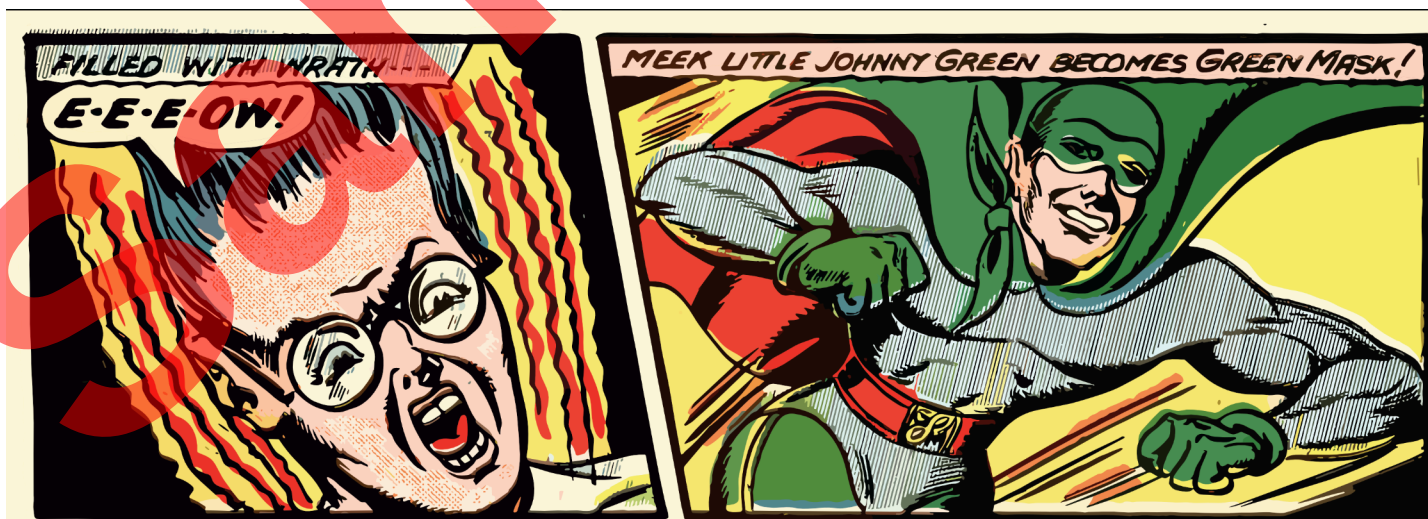
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INTRODUCTION

Welcome to Advanced FASERIP. This is a table-top role-playing game of super heroes and super villains. I'm assuming that if you're reading this then you're already familiar both with the super hero genre and with table-top role-playing games, so neither will get a long introduction here.

WHY FASERIP?

This game is an example of what is known in the RPG hobby as a retro-clone. Rather than being an attempt to create a new experience for its players, it instead attempts to emulate the experience of playing an older (and long out of print) game. In this case, a game from the '80s. Unfortunately, much as I would like to give credit to the original game that this game emulates, the license under which I am releasing this emulation prevents me from mentioning its trademarked name.

Retro-clones work by replicating the game mechanics of an older game (which are not subject to copyright law) without replicating the artistic presentation and trade dress of the game (both of which are subject to copyright law). Since the experience of playing a role-playing game is mostly a product of its mechanics rather than the way those mechanics are presented, this allows the retro-clone to provide players with the experience that an old and hard to acquire game would give them without the players having to seek out old and worn second hand copies (or even illegally scanned electronic files) in order to acquire the rules of that game.

The rules of this game are not an exact replica of the rules of the game that it is emulating. While the majority of them are the same there are some differences. The main differences are that this game uses a different list of super powers and that it has a different method of generating characters. However, in play, the game retains the feel of the original game that it is emulating.

So why call it FASERIP then? The term FASERIP has special meaning to people who played the original game that is being emulated by this one while not being officially connected with that game in any way. I therefore chose to use it as the name for this game in order to make it immediately recognisable by those in the know. If you don't recognise the name then don't worry; you can enjoy this game on its own merits with no knowledge of the original game at all.

So whether you're already a fan of the original game or a new convert who hasn't encountered it before, welcome to FASERIP; and I hope you have as much fun playing it as I have had writing it!

WHY ADVANCED?

I originally wrote the FASERIP game in 2015, which at the time of me writing this is eight years ago. In those eight years, the game has not had a second edition because it has not needed one. After all, the rules it emulates are from the 1980s so if they're still good after thirty years then another eight isn't going to suddenly invalidate them.

However, since writing FASERIP I have had other ideas that I have wanted to include but been unable to. Also, various

people have given me useful feedback about the game. A new edition is a chance to incorporate these ideas and this feedback.

However, there is also a second reason for producing a new version of the game – and that is that the artwork that I used in the original game was licensed under a strictly non-commercial license, and this meant that while I was able to give away the game in electronic form I was never able to produce a proper printed version.

This new edition remedies that situation.

Having talked about the reason for producing a new edition of the game, there is also the question of why this new version is called Advanced FASERIP rather than just FASERIP 2E or something similar:

The reason for this is twofold. Firstly, it's because this new version is more complex in some aspects than the first version, and so it doesn't make it obsolete. People wanting the added complexity (don't worry, it's not over the top) can have this version and people wanting the simpler game can still have the other version. Naming it as a "second" edition implies that the first is out-of-date, which is not the case.

And secondly, the original game upon which this game is based came in two versions, a basic version and an advanced version, so calling this an advanced version too seems to be a nice call-back.

SO WHAT'S NEW?

This list is not exhaustive, as various additional minor tweaks and changes have also been made, but the main changes in this new edition are:

- **Building Rules:** Advanced FASERIP includes rules for building bases, devices, and robots.
- **Character Generation:** FASERIP had a random character generation system based on a push-your-luck mechanic. Advanced FASERIP has an entirely new points-based system which lets you build exactly the hero you want and makes your hero type matter. However, it also comes with alternate rules for randomly generating characters and with character templates to use for inspiration or guidance.
- **Combat:** Advanced FASERIP expands the combat rules, formalising defensive actions and adding rules for vehicles in combat.
- **Edges and Flaws:** Flexibilities and Limitations on powers have been renamed to Edges and Flaws, and a lot of new ones have been added, including generic edges and flaws that you can take on almost any power.
- **GM Advice:** A chapter of GM advice has been added, including optional rules for troupe play where everyone takes turns running episodes of a shared campaign.
- **Karma:** The Karma system has been re-balanced. In Advanced FASERIP you are generally awarded less Karma, but power stunts and advancements require less practice to acquire.



— **Powers:** FASERIP had various powers that were simply collections of other sub-powers. For the sake of clarity, Advanced FASERIP gets rid of these and promotes the various sub-powers to powers in their own right.

- **Power Extensions:** Alternate Powers have been renamed to Power Extensions and the rules for them and how they interact with their base power have been clarified.
- **Weaknesses:** Advanced FASERIP introduces Weaknesses that can hinder your character but can earn you extra Karma if you overcome them.

THE BASIC SYSTEM

RANKS AND VALUES

Most things in FASERIP are measured using a scale of named ranks which have roughly geometrically increasing values. These ranks and their corresponding values are shown in the table on this page, and they are also printed on the reference table on the back cover of the book.

When one of these ranks is used, it is normally referred to by its full name, but occasionally it may be referred to in an abbreviated form and followed by its value in brackets; for example something with a rank of **World Class** may sometimes be referred to as Wc[30].

Although the rank system gives an absolute number for each rank, real life is not that ordered. In reality, things don't always fit into neat slots of identical value. Therefore when the rank system is used to represent actual measurements such as speeds, weights, material strengths, and so forth it does so in a relatively abstract way; with a couple of examples being given for each rank rather than the values for each of those ranks being converted directly into exact speeds, weights, etc.

Examples of speeds, weights, material strengths, and so forth corresponding to each rank can be found in tables in relevant sections of the rules. Those tables are also collected at the back of the book in a handy appendix.

Rank Values Table

Rank Index	Rank Name	Rank Value
0	Zero	Zr[0]
1	Terrible	Te[2]
2	Bad	Bd[4]
3	Average	Av[6]
4	Decent	Dc[10]
5	Great	Gt[20]
6	World Class	Wc[30]
7	Fantastic	Fa[40]
8	Astounding	As[50]
9	Wondrous	Wo[75]
10	Phenomenal	Ph[100]
11	Single-Shift	Ss[150]
12	Double-Shift	Ds[200]
13	Triple-Shift	Ts[500]
14	Planetary	Pl[1000]
15	Stellar	St[3000]
16	Cosmic	Co[5000]
17	Infinite	In[–]

As well as a value, each rank also has an index. Rank index is rarely used in these rules, and most things work on the value of a rank rather than its index. The game will make it clear when the rank index should be used.

The scale of ranks is split into four sections. Firstly there are the basic ranks (**Terrible** to **World Class**). These ranks are generally on a human scale. Most normal people will have abilities that are **Average**, and only the occasional Olympic athlete or genius would have an ability as high as **World Class**.

After these are a set of ranks that are distinctly beyond normal human capabilities. These are the superhuman ranks (**Fantastic** to **Phenomenal**). Most super heroes operate within this set of ranks when performing the activities they are best at, although they may well have normal human ranks in areas outside their specialities.

Beyond the superhuman ranks are a set of shift ranks (**Single-Shift** to **Triple-Shift**). It is rare for something to be directly measured at one of these ranks, although it is not uncommon for superhuman ranks to be shifted into this range.

At the top end of the scale, there are also three cosmic ranks (**Planetary**, **Stellar** and **Cosmic**). These cosmic ranks are there for things that have truly stupendous amounts of power, and are usually well outside the range of even the strongest of superheroes. However, they may sometimes be used to represent an "invulnerable" material or for comparing the relative ability of gods or other cosmic entities.

Finally, at the two extremes of the scale are **Zero** representing a total absence of an ability and **Infinite** representing an ability of unlimited power.

CHARACTER ABILITY RANKS

Usually, each player will control a single character in the game, telling the game master (GM) how that character is acting and what that character is intending to do (the player says what their character is intending to do rather than narrating what they have actually done since the character's action might not work out as intended). These characters are the main protagonists of the story that is being created, and are called PCs.

The GM controls the other characters that the PCs interact with; ranging from minor bit-parts that the PCs meet once to recurring villains, allies and contacts. These characters are collectively referred to as NPCs. Generally both PCs and NPCs, even NPCs who are animals, robots, or some other strange type of being, work using the same rules and game mechanics.

The capabilities of characters are generally measured by two sets of values, both of which are measured on the rank scale. The first set of values is a set of ability ranks. There are seven of these, **Fighting**, **Agility**, **Strength**, **Endurance**, **Reason**, **Intuition**, and **Psyche**, and it is from the initials of these seven ability ranks from which FASERIP gets its name. All characters have these, whether mundane or super powered. Each of a character's abilities is measured with a particular rank on the scale.

In addition to these seven, characters will also have a **Wealth** score and a **Fame** score, measured on the same scale, as their

ability ranks, and two pools of points that are used during play: **Health** and **Karma**. All of these are described in more detail in the Character Creation chapter.

The second set of values is a set of power ranks. Characters only have these if they have super powers, and again each of these is measured with a particular rank on the scale.

RANK SHIFTS

Often, a rank will be modified by something. This may be the action of a super power, or it may be something more mundane such as favourable or unfavourable conditions. When a rank is modified, this is known as a **Rank Shift**. Rank shifts can be positive (which increase the rank) or negative (which decrease the rank), and it is possible for more than one shift to be applied to a rank at once.

Rank shifts are usually denoted in this book by their direction and number, for example "+1 RS" means an increase of one rank, whereas "-2 RS" means a decrease of two ranks. Rank shifts are usually cumulative, and all rank shifts that apply in a particular situation should be added together and combined into a single total rank shift before being applied to the rank in question.

There are four important limitations to always bear in mind when applying rank shifts:

- Always apply shifts to the rank itself, not the value; for example if something would normally have a rank of As[50] and has -3 RS, the resulting rank is Gt[20], not As[47].
- No rank can ever be shifted below **Zero**.
- Ranks of **Triple-Shift** or lower can't be shifted above **Triple-Shift**.
- Ranks of **Planetary** or higher can't be shifted at all.

Example: Monkey Nut, the sinister simian sorcerer, normally has a **Fantastic Strength**, and will therefore do 40 damage in unarmed combat each time he hits his opponent. However, when he eats a banana he gets a +1 RS to his **Strength** rank, giving him **Astounding Strength**. Therefore, after eating a banana he will do 50 damage in unarmed combat each time he hits his opponent.

DICE

All dice rolls in FASERIP are percentile rolls, in which you roll two ten-sided dice to produce a number between 1 and 100. You can find ten-sided dice at your local hobby shop or buy them online. Usually, you will get two of them in a set (along with a bunch of other dice of different sizes), one of which will contain the numbers 0-9, and the other will contain the numbers 00-90.

When you roll the dice, you roll both together and simply add the two results. For example, if you roll a 40 and a 7 then your result is 47. The only exception to this is that if you roll a 00 and a 0 then this is a roll of 100, not a roll of 0.

FEATS

Ranks are not just used for their numeric values. They are also used to determine whether or not a character is successful in a particular activity. For example, breaking down a wall will require a **Feat of Strength** and working out the complex

mathematical formula needed to crack the password of a computer system in order to cancel a nuclear launch might require a **Feat of Reason**. There are two types of feat used in the game, and both types require a roll of the dice in order to determine whether or not the feat has been successful and in some cases also how successful the feat has been.

The first type of feat is a **Simple Feat**. This is the most common type of feat and is used in most situations where the odds of success are based solely or primarily on the rank of the ability or power being used to attempt the feat. To determine the success of a simple feat, roll the dice and look on the universal chart on the back cover of this book.

The table shows the scale of ranks across the top from left to right and results of the dice roll down the left hand side. To find the level of success, look down the column for the rank being used for the feat until you find the row for the dice result. The colour of the entry in that row and column indicates the level of success.

- **Fail:** If the entry is **White** then the feat has failed.
- **Bronze:** If the entry is **Bronze** then the feat has succeeded, but only just. It will have the minimum effect that a success on the feat could have.
- **Silver:** If the entry is **Silver** then the feat has succeeded with room to spare. Often this will have no additional effect over and above the effect that a **Bronze** success would have had, but sometimes (depending on the type of feat being attempted) a **Silver** success will grant additional effect over and above the basic success.
- **Gold:** If the entry is **Gold** then the feat has succeeded with ease. A **Gold** success will generally have the maximum effect that a success on the feat could have.

When something requires a simple feat in order to succeed, the rules will normally indicate what effect each type of success will have.

If a simple feat is required for something and you are not told what the effect of each level of success is, assume that a Fail results in the feat failing and that any other colour results in the feat succeeding with no additional effect other than basic success (although you can still use the colour as a guide when narrating what happens).

Example: Physique is fighting against Monkey Nut. With both of them being strong brawlers, they are in hand to hand combat. Physique throws a punch at Monkey Nut, attempting to knock him out. In order to successfully hit her nemesis, Physique must succeed in a simple **Feat of Fighting**.

Physique's player rolls the dice and gets a 72. Checking the universal chart on the back cover of the book, she sees that a result of 72 with Physique's **World Class Fighting** ability is a **Silver** result.

A **Silver** result when attacking an opponent with a blunt melee attack such as a punch indicates that the attack has hit the opponent, and the opponent takes damage and has possibly been slammed.

Had the result of the roll merely been 62, the result would have just been **Bronze**. The attack would still have hit and damaged Monkey Nut but there wouldn't be the possibility to also slam him. If the result of the roll had been 35 or less, Physique would have failed to hit Monkey Nut at all.

The second type of feat is called a **Ranked Feat** and is used in situations where the odds of success are largely based on an outside measure rather than on the rank of the ability being used in the feat. A ranked feat is distinguished from a simple feat in two ways.

Firstly, a ranked feat doesn't have different degrees of success; when making a ranked feat, you either succeed or fail rather than potentially succeeding with extra effect.

Secondly, a ranked feat has a difficulty; which is measured on the standard rank scale.

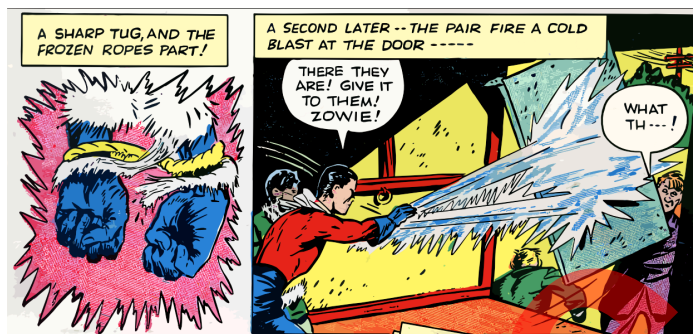
For example, trying to control someone's mind with your Mind Control super power is a ranked feat. Unlike a simple feat, there aren't different degrees of success; the mind control either works or it doesn't. Also unlike a simple feat the difficulty of controlling someone's mind is not fixed – it depends on the target's **Psyche**.

When attempting a ranked feat, you roll the dice and check the ability being used for the feat as normal. However, instead of the colour representing the degree of success it just represents a simple success or failure depending on how your ability rank compares with the difficulty rank.

- If your ability is more than one rank lower than the difficulty of the feat, you cannot succeed.
- If your ability is exactly one rank lower than the difficulty of the feat, you succeed only if you roll a **Gold** result.
- If your ability is the same rank as the difficulty of the feat, you succeed if you roll a **Silver** result or better.
- If your ability is exactly one rank higher than the difficulty of the feat, you succeed if you roll a **Bronze** result or better.
- If your ability is more than one rank higher than the difficulty of the feat, you automatically succeed and do not need to roll.

Example: Having been slammed clear across the car park by Physique, Monkey Nut is in a bit of a pickle. However, he's still got at least one trick up his sleeve. Picking himself up off the floor and turning to face Physique, he attempts to take control of her using his mind control helmet.

In order to do this, Monkey Nut must succeed in a ranked **Feat of Psyche**, pitting his **Psyche** against hers. Because Monkey Nut has **Fantastic Psyche** and Physique only has **World Class Psyche**, Monkey Nut's target for the feat is one rank lower than his power rank and he therefore only needs a **Bronze** result to temporarily take control of Physique's mind. The GM rolls the dice for Monkey Nut and rolls a 77. This is a **Silver** result, which is more than enough for Monkey Nut to successfully take control of Physique. In fact it would still have succeeded even if Physique had had **Fantastic Psyche**.



WORKING TOGETHER

Sometimes two or more people will work together to do something. For example, two people could try to lift something that is too heavy for either to lift on their own, or two scientists could work together to invent something.

In these cases, the person with the highest rank is considered to be the primary person involved (and this person will be the one who rolls the ranked feat if one is needed) and their rank is then modified by the rank of their helper based on the helper's rank compared to the primary person's rank.

- **Same Rank:** +2 RS to primary person's rank
- **One Rank Lower:** +1 RS to primary person's rank

Having a third or fourth person help will generally make the task feel a bit easier but not make a large enough difference to result in an increase the effective rank being used.

In the case where a large number of participants are working together, you may have to estimate the cumulative effect of their teamwork. Such situations tend to be more of a narrative device than something that needs to be rolled or judged.

Example: Physique and Captain Steel have been alerted to a beached whale. Unfortunately, it will take **Astounding Strength** to get the whale back into the water, and Physique's **Strength** is only **Fantastic**.

However, Captain Steel has **World Class Strength**, only one rank below **Fantastic**. With Captain Steel's help, their combined strength is **Astounding** – enough to manoeuvre the whale back into the water to the applause of the gathered beach-goers.

CHARACTER CREATION

CHARACTER BASICS

A character in FASERIP is defined by a number of features, and these features are determined by the player in a number of steps during the creation of that character.

Example: Andrew is starting a new campaign, and Sofia needs to create a character to play in it. Throughout this chapter we will follow Sofia's creation of her super hero character using these rules.

CAMPAIGN RANK

Before you can generate a character, you must know the campaign rank that the character will be generated for. The campaign rank is set by the GM and serves as a rough measure of the power of the character.

Characters created using the same campaign rank won't all be cookie-cutters of each other, but they will be close enough in power level to operate in the same super team effectively. You won't accidentally get one character who is strictly street-level and another who is cosmically powered in the same team.

The default campaign rank is **World Class**, which means that super heroes are significantly better than normal people (the "average" super hero is as agile as an Olympic gymnast and as smart as a Nobel laureate) but not completely untouchable when it comes to non-super agents and criminals.

Example: Andrew declares that his campaign will use the default campaign rank of **World Class**.

STEP BY STEP

Creating a character is done in a number of steps. Generally, it's easier to perform these steps in the order in which they are given in this book, because later steps might modify things that were done in earlier steps and therefore doing them out of order can result in confusion about the exact numbers and ranks that the character should have.

However, that doesn't mean that you shouldn't think about future steps when doing a character. For example, just because you generate your character's ability ranks and origin story after you have generated their powers doesn't mean you can't already have ideas for both of those in the back of your mind when choosing which powers to take.

The nine steps of character generation are:

- **Step 1:** Hero Type
- **Step 2:** Base Powers
- **Step 3:** Power Modifiers
- **Step 4:** Ability Ranks
- **Step 5:** Hero Type Bonus
- **Step 6:** Benefits
- **Step 7:** Weakness
- **Step 8:** Origin Story
- **Step 9:** Finishing Touches

STEP 1: HERO TYPE

Some super powered characters were simply born with their powers through some quirk of genetics. Some were born as normal people and acquired their powers in an accident or an experiment; or through advanced training or equipment of some kind. Others were born on another world or in another dimension. Still others weren't born at all but were artificially created.

FASERIP splits characters up into six broad types. You must choose a hero type as the first step of character generation and this choice of hero type drives the rest of the character generation process.

The six hero types are:

Artificial

The character was not born, but created. Maybe they are a robot or android, or maybe they are some kind of golem or even an undead creature.

Heroes with the Artificial origin start with fewer super powers than other characters, but make up for this by gaining +2 RS to their **Strength** rank after generating their ability ranks, gaining the Life Support power at campaign rank for free.

Birthright

The character was either born with their powers or born with the potential to have powers which then later manifested themselves, possibly at puberty or at a time of great stress. While this origin is usually used for characters who's powers stem from genetic mutations, it can also be used for characters with other power types such as having natural magical or psychic powers due to being born when the stars were right, or possessing some mystical bloodline.

Heroes who have the Birthright origin have more points to spend on super powers than other characters.

Gimmick

The character's powers come from items of one kind or another. These may be technological devices, magical items, cosmic focuses, or any other type of item, but whatever they are the powers are in the items, not the character themselves.

The character may have invented and built the items themselves or may have acquired them via some other means.

Heroes with the Gimmick origin have fewer powers than other characters, but make up for this by being able to increase the rank of any one of their mental abilities (**Reason, Intuition or Psyche**) by +2 RS after generating ability ranks; and if they chose to take the Resistance (Damage) power they may choose for it to be a battle-suit.

If a hero with the Gimmick option chooses to have a battle-suit they gain +1 RS to each of their physical ability ranks (**Fighting, Agility, Strength, and Endurance**) while wearing the battle-suit but -1 RS to each of their physical ability ranks while not wearing it.

Hero Types Table

Die Roll	Hero Type	Powers	Ability Ranks	Benefits	Special
01–05	Artificial	9 points	21 points	4 points	+2 RS Strength , Life Support
06–30	Birthright	15 points	21 points	4 points	
31–55	Gimmick	12 points	21 points	8 points	+2 RS any mental, Battlesuit
56–65	Trained	6 points	25 points	12 points	
66–90	Transformed	13 points	23 points	4 points	
91–100	Visitor	12 points	27 points	4 points	

Trained

The character's powers come as the result of intensive training, possibly self taught or possibly after studying under a secret master or similar. This is a common origin for costumed vigilantes, martial artists, and magicians.

Heroes with the Trained origin have the fewest points to spend on super powers, but make up for this by having a large number of points to spend on ability ranks and benefits.

Transformed

The character was born a normal human, but some incident transformed them into their heroic self. They may have been in an experiment (either deliberately or reluctantly) or their powers may simply be the result of a bizarre accident.

Heroes with the Transformed origin have slightly more points to spend on both super powers and ability ranks, but this is generally the most average hero type for players who do not want their characters pushed in any particular direction.

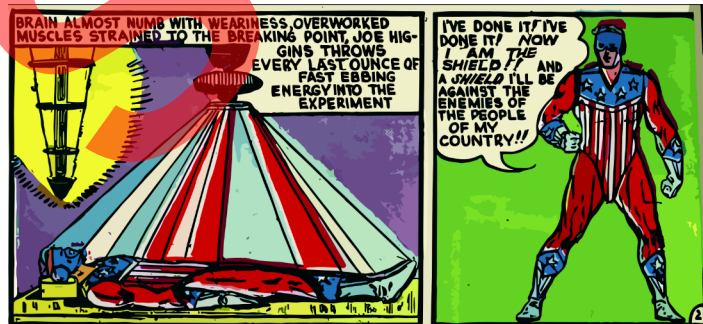
Visitor

The character is from another place. Maybe they are an alien from another planet, or maybe they are a supernatural being from another dimension. Depending on exactly where they are from, their powers may be of almost any type.

Heroes who have the Visitor origin have the most points to spend on ability ranks.

Selecting a Hero Type

You may freely choose which hero type your character has. Select one from the Hero Types Table (the die roll column is just there in case you can't decide and wish to choose randomly) and note down how many points you have to spend in each of the other steps. If you have a specific character idea in mind for whom the point values above do not fit, then with GM approval you can use a hero type for your character that does not match their actual origin.



Power/Ability Cost Table

Points	Rank
1 point	Decent
2 points	Great
3 points	World Class
5 points	Fantastic
8 points	Astounding

Example: Sofia decides that she wants to play an elemental construct made of pure force, which means that she will be using the artificial hero type. She notes down that she will have 9 points to spend on powers, 21 points to spend on ability ranks, 2 points to spend on benefits, and that she will be adding +2 RS to her **Strength** and gaining the Life Support power.

STEP 2: BASE POWERS

While anyone may be very strong, normal people simply can't fly or shoot lasers from their eyes or turn into diamond or anything weird like that. Just like abilities, each power has a rank, and the rank indicates how good the power is at what it does. Depending on the individual power this may represent movement speed, damage, difficulty to resist, duration, or any other variable factor. The specific ways in which rank affects each power is given in that power's specific power description, in the Power Descriptions chapter.

The hero type that you have chosen will provide you with a number of points with which to buy super powers. Each power you buy will cost you between one and eight powers, depending on the rank at which you buy it.

Powers bought at the campaign rank cost 3 points, with powers –1 RS and –2 RS from that costing 2 and 1 points respectively, and powers +1 RS and +2 RS from that costing 5 and 8 points. The Power/Ability Cost table shows these costs assuming that you are using the default campaign rank of **World Class**.

If you are using a higher or lower campaign rank you should increase or decrease the rank that you get for each point cost accordingly. For example, if your campaign rank is **Decent** then you should shift the ranks in the table up by two, so that 1 point buys you a power at **Bad** rank, 2 points buys you a power at **Average** rank, 3 points buys you a power at **Decent** rank, 5 points buys you a power at **Great** rank, and 8 points buys you a power at **World Class** rank.

Personal Powers Table

Die Roll	Power	Choice	Common Power Extensions
01-02	Ability Boost	Ability	
03-05	Ability Increase	Ability	
06-07	Alter Ego		
08-11	Animal Mimicry		
12-18	Aura	Damage Type	Blast, Energy Control, Flight, Life Support, Resistance
19-24	Density		Phasing
25	Dimensionality	Dimensions	
26-30	Energy Form	Energy Type	Energy Control
31	Evolution		
32-33	Explosive Form		Teleport
34-37	Extra Body Parts	Type	
38-42	Fast Attack		
43-47	Fluid Form		
48-51	Gaseous Form		
52-58	Growth		Shrinking
59-62	Material Mimicry		Adaption, Growth, Shrinking, Transformation
63	Nemesis		Danger Sense, Detection (Powers)
64-67	Plant Mimicry		Plant Control
68-70	Power Mimicry		Detection (Powers), Nemesis
71-75	Shadow Form		
76-82	Shrinking		Growth
83-88	Solid Form		
89-93	Stretching		Dimensionality, Flight, Fluid Form, Resistance, Transformation
94-100	Transformation	Target Type	Fluid Form, Solid Form, Gaseous Form, Growth, Shrinking, Stretching, Power Mimicry

Movement Powers Table

Die Roll	Power	Choice	Common Power Extensions
01-06	Burrowing		
07-26	Flight		
27-38	Leaping		
39-48	Phasing		
49-53	Spinning		Air Control, Fast Attack, Flight, Super Senses, Super Speed
54-67	Super Speed		Air Control, Fast Attack, Phasing, Regeneration, Spinning, Vibration Control
68-77	Swinging		
78-89	Teleportation		
90-100	Wall Crawling		

Sensory Powers Table

Die Roll	Power	Choice	Common Power Extensions
01-20	Danger Sense	Ability Rank	
21-42	Detection	Type	
43-57	Environmental Awareness		Mind Control, Plant Control, Precognition, Postcognition, Weather Control
58-68	ESP		
69-100	Super Senses	Senses	

Ambient Powers Table

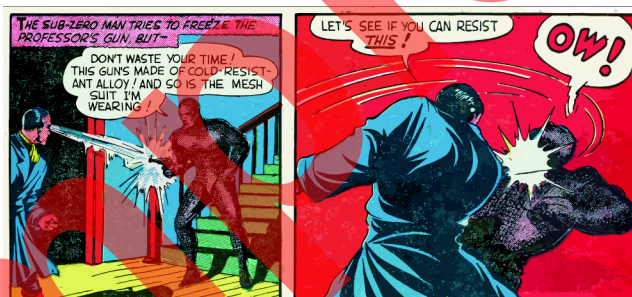
Die Roll	Power	Choice	Common Power Extensions
01–06	Air Control		Affliction, Blast, Flight, Force Field, Resistance, Servant, Super Senses, Weather Control
07–13	Cold Control		Absorption, Affliction, Aura, Binding, Blast, Fire Control, Resistance
14–17	Darkness Control		Absorption, Blast, Dazzle, Emotion Control, Energy Drain, Flight, Force Field, Resistance, Servant, Super Senses, Teleport
18–22	Earth Control		Binding, Burrowing, Force Field, Gravity Control, Resistance, Servant
23–30	Electrical Control		Ability Boost, Absorption, Aura, Flight, Machine Control, Resistance, Super Speed, Teleport
31–38	Fire Control		Absorption, Affliction, Aura, Blast, Dazzle, Flight, Resistance, Servant, Strike
39–42	Force Control		Blast, Binding, Strike
43–44	Friction Control		Binding, Binding Resistance, Dazzle, Fire Control, Wall Crawling
45–47	Gravity Control		Ability Boost, Blast, Flight, Force Field, Super Senses, Telekinesis
48–51	Images		Dazzle, Duplication, Invisibility, Mental Illusions
52–56	Light Control		Absorption, Energy Form, Blast, Darkness Control, Flight, Force Field, Healing, Images, Invisibility, Resistance, Strike
57–58	Machine Control		Gadgets, Interface
59–63	Magnetic Control		Binding, Blast, Detection (Magnetic), Flight, Machine Control, Power Nullification, Super Senses, Telekinesis
64–65	Plant Control		Affliction, Binding, Life Support, Plant Mimicry, Servant, Teleport
66	Probability Control		
67–68	Radiation Control		Absorption, Affliction, Aura, Dazzle, Fire Control, Flight, Force Field, Power Nullification
69	Servant		
70–74	Sonic Control		Absorption, Blast, Corrosion, Energy Form, Flight, Force Field, Images, Mind Control, Resistance, Super Senses
75–76	Spatial Control		Duplication, Growth, Shrinking, Stretching, Super Speed, Teleport
77–82	Telekinesis		Blast, Flight, Force Control, Force Field
83	Time Control		Duplication, Fast Attack, Precognition, Postcognition, Stunning, Super Speed
84	Transmutation		Servant, Alteration Ray
85–88	Vibration Control		Absorption, Burrowing, Corrosion, Dimensional Travel, Flight, Force Field, Phasing, Power Nullification, Resistance, Sonic Control, Super Senses
89–93	Water Control		Affliction, Aquatic, Cold Control, Servant, Weather Control
94–100	Weather Control		Affliction, Air Control, Blast, Cold Control, Darkness Control, Fire Control, Flight, Life Support, Resistance

Survival Powers Table

Die Roll	Power	Choice	Common Power Extensions
01–06	Absorption	Damage Type	
07–09	Adaption		Environmental Awareness, Regeneration, Resistance
10–14	Aquatic		Environmental Awareness, Leaping, Servant
15–30	Force Field		
31	Immortality		Regeneration, Resistance
32–36	Invisibility		Alteration Ray
37–54	Life Support	Types	
55–68	Mind Shield		
69–71	Reflection		
72–75	Regeneration		Immortality
76–100	Resistance	Dmg./Power Type	

Targeted Powers Table

Die Roll	Power	Choice	Common Power Extensions
01-06	Affliction		Energy Drain
07-10	Alteration Ray	Type	Varies
11-18	Binding		
19-32	Blast	Damage	
33-37	Corrosion		Resistance
38-43	Dazzle	Sense	Resistance
44-48	Emotion Control		Ability Boost
49	Empowerment		
50-52	Energy Drain		
53-54	Healing		Adaption, Affliction, Alteration Ray, Energy Drain, Power Nullification, Resistance
55-59	Interface		Machine Control
60-65	Mental Blast		
66-70	Mental Illusions		Dazzle, Images, Invisibility, Mental Blast, Mind Control
71-73	Mind Control		Ability Boost, Invisibility
74-75	Power Boost		Empowerment
76-80	Power Suppression		Energy Drain
81-89	Strike		
90-95	Stunning		
96-100	Telepathy		Detection (Emotion), Detection (Powers), ESP, Invisibility, Mental Blast, Mental Illusions, Mind Control, Mind Shield, Super Senses



Esoteric Powers Table (Check with GM before using)

Die Roll	Power	Choice	Common Power Extensions
01-05	Astral Projection		Dimensional Travel, Dream Control, Super Senses (Spirit Sight)
06-17	Dimensional Travel		Teleport
18-20	Dream Control		Astral Projection, Mental Illusions, Telepathy
21-28	Duplication		
29-32	Gestalt		Mind Shield
33-47	Gadgets		
48-50	Invulnerability	Dmg./Power Type	
51-53	Postcognition		
54-57	Power Combination	Powers	
58-62	Precognition		Danger Sense, Probability Control, Time Control
63-72	Reality Alteration	Partial Stunts	
73-94	Sorcery		
95-100	Spirit Control		Astral Projection, Energy Drain, Power Suppression, Servant, Super Senses (Spirit Sight)

In such cases, the GM is advised to make a pre-adjusted copy of the table for players to use, rather than making the players adjust their costs on the fly.

However, for most campaigns, the campaign rank will be **World Class** and the table will not need adjusting.

Choosing Powers

Providing you have the points for it, you can freely choose super powers from any of the tables in this chapter other than the Esoteric Powers table. For example you could spend 3 points to get **World Class** Flight or 5 points to get **Fantastic** Mental Illusions.

Other than the powers on the Esoteric Powers table, there is no difference between the powers on different tables. They are merely split into roughly themed groups for convenience. Similarly, the die roll column on each table is merely for convenience so that you can roll for inspiration if you like. However, rolling is entirely optional.

Some powers force you to make a choice when you take the power. For example, the Blast power lets you fire some kind of missile attack (usually a blast of energy of some kind, but it could also be a physical missile) at your opponents. You must choose what type of damage the attack will do. Powers that require a choice in this manner are indicated on the table, and for more detail about each choice you should look up the power in the Power Descriptions chapter.

Additionally, many powers let you take other powers as extensions to them. Extensions are ways in which you can use a power in a way that does something different, replicating another power. For example, the Gravity Control power has Flight as a possible extension because you can learn to use Gravity Control to lift yourself off the ground and fly.

Common extensions for many powers are listed in the tables, to give you ideas on how you will be able to extend your powers in step 3 of character creation (and after character creation as described in the Getting Better chapter).

If the power extensions listed for a particular power pique your interest, you are advised to read the power's description in the Power Descriptions chapter for full details of how the listed extensions work with the power. Sometimes an extension is assumed to have a particular flaw or type. For example the Flight power is listed here as an potential extension of the Stretching power. However, checking the details in the Power Descriptions chapter shows that when extending the Stretching power to fly it only stretches (pun intended) to gliding, not to full flying. Again, the listings here are a guideline only and you should consult the Power Descriptions chapter for full details.

Example: Sofia immediately chooses the Force Control power for her character, and spends 3 points to get it at **World Class** (which is the campaign rank). This leaves her with six points, enough for another two other powers at similar rank.

However, rather than going for two more powers at the same rank, Sofia decides to go for three more powers at lower ranks.

Firstly, she chooses **Great** Teleportation in order to give her some movement capability. This costs 2 points leaving her with four.

Since her idea is that her character will be comprised of a sentient bubble of force, she decides to get **World Class** Invisibility. This costs another 3 points, so she now only has a single point left – enough to get a power at **Decent** rank.

Looking through the other powers, Sofia decides that she wants **Decent** Super Senses. This power forces her to pick a number of senses equal to the power index of her power. **Decent** power rank has an index of 4, so she needs to pick four senses. She chooses Circular Vision, Directional Sense, Spatial Sense, and Telelocation.

Sofia has now spent all 9 of her points.

Choosing Balanced Powers

While you are free to spend your points how you like and choose any powers, it is important to consider the balance between having a small number of very powerful super powers and having a larger number of weak powers.

Similarly, you should consider how much variety there is in the powers you are buying.

While the exact number of powers you get will depend on your hero type and the number of points you have to spend on them, you are advised to follow these guidelines.

- Don't take more than one power at higher than campaign rank.
- Make sure not all your powers are below campaign rank.
- Make sure you have powers from multiple tables to make your character more versatile.

These are only guidelines, not hard rules, so you are free to go against them; but you should be aware of them so that if you don't follow them you are conscious that you are making a character that might be badly balanced.

Example: Sofia's character fits most of these guidelines. The GM is slightly concerned that she has not taken any offensive powers, but she assures him that she is going to do so in the next step by taking the Blast power extension on her Force Control.

Esoteric Powers

Although powers on the Esoteric Powers table can be bought like any other, you should consult your GM before buying one. While not necessarily more powerful than other super powers, the powers on this table all have the potential to disrupt the game, and therefore you might want to avoid using them (or your GM might not want them used).

None of the potential problems introduced by these powers are insurmountable, and they are all playable; but you might need an agreement beforehand about how (and how often) they will be used.

- **Astral Projection:** If one hero is able to astrally project and the other heroes aren't, this can lead to long stretches of

the game when the astrally projecting hero is taking up all of the GM's time and the other players are getting bored.

- **Dimensional Travel:** This power relies on there being an established set of alternate dimensions that can be travelled to in the GM's setting. This might not be the case.
- **Dream Control:** If one hero is able to control or travel into dreams and the other heroes aren't, this can lead to long stretches of the game when the dream controlling hero is taking up all of the GM's time and the other players are getting bored.
- **Duplication:** A hero who can split up into multiple forms can end up needing to take a combat action for each of those forms when there is a fight, and this can slow fights down to a crawl and give that hero's player far more of the spotlight than other players.
- **Gestalt:** If two player characters form a gestalt controlled by one player, the other player might end up with long stretches of the game where they have nothing to do and get bored.
- **Gadgets:** This power requires the player of the hero that has it to be able to come up with ideas of what other power they would like it to emulate during the game, and this can slow the game down while they look through the book trying to decide what sort of gadget to make.
- **Invulnerability:** While it is flavourful and fitting for some heroes to be invulnerable to a particular type of damage or power, being invulnerable to too broad a range of damage or effects can be unbalancing, and all requests to take this power should be carefully considered by the GM.
- **Postcognition:** If the GM and players are intending to play an investigative game this power can short-circuit such investigations, ruining the fun.
- **Power Combination:** The GM should review which power effects are being put together to ensure that the particular combination of power effects chosen is not unbalanced.
- **Precognition:** If the GM and players are intending to play an investigative game this power can short-circuit such investigations, ruining the fun.
- **Reality Alteration:** This power requires the player of the hero that has it to be able to come up with ideas of what other power they would like it to emulate during the game, and this can slow the game down while they look through the book trying to decide what sort of effect to produce.
- **Sorcery:** This power requires the player of the hero that has it to be able to come up with ideas of what other power they would like it to emulate during the game, and this can slow the game down while they look through the book trying to decide what sort of spell to cast.
- **Spirit Control:** This power relies on there being spirits in the GM's setting. This might not be the case.

Random Power Generation

The system above assumes that you are going to choose your powers and their ranks. However, you may prefer to roll entirely randomly to see what powers you get.

If this is the case, roll on the Random Power Ranks Table to see how many powers you get and what ranks they are.

These ranks always add up to the same number and strength of ranks that you would have got spending points yourself, they just represent a number of pre-defined point distributions. This means that even if you don't want to roll powers randomly

you can use the Random Power Ranks Table as a quick way to select a point distribution for your hero type.

This table assumes that your GM is using the default Campaign Rank of **World Class**. If your GM is using a higher or lower Campaign Rank than that, you will need to adjust all the listed ranks up or down by one or more rank shifts.

Example: Miles is also creating a character for Andrew's campaign, but would rather roll a completely random character.

Firstly, he rolls to see what hero type his character has, and gets a 23, indicating that his character has the Birthright hero type. Rolling on the Random Power Ranks Table, Miles gets a 26 – his character will have one power at **Astounding** rank, two powers at **World Class** rank, and one power at **Decent** rank.

If he had chosen to buy powers rather than rolling randomly, one **Astounding** power, two **World Class** powers, and one **Decent** power would have cost 15 points; the normal number of points that a Birthright character is given to spend on powers.

To determine which table to roll on for each power, roll on the Power Types Table once for each power, and then roll on the table for powers of that type to determine the exact power.

To avoid randomly rolling a character with lots of redundant powers of the same type, if you roll a type for a power that you have already used, roll again until you get a type that you have not yet used.

Example: Miles' first power is at **Astounding** rank. Rolling on the Power Types Table he gets a 35, so this is a movement power. Rolling an 08 on the Movement Powers Table indicates that this power is Flight, and therefore his character has **Astounding** Flight.

For the first of his two **World Class** powers he rolls a 75 on the Power Types Table – a survival power; and rolls a 39 on the Survival Powers table resulting in **World Class** Life Support.

For the other **World Class** power he rolls a 30 on the Power Types Table. This would give him another movement power, a type of power that he already has, and so he re-rolls and gets a 46. This is an ambient power, and a roll of 56 on the Ambient Powers Table reveals it to be **World Class** Light Control.

Finally, he rolls for his **Decent** power. His first three rolls (59, 29, and 18) are all rejected as being types of power he already has, but his fourth roll, 02, is a new type – a personal power. Rolling a 36 on the Personal Powers Table gives him **Decent** Extra Body Parts.

Although he wants to generate a random character, Miles feels that the Extra Body Parts really doesn't fit with the rest of the powers he's rolled, so he re-rolls it on the Personal Powers table; getting a 76, Shrinking.

He now has **Astounding** Flight, **World Class** Life Support, **World Class** Light Control, and **Decent** Shrinking.

Random Power Ranks Table (Optional)

Roll	Artificial	Birthright	Gimmick	Trained	Transformed	Visitor
01–12	1 x Astounding 1 x Decent	1 x Astounding 2 x World Class 1 x Decent	1 x Astounding 1 x World Class 1 x Decent	1 x Fantastic 1 x Decent	1 x Astounding 1 x World Class 1 x Great	1 x Astounding 1 x World Class 1 x Decent
13–29	1 x Fantastic 1 x World Class 1 x Decent	1 x Astounding 2 x World Class 1 x Decent	1 x Astounding 2 x Great	1 x Fantastic 1 x Decent	1 x Fantastic 2 x World Class 1 x Great	1 x Astounding 2 x Great
30–50	1 x Fantastic 2 x Great	1 x Fantastic 3 x World Class 1 x Decent	1 x Fantastic 2 x World Class 1 x Decent	2 x World Class	1 x Fantastic 2 x World Class 1 x Great	1 x Fantastic 2 x World Class 1 x Decent
51–71	3 x World Class	1 x Fantastic 3 x World Class 1 x Decent	1 x Fantastic 1 x World Class 2 x Great	2 x World Class	1 x Fantastic 1 x World Class 3 x Decent	1 x Fantastic 1 x World Class 2 x Great
72–88	2 x World Class 1 x Great 1 x Decent	5 x World Class	1 x Fantastic 3 x Great 1 x Decent	1 x World Class 1 x Great 1 x Decent	4 x World Class 1 x Decent	1 x Fantastic 3 x Great 1 x Decent
89–100	1 x World Class 3 x Great	5 x World Class	4 x World Class	1 x World Class 1 x Great 1 x Decent	3 x World Class 2 x Great	4 x World Class

Power Types Table (Optional)

Die Roll	Power Type
01–15	Personal Powers
16–35	Movement Powers
36–45	Sensory Powers
46–65	Ambient Powers
66–80	Survival Powers
81–100	Targeted Powers

STEP 3: POWER MODIFIERS

Super powers are not all equal. Two characters might have the same power, and might even have it to the same power rank. However, one of them might have a much more flexible version of the power that can be used in clever ways in which the other more limited version can't.

By default, all powers are acquired in a fairly average form. Each power is described in the Power Descriptions chapter, and these descriptions show how each power usually works and what it usually does. However, the majority of powers come with suggested edges and flaws. By adding edges and flaws to a power, the power can be personalised to fit the character better, and also give the character more flexibility and uniqueness.

However, it is never compulsory to add an edge and/or flaw to a power. There is nothing wrong with having a character whose powers are "by the book". The character won't be weaker or inferior to a character who has edges and/or flaws on their powers.

Power Extensions are a special type of edge that can be taken. A power extension allows the power to be used in a way that emulates a different power. The emulated power is always considered to be at the same rank as the power that is being used for the emulation and is considered to be part of that power for purposes of things that boost or inhibit the power rather than a second independent power.

Applying Edges and Flaws

Once you have finished determining your powers, you may apply edges and flaws to them. While you may already have specific edges or flaws in mind when you choose a power, you should wait until you have finished spending all your points buying base powers before applying the edges or flaws. This is because edges and flaws can change the rank of a power, and this can get confusing if you have not yet finished spending points and may wish to alter the number of points you have allocated to the power.

Check the full descriptions of each of your powers in the Power Descriptions chapter to ensure that you know how they work. The descriptions in that chapter include a list of edges and flaws for each power, usually including potential power extensions.

You are free to modify your powers by adding edges and flaws to them (including power extensions) at this time. However, each edge or flaw that you take on a power must be balanced by doing one of the following:

- Taking an edge and a flaw together, with the flaw being taken on a power that has the same or higher rank as the power that is getting the edge (they can both be on the same power).
- Taking an edge and a -1 RS together, with the rank shift being taken on a power that has the same or higher rank as the power that is getting the edge (they can both be on the same power).
- Taking a flaw and a +1 RS together, with the rank shift being taken on a power that has the same or lower rank as the power that is getting the flaw (they can both be on the same power, unless that power is already higher rank than any other power you have).

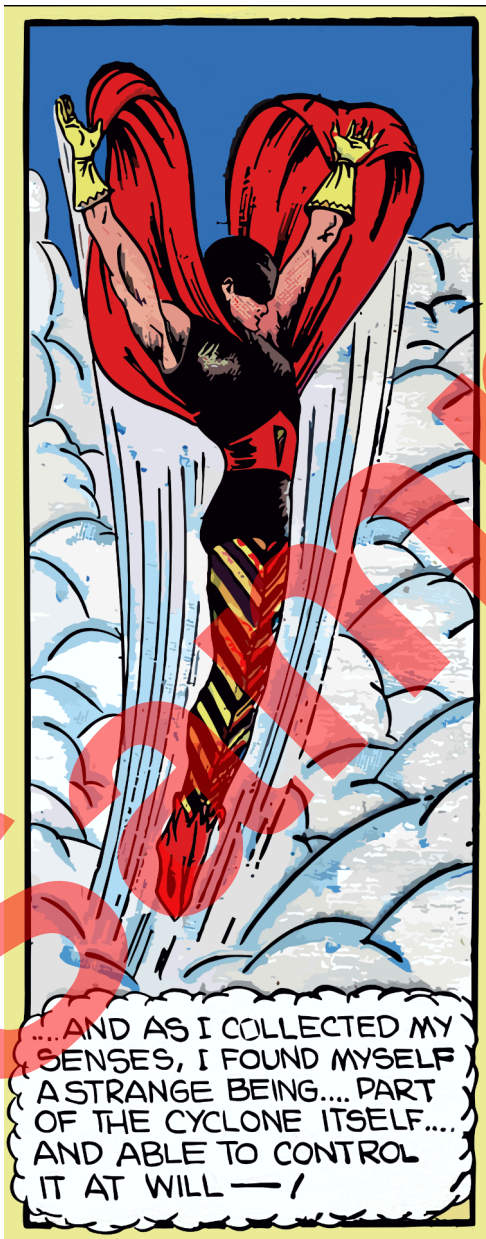
The additional power gained by extending a power can be given edges and flaws just like any other power. However, a power extension is always the same rank as the power it is extending, so you can't modify the rank on an extension in exchange for edges and flaws taken on other powers.

If you take an edge that is a power extension and the power extension comes with a built-in flaw, then the built-in flaw cannot be used to offset the edge that you are taking. Neither can it be used to offset a new edge given to the power extension.

Example: Sofia wishes to add the Blast power extension to her Force Control power. This gives her the Blast power at the same rank as her Force Control power (**World Class**), and anything that enhances or nullifies her Force Control will enhance or nullify her Blast alongside it.

She pays for this power extension by taking the Chameleon flaw on her Invisibility power – while her character is transparent, they are not entirely invisible.

Sofia is allowed to do this because her Invisibility power is the same rank as her Force Control power. She would not have been allowed to pay for her Blast power extension by taking a flaw on her Teleportation power, because that is only **Great** rank.



STEP 4: ABILITY RANKS

Each character has seven ability ranks which show the character's level of prowess in different areas. In each case, a typical (not super powered) person would have a rank of **Average**, and anything that is **Fantastic** or higher is considered to be super-human, and counts as a power (which means that it can be used for power stunts). The seven abilities are:

Fighting

A character's **Fighting** rank shows how good they are in hand to hand combat and combat with melee weapons. It is most often used in combat where your character will be required to succeed in **Feats of Fighting** in order to hit your opponents. Your **Fighting** rank also contributes to your **Health** pool, since being better at fighting enables you to better avoid incoming attacks.

Agility

A character's **Agility** rank shows how agile, graceful and dexterous they are. It may be used when a character needs to perform some kind of acrobatic or gymnastic feat, but **Feats of Agility** are most commonly used to determine the level of success of any ranged attacks that your character makes. Your **Agility** rank also contributes to your **Health** pool, since a high **Agility** enables you to better avoid incoming attacks and turn solid hits into glancing blows.

Strength

A character's **Strength** rank is pretty straightforward: it shows how physically strong they are. It is used when a character tries to lift a heavy item or break through something that is tough, and its associated rank value is used as the base amount of damage done when your character hits someone in unarmed combat. The value associated with a character's **Strength** rank also contributes to their **Health** pool, since stronger characters are able to shrug off or deflect more blows.

Endurance

A character's **Endurance** rank shows how tough they are. Characters with high **Endurance** ranks are able to better resist the special effects of particularly strong attacks, and are less likely to succumb to certain powers. The rank value associated with your character's **Endurance** rank also contributes to their **Health** pool, since the tougher they are the harder they are to take out in combat.

Reason

A character's **Reason** rank shows how intelligent they are when it comes to logical deduction and invention. **Feats of Reason** are rarely used, and **Reason** is mostly a guide to role-playing your character. However, a high **Reason** rank can be used to perform many imaginative power stunts involving the invention of things (often accompanied by suitable technobabble).

Intuition

A character's **Intuition** rank shows how intelligent they are when it comes to intuitive thinking, inspiration and perceptiveness. It can also be a weak indicator of how lucky someone is. **Feats of Intuition** are used when a character needs to spot something out of the ordinary such as a death trap or an ambush (these feats are usually made against a static rank set by the GM).

Random Ability Ranks Table (Optional)

Roll	Artificial	Birthright	Gimmick	Trained	Transformed	Visitor
1–15	1 x Astounding 1 x Fantastic 1 x World Class 1 x Great 3 x Decent	1 x Astounding 1 x Fantastic 1 x World Class 1 x Great 3 x Decent	1 x Astounding 1 x Fantastic 1 x World Class 1 x Great 3 x Decent	2 x Astounding 1 x World Class 2 x Great 2 x Decent	1 x Astounding 1 x Fantastic 2 x World Class 1 x Great 2 x Decent	2 x Astounding 2 x World Class 2 x Great 1 x Decent
16–35	1 x Astounding 3 x World Class 1 x Great 2 x Decent	1 x Astounding 3 x World Class 1 x Great 2 x Decent	1 x Astounding 3 x World Class 1 x Great 2 x Decent	1 x Astounding 1 x Fantastic 3 x World Class 1 x Great 1 x Decent	3 x Fantastic 2 x World Class 2 x Decent	1 x Astounding 2 x Fantastic 2 x World Class 1 x Great 1 x Decent
36–65	2 x Fantastic 3 x World Class 2 x Decent	2 x Fantastic 3 x World Class 2 x Decent	2 x Fantastic 3 x World Class 2 x Decent	3 x Fantastic 3 x World Class 1 x Decent	3 x Fantastic 4 x Great	1 x Astounding 2 x Fantastic 1 x World Class 3 x Great
66–85	2 x Fantastic 1 x World Class 4 x Great	2 x Fantastic 1 x World Class 4 x Great	2 x Fantastic 1 x World Class 4 x Great	3 x Fantastic 2 x World Class 2 x Great	2 x Fantastic 3 x World Class 2 x Great	4 x Fantastic 1 x World Class 2 x Great
86–100	1 x Fantastic 4 x World Class 2 x Great	1 x Fantastic 4 x World Class 2 x Great	1 x Fantastic 4 x World Class 2 x Great	2 x Fantastic 5 x World Class	1 x Fantastic 6 x World Class	3 x Fantastic 4 x World Class

Psyche

A character's **Psyche** rank shows their strength of mind and their willpower. It also shows their resistance to pain and the ability to carry on despite hardship. It is often used in feats involving mental powers. **Feats of Psyche** are used when performing actions using mental super powers.

This leaves her with **World Class Fighting, Fantastic Agility, Great Strength, World Class Endurance, Great Reason, World Class Intuition, and World Class Psyche.**

Generating Ability Ranks

Ability ranks are generated in the same manner as super powers – by spending points on them. The **Hero Types Table** shows how many points each hero type gets to spend on ability ranks.

Ability ranks have the same cost as powers, based on the campaign rank of the game. The only difference between buying ability ranks and buying powers is that you must spend at least one point on each of the seven ability rank. It is not possible for a character to be missing an ability rank.

Example: Sofia has 21 points to spend on ability ranks, and she must spend at least one point on each ability rank.

She starts by simply making all seven ability ranks **World Class**, since that conveniently costs 21 points, and then decides what she should increase and what she should decrease accordingly.

Looking at her powers, she realises that she is going to need **Agility** to accurately shoot her force bolts and **Intuition** for her telelocation, so she increases her **Agility** to **Fantastic**. This costs five points instead of three, so she has to claw back two points from other ability ranks. Not wanting to drop her **Intuition**, she drops her **Strength** and **Reason** both down to **Great**.

Random Ability Rank Generation

Just like with powers, you may wish to generate your ability scores randomly rather than spend points on them.

To do this, roll on the Random Ability Ranks Table to determine what ability ranks you have to distribute.

As with generating random power ranks, these ranks always add up to the same number and strength of ranks that you would have got spending points yourself, they just represent a number of pre-defined point distributions. This means that even if you don't want to roll ability ranks randomly you can use the Random Ability Ranks Table as a quick way to select a point distribution for your hero type.

This table assumes that your GM is using the default Campaign Rank of **World Class**. If your GM is using a higher or lower Campaign Rank than that, you will need to adjust all the listed ranks up or down by one or more rank shifts.

Once you have generated the list of ability ranks from the table, you can either select which of the seven abilities you wish to use each of those ranks for or use the Random Ability Table to help you decide on the order.

Obviously each ability only has a single rank, so it may take a number of re-rolls to avoid duplicates.

Example: Miles is still generating his character at random, and he rolls on the Random Ability Ranks Table to determine what ability ranks his character will have.

Random Ability Table (Optional)

Die Roll	Ability
01–14	Fighting
15–28	Agility
29–42	Strength
43–58	Endurance
59–72	Reason
73–86	Intuition
87–100	Psyche

Miles rolls a 76, and given that his character has the Birthright hero type, this means that he will have two **Fantastic** abilities, one **World Class** ability, and four **Great** abilities.

Rolling on the Random Ability Table for each of these ranks in turn, Miles gets a 23 on his first roll, so he has **Fantastic Agility**, and a 77 on his second roll, giving him **Fantastic Intuition**. His third roll is a 26, which is **Agility** again so he re-rolls it and gets a 51, giving him **World Class Endurance**.

Since the rest of his ability ranks are all the same, Miles doesn't need to roll for them. He notes that his character has **Great Fighting**, **Great Strength**, **Great Reason**, and **Great Psyche**.

Miles is happy with these ability ranks, because he sees the **Fantastic Agility** complementing his character's **Astounding Flight** nicely, making him an agile flyer. Combining this with his shrinking and his ability to dazzle people by controlling light, Miles decides that his hero is going to be called Firefly.

STEP 5: HERO TYPE BONUS

Most characters can skip this step, but characters with either the artificial or the gimmick hero type need to perform an additional step after having bought their ability ranks.

- **Artificial:** Increase your **Strength** by two ranks. Give yourself the Life Support power at campaign rank.
- **Gimmick:** Increase either your **Reason**, **Intuition**, or **Psyche** by two ranks (your choice of which). If you have the Resistance (Damage) power, you may choose to have this power represent a battlesuit. If you do this, then you gain +1 RS to each of your physical ability ranks (**Fighting**, **Agility**, **Strength**, **Endurance**) while wearing your battlesuit and -1 RS to each of your physical ability ranks while not wearing your battlesuit. These changes do affect your **Health** score, and damage carries over between the two (yes, this does mean that sometimes you are relying on your battlesuit to keep you conscious and will fall over if you take it off). This does not count as an edge or flaw to the power.

Example: Because Sofia chose the artificial hero type for her character, she gets a +2 RS to her **Strength**; taking it from **Great** to **Fantastic**.

She also gets the Life Support power at **World Class**. This power requires her to decide on what types of life support she has, and she gets six types because **World Class** has a rank index of 6.

She chooses not needing to breathe, sleep, or eat, and being immune to ambient vacuum, pathogens, and cold.

STEP 6: BENEFITS

The hero type that you have chosen for your character provides you with a number of points to spend on benefits. Each point may be spent on one of the following (each of which is described in more detail below):

- **Wealth:** You gain a +1 RS to your **Wealth** rank.
- **Fame:** You gain +1 RS to your **Fame** rank.
- **Specialities:** You gain a speciality of your choice (this may be the same one twice).
- **Contacts:** You gain a contact.

You may acquire the same benefit more than once.

Example: Sofia's character has the artificial hero type, so she starts with four points to spend on benefits.

Wealth

Your character's **Wealth** rank shows how much money and resources they have access to, and consequently it shows the kind of lifestyle that they can afford. Just like ability ranks, **Wealth** is measured on the standard rank table, and each rank has a default lifestyle associated with it.

All super heroes are assumed to start with **Average Wealth** unless they have spent any of their benefit points on rank shifts to improve their **Wealth** rank.

It is possible to start with less than **Average Wealth** if that fits your character's origin story, and each rank of **Wealth** that you sacrifice in this manner gives you an extra bonus point to spend on **Fame**, specialities, or contacts.

Example: Since Sofia's character is an artificial being that has no need of food or housing, she decides that it will simply wander and have no material possessions of any kind – at least at the start of the game.

She therefore drops its **Wealth** down from **Average** to **Zero**, and gains another three points to spend on other benefits, bringing her to a total of seven points.

Fame

Your **Fame** is, rather obviously, a measure of how famous and popular you are. Like **Wealth**, it is not one of your ability ranks but is still measured on the rank scale. As a starting character, you will begin with **Zero Fame** since no-one has heard of you. However, if you have spare benefit points you may spend them on rank shifts in **Fame** so that it starts higher than this.

Unlike other ranks, **Fame** may actually go "negative" in that it is possible to be actively infamous rather than simply unknown. If you want your character to start with **Infamy** rather than **Fame**, possibly due to a misunderstanding that is part of their origin story, you can gain ranks of **Infamy**. However, you do not get additional benefit points for doing this.

Example: Sofia wants to save the rest of her benefit points and chooses not to spend any on **Fame**, so her character has the default **Fame** of **Zero** – no-one has heard of them yet.

Lifestyle Table

Wealth Rank	Lifestyle
Zero	Destitute. On the streets and starving or begging. Alternately living in the wilds and hunting and scavenging.
Terrible	Poor. Only income is benefits or charity. Living in rented rooms and probably struggling with the rent and bills.
Bad	Minimum wage income. Living in a rented apartment or house share. Surviving from week to week, but unable to afford luxuries. Uses public transport, or has a wreck of a car.
Average	Salaried income at the lower end of the scale. Owns a small house, and can afford a few luxuries. Runs a second hand car.
Decent	Solidly middle class income. Owns a nice family house and can afford regular luxuries and holidays. Runs a new car.
Great	Upper middle class. Has a profession rather than a job, or possibly a small inheritance. Owns a large house and can afford regular foreign holidays. Owns a new luxury car.
World Class	Upper class. Owns more than one house or owns a mansion. Owns or runs a large business or a portfolio of small businesses; or has inherited a title and lands.
Fantastic	Super-rich. Owns a number of large businesses or a major corporation. Has multiple properties, possibly a small tropical island. Travels by yacht and corporate jet.
Astounding	Royalty. Owns a small country or equivalent. Lives in luxury.
Wondrous	Ultra-rich. Owns a mega-corporation or medium country, or is a billionaire socialite.
Phenomenal or higher	Owns and rules a large country.
Planetary or higher	Owns and rules an entire dimension.

Specialities

Specialities are mundane but useful talents, and they are a way to show that your character is very good at a particular activity or knowledgeable in a particular area. Specialities are not super powers, and many will likely be possessed by mundane characters as well as heroes.

A speciality normally gives you a +1 RS to one of your ability ranks when you are attempting something related to that speciality. When you acquire a speciality, you may freely choose which speciality your character has, and you may choose to have the same speciality more than once (in which case the +1 RS bonuses add together up to a maximum bonus of +3 RS).

The Specialities Table shows a list of all the specialities, and gives optional die rolls for each in case you can't decide and you wish to roll randomly for a speciality instead of choosing one. Remember that rolling is completely optional and you may choose your specialities if you prefer.

Some specialities require you to choose a particular type of thing to be specialised with, for example if you have the "Art" specialisation you need to decide what type of art your character creates. In these cases, if you pick (or roll) the same speciality more than once you may choose whether your multiple specialities are of the same type or of different types.

If you want to cut down on the amount of time that is spent rolling dice in your game, in many noncombat or otherwise safe situations the GM may simply decide that a character with a relevant speciality automatically succeeds at an action because they know what they're doing. This avoids slowing the game down by determining an exact difficulty for the feat required for the task and then rolling to see if the character

succeeds. How often you use this simpler option is something that your group should agree on – some prefer simpler games and others prefer more detail.

Similarly, having a speciality can also include a social status. For example someone with the Law speciality is likely to be licensed to practice law; someone with the Pilot speciality will be a licensed pilot; and someone with a Science speciality is likely to have a doctorate or similar formal qualification. In all cases this is optional and you can take a speciality and assume that your character is self-taught and has no formal recognition of their ability.

If a speciality increases your ability rank in a particular area to Fantastic or higher, that counts as a power and the ability can be used for power stunts relevant to the speciality.

Acrobatics

You gain +1 RS to your **Agility** rank when it is used in **Feats of Agility** involving acrobatics.

Aerial Combat

Opponents have a –1 RS penalty to their **Fighting** and **Agility** ranks when they are making **Feats of Fighting** or **Feats of Agility** to attack you while you are flying or gliding through the air.

Art (choose type)

You gain +1 RS to your **Agility** and **Intuition** ranks when they are used in **Feats of Agility** and **Feats of Intuition** to create works of art of a particular kind. You must choose the type of art when you choose this speciality; for example: painting, sculpting, photography.

Specialties Table

Die Roll	Speciality
01–05	Acrobatics
06–08	Aerial Combat
09–11	Art (choose type)
12–14	Athletics
15–16	Business
17–19	Computers
20–24	Criminology
25–27	Driving
28–30	Electronics
31–35	Investigation
36–38	Iron Will
39–41	Languages
42–44	Law
45–49	Leadership
50–54	Martial Arts
55–60	Medicine
61–62	Mechanics
63–65	Military
66–68	Occult
69–70	Perform (choose type)
71–73	Pilot
74–76	Power Use (choose type)
77–78	Psychiatry
79–84	Science (choose type)
85–86	Slight of Hand
87–89	Stealth
90–92	Underwater Combat
93–97	Weapons (choose type)
98–100	Wrestling

Athletics

You gain a +1 RS to your **Agility** rank, **Strength** rank and **Endurance** rank when they are used to perform actions associated with athletics; for example: **Feats of Strength** for climbing and jumping, **Feats of Agility** for acrobatics, horse-riding and gymnastics, and **Feats of Endurance** for swimming and distance running. This does not apply to attacks in combat.

Business

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to determine knowledge about or skill with financial and business related issues.

Computers

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to determine knowledge about or skill with computers and computer programs.

Criminology

You gain a +1 RS to your **Reason** and **Intuition** ranks when they are used in **Feats of Intuition** to gather information from a crime scene or **Feats of Reason** to know about criminals and criminal behaviour.

Driving

You gain a +1 RS to your **Agility** rank when it is used in **Feats of Agility** to drive land or sea vehicles.

Electronics

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to analyse, build, and repair electronic devices. This does not apply when using electronic weapons to attack in combat.

Investigation

You gain a +1 RS to your **Reason** and **Psyche** ranks when they are used in **Feats of Reason** to acquire information from research, or **Feats of Psyche** to acquire information on the street.

Iron Will

You gain a +1 RS to your **Psyche** rank when it is used as the difficulty for the ranked **Feat of Psyche** which is made by opponents who are trying to use mental super powers against you.

Languages

All characters are assumed to be able to speak, read and write a number of languages equal to their **Reason** rank value divided by five (rounded to the nearest whole number).

Characters with **Terrible Reason** can speak one language but cannot read or write. When determining how many languages your character knows, you gain a +1 RS to your **Reason** rank before dividing it.

Law

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to know or to practice law.

Leadership

When you are in a super team and you are acknowledged to be the leader of the team by the rest of the team members, any **Karma** that you donate to the team's **Karma** pool adds one **Karma** to the pool per **Karma** you donate, rather than the usual one **Karma** per two that you donate.

Martial Arts

You gain a +1 RS to your **Fighting** rank when making **Feats of Fighting** to hit people in unarmed melee combat (except for wrestling, which has its own speciality).

Additionally, when you successfully hit someone in unarmed melee combat, you may choose to use your **Fighting** rank instead of your **Strength** rank when determining whether or not your opponent is Stunned or Slammed. See the Combat chapter for more details of stunning and slamming.

Medicine

When you treat an injured or sick patient, that patient receives +1 RS to their **Endurance** rank when it is used in order



to determine how quickly they recover. See the Getting Better chapter for more details on injuries and how **Endurance** rank affects characters' recovery from damage.

Mechanics

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to analyse, build, and repair mechanical devices. This does not apply when using mechanical devices to attack in combat.

Military

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to determine knowledge about or skill with military organisation, tactics, equipment, codes of warfare, and capabilities.

Occult

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to determine knowledge about or skill with magic, occultism, religious rites and practises, and the supernatural.

Perform (choose type)

You gain a +1 RS to your **Agility** and **Intuition** ranks when they are used in **Feats of Agility** or **Feats of Intuition** to determine your skill with a particular type of artistic performance. You also gain a +1 RS to your **Reason** when it is used in **Feats of Reason** to determine knowledge about your chosen type of artistic performance and its practitioners. You must choose the type of performance when you choose this speciality; for example: singing, piano playing, dancing, acting.

Pilot

You gain a +1 RS to your **Agility** rank when it is used in **Feats of Agility** to drive air/space vehicles.

Power Use (choose type)

You gain a +1 RS to feats made with any ability which are associated with a particular one of your powers, chosen by you when you acquire this speciality. This rank shift does not affect the actual rank of the power nor any numerical values associated with it (for example damage). It only applies to **Feats of ability** that you use in conjunction with the power such as attack rolls.

Psychiatry

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to determine your character's knowledge of (or skill with) psychiatry, psychology and other mental health issues. You also receive a +1 RS to your **Intuition** rank when it is used in **Feats of Intuition** to determine whether you can recognise that someone is under the influence of a mental power.

Science (choose type)

You gain a +1 RS to your **Reason** rank when it is used in **Feats of Reason** to determine your character's knowledge about or skill with a particular branch of science. You must choose the branch of science with which your character is skilled; for example biology, chemistry, or physics. If the GM agrees, you can also take this speciality and apply it to something that would be a pseudo-science in the real world but which may actually work (with the benefit of super powers) in the game world, such as alchemy, parapsychology, or animal magnetism.

Sleight of Hand

You gain a +1 RS to your **Agility** rank when it is used in **Feats of Agility** to determine success in when your character performs sleight of hand manoeuvres such as stealing, palming, swapping or hiding small objects or suddenly producing small objects from hidden pockets.

Stealth

You gain a +1 RS to your **Agility** rank when it is used in **Feats of Agility** for hiding or sneaking.

Underwater Combat

Opponents have a -1 RS penalty to their **Fighting** and **Agility** ranks when they are making **Feats of Fighting** or **Feats of Agility** to attack you while you are underwater or swimming. Additionally, you do not take the normal -1 RS penalty to actions (including attacks) while underwater.

Weapons (choose type)

You gain a +1 RS to your **Fighting** or **Agility** rank (whichever is appropriate) when making **Feats of Fighting** or **Feats of Agility** in order to attack with your chosen type of weapon. You must choose the type of weapon your character is skilled with; for example swords, pistols, shuriken, shields. If you choose to be skilled with shields, you gain the rank shift only when you are trying to bash someone with a shield or throw it at someone. It does not improve your defence.

Wrestling

You gain a +1 RS to your **Fighting** and **Strength** ranks when you make **Feats of Fighting** or **Feats of Strength** to either try to grapple someone, break out of a grapple, or escape from a grapple. This does not increase the amount of damage you can do to someone when grappling them.

Example: After reducing her character's **Wealth** rank to **Zero**, Sofia now has seven points to spend on other benefits. She decides to spend five of them on specialities, getting **Stealth**, once, **Iron Will** twice, and **Investigation** twice. Because she chose the **Iron Will** and **Investigation** specialities twice each, they will each give her +2 RS rather than just +1 RS.

Contacts

Contacts are people or organisations that your character is friendly with and who can provide your character with information or help you out in emergencies.

These contacts can range from established super heroes to government organisations to military groups or corporations. You can even have super villains or criminal organisations as contacts, although as a super hero you obviously need to be careful how closely you associate yourself with such groups.

Example: By now, Sofia has a pretty good idea of who her character is. They are a force construct created by someone in order to seek out a person they were searching for (she hasn't decided on the exact circumstances yet) that gained self-awareness and independence. Since they have no material needs, and nowhere to live they have been living on the streets and helping to protect and look after the homeless community.

Because of this, she decides that her character will have both **Homeless** and **Criminal** contacts that she can call on for favours or information, and spends her last two benefit points on these.

STEP 7: WEAKNESS

Some super heroes have a weakness. Maybe there's some substance that takes away their powers or maybe there's something that most people can do that they can't.

You do not have to have a weakness, but if you do choose to have one then each time it comes into play (it must materially affect things: for example making your character fail where they would otherwise have succeeded) and your character achieves their goal in spite of this, they will be given an award of **Karma** as compensation.

The **Karma** chapter has more details on how this works, but for now here are the different types of weakness you can take:

- **Allergy:** There is a substance that weakens you (-2 RS to all ability and power ranks) when you are exposed to it.
- **Code:** There is a supernatural restriction on your behaviour that prevents you from acting in a certain way (if you are an artificial hero such as an android then this might be due to your programming rather than having a supernatural origin).
- **Dependent:** You have a dependent such as an aged relative or a child that you must look after and who keeps getting accidentally involved in your heroics.
- **Disability:** You have a physical or mental disability of some kind. Always discuss the disability you wish your character to have with the rest of the group before taking this weakness, and ensure that you will play the character respectfully and neither fetishise, trivialise, nor poke fun at the disability in an offensive manner.
- **Distinctive Form:** You have a very distinctive appearance that can't be easily disguised in order to let you blend in and appear to be a mundane human.
- **Focus*:** Your powers all rely on a battlesuit or similar and if you are caught without it you do not have access to them.
- **Hunted:** You are being hunted by a powerful villain or villainous organisation due to some event in your origin story.
- **Limited Target*:** None of your powers work against a particular type of opponent.
- **Power Inhibitor*:** There is a substance that stops your powers from working when it is nearby.
- **Secret Identity:** You have a secret identity that you must maintain.
- **Uncontrolled Change*:** You have two forms, one of which is a normal human form and the other is your powered super hero form. While you can normally change between forms at will, a particular circumstance (an emotional state, presence of a specific substance, a phase of the moon, etc.) will force you to roll a **Gold** success on a **Feat of Psyche** to avoid changing to the other form.
- **Vulnerability:** Powers with a certain power source or damage type gets +2 RS to its ranks when determining their effect on you.

The weaknesses marked with an asterisk (**Focus**, **Limited Target**, **Power Inhibitor**, and **Uncontrolled Change**) can be particularly debilitating for a super hero since they can make them

unable to use any powers in certain situations, and should therefore be taken with care.

You may take more than one weakness if there is more than one that fits your character and their origin story. However, you are advised to take no more than two or three at a maximum otherwise you may find that they force your character into the spotlight too much, pushing other players and their characters out.

With the GM's agreement you can take a unique weakness not mentioned here, but in his case you will have to work together to determine how it works.

The GM must approve all weaknesses, since they may involve substances, power sources, people, or groups that the GM was not intending to include in their campaign.

Similarly, a lot of the weaknesses are very reliant on the GM introducing a particular element into a scenario. For example it's up to the GM how often a character's dependent gets entangled in the plot and how often a character who is vulnerable to fire ends up facing fire-using opponents. The GM and players should come to an understanding during character creation about how often weaknesses are expected to crop up; too little and they may as well not exist, and too much and they can become stale and boring (especially for the other players in the group).

Example: Since Sofia has already decided that her character is an androgynous force construct of some kind, it makes sense that they would be very distinctive in appearance. Given the chameleon ability that her character has, she decides that they look like a translucent human made of glass or similar material.

To represent this, she gives them the Distinctive Form weakness, having a distinctive look that can't easily be disguised. Any time this hinders them but they succeed despite the hindrance, they will earn some Karma as compensation.

STEP 8: ORIGIN STORY

Every super hero needs an origin story of where they come from and how they got their powers, ranging from a simple "I was born this way" to a complex back-story that includes contacts and potential rivals or nemeses for the GM to include in the campaign.

However, regardless of how complex or simple your hero's origin story is, you need to decide what the source of their powers is.

Power Sources

Powers can come from a variety of sources and can have been acquired by a variety of means; largely this will depend on the character's origin. It's quite possible for two characters to have similar powers but be very different characters with very different origins. However, all super powers (including ability ranks of Fantastic or higher) in FASERIP are classified as having a Source.

These sources have no effect on the powers themselves, but things that alter powers may only be able to alter powers from

certain sources. For example, a sorcerer may be able to use a "Dispel Magic" to suppress powers with the Magic source or a mutation detector may be able to detect characters with at least one power that has the Genetic Mutation source.

Although each power may only have a single source, characters may have different powers from different sources, and the player may choose the source for each of their character's powers. For example, the player of an alien character may decide that their character's flight power has an innate source (because their species naturally have wings) but that their character's other powers all have the Science! source (because they represent devices that run on alien technology).

The possible sources for a power are:

Cosmic

The cosmic power source is not widely understood, even amongst heroes. It seems to somehow be an energy inherent in the cosmos, and tends to be associated with the most powerful of beings who are able to shape reality on a whim. It is often associated with distortions of space and time. Because of the immense magnitude of power inherent in the cosmic power source, it is not possible to declare that a power of lower rank than Astounding has this source.

Divine

The divine power source is used for powers that are derived from so-called "upper" dimensions, such as Heaven, Nirvana, Asgard, Tian, and so forth. It is up to each GM to decide which dimensions of this type exist in their campaign setting. Some settings have a plethora of other dimensions. Beings using this power source are usually considered to be "good", but exceptions do exist.

Genetic Mutation

The genetic mutation power source is for powers with an unusual biological origin. These powers arise from an unusual genetic structure, the DNA of which seems to twist through more than three dimensions. This structure is occasionally found in humans, and even more occasionally found in other animals or even plants. Some aliens also have genetic mutations that operate in the same way.

The majority of heroes with powers that have the genetic mutation source have origin stories in which they were simply born with the powers or their powers kicked in at puberty. However, it is also quite common for those with an origin story containing some kind of transformation (such as an accident in a science lab) since many transformations in this sort of origin story are actually described as activation of an otherwise undiscovered genetic mutation. In fact, the genetic mutation source is quite often the default source for characters whose origin story doesn't fit their powers to any other source easily.

Infernal

The infernal source is very similar to the divine source, except that it is for powers which stem from the "lower" dimensions, such as Hell, Sheol, Limbo, Niflheim, Jahannam, and so forth. As with divine dimensions, it is up to each GM to decide which dimensions of this type exist in their campaign. Beings using

this power source are often seen as “evil”, but exceptions do exist.

Innate

The innate source is for powers that are not really super powers as such. For example, if a character is a winged alien, their ability to fly is not a power as such but simply a natural consequence of the fact that they have wings. Similarly, not needing to breathe is a natural consequence of being a robot.

Such innate powers cannot normally be disrupted or cancelled by outside forces such as the use of other powers, but neither can they be boosted. However, sometimes these powers may be physically restrained.

Powers should only rarely have the innate source, and it should only when possession of that type of power could be considered “natural”. GMs should particularly watch out for players who are trying to justify clearly unnatural powers as “Innate” solely to avoid the chance of them being drained or nullified. In particular, it is harder to justify higher ranking powers as being innate.

Magic

The magic source stems from arcane spells, rituals, practices and items. Magical powers of all types (voodoo, hermetic sorcery, geomancy, qi manipulation, shamanism, and so forth) are all considered to be derived from the same power source, even if the practitioners of the different magical styles have little in common; and such powers are generally interchangeable (for example a power that drains magical abilities is likely to work equally well on abilities powered by hermetic sorcery as it does on abilities powered by qi manipulation).

At high ranks, magic is almost indistinguishable from cosmic power, and to further muddy the waters many divine or infernal beings have powers with the magic source as well as powers based on their dimension of origin.

Psychic

The psychic source is used for powers which are derived from mental strength and willpower. These powers are distinct from magic in that they generally just take an act of thought to use rather than any kind of spell or ritual. Although most psychic powers are mental in nature, there is not always a strict one-to-one correspondence between the two. Many mental powers are actually magical in nature or the result of genetic mutations, and often psychic powers will have physical manifestations (usually in the form of force fields and telekinetic abilities).

Science!

The Science! power source is for powers that are derived from beyond-cutting-edge science and technology. In most campaigns there are many brilliant (or mad, but the line between the two is very blurred) scientists who have made breakthroughs which are far beyond that of mainstream academia and who have put these breakthroughs to use developing powerful devices.

Science! based powers are usually based on devices of one kind or another, whether invented by a brilliant human or an advanced alien. However, occasionally a character will have

gained cybernetic implants or the equivalent that use the Science! source without being independent devices. The fact that the unique designs of maverick scientists tend to never get past the prototype stage and into mass production is something that baffles more mainstream scientists (who often also simply don't understand the advanced theories behind such designs). For some reason, the advanced hi-tech inventions never seem replicable when not hand-built by their inventors. There are many hypotheses as to why this might be so.

The Science! power source is always spelled with a capital 'S' and an exclamation mark to show that it is comic-book technobabble rather than real science. Characters using Science! to do things should not be restricted to what is actually possible using real world science.

Example: Sofia knows that her character is some kind of force projection that gained self-awareness and independence from its creator, but does not yet know who or what made it. After reading through the various power sources, she decides that her character was the psychic projection of a super villain with mental powers, created to hunt down one of the villain's enemies and therefore all her powers will have the psychic source.

Andrew informs Sofia that a psychic projection of a person is often called a tulpa, and she like the name and decides to use it for her character – her character is Tulpa, a free-willed psychic projection that has gained independence from the mind that created it.

Andrew is happy to add a powerful villainous mentalist to his setting, and asks Sofia if she wants to have input into the villain's character. Sofia is happy for Andrew to create the villain himself, and the two agree that while Tulpa does not know who created them and their creator does not know that they accidentally created Tulpa – they think that the thought form they created dissipated after performing its task – Tulpa and their creator will immediately recognise each other if they ever meet.

Sofia fills in a bit more of Tulpa's background, deciding that after they became independent they had no home to go to, although since they do not have any physical needs this was not a problem for them. Given their rather unique look that draws attention, they have been keeping a low profile staying with the city's homeless population, and have been secretly protecting that population from those who would exploit them.

STEP 9: FINISHING TOUCHES

Your character is now almost ready for play. There are just a couple more things to sort out.

Health

Add together the four values corresponding to your character's **Fighting**, **Agility**, **Strength**, and **Endurance** ability ranks. The total value of these four ranks is your **Health** score. For example if you have a **Fighting** of Wc[30], an **Agility** of Wc[30], a **Strength** of Fa[40] and an **Endurance** of Wc[30] you will have a total **Health** score of 30 + 30 + 40 + 30 = 130 points.

Your **Health** pool is a pool of points which is equal to your **Health** score when you are fresh and healthy. These points are

used up when you are hurt (usually, but not always, this is as a result of being hit in combat). Any damage that you take is subtracted directly from your **Health** pool, and if your **Health** pool is ever reduced to zero or less you are in big trouble. You are unconscious and, depending on the nature of the damage you took, you may even be dying.

Example: Tulpa has **World Class Fighting** (which has a rank value of 30), **Fantastic Agility** (with a rank value of 40), **Fantastic Strength** (with a rank value of 40), and **World Class Endurance** (with a rank value of 30). She therefore has $30 + 40 + 40 + 30 = 140$ **Health**. This is above average, and when combined with the defence that their Force Field power gives them means that Tulpa will be able to take a lot of punishment before going down.

Karma

Add together the three values corresponding to your character's **Reason**, **Intuition** and **Psyche** ability ranks. The total value of these three ranks is your initial **Karma** score. For example if you have a **Reason** of Fa[40], an **Intuition** of Gt[20] and a **Psyche** of Wc[30] you will have a total **Karma** score of $40 + 20 + 30 = 90$ points. Your **Karma** score does not have a pool of points associated with it like your **Health** score, although it will change frequently during play.

Example: Tulpa has **Great Reason** (which has a rank value of 20), **World Class Intuition** (which has a rank value of 30), and **World Class Psyche** (which has a rank value of 30). She therefore has $20 + 30 + 30 = 80$ **Karma**. This is a slightly below average **Karma** score for a starting character, but Sofia is not worried as she knows that she can easily earn more **Karma** through play.

Your character is now almost ready. You need to determine mundane details like your character's name, secret identity (if any), costume details, and any equipment they carry around.

Generally, you are free to choose these sorts of detail, although in the case of equipment you need to be reasonably realistic in terms of the bulkiness, expense, and availability of what you want your character to have on them.

Use your **Wealth** rank as a guide to the sort of equipment and possessions your character will be able to afford. However, if your super powers are Science! based and rely on specific devices to function (for example a battlesuit or an alien amulet) you are assumed to possess those specific items even if they would otherwise be out of your price range.

Many of the super powers you might possess are very destructive to normal clothing, particularly those involving the transformation of your character's body or anything that surrounds your character's body in any kind of energy.

If you have this sort of power, you can either assume that your costume is made from Morphic Fabric (a special hi-tech fabric that changes as you change) or that your powers include some kind of in-built protection for your costume.

Example: Sofia finds this bit particularly easy, since Tulpa has no material possessions at all, not even any clothing. They are just an androgynous humanoid figure made of pure force.

HERO ARCHETYPES

If you struggle with analysis paralysis when faced with the choice of what powers to take and how to make your character, but you don't want the potential chaos that a completely randomly generated character can introduce, you can use a archetype.

Pick one of the archetypes listed below as a starting point for your inspiration, and adapt it to get a character you are happy with.

Each archetype contains a choice of hero type and some power choices that go well together to form the basis of a character type often seen in super hero comics and movies.

These archetypes are entirely optional, and are there just to spark your imagination. You are entirely free to ignore them, or deviate from them. Don't feel, for example, that just because the speedster archetype lists Birthright and Visitor as potential hero types you can't base your character on the speedster archetype but with a different hero type.

Battlesuit

Characters with battlesuits are almost always from the Gimmick hero type, having invented their battlesuits. However, you do get the occasional alien in a bio-tech encounter suit.

- **Hero Type:** Gimmick or Visitor
- **Main Power:** Resistance
- **Other Powers:** Blast, Flight, Binding, Dazzle, Life Support, or Super Senses

Brick

The brick is big and powerful, relying on brute force to hit hard rather than flashy powers. Bricks tend to have a distinctive look, but will often only be in that form some of the time, spending the rest of their time as a normal human. Bricks are commonly the result of an accident of some kind, rather than being born that way.

- **Hero Type:** Transformed
- **Main Power:** Resistance, high Strength
- **Other Powers:** Regeneration, Leaping, Alter Ego, or Density

Crime Fighter

Crime fighters are similar to pulp detectives, using mostly their **Intuition** and skill to solve crime, though they may occasionally use gadgets or specialised tools. Most crime fighters develop their skills through intense training.

- **Hero Type:** Trained
- **Main Power:** Swinging
- **Other Powers:** Gadgets, Flight (Glide only) or Danger Sense

Demigod

This character could be a supernatural being or simply a powerful alien, but it doesn't really make a difference. They are simply naturally better than humans.

- **Hero Type:** Visitor
- **Main Power:** Flight, Resistance, or Blast

- **Other Powers:** Immortality, Super Senses, Empowerment, or Life Support

Elementalist

An Elementalist has power over a single element, and this power is normally flashy and spectacular. Most elementalists tend to be born that way.

- **Hero Type:** Birthright
- **Main Power:** Fire Control, Cold Control, Electricity Control, or Light Control
- **Other Powers:** Aura, Blast, Flight, Energy Form

Gadgeteer

With a gadget or device for every occasion, gadgeteers make whatever power they need for the situation at hand. Gadgeteers can be tricky to play, due to the player needing to be able to think what power they want, possibly in the middle of a combat. This is why the Gadgets power is on the esoteric powers list.

- **Hero Type:** Gimmick
- **Main Power:** Gadgets
- **Other Powers:** Machine Control or Interface

Mentalist

Coming from a variety of different hero types, mentalists tend to have powers of the mind rather than physical attacks.

- **Hero Type:** Birthright, Gimmick, or Transformed
- **Main Power:** Mental Blast, Telepathy, or Telekinesis
- **Other Powers:** ESP, Mental Illusions, Mind Control, Force Control, or Mind Shield

Metamorph

The metamorph is a super hero whose body does unusual things. Artificial heroes are often metamorphs, since their artificial bodies may be able to do things that human bodies can't, and human metamorphs are often that way due to some kind of transformative experience.

- **Hero Type:** Artificial or Transformed
- **Main Power:** Stretching, Growth, Shrinking, Density, Phasing, Solid Form, or Transformation
- **Other Powers:** Material Mimicry, Fluid Form, Gaseous Form, Strike, Corrosion

Mimic

Mimics may be able to mimic powers, animals, or something else. Many mimic powers have side effects for the user or target, or users have no control over their powers. These traits are normally represented by taking flaws on their powers.

- **Hero Type:** Birthright or Transformed
- **Main Power:** Power Mimicry
- **Other Powers:** Animal Mimicry, Plant Mimicry or Material Mimicry

Mystic

Mystics harness arcane energies to stop crime, usually either through mystical artifacts or through an intricate knowledge of magic and sorcerous realms. Mystics can be tricky to play, due to the player needing to be able to think what power they

want, possibly in the middle of a combat. This is why the Sorcery power is on the esoteric powers list.

- **Hero Type:** Gimmick or Trained
- **Main Power:** Sorcery
- **Other Powers:** Blast, Flight, Force Field, Stunning, Telekinesis, or Teleportation

Ninja

The ninja is a martial artist who relies on skill rather than powers. They will often use gadgets and weapons to supplement their training, although often they will have a single character-defining supernatural ability.

- **Hero Type:** Trained
- **Main Power:** Strike, Super Senses, Invisibility, Teleport or Phasing
- **Other Powers:** Stunning, Fast Attack, or Danger Sense

Speedster

The speedster darts from place to place, not necessarily hitting hard, but hitting often and avoiding damage.

- **Hero Type:** Birthright or Visitor
- **Main Power:** Super Speed
- **Other Powers:** Fast Attack, Friction Control, or Danger Sense

Warrior

Warriors have a wide variety of skills at their disposal. Many warriors tend to embody the traits of animals, such as the ferocity of a wolverine or the acrobatics of an arachnid.

- **Hero Type:** Transformed or Trained
- **Main Power:** Leaping, Resistance
- **Other Powers:** Aquatic, Swinging, Strike, or Regeneration

Weapon Master

Weapon Masters undergo intense training to specialise in using a specific weapon, which could be anything from a bow with trick arrows to a mystical sword.

- **Hero Type:** Trained
- **Main Power:** Strike or Blast
- **Other Powers:** Danger Sense, Gadgets, or Fast Attack

Weird

The weird is able to manipulate some aspect of the world around them in a way that defies physics and which are usually used to trap or catch foes rather than directly hurting them. Characters like this have usually gained their powers from some kind of genetic mutation, although some will have undergone a transformative experience.

- **Hero Type:** Birthright or Transformed
- **Main Power:** Gravity Control, Spatial Control, Time Control, Telekinesis, or Transmutation
- **Other Powers:** Phasing, Teleport, Flight, Affliction, or Binding