

# Marvelous Superheroes

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*By Eddy Webb (Playtest Version 0.2)*

Fudge mechanics based on the *Fudge System Reference Document*, copyright 2005, Grey Ghost Press, Inc. Additional mechanics based on the *4C System*. All character, alien, location, and similar references are in the public domain or are released as open source. Full license information is in the Appendix.

**Special Thanks:** Ann Dupuis for the OGL advice, Mike Conway for the additional trait level adjectives, and John Rudd for his initial ideas for the Mimic power.

## Version Changes

- ♦ 0.2 – Converted document to OpenOffice, updated Introduction, consolidated all terminology under the Introduction, changed “Gamemaster” to “Publisher,” added more open source and public domain references, changed the number of Wounds, and made a number of minor revisions.
- ♦ 0.11 – Updated OGL and license information, added a note on changing trait level adjectives, and added the Mimic power.
- ♦ 0.1 – First playtest version of *Marvelous Superheroes*.

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## Introduction

I've been a fan of various superhero game systems for over twenty years, but none of them quite worked the way I wanted them to. I was familiar with *Fudge* for over a decade and liked the idea of it (especially the open source ethos), but it also had some weirdly complex areas that seemed unnecessary and kept me from really trying out the system. Meanwhile, a public domain game called *4C* was released. It was a more streamlined version of my favorite superhero system, but it went in a different direction than I would have gone in.

One day, in thinking over some house rules for a superhero campaign I wanted to run, I considered converting *4C* and *Fudge* into a new game, so I would have more flexibility in terms of rules hacking down the road. I found a great article by Steve Kenson on the “Superlative System,” and that started me on the road to what eventually became *Marvelous Superheroes*.

This document is rewritten from the *Fudge* and *4C* SRD documents for use in my personal games, and released under the OGL (see the Appendix for more information). In the spirit of open source gaming, I've also used examples and characters from various public domain and open source resources. The goal is to keep the focus off of intellectual property snarls and back where it should be – on creating awesome games at the table.

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## Terminology

There are a lot of specific terms used throughout this text. If you're not sure what a certain word means, look here.

**Ability:** Any *trait* that everyone in the game world has, in some degree or other. The average human will have an ability at Fair.

**Arc:** An arc is a complete adventure or story from beginning to end. It might only take one *issue*, or it might take several.

**Defensive Damage Factors:** Those factors which contribute to reducing the severity of a received blow.

**Degree of Success:** This refers to how well a character did when performing an action. Unlike a *rolled degree*, the degree of success is expressed as a number of levels. For example, if a PC gets a rolled degree result of Good in a fight, and his NPC foe gets a rolled degree result of Mediocre, he beat her by two levels — the degree of success is +2 from his perspective, –2 from hers.

**Difficulty Level:** The *Publisher* will set a difficulty level when a character tries an *unopposed action*. Usually it will be Fair, but some tasks are easier or harder.

**Fortune:** A pool of points that allow heroes to pull off truly heroic deeds, and even defy reality in very small ways.

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**Issue:** An issue encompasses one game session, from the time everyone sits down to play to the time they wrap up.

**Level:** Most *traits* are described by one of several adjectives. These descriptive words represent levels a trait may be at, and are paired with a numeric value.

**Melee:** Any combat that involves striking the opponent with a fist or hand-held weapon.

**Offensive Damage Factors:** Those factors which contribute to damaging an opponent.

**Opposed Action:** Actions are opposed when other people may have an effect on the outcome of the action. In this case, each contestant rolls a set of dice, and the results are compared to determine the outcome.

**Origin:** How the character came to be a hero (or villain).

**Panel:** A panel is an abstract amount of time equal to the action depicted in a single comic book panel (hence the name).

**Powers:** The superhuman abilities of heroes and villains.

**Publisher:** The person who runs and moderates a game of *Marvelous Superheroes*. Often called the Game Master (GM) in many other role-playing games.

**Ranged:** Any attack further away than melee combat.

**Rolled Degree:** This refers to how well a character does at a particular task. If someone is Good at Climbing in general, but the die roll shows a Great result on a particular attempt, then the rolled degree is Great.

**Scene:** A scene is a length of time set in one place or covering one aspect of the story. Most fights encompass a scene.

**Sector:** A sector is roughly the area that can be seen in a single comic panel during a fight, but by default they can be assumed to be about 10 yards square.

**Series:** A series is a collection of *arcs* using the same characters or players.

**Skill:** Mundane talents that grant characters a benefit when performing a specific action or operating in a predetermined field of expertise.

**Subplot:** A *trait* that limits a character's actions, earns him a bad reaction from other people, or otherwise complicates a character's life.

**Total damage** (or simply "damage"): The attacker's *offensive damage factors* minus the defender's *defensive damage factors*.

**Trait:** Anything that describes a character. A trait can be an *ability*, *skill*, *power*, or any other feature that describes a character.

**Unopposed Action:** Some actions are unopposed, as when a character is trying to perform an action which isn't influenced by anyone else. The player simply rolls the dice and reads the result.

## Chapter 1: Character Creation

### Trait Levels

*Marvelous Superheroes* uses words to describe how things work within the system. The following are listed from worst to best, along with their numeric value. Levels in italics aren't commonly available to player characters.

Level	Value	Examples
<i>Nonexistent</i>	-3	-
Terrible	-2	Minimum human
Poor	-1	Weak human
Mediocre	0	Below-average human
Fair	1	Average
Good	2	Above-average human
Great	3	Exceptional human
Superb	4	Maximum human limit
Fantastic	5	Low superhuman
Legendary	6	Superhuman
Monumental	7	High superhuman
Astonishing	8	Maximum superhuman
<i>Indescribable</i>	<i>10</i>	-
<i>Inconceivable</i>	<i>20</i>	-
<i>Unthinkable</i>	<i>50</i>	<i>Maximum earthly power (nuclear blast)</i>
<i>Incomprehensible</i>	<i>100</i>	<i>Low cosmic</i>
<i>Improbable</i>	<i>300</i>	<i>Cosmic</i>
<i>Unimaginable</i>	<i>500</i>	<i>Beyond Comprehension</i>

Publishers can replace these trait names with any others that make more sense – Indescribable through Unthinkable can be something like “Sigma 1 through Sigma 3,” and Incomprehensible through Unimaginable can be “Magnitude A through Magnitude C.” Fantastic can be changed to “Bitchin’,” or to any other adjectives that makes sense. As long as everyone is working with the same ladder of adjectives, the actual words themselves are secondary.

### Character Traits

Traits are divided into origins, abilities, skills, powers, subplots, and Fortune points.

## **Origin**

*Marvelous Superheroes* characters can be of various origins. These don't have any direct impact on your traits, but can be useful to help inspire various aspects of character creation (such as subplots).

**Alien:** The hero is a being from another world or dimension, such as a Martian, an Amoeba Man, an elemental, an angel, or a devil.

**Changed Human:** The hero was human, but became superhuman through some outside agency, often an accident or experiment.

**Magically Enhanced:** The hero depends on magical paraphernalia for powers – possibly of his own design.

**Mutant:** The hero was born with or destined to develop powers.

**Mystic Human:** The hero controls magical energies to give himself powers.

**Mythic:** The hero is a member of a pantheon, a spirit, or a non-human servant of a god.

**Robot:** The hero is a robot or some other construct, such as a golem.

**Skilled Human:** The hero is a highly skilled human; any “powers” are actually superior training or specialized devices.

**Technologically Enhanced:** The hero's powers are the result of technological devices and gadgets.

## **Abilities**

Every hero, villain, and ordinary person in *Marvelous Superheroes* has nine abilities: Melee, Coordination, Brawn, Fortitude, Intellect, Awareness, Willpower, Lifestyle, and Repute.

**Melee:** Melee details a character's expertise in melee combat. This ability is used when kicking, punching, stabbing, or otherwise fighting in close quarters.

**Coordination:** Coordination details a character's physical proficiency. This ability is used when shooting, throwing, dodging, balancing, or otherwise employing physical nimbleness.

**Brawn:** Brawn details a character's strength. This ability is used when lifting or throwing heavy objects, determining damage with melee or thrown attacks, or otherwise engaged in activities relying on physical power.

**Fortitude:** Fortitude details a character's physical stamina and robustness. This ability is used when attempting to resist sickness, overcome toxins, ignore fatigue, keep from dying, or otherwise engaged in physically strenuous tasks.

**Intellect:** Intellect details a character's intelligence. This ability is used when attempting to invent something, solve a problem, learn information, or otherwise use his smarts.

**Awareness:** Awareness details a character's intuition. This ability is used when attempting to



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sense danger, spot something, recognize a hunch, or otherwise work on instinct rather than analyzing a situation.

**Willpower:** Willpower details a character's mental strength. This ability is used when resisting psychic abilities and magic, resisting torture, or otherwise using powers of the mind.

**Lifestyle:** Lifestyle details a character's wealth. This ability is used when trying to procure needed items and services.

**Repute:** Repute details How well the character is known. This ability is used when trying to convince people to give you favors or assist you.

## **Skills**

Skills, like abilities, may be possessed by everyday citizens as well as by heroes and villains. They generally modify existing abilities or powers. Acrobatics, Investigation, Pilot, Drive, Martial Arts, and the like are all considered skills.

A skill grants a +1 bonus when making any rolls for an action appropriate to the skill in question. Skills cannot add together to provide multiple bonuses on the same roll – only one can be used at a time. With Publisher approval, a character may take one advanced skill for the cost of two skills. An advanced skill grants a +2 bonus, and is marked with an asterisk (\*).

Some example skills:

- |                 |                |
|-----------------|----------------|
| ♦ Acrobatics    | ♦ Genetics     |
| ♦ Archeology    | ♦ Geology      |
| ♦ Architecture  | ♦ Guns         |
| ♦ Artist        | ♦ History      |
| ♦ Biology       | ♦ Journalism   |
| ♦ Blunt Weapons | ♦ Language     |
| ♦ Bows          | ♦ Law          |
| ♦ Business      | ♦ Lock-picking |
| ♦ Chemistry     | ♦ Martial Arts |
| ♦ Computers     | ♦ Medicine     |
| ♦ Demolitions   | ♦ Occult       |
| ♦ Drive         | ♦ Oratory      |
| ♦ Electronics   | ♦ Performer    |
| ♦ Engineering   | ♦ Photography  |
| ♦ Escape Artist | ♦ Physics      |
| ♦ First Aid     | ♦ Pilot        |

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- ◆ Politics
- ◆ Robotics
- ◆ Sharp Weapons
- ◆ Streetwise
- ◆ Thrown Weapons
- ◆ Trivia
- ◆ Tumbling
- ◆ Wrestling

This isn't a complete list, but rather a starting point. Discuss any new skills you would like your hero to have with the Publisher.

### **Contacts**

Instead of a skill, a hero can take a contact instead. A contact is a friend or acquaintance the hero can call on for assistance. Contacts must be cleared with the Publisher, though any reasonable contact should be allowed. Attempting to claim the President of the United States as a contact is a lot more unlikely than a low-level police officer, but its all up to the nature of the Publisher's series.

### **Powers**

Powers are what make a hero or villain super. See Chapter 2 for more information on what powers are available.

### **Subplots**

On the other hand, heroes often have various flaws and vulnerabilities, things that make them less than super. In *Marvelous Superheroes*, these are called subplots. Subplots can be related to a hero's powers, such as a vulnerability to a particular type of attack or loss of the hero's powers when exposed to a certain kind of extraterrestrial material. They can also be more personal, like a phobia or other psychological problem. They can even be a part of the character's personal life, such as romantic interests or job troubles. You can take as many subplots as you like for your hero, subject to the Publisher's approval.

When the Publisher invokes a subplot in the game, the hero gets a Fortune point in exchange for allowing the Publisher to use the drawback to promote the story. The more subplots a hero has, the more Fortune he might earn.

Some sample subplots include:

- ◆ Addiction
- ◆ Ambitious
- ◆ Blunt and tactless
- ◆ Curious
- ◆ Elderly aunt
- ◆ Enemy
- ◆ Fanatic patriot
- ◆ Getting old
- ◆ Goes berserk if wounded
- ◆ Loyal to companions
- ◆ Melancholy
- ◆ Mutant

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- ◆ Need to keep a job
- ◆ Obsession
- ◆ Outlaw
- ◆ Overconfident
- ◆ Phobias
- ◆ Practical joker
- ◆ Quick-tempered
- ◆ Secret ID
- ◆ Socially awkward
- ◆ Soft-hearted
- ◆ Stubborn
- ◆ Suspicious girlfriend
- ◆ Unlucky
- ◆ Vain
- ◆ Vow

## **Fortune**

Heroes face serious challenges, from cosmic world-eaters to tenacious reporters. Overcoming such problems gives the hero Fortune points, which he can use to defeat further challenges or create small benefits for himself.

## **Gaining Fortune**

Heroes receive 1 Fortune point at the beginning of each issue, and unused Fortune points are saved up for the next issue (so a hero that had 2 Fortune points at the end of the last issue starts the next issue with 3). As the story unfolds, the hero may earn more Fortune points during the course of the issue:

- ◆ **If the Publisher uses one of the hero's subplots to further the story.** For example, the Flame's weakness is water. If the Octopus tricks the Flame into submerging himself in water, the Flame's player gets a point of Fortune if the plan is successful. If the Magician from Mars rushes across town after fighting Hood to make a lunch date with her boyfriend or visit her a sick relative in the hospital, she gets a point of Fortune.
- ◆ **If a player goes along with the Publisher to further the plot.** For example, if the Great Question mesmerizes Amazing Man and the player allows Amazing Man to have his mind controlled instead of trying to resist, then Amazing Man gets a Fortune point.
- ◆ **If the hero is defeated in some way.** This includes being knocked unconscious, being captured, or allowing a villain to escape. The Publisher may choose to automatically capture or knock out a hero through an ambush or inescapable trap – in such cases, the hero at least gets a point of Fortune out of the deal.
- ◆ **If a player does something that everyone at the table finds especially enjoyable.**

## **Using Fortune**

You can spend your hero's earned Fortune points in various ways during the game.

- ◆ **Increase or decrease the result of a roll by +/-1 level per point spent.** This roll can be one the player or the Publisher makes. Multiple characters can spend Fortune points to

affect the same roll.

- ♦ **Automatically succeed at any task with a difficulty level of Good, or equal to the character's relevant ability, whichever is higher.**
- ♦ **Turn all damage the hero currently has into Bruises or Scratches** (which fill up the character's damage boxes normally) **for two Fortune points.**
- ♦ **Temporarily ignore the effects of a subplot.** The Publisher decides how long the Fortune point keeps the subplot at bay. One Fortune point may be enough to ignore a subplot for the rest of the scene, or it may only keep it at bay for a moment (about one panel).
- ♦ **Edit the circumstances of a scene or situation in the character's favor.** After spending one or more Fortune points, perhaps a needed item is now close at hand, or the hero remembers someone who can help him out. The Publisher decides on the Fortune cost, from one point for minor changes to three points for significant alterations.

## Subjective Creation

One way to create a character in *Marvelous Superheroes* is just to write down everything about the character that you feel is important. Any ability or power should be rated using the levels Terrible through Astonishing (see the section “Trait Levels” for more information).

The Publisher may also tell the player in advance that his character can be Superb in a certain number of abilities, Great in so many others, and Good in yet another group. A simple “two lower for one higher” trait-conversion mechanic can modify the traits further. If the Publisher allows one Superb ability, for example, the player may reject that and take two abilities at Great instead. The converse may also be allowed: a player may swap two abilities at Good to get one at Great.

When the character write-up is done, the player and Publisher discuss the hero. If the Publisher feels the character is too potent for the series she has in mind, she may ask the player to reduce the character’s traits. The Publisher may also need to suggest areas that she sees as being too weak.

Another option to create a hero is, instead of writing up the character in terms of traits and levels, simply write out a prose description of your hero. The Publisher then translates everything into traits and appropriate levels, but that’s not hard to do if the description is well-written.

## Objective Creation

For those who don’t mind counting numbers a bit, the following method creates interesting and well-balanced characters.

In this system, all traits start at a default level. Players are awarded 20 *free levels* to raise selected traits to higher levels. Players may then lower certain traits in order to raise others even further. Finally, a player may opt to trade some levels of one trait type (such as abilities) for another (powers, for example).

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For more powerful levels of play, the Publisher can increase the number of free levels – 30-40 for experienced heroes, and 60 or more for truly cosmic levels of power.

### **Abilities**

All abilities are considered to be Fair until the player raises or lowers them. The cost of raising or lowering an ability is one free level. Thus, a player may raise his Brawn ability (which is Fair by default) to Good by spending one free ability level. He could then spend another free level to raise Brawn again to Great. Heroes can have abilities up to a maximum of Astonishing.

When the free ability levels have been exhausted, an ability can be raised further by lowering another ability an equal amount (to a minimum of Terrible). From the previous example, Brawn can be raised one more level (to Superb) if the player lowers the character's Willpower to Mediocre to compensate. See the section "Trading Traits" below for more information.

### **Skills**

In the Objective Character Creation system, players start with no skills or contacts, but free levels can be traded in for skills or contacts on a one-for-one basis. Advanced skills require two free levels to purchase.

### **Powers**

Characters don't start off with any powers. The character can spend a free level to purchase a power. The power usually has a default value of Fair, but the power description in Chapter 2 might have a different default value. Once the free levels are used up, an ability or another power must be dropped one level to raise another power one level. All choices are subject to Publisher veto.

### **Trading Traits**

During character creation, levels may be traded (in either direction) at the following rate:

- ◆ 1 ability level = 1 starting power at the default level
- ◆ 1 ability level = 1 power level
- ◆ 1 ability level = 1 skill or contact
- ◆ 2 ability levels = 1 advanced skill

## Chapter 2: Powers

The following are descriptions for a variety of example powers. Each description includes general ways in which the power can be used during an issue. The Publisher sets the difficulty for specific actions attempted by characters with their powers. Each power is listed with the default level it starts at when first purchased, if different from Fair.

### Ability Boost

This power is a temporary boost to the character's Melee, Coordination, Brawn, Fortitude, Intellect, Awareness, or Willpower abilities (chosen at the time this power is acquired). Once each scene, the character can automatically boost the chosen trait's level by an amount equal to the level value of this power. For a number of panels equal to the *newly boosted* level value, the affected ability operates at this new value. At the end of this time, the affected ability's level is reduced to *two less* than its normal value for a number of panels equal to 10 minus the character's Fortitude value.

### Absorption

The character is immune to damage inflicted by a specific elemental or energy type (selected when the power is purchased) up to the level value of this power. Any attack over the level of this power is suffered normally – the level of Absorption does not subtract from the damage like armor.

The character may use the absorbed energy in one of two ways:

- ♦ **Healing:** The character immediately takes off a Scratch or Bruise.
- ♦ **Attack:** The character, during his next action, may unleash the absorbed energy as an attack. Treat as an appropriate elemental or energy control attack with a level equal to the number of damage points absorbed (so absorbing two points of damage unleashes a Good level attack).

### Alter-Ego

The character possesses another form, a different persona he can willingly change into. Create a second character to use as this character's Alter-Ego, with a number of free levels equal to the level value of this power. The second character cannot have powers and is a skilled human (do not purchase powers or choose an origin). Additionally, the second character cannot possess any ability with a level greater than Superb.

### Amphibian

The character is from a watery civilization and may breathe air or water. When swimming, the

character moves a number of sectors per panel equal to the level value of this power (minimum of 1).

## **Animal Command**

The character can communicate with one type of animal (such as birds, reptiles, mammals, sea creatures, and so on), which must be determined at the time of the power's purchase. To successfully communicate with an animal, the character must roll using the level of this power or the level of character's Willpower +1, whichever is greater. To control an animal, the character must achieve a degree of success of +2 or more.

## **Armor**

The character has armor of some kind (such as a thick hide or a protective bodysuit), which reduces damage by an amount equal to the level value of this power. For more, see "Defensive Factors" in Chapter 4.

## **Burrowing**

The character possesses the ability to tunnel beneath the earth, moving at a rate equal to his normal running speed (see "Movement" in Chapter 4) through any subterranean terrain with a material value equal to or less than the level of this power. The character cannot burrow through other characters.

## **Chameleon**

The character's body (as well as worn or carried items) can be changed at will, allowing the character to blend into the surroundings. This is similar to Invisibility, except it is easier to detect the character; anyone searching for the character makes an opposed roll using their Awareness trait against the character's level of this power. If the character rolls higher than the searcher, the character remains hidden.

## **Claws**

The character has some form of claws, either as a natural part of the character's body or as a worn item. The character uses the level of either the character's Melee or this power to make lethal attacks, and uses that level value in place of Brawn as an offensive factor for calculating damage.

Alternatively, instead of claws, the character possesses another type of weapon of the player's choosing which may be used for stun or lethal damage (choose one).

## **Combat Awareness**

The character has a special sense that alerts the character to danger seconds before it strikes. In all instances in which the Awareness trait is used, the character uses the level of this power or the character's Awareness +1, whichever is greater.

## **Contaminant Resistance**

The character possesses a strong resistance to toxins, diseases, and the like. Any time the character must roll to resist the effects of poison, disease, or similar environmental hazards, the character may use the level of this power or the level of his Fortitude +1, whichever is greater.

## **Detection**

The character has the ability to detect a specific form of energy, power, or supernatural presence within a number of sectors equal to the level value of this power (0 or less means the hero can only detect in the same sector that he's in). Select one type from the following list: magic, magnetic, psionic, radioactivity, and spiritual activity. Players that want a form of detection not listed here are encouraged to discuss the idea with their Publisher.

## **Dimension Jump**

The character can move at will between dimensions. He may freely jump to another dimension he has previously visited, but visiting a new dimension requires the character to roll using the level of this power. A failed result means that the character arrives dazed at the destination dimension and must spend the next panel recovering (the character may take no actions that panel).

## **Elasticity**

The character's body can stretch, allowing the character to attack someone in a different sector. A character with this power can stretch from his sector into a number of sectors equal to this power's level value (minimum 1).

## **Elemental/Energy Control**

The character has the ability to control a single element or type of energy chosen from the list below. The character can only manipulate an existing source of the element or energy; the character does not possess the ability to spontaneously create the element or energy. The forms listed below and what they can do are only guidelines. The exact extent of what these powers can do is up to the Publisher.



## **Elemental Control**

**Air:** The character can manipulate winds as an attack, create force fields, lift objects, and so on.

**Earth:** The character can manipulate the ground as an attack, create walls of earth that act as armor, lift objects, and so on.

**Fire:** The character can manipulate fire as an attack, increase or decrease the temperature of a flame, create a wall of fire like a force field, and so on.

**Water:** The character can manipulate water as an attack, create walls of water that act as armor, lift objects, and so on.

## **Energy Control**

**Electrical:** The character can manipulate electricity as an attack, create force fields, lift objects, and so on.

**Light:** The character can manipulate light as an attack, blind opponents, create force fields, and so on.

**Magnetic:** The character can manipulate ferrous metals as an attack, create walls of metal that act as armor, lift metallic objects, and so on.

**Sound:** The character can manipulate sound as an attack, lift objects, create force fields, and so on.

## **Weather Control**

A subset of Elemental/Energy Control, a character may choose to manipulate the weather. This power can be especially powerful since it allows a character to manipulate air, lightning, rain, and any other aspect associated with storms and weather, so the Publisher may choose to have the hero purchase Weather Control (and power levels) as a separate power.

## **Attacking**

A character using Elemental/Energy Control to attack may use either the power's level or the character's Melee level +1, whichever is greater, for melee attacks. For ranged attacks, use the power's level or the character's Coordination level +1. Damage inflicted in either case is based on the power's level value.

## **Armor/Force Field**

See the respective powers.

## **Lifting Objects**

The upper weight limit of an object the character may lift is based on the power's level, as if it were Brawn.

## **Elemental/Energy Generation**

The character has the ability to spontaneously generate a single element or type of energy chosen from the Elemental/Energy Control power list. The character can also control the chosen element or energy as per the Elemental/Energy Control power, but that control is at an effective level equal to -3 levels of this power.

A character that possesses matching Elemental/Energy Control and Elemental/Energy Generation gains a permanent +1 level bonus to both powers.

## **Extra Body Parts**

The character has additional body parts beyond two arms and two legs, either a completely new part (such as a tail) or extras of an existing part (four arms instead of two). Each this time power is purchased, the player selects a single extra body part. All actions with that body part default to the level of this power or the level of the relevant ability +1, whichever is higher. Extra body parts function as follows:

- ♦ **Claws:** The character gains the Claws power. If the character already possesses the Claws power, that power's level is increased by +2.
- ♦ **Extra Arms:** The character gains one bonus attack each panel.
- ♦ **Extra Legs:** The character moves faster; increase movement by 1 sector each panel.
- ♦ **Tail:** The character gains one bonus attack each panel, and may use the tail as if it were an extra arm.
- ♦ **Wings:** The character gains the Flight power with the speed determined by the level of this power. If the character already possesses the Flight power, that power's level is increased by +2.

## **Fast Attack**

A character with this power can attack a number of times each panel based on the power's level.

Level	Attacks/Panel
Terrible to Great	2
Superb to Fantastic	3
Legendary and higher	4

## Flight

The character can fly either through the use of an item or by innate means. When flying, the character can move a number of sectors per panel equal to the level value of the power +3.

## Force Field

The character has the ability to generate a force field, either through mental powers or a device.

**Device:** The force field acts as armor, with a level equal to the power's level. If an attack has a level higher than this force field's level, the device is shorted out for the rest of the fight (during which time it cannot be used).

**Mental:** The force field acts as armor with a level equal to the power's level or the character's Willpower +1, whichever is greater. If an attack higher than the effective armor level of the force field, the character must make an unopposed roll using his Fortitude. A failed roll leaves the character dazed, and the character must spend a number of panels recovering equal to 10 minus the character's Willpower value (the character may take no actions during that time). If the Fortitude roll succeeds, the character is dazed for one panel.

## Growth/Shrinking

The character can grow larger or smaller (select one), to a maximum/minimum height as shown on the table below:

Level	Maximum Height	Minimum Height
Terrible	7 feet	5 feet
Poor	9 feet	4 feet
Mediocre	12 feet	3 feet
Fair	15 feet	2 feet
Good	18 feet	1 foot
Great	21 feet	6 inches
Superb	24 feet	3 inches
Fantastic	27 feet	2 inches
Legendary	30 feet	1 inch
Monumental	60 feet	½ inch
Astonishing	120 feet	¼ inch
Every higher level	Twice as high	Half as high

When using Growth, the level of the character's Brawn is changed to the level of this power or the character's Brawn level +1, whichever is greater. Opponents attacking the bigger character gain a +1 bonus on their attacks.

When using Shrinking, the level of the character's Brawn is unaffected. Anyone attacking the

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character when using this power suffers a -1 penalty, and the character gains a +2 bonus to attacks.

### **Headquarters**

The character possesses a secret headquarters. The headquarters size, location, and the exact makeup of the headquarters – weapons locker, garage, communications center, prison, and so on – must all be approved by the Publisher. The level of the headquarters should be used as a rough guide.

<b>Level</b>	<b>Possible Size and Contents</b>
Terrible or Poor	A secret room in an apartment. May include a computer and basic lab. Nothing sophisticated.
Mediocre or Fair	An apartment. A home gym would be appropriate. Maybe one piece of advanced technology.
Good	A house. A few dedicated rooms serve as an armory, a brig, or other specialized duty. May include a garage.
Great	A mansion. Sprawling, spacious, and loaded with extras.
Superb	A compound. Multiple buildings behind a sturdy fence or wall. A character with a headquarters of this size most likely does not have a secret identity.
Fantastic	A skyscraper. Some floors may be rented out as offices or apartments but most of the building is dedicated to the character's pursuit against crime.
Legendary	An orbital complex, subterranean city, inter-dimensional residence, or other highly unusual or massive complex.

A headquarters can be of a smaller size than suggested. A Legendary headquarters, for example, could be a single well-outfitted mansion. The level of Headquarters can be used as a Lifestyle ability to get a sense of what kind of equipment and amenities the headquarters can contain.

### **Invisibility**

The character can become invisible and remain so for as long as desired. However, sound, scent, heavy rain, and other methods can still give an invisible character away. The character may also attempt to turn objects or other characters invisible by touching them by rolling on the level of this power. Success means the item or character touched is invisible and remains so as long as the character touches it.

### **Levitate**

The hero can fall safely to earth no matter how high he falls from. He can rise or fall by a number

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of sectors each panel equal to the level value of the power +3. The maximum height in sectors that the hero can levitate is equal to twice the number of sectors he can levitate per panel.

Instead of (or as well as) levitating himself, the hero can levitate any or all other creatures in his sector. Once levitated, these creatures can use their own movement to move across or to descend, although they cannot ascend under their own power.

### **Luck**

The character is exceptionally lucky. In addition to gaining 1 Fortune at the start of each issue, the character gains a number of temporary Fortune points equal to the level value of this power (minimum of one additional point). These points are tracked separately, and are not saved from issue to issue.

### **Magic (Default: Terrible)**

The character possesses knowledge of, and ability to use, magic. Magic allows the character to cast “spells” that duplicate any other power in the game. As a result, Magic is the sole power the character may have. A character may use only one spell per panel.

Duplicated powers function as described in the individual power sections, and at a level equal to the character’s Magic level.

### **Mimic**

The character can borrow or copy the powers of others. The player must determine when Mimic is purchased if the target power is stolen or copied from the original character.

To copy or steal a power, the Mimic must touch the target character, and make an opposed roll against the target’s Willpower. On a success, the character can use the targeted power for the rest of the scene at a level equal to the target character’s level in the power or the level of Mimic, whichever is lower. The Mimic can spend a Fortune point to keep the power for an entire issue. Keeping a power permanently requires the use of normal character advancement rules – see Chapter 6 for more information.

Any additional successful use of Mimic replaces the previously Mimicked power immediately. If the power is stolen instead of copied, the replaced power immediately returns to the original character.

### **Mind Control**

The character can take over the minds of others. A target of Mind Control must be within visual range of the character, and the target must possess a Willpower level less than the level of this power or the character’s Willpower, whichever is greater.

To take control of another, the character must roll using the level of this power or the character’s

Willpower +1, whichever is greater. If the roll is successful, the target is controlled until the character releases the targeted character or the target is ordered to do something out of the ordinary (such as injure a companion), at which point the target makes a Willpower roll.

## **Mind Shield**

A character with the Mind Shield power possesses a special resistance to Mind Control attempts. For purposes of resisting Mind Control, the character's Willpower level is increased by the level value of his Mind Shield power.

Additionally, the character gains a mental Force Field at a level equal to the level of this power -3. A character who possesses a mental Force Field who also has this power gains a number of bonus levels equal to the level value of this power.

## **Nullification**

The character possesses the ability to completely negate the powers of others within a number of sectors equal to the level value of this power. To use this power, the character must roll using the level of this power against a difficulty equal to the level of the power being nullified. If the roll fails, the character suffers damage equal to the level value of the power the character attempted to nullify. If the roll succeeds, the power is negated until the nullifying character's next panel.

## **Paralyzing Touch**

The character's touch can render opponents unable to move. To paralyze an opponent, the character must first hit with a melee attack which deals no damage. The target must then roll their Fortitude level to resist, against a difficulty level equal to the level of Paralyzing Touch. If the roll fails, the target is unconscious for a number of panels equal to the level value of this power (minimum of 1).

## **Phasing**

The character's body can change into an insubstantial form, allowing the character to "phase" through objects. The character also has armor equal to the level of this power.

## **Physical Metamorphosis**

The character's body can change into an unusual material at will, selected from the list below. When metamorphosed, the character possesses the traits of the material and gains armor equal to the level of this power. Depending on the form (and with Publisher approval), the character may use the level value of this power as an additional offensive factor when attacking – punching with fists of steel, igniting things if made of fire, and so on. Some examples are provided below.

- ♦ **Energy:** The character transforms into a being of one particular type of energy (electricity,

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light, radiation, and so on). When in energy form, the character may do such things as jump into power lines and travel through them (electricity), move at the speed of light (light), and cause radiation burns and sickness (radiation).

- ♦ **Fire:** The character transforms into a being of pure fire. When in fire form, the character is capable of setting things on fire.
- ♦ **Metal:** The character transforms into a being of pure metal (player's choice as to the kind of metal). The level of the character's Brawn is changed to the level of this power or the Brawn level +1, whichever is greater.
- ♦ **Water:** The character transforms into a being of pure water. When in water form, the character may choose to flow like water, running through cracks and other small spaces.

### **Plant Control**

The character can control plants, forcing them to twist and turn and using them to attack opponents or block attacks. The character performs all of these actions through a chosen plant, using the level of this power or the character's Melee +1, whichever is greater. The character can control a number of plants each panel equal to the number of times he can attack in a panel (controlling counts as an attack). The character can only control plants within a number of sectors equal to the level value of this power.

### **Protected Sense**

One of the character's senses – either a normal sense or a supersense – is completely immune to damage or attacks of a level equal to or less than the level of this power. Touch, though a sense, cannot be protected.

### **Reflection**

The character possesses the ability to reflect the effects of another character's power back at the originating character. To use this power, the character must roll the level of this power against a difficulty level of the power being reflected. If the rolled degree is the same as the difficulty level, both the character and the originator of the affected power suffer the normal effects of the reflected power. If the roll has a degree of success of 1 or higher, the power is reflected back, and the originator suffers the power's full effect.

### **Regeneration**

The character heals quickly. Once per panel, instead of taking another action, the character may make an immediate healing roll, using the level of this power instead of Intellect. Also, having a Regeneration of Fair or higher allows the hero to spend only one Fortune point to turn all Wounds and Stun into Scratches and Bruises, instead of two.

## **Shapeshift**

The character can turn into any shape desired (animals, other characters, objects), though the character retains the character's original size unless the character also has the Growth or Shrinking powers. The change is automatically successful unless the character attempts to impersonate a specific thing (such as another character), at which point the character makes a roll using the level of this power.

## **Sidekick**

The character possesses a sidekick that assists him. Sidekicks that get captures a lot or otherwise introduce complications can be a perfect subplot for the character as well. (For villains, this power is better represented as a henchman.)

Create a second character with a number of free levels equal to the value of the Sidekick power's level plus 9. This new character may possess no ability greater than the level of this power +2 (maximum of Astonishing), and cannot possess more than half the number of powers (round up) of the main character. The sidekick is under the Publisher's control, unless the Publisher rules otherwise.

## **Superleap**

The character can jump across great distances. The character may leap up to a number of sectors each panel equal to the level value of the power.

## **Supersense**

The character possesses a single extraordinary sense, such as superhearing or supersight. Rolls made involving the heightened sense use this power's level or the character's Awareness +1, whichever is greater.

A player may, with Publisher approval, have an entirely new sense. For example, a character may be blind but possess echolocation ("seeing" like a bat), or infravision in addition to normal sight, allowing the character to see in darkness without penalty.

## **Superspeed**

The character can run at superhuman speeds, moving an additional number of sectors per panel equal to the level value of this power or the character's Coordination +1, whichever is greater.

When attempting an unusual maneuver, such as running across water or up walls, the player must roll using the level of this power or the character's Coordination +1, whichever is greater.



## **Superyell**

The character can be heard from a great distance. The character decides whether the yell is heard by all, or only a single target.

<b>Level</b>	<b>Distance Heard</b>
Terrible	5 sectors
Poor	10 sectors
Mediocre	50 sectors
Fair	1 mile
Good	10 miles
Great	Anywhere in the neighborhood
Superb	Anywhere in the city
Fantastic	Anywhere in the state
Legendary	Anywhere in the nation
Monumental	Anywhere on the planet
Astonishing	Anywhere in the galaxy

## **Telekinesis**

The character possesses the mental ability to move objects without touching them. The upper limit of weight the character may lift with this power is the greater of the power's level or the character's Willpower level +1 (using the Lifting table as a basis).

The character may also use this power to perform ranged attacks – by throwing an object or simply using telekinetic “force” – using the character's Willpower in place of Coordination. A successful attack deals damage equal to the level of this power.

## **Telepathy**

The character can read the minds of others and transmit mental messages. For all actions involving this power, the character uses the greater of the power's level or the character's Willpower +1.

A character with this power may read the mind of any character with a Willpower level lower than the character's level in this power or the character's Willpower +1, whichever is greater.

A character with this power is automatically aware when someone attempts to read the character's mind. The character may attempt to block the other telepath; both characters roll using their level of this power or their Willpower +1, whichever is greater.

## **Teleportation**

The character may teleport a number of sectors equal to ten times the level value of this power in a single panel. Teleporting requires the player to roll using the level of this power. Failure means the character arrives dazed at the destination sector and must spend the next panel recovering (the character may take no actions that panel).

If the character is unfamiliar with – or cannot see – the destination sector and teleports into a solid object (which can include the ground), the player must roll using the character's Fortitude. Failure immediately bounces the character back to the starting sector where the character is dazed and must spend 10 minus the character's Fortitude value in panels recovering (taking no actions during that time). Success immediately bounces the character back to the starting sector where the character is dazed for only one panel.

## **Unique Weapon**

The character owns a unique weapon of the player's choice, which deals damage equal to its level value. For more information on weapons, see Chapter 5.

**Melee Weapon:** The character makes melee attacks with the weapon using the weapon's level or the character's Melee +1, whichever is greater.

**Ranged Weapon:** The character uses the weapon's level or the character's Coordination +1, whichever is greater, when attacking.

**Incorporated Power:** At the player's discretion, one of the character's other powers may be incorporated into the weapon, increasing the level of the incorporated power by +1 but losing the use of the incorporated power if the weapon is lost or stolen.

## **Vehicle**

The character possesses a unique and exceptional vehicle. The character selects an existing vehicle, and then increases the Durability, Handling, and Velocity of the vehicle by a total number of levels equal to this power's level value.

In addition to this increase, the vehicle possesses two special systems – weapons, unusual abilities that mimic a power, or any other equipment the Publisher will approve. Each system operates at a level equal to this power's level -3.

For more on vehicles, see Chapter 5.

## **Wall-Crawling**

The character can move normally, either by using a specialized device or innate means, across surfaces from which most people would fall (walls and ceilings, for example). Publishers can inflict a penalty when attempting to move across a slippery surface.

## **Water-Walking**

The character can move normally, either by using a specialized device or innate means, across water and the surface of other liquids. Publishers can inflict a penalty when attempting to move across hot, sticky or uncomfortable liquids.

## **Chapter 3: Playing the Game**

This chapter covers how to determine whether or not a character succeeds at an attempted action. In Chapter 1, traits were defined in terms of levels: Superb, Great, Good, and so on. This chapter explains how those levels affect a character's chances of success at an action, whether fighting a villain or tracking down a clue. Sometimes a Fair result is sufficient to complete a task, and sometimes a Good or better result is needed. The better your trait, the better your chances of getting these higher results.

### **Rolling the Dice**

There is no need to roll the dice when a character performs an action that is so easy as to be automatic. Likewise, an action so difficult that it has no chance to succeed requires no roll — it simply can't be done. Dice are used solely in the middle ground, where the outcome of an action is uncertain.

The Publisher is encouraged to keep die-rolling to a minimum. Do not make the players roll the dice when their characters do mundane things. There is no need to make a roll to see if someone can cook lunch properly, or pick an item from a shelf, or climb a ladder, and so on. Don't even make them roll to climb a cliff unless it's a difficult cliff or the situation is stressful, such as a chase.

For any action the player character wishes to perform in which the outcome is uncertain, the Publisher must determine which trait is tested (this will usually be a power or an ability). If the action is unopposed, the Publisher also determines the difficulty level — usually Fair.

*Marvelous Superheroes* uses "Fudge dice" for all rolls. Fudge dice are six-sided dice with two sides marked +1, two sides marked -1, and two sides marked 0. To use Fudge dice, simply roll four of them (sometimes called "4dF") and total the amount. Since a +1 and a -1 cancel each other, you can remove a +1 and -1 from the table, and the remaining two dice are easy to read no matter what they are. If there is no opposing pair of +1 and -1 dice, remove any blank dice, and the remaining dice are again easy to read.

The result of a die roll is a number between -4 and +4. On the character sheet, there should be a simple chart of the ability levels, such as the one below.

Unimaginable
Improbable
Incomprehensible
Unthinkable
Inconceivable
Indescribable
Astonishing
Monumental

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Legendary
Fantastic
Superb
Great
Good
Fair
Mediocre
Poor
Terrible
Nonexistent

To determine the result of an action, simply put your finger on your trait level, then move it up (for plus results) or down (for minus results).

*Example: Arrow, who has a Good Coordination, is shooting in an archery contest. The player rolls 4d6, using the procedure described above. If he rolls a 0, he gets a result equal to Arrow's Coordination: Good, in this case. If he rolls a +1, however, he gets a Great result, since Great is one level higher than his Good Coordination. If he rolls a -3, unlucky Arrow has just made a Poor shot.*

It is not always necessary to figure the exact rolled degree. If you only need to know whether or not a character succeeded at something, it is usually sufficient for the player simply to announce the appropriate trait level and the die roll result. The game goes much faster this way.

*Example: The American Crusader wants to fly between two cliffs that are fairly close together. The Publisher says this requires a Great difficulty level Coordination roll and asks the player to roll the dice. The player looks up his character's Coordination ability, which is Great, and rolls a +2 result. He simply announces "Great +2" as the result. This answer is sufficient — the Publisher knows that the Crusader not only succeeded at the task, but he didn't even damage his cape.*

Of course, there are many times when you want to know exactly how well the character did, even if it's not a matter of being close. If the character is writing an article for the local paper, for example, and his Awareness is Fair, you will want to figure out what "Fair +2" means: he just wrote a Great article! There are many other instances where degrees of success are more important than merely knowing success or failure.

## Action Modifiers

There may be modifiers for any given action, which can affect the odds referred to in the preceding section. Modifiers temporarily improve or reduce a character's traits.

*Example: The Avenger, who is Good with his dissolver gun, is Hurt (-1 to all actions). He is thus only Fair with his gun until he's healed. The Clock has Fair Coordination, but a skill in Lockpicking (+1 to related rolls) gives him a Good Coordination when picking a lock.*

Other conditions may grant a +/-1 to any trait. In *Marvelous Superheroes*, +/-2 is a large modifier — +/-3 is the maximum that should ever be granted except under extreme conditions.

## Unopposed Actions

For each unopposed action, the Publisher sets a difficulty level (Fair is the most common) and announces which trait should be rolled against. For example, climbing an average vertical cliff face, even one with lots of handholds, is not an easy obstacle (Fair difficulty level). For a very hard cliff, the Publisher may set the difficulty level at Great: the player must make a rolled degree of Great or higher to climb the cliff successfully. The player then rolls against the character's trait level, and tries to match or surpass the difficulty level set by the Publisher. In cases where there are degrees of success, the better the roll, the better the character did; the worse the roll, the worse the character did.

Occasionally, the Publisher may choose to roll in secret for the PC. There are times when even a failed roll would give the player knowledge he wouldn't otherwise have. These are usually information rolls. For example, if the Publisher asks the player to make a roll against Awareness and the player fails, the character doesn't notice anything out of the ordinary. But the player now knows that there is something out of the ordinary that his character didn't notice. For some styles of play, it's better for the Publisher to make the roll in secret and only mention it on a successful result.

## Success Rates

When setting difficulty levels, it may help to keep the statistical results of rolling four Fudge dice in mind.

Target	Odds of rolling exactly on 4dF	Odds of rolling target or higher
+4	1.2%	1.2%
+3	4.9%	6.2%
+2	12.3%	18.5%
+1	19.8%	38.3%
0	23.5%	61.7%
-1	19.8%	81.5%
-2	12.3%	93.8%
-3	4.9%	98.8%
-4	1.2%	100.0%

Thus, if your trait is Fair, and the Publisher says you need a Good result or better to succeed, you need to roll +1 or better, which is 38.3%. That means you'll do this slightly less than two times out of five, on the average.

## Opposed Actions

To resolve an opposed action between two characters, each side rolls dice against the appropriate

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trait and announces the result. The traits rolled against are not necessarily the same: for example, a coercion attempt would be rolled against Repute for the active participant and against Willpower for the resisting participant. There may be modifiers: someone with a vow of loyalty might get a bonus of +2 to his Willpower, while someone with a Craven subplot might have a penalty — or not even try to resist.

The Publisher compares the rolled degrees to determine a degree of success.

*Example: Miss Masque is in disguise and trying to flimflam Joe the Hood into thinking she's from the government, and rolls a Great result. This is not automatic success, however. If Joe also rolls a Great result on his Awareness trait to avoid being flimflammed, then the degree of success is 0: the status quo is maintained. In this case, Joe remains unconvinced that Miss Masque is legitimate. If Joe rolled a Superb result, Miss Masque's Great result would have actually earned her a degree of success of -1: Joe is not going to be fooled this encounter, and will probably even have a bad reaction to Miss Masque.*

The opposed action mechanism can be used to resolve almost any conflict between two characters. Are two people both grabbing the same item at the same time? This is an opposed action based on Coordination ability — the winner gets the item. Is one character trying to shove another one down? Roll Melee vs. Brawn to see who goes down. Someone trying to hide from a search party? Awareness vs. Coordination. Trying to out-drink a rival? Fortitude vs. Fortitude. And so on.

Some opposed actions have a minimum level needed for success. For example, an online fight through a video game might require at least a Fair result. If the player only gets a Mediocre result, it doesn't matter if the intended opponent rolls a Poor resistance: the player couldn't survive the various dangers of the video game level, and the attempt fails. Most combat falls into this category — see Chapter 4.

An opposed action can also be handled as an unopposed action. When a PC is opposing an NPC, have only the player roll, and simply let the NPC's trait level be the difficulty level. This method assumes the NPC will always roll a 0. This emphasizes the PCs' performance, and reduces the possibility of an NPC's lucky roll deciding the game. As a slight variation, the Publisher rolls 1dF or 2dF when rolling for an NPC in an opposed action. This allows some variation in the NPC's ability, but still puts the emphasis on the PCs' actions.

## Critical Results

A natural rolled result of +4 is a critical success — the character has done exceptionally well, and the Publisher may grant some special bonus to the action. Likewise, a natural result of -4 is a critical failure, and the character has done as poorly as he possibly can in the given situation. Note that achieving +/-4 with die modifiers does not count as a critical result, though the character has done exceptionally well or poorly.

A critical result in combat can mean many things: a character falls down, or drops the bomb he was carrying, or is hurt extra badly, or is dazed for a panel and can't even defend himself, or is temporarily blinded, or knocked out, and so on. The Publisher should be creative, but not kill a

character outright.

## **Special circumstances**

### **Lifting**

A character's Brawl level (or the level in an appropriate power) determines how much weight he can lift. Here are some sample weights that can be lifted at various levels of Brawn:

<b>Level</b>	<b>Maximum Weight</b>
Terrible	25 lbs.
Poor	50 lbs.
Mediocre	100 lbs.
Fair	200 lbs.
Good	400 lbs.
Great	800 lbs.
Superb	1 ton
Fantastic	10 tons
Legendary	50 tons
Monumental	80 tons
Astonishing	100 tons
Each level beyond	Double previous

### **Material value**

Sometimes the strength of an object will come into play. In such instances, use the following table as a point of reference for various material values.

<b>Material value</b>	<b>Example Material</b>
Poor	Paper
Mediocre	Plastic
Fair	Aluminum
Good	Brick
Great	Concrete
Superb	Stone
Fantastic	Iron
Legendary	Steel
Monumental	Diamond
Astonishing	Magical or alien substance



## Repute

Sometimes a non-player character has a set reaction to the PCs. Perhaps she's automatically their enemy, or perhaps the heroes have rescued her and earned her gratitude. But there will be many NPCs that don't have a set reaction. When the PCs request information or aid, it might go smoothly or it might not go well at all. Negotiation with a stranger is always an unknown quantity to the players — it may be so for the Publisher, too. When in doubt, the Publisher should secretly make a Repute roll.

The Repute roll can be modified up or down by circumstances: bribes, suspicious or friendly nature of the NPC, proximity of the NPC's boss, observed PC behavior, and so on. Here are some guidelines:

- ◆ The target benefits (+2).
- ◆ The target is friendly to the hero – a close friend or relative, or a listed contact (+1).
- ◆ The target is unfriendly to the hero – a total stranger, or a character the hero has offended (-1).
- ◆ The target is hostile to the hero – actively opposing his goals or a sworn enemy (-2).
- ◆ The target is placed in danger (-3).
- ◆ The item being asked for is valuable (-1 to -3, depending on value).

The higher the Repute rolled degree, the better the reaction. On a Fair result, for example, the NPC will be mildly helpful, but only if it's not too much effort. She won't be helpful at all on Mediocre or worse results, but will react well on a Good result or better.

Repute rolls are used only when dealing with NPCs (whether by players or other NPCs). A Repute roll is never used against the players to force them to perform actions against their wills (normally).

## Lifestyle

Lifestyle measures a character's wealth and access to other resources as shown on the table below.

Level	Level of Wealth
Terrible	Completely destitute
Poor	Unemployment or state benefits
Mediocre	Student or part-time employment
Fair	Full-time, hourly wage employment
Good	Professional employment
Great	Independently wealthy
Superb	Small corporation
Fantastic	Large international corporation

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Legendary	Small nation
Monumental	Large nation
Astonishing	Superpower

All items have a cost level. If the purchase of something is uncertain, a character can make a Lifestyle roll. In general, the Publisher should allow characters to procure items and services appropriate to their Lifestyle level unless it would interfere with the game.

You can find more information on equipment in Chapter 5.

## Chapter 4: Combat

### Panels

In his panel, a character can perform any action that would fit into a standard comic book panel, including attack, dodge, or move. You can only attack once in a panel (unless the character has access to a power that allows multiple attacks per panel). Characters are not limited to attacking — in their panel, they may attempt to flee, negotiate, try a fancy acrobatic stunt, or any other appropriate action.

During an fight, the character with the higher initiative attacks while the other defends, then the second combatant attacks while the first defends. With multiple characters involved in combat, the side with the initiative makes all their attacks, then the other side makes all their attacks. Or the Publisher may run the combat in initiative order, even if characters from both sides are interspersed throughout the panel.

### Initiative

Gaining initiative is an opposed Coordination action, with the highest rolled degree acting first. Surprise may grant a bonus to the roll, or give automatic initiative. Initiative can be rolled once for each battle or once each panel, and can be rolled by each side of the conflict, or by every participant individually.

A character that wins initiative may choose to wait before acting, allowing opponent(s) to act first and then interrupting and taking an action at the best possible moment. For example, a character planning a ranged attack against an opponent may wait for that opponent to move closer.

### Movement

A hero can move and attack in the same panel without penalty. *Marvelous Superheroes* games are best played on a map divided into individual areas known as sectors. The number of sectors a character may move in a panel is determined by their Fortitude level.

Level	Sectors Moved/Panel
Terrible to Poor	1 sector
Mediocre to Great	2 sectors
Superb or higher	3 sectors

Some powers grant characters special forms of movement. See the individual power descriptions for details.

## Climbing

The above table assumes a character moving horizontally along the ground; if the character is moving vertically (i.e. climbing a wall), use the following:

Level	Sectors* Moved/Panel
Terrible to Great	1 sector
Superb or higher	2 sectors

*\* One sector is approximately one story.*

## Swimming

Without a special power or device, a character moves only a single sector each panel when swimming. A character that sinks may hold his breath for a number of panels equal to his Fortitude level value times five. After that point, the character is drowning and must make a Fortitude roll each panel against a difficulty level equal to the number of panels the character has been drowning (so a character who starts drowning rolls against Fair, a character that has been drowning for one panel rolls against Good, and so on). If the character fails a roll, he falls unconscious.

## Fighting

The Publisher determines which traits the combatants should roll against. This depends largely on which weapon they are using, which might simply be a fist. Weapon type also affects damage – see the section on “Stun and Lethal Damage.”

If one combatant is unable to fight in a given panel (possibly because he’s unaware of the attacker, or because of a critical result in the previous panel), the combat may become an unopposed action for the active fighter, usually with a Poor difficulty level. If a character can defend himself in some way, such as using a shield, it is still an opposed action, but the defending character cannot hurt the other character even if he wins the exchange.

Each attack is an opposed action: the attacker’s offense (Melee, Coordination, or a power) against a defender’s defense (Melee, Coordination, or a power). Some situations call for one side or the other’s trait level to be modified. Here are some examples:

- ♦ A fighter who is Hurt is at –1, while one who is Very Hurt is at –2.
- ♦ If one fighter has a positional advantage over the other, there may be a penalty (–1 or –2) to the fighter in the worse position. Examples include bad footing, lower elevation, light in his eyes, kneeling, and so on.
- ♦ Aiming at a specific small body part (such as an eye or hand) will require a minimum result of Good or Great to hit, and also have a –1 to the trait level. If a result of Great is needed and the hero only gets a Good result but still wins the opposed action, he hits the

opponent — but not in the part aimed for.

## **Offensive/Defensive Tactics**

Before each panel, a hero may choose to be in a neutral posture, an offensive posture or defensive posture. An offensive or defensive stance increases skill in one aspect of combat (offense or defense), and decreases the same skill by an equal amount for the other aspect of combat. There are five basic tactical options:

- ◆ **Fully Offensive:** +2 to offense, -2 to defense
- ◆ **Somewhat Offensive:** +1 to offense, -1 to defense
- ◆ **Neutral:** Normal offense and defense
- ◆ **Somewhat Defensive:** -1 to offense, +1 to defense
- ◆ **Fully Defensive:** -2 to offense, +2 to defense

Each panel, a player chooses a combat stance. Each fighter then makes their opposed action rolls as normal, modifying them if they are rolling offense or defense accordingly.

## **PCs vs. NPCs**

If a PC is fighting an NPC, the Publisher can treat combat as an unopposed action by assuming the NPC will always get a result equal to her trait level. In this case, the PC will have to beat the NPC's trait in order to inflict damage. This option stresses the player characters' abilities by disallowing fluke rolls by NPCs.

## **Multiple Combatants in Melee**

When more than one opponent attacks a single fighter, they have a positional advantage. To reflect this, the lone fighter is at -1 to his rolls for each additional foe beyond the first, up to a maximum of -3. The lone fighter rolls once, and the result is compared with each of the opponents' rolled degrees, one after the other.

There's a limit to the number of foes that can simultaneously attack a single opponent. Six is about the maximum under ideal conditions, while only three or four can attack if using weapons or martial arts that require a lot of maneuvering space. If the lone fighter is in a doorway, only one or two fighters can reach him.

## **Rushing**

To rush an opponent, the opponent cannot be in the same sector as the hero, and the hero must be able to reach the opponent in one panel. If these two conditions are met, the hero attacks with his Fortitude level, gaining a +1 for each sector he moves into.

## **Ranged Combat**

Ranged combat may or may not be an opposed action.

If the target is unaware of the assault, the attacker makes an unopposed action roll to see if he hits his target. The Publisher sets the difficulty level based on distance, lighting, cover, and so on. Do not modify the attacker's Coordination for range, partial cover, or other circumstances — that's included in the difficulty level. Equipment such as a laser sighting scope can modify the attacker's Coordination, though.

If the defender is aware of the attack, it's an opposed action: the attacker's Coordination against the defender's Coordination. (A difficulty level for range, lighting, and so on, is still set by the Publisher, and is the minimum rolled degree needed to hit.) If the ranged weapon is thrown, there is no modifier to the defense roll. However, a propelled weapon, such as a bow, gun, or beam weapon, is much harder to avoid. In this case, reduce the defender's Coordination by -2 or -3. Of course, the defender may decline to dodge, but shoot back instead. In this case, the action is unopposed — making the difficulty level is all that is needed to hit.

## **Range**

Weapons all have a range, a maximum number of sectors that they're effective at. A weapon that is fired or thrown beyond its range automatically misses.

Firearms and other propelled weapons have a listed range of sectors – see Chapter 5. Thrown weapons have a range of sectors equal to the character's Brawn level value (0 or less can only throw within the same sector). Weapons specifically designed to be thrown add +1 to the number of sectors it can be thrown. Powers have a range equal to its level value.

## **Wounds**

Combat damage to a character can be described as being at one of seven stages of severity.

- ◆ **Undamaged:** No wounds at all. The character is not necessarily healthy — he may be sick, for example. But he doesn't have a combat wound that's recent enough to be bothering him.
- ◆ **Bruised/Scratched:** No real game effect, except to create tension. This may eventually lead to being Stunned or Hurt if the character is hit enough times.
- ◆ **Stunned/Hurt:** The character is wounded significantly, enough to slow him down: -1 to all traits which would logically be affected (for 1 panel for a character who is Stunned, but a Hurt character has the penalty until he is healed up to a Scratch).
- ◆ **Very Stunned/Very Hurt:** The character is seriously hurt, possibly stumbling: -2 to all traits which would logically be affected (for 2 panels for a character who is Very Stunned, but a Very Hurt character has the penalty until healed).
- ◆ **Incapacitated:** The character is so badly wounded as to be incapable of any actions, except possibly dragging himself a few feet every now and then or gasping out an

important message. A lenient Publisher can allow an Incapacitated character to perform such elaborate actions as opening a door or grabbing a power core.

- ♦ **Near Death:** The character is not only unconscious, he'll die at the end of the scene without medical help.
- ♦ **Dead:** The character is no more. Of course, in comic books, death is rarely permanent...

Sometimes you don't have to roll the dice. Holding a knife to a helpless character's throat is a good example — there's no roll needed to kill such a character.

## **Stun and Lethal Damage**

There are two types of damage: stun and lethal. Stun damage results from punches and other bashing attacks. It causes bruising, stunning, and knockouts, but causes no real lasting harm. Lethal damage results from bullets, knives, fire, and other potentially lethal sources of damage. It causes wounds (Scratched, Hurt, and Very Hurt results) and can potentially kill.

## **Wound Factors**

When determining how wounded a character is when hit in combat, take into consideration all of the following factors.

### **Offensive factors**

- ♦ The degree of success the attack succeeded by is one factor — the better the hit, the greater likelihood of damage. A degree of success of +1 means you probably hit somewhere that isn't life-threatening. Scoring a hit with a +3 could mean somewhere vital.
- ♦ The weapon used is also a factor. For improvised thrown objects, the material value adds to the damage – the harder the substance, the more it hurts when it hits. Otherwise, it's relative to the nature of the weapon: a sword does more damage than a knife, and a .38 usually does more damage than a .22. Example weapon offensive factors can be found in Chapter 5.
- ♦ For unarmed attacks, melee weapons, and muscle-powered ranged weapons like bows and slings, the strength of the attack is also a factor. It's determined by the attacker's Brawn ability value: stronger folks tend to hit harder. This is reduced by -1 if the attack is unarmed.

### **Defensive factors**

- ♦ Characters subtract their Fortitude level value from any stun damage that they suffer, but not from lethal damage. Note that this means characters with negative Fortitude values actually take *more* stun damage than normal; they're especially fragile and easily hurt.
- ♦ Armor, Force Fields, and other defensive powers subtract their level value from lethal damage (and from stun damage as well, if their power level is greater than the character's

Fortitude). Example armor levels can be found in Chapter 5.

## Determining Wound Level

To determine how much damage is done in a given panel, the following formula may be used:

$$\text{Damage} = \text{winner's offensive damage factors} - \text{loser's defensive damage factors}$$

The damage is compared to a chart to determine what kind of wound is received.

Damage	0	1-2	3-4	5-6	7-8	9
Stun	None	Bruised	Stunned	Very Stunned	Incapacitated	Near Death
Lethal	None	Scratched	Hurt	Very Hurt	Incapacitated	Near Death

The numbers above the wound levels represent the amount of damage needed in a single blow to inflict the wound listed under the number. For example, a blow of 3 or 4 points Hurts the character, while a blow of 5 or 6 points inflicts a Very Hurt wound. If it's zero or less, no Wounds result.

## Recording Wounds

Once the final damage is determined, it is recorded on the wounded hero's character sheet. When a wound is received, mark off the appropriate box. A character can suffer up to three Scratched or Bruised results, one Hurt/Stunned, one Very Hurt/Very Stunned, one Incapacitated, and one Near Death. If a character takes a level of damage that's already checked off, it becomes one level higher: a character that has already suffered three Stunned results who suffers another Stunned result is Very Stunned instead.

A Scratched/Bruised result has no game effect; the character took some minor damage, but isn't impaired in any way. A character who is Stunned is at -1 on all actions for 1 panel. A character who is Hurt is at -1 on all actions until healed. A character who is Very Stunned is at -2 on all actions for 2 panels. A character who is Very Hurt is at -2 on all actions until healed. A character who is Incapacitated is incapable of any actions except very minor ones, and a character who is Near Death can do nothing unless someone offers them medical help.

Never add boxes for cannon-fodder NPCs (though you may wish to do so for major NPCs). In fact, NPC minions don't even need the system above. A simple three-stage system of Undamaged, Hurt, and Incapacitated is good enough for most of them. Simply make a mark under an NPC's name for Hurt, and cross out the name for Incapacitated.

## Knockout and Pulling Punches

The Publisher may decide that a successful Good blow (or better) to the head with stun damage knocks someone out instead of inflicting a wound. In an opposed action, the Good blow would



also have to win the combat.

Likewise, a player may choose to have his character do reduced damage in any given attack. This is known as “pulling your punch.” To pull your punch, simply announce the maximum wound level you will do if you are successful. A hero can say he is going for a Bruise in order to deliver a warning to a villain, for example. In this case, even if he wins the opposed action by +8, the worst he can do is rough up his foe a little.

## **Healing**

Wounds are healed through time, a medical skill, or a power.

A Scratch is too insignificant to require a roll. Scratches are usually erased after a battle, provided the characters have five or ten minutes to attend to them. All stun damage (Bruised, Stunned, and Very Stunned) also heals after a battle in the same way.

A Fair result on a healing power (or an Intellect roll with a skill like Medicine) heals all wounds one level – Hurt to healed, Very Hurt to Hurt, and so on. A Good result heals all wounds two levels, and a Great result heals three levels. Scratches do not count as a level for healing purposes: a Hurt wound that is healed one level is fully healed. Characters without a medical skill can only heal wounds one level on an Intellect roll.

All Wounds are healed between arcs. If natural healing during an arc is a concern, wounds heal on their own at one wound level per week of rest. That is, after a week of rest, a Very Hurt character becomes Hurt, and so on. The Publisher may also require a successful roll against Fortitude: Fair difficulty level for Hurt, Good difficulty level for Very Hurt, and Great difficulty level for Incapacitated. Failing this roll slows the healing process. Someone who is Near Death should take a very long time to heal, regardless of powers or technology.

## Chapter 5: Vehicles and Equipment

### Weapon Table

Here are some example weapons for *Marvelous Superheroes*.

Weapon	Stun/Lethal	Range	Offensive Factor	Min. Lifestyle
Axe	Lethal	0	+1 (B)	Fair
Battleaxe	Lethal	0	+2 (B)	Good
Bazooka	Lethal	20	+10	Superb
Blackjack	Stun	0	0 (B)	Poor
Bow	Lethal	4	+1 (B)	Fair
Brass knuckles	Stun	0	0 (B)	Poor
Broadsword	Lethal	0	+1 (B)	Good
Crossbow	Lethal	4	+1	Good
Derringer	Lethal	1	0	Fair
Knife	Lethal	0	0 (B)	Fair
Large club	Stun	0	+1 (B)	Terrible
Large pistol	Lethal	5	+2	Good
Large rifle	Lethal	10	+5	Great
Pistol	Lethal	4	+2	Fair
Polearm	Lethal	0	+2 (B)	Fair
Rifle	Lethal	8	+4	Good
Shotgun	Lethal	2	+4	Good
Sling	Stun	Brawn value +1	0 (B)	Poor
Spear	Lethal	0	+1 (B)	Fair
Thrown object	Stun	Brawn value	Material value	Terrible

*(B) means that Brawn level value adds as an additional offensive factor when using this weapon.*

### Armor

Light, pliable non-metal armor is considered to be Fair (+1). Heavy, rigid non-metal armor or light metal armor is considered Good (+2). Medium metal armor is considered to be Great (+3), and heavy metal armor is Superb (+4).

### Grenades

The following is a small selection of sample grenades, each designed for a specialized purpose. Publishers and players should use the described grenades as guidelines and inspiration for grenades of their own design.

## **Anti-Arcane**

This grenade is specially designed to disrupt magical powers and abilities. Any character with the Magic power that is in the same or adjacent sector as the detonated grenade must roll their Willpower against a difficulty level of Fantastic, the grenade's effective Nullification Rank Value. If the hero fails the roll, his Magic power is disrupted and will not work this panel.

## **Frag**

Great damage to all targets in the affected sector; Fair damage to all targets in adjacent sectors. Reduce the level of affected targets' Armor by -1 when calculating defensive factors.

## **Incendiary**

This grenade explodes in a burst of fire – this grenade mimics the Elemental Generation (Fire) power at Superb for purposes of control and absorption power use. All targets in the affected sector suffer Superb damage; targets in adjacent sectors suffer Good damage. The Armor power and devices granting the power, unless designed to resist fire, do not work against this attack.

## **Lightning**

This grenade explodes in a burst of electricity – this grenade mimics the Energy Generation (Electricity) power at Superb for purposes of control and absorption power use. All targets in the affected sector suffer Superb damage; targets in adjacent sectors suffer Good damage. The Armor power and devices granting the power, unless designed to resist electrical attacks, do not work against this attack.

## **Paralytic**

All characters in the sector in which this grenade detonates must roll their Fortitude to resist (Good within the sector; Fair outside of it). If the roll fails, the target is paralyzed – knocked down and unconscious – for 5 panels.

## **Scream**

All targets within 6 sectors of a detonated scream grenade must roll using their Awareness against a difficulty of Good. If the roll fails, the target is knocked down and unconscious for 5 panels. If the roll succeeds with a degree of success of 2 or less, the target is Stunned and suffers a -2 penalty until the end of their next panel. If the roll succeeds with a degree of success of 3 or more, the target avoids the effect of the grenade.

## **Stench Gas**

All targets within 6 sectors of a detonated stench gas grenade must roll using their Fortitude against a difficulty of Good. If the roll fails, the target is knocked down and unconscious for 5 panels. If the roll succeeds with a degree of success of 2 or less, the target is Stunned and suffers a -2 penalty until the end of their next panel. If the roll succeeds with a degree of success of 3 or more, the target avoids the effect of the grenade.

## **Example Special Equipment**

The following are some examples of special equipment to inspire your own creations.

### **Omphalos IX Precision-Fire Rifle**

A personal weapon of the vigilante Wire, the Omphalos IX was created in the dark future world of tomorrow. Before its destruction (at the hands of Wire himself, so that the weapon's technology would not fall into enemy hands), the Omphalos IX proved itself a capable, dangerous weapon able to knock down even the toughest of armored opponents.

**Range:** 20 Sectors.

**Offensive Factor:** +4.

**Accurate:** The Omphalos IX is equipped with an advanced scope and laser targeting designator that grants the user a +2 bonus to Coordination when attacking.

**Armor Piercing:** The Omphalos IX's armor piercing rounds reduce the effectiveness of Armor; reduce the level value of any target's Armor by -2.

**Limited Ammo:** The Omphalos IX requires ammunition. The weapon's magazine holds 30 rounds; replacing a magazine requires 4 panels. Extra magazines and ammunition are difficult to locate, though new ammunition can be created (in the proper weapons' shop or laboratory) by someone with the proper skill (Weaponsmithing, Science, Engineering, and so on). One hour of work yields 90 rounds.

**Range Drawback:** As a precision ranged weapon, the Omphalos IX is poorly suited to close-in fighting. When used to attack a target within 12 sectors, the user's Coordination is reduced by -2.

### **Shrouded Relay**

The Shrouded Relay is an external communicator worn on the head. A superscience device that grants its wearer limited telepathic and psychic powers, the Shrouded Relay is especially valuable to those who find themselves going up against opponents known to possess Mind Control abilities. The device fits snugly, held in place with a micro-fiber that wraps around the wearers head and secures to a brace worn beneath the user's armor or clothing.

A fairly uncommon device, hundreds of Shrouded Relays have been manufactured and sold to the world's heroes, villains, and foreign militaries. Each Shrouded Relay must be properly tuned to

## *Marvelous Superheroes*

work with other Relays; failure to do so prevents the user from communicating telepathically with others of his team.

**Telepathy:** An advanced science device, the Shrouded Relay enables its wearer to communicate telepathically with anyone else wearing a Shrouded Relay; the wearer gains Legendary Telepathy but does not gain the ability to read minds. A character who possesses Telepathy who uses this device gains a +1 bonus to his innate Telepathy.

**Trait Increase:** The wearer gains Trait Increase (Willpower) for as long as this device is worn. A character who possesses Trait Increase (Willpower) who uses this device gains a +1 bonus to his Willpower level.

**Tuned:** The device must be tuned. This requires a toolkit, the proper skill (Science, Engineering, Communications, and so on), and ten minutes for each Shrouded Relay in the set.

**Mind Shield:** The Shrouded Relay grants the wearer Superb Mind Shield for as long as the device is worn.

**Psychic Scars:** Each time the wearer uses the Shrouded Relay's Telepathy power, the character must make a Willpower roll; on a failure, the character becomes Very Stunned.

## **Voltaic-Concussion Fist**

Built in the last days of the twentieth century, the Voltaic-Concussion Fist was originally conceived as an anti-powers weapon with enough strength to provide a talented normal with the ability to engage one-on-one with a powered villain. Built for the United States government's anti-powers agency, StopGAP, the Fist was used in a few test missions but was deemed too expensive for regular service and, eventually, the project was shelved.

Less than a dozen Voltaic-Concussion Fist prototypes were manufactured before the project was closed down. While most of the devices remain locked away in a secure government facility, at least three are known to have found their way onto the black market. Where these three Fists are today is unknown.

**Energy Generation:** The Voltaic-Concussion Fist grants the wearer Superb Energy Generation (Electrical). If worn by a character that possesses Elemental/Energy Control of the matching elemental or energy type, the Voltaic-Concussion Fist grants +1 level to the character's innate power for as long as the device is worn.

**Draining:** The Voltaic-Concussion Fist is a powered device that must be attached to a specialized backpack. The backpack carries enough power for 20 uses before it must be recharged. Recharging the device requires an advanced energy supply (found in most special labs but not in your garage) and an entire scene. A power belt may be used in place of the backpack; the belt provides enough power for 10 uses and requires a scene to recharge. A user may wear both the belt and backpack, though the Fist can only be connected to one of the two power sources at a time; switching between power sources requires a panel.

## **Vehicles**

Except for those with special movement powers, characters will need to rely on vehicles if they want to quickly cross long distances. All vehicles are defined by three vehicle traits.

**Structure:** This vehicle trait is inherent to all vehicles, which can be wounded like a person – three Scratches, one Broken (like Hurt, -1 to all vehicle trait rolls), one Very Broken (like Very Hurt, -2 to all vehicle trait rolls), one Incapacitated, and one Nearly Destroyed wound. Stun damage has no effect on a vehicle. The structure is decreased as the vehicle takes damage and increased when the vehicle is repaired. Repairs are done the same way as healing (using Intellect), and all vehicle damage is repaired between arcs.

**Durability:** This vehicle trait acts as armor, reducing the damage the vehicle and characters inside the vehicle suffer from an attack by its level value.

**Handling:** This vehicle trait measures the agility of a vehicle. Performing sharp turns or other unusual maneuvers is handled with this trait; if the Handling roll is a success, the maneuver succeeded. If the maneuver fails, the vehicle crashes.

**Velocity:** This vehicle trait measures the number of sectors a vehicle may move in a single panel. This vehicle trait uses a numerical score, not a level.

## **Vehicle Combat**

Vehicles are attacked like characters; roll the attack and apply damage if the attack hits.

## **Crashing**

When a vehicle crashes, its operator must roll for the severity of the crash. Roll the operator's Coordination. On a failed roll, the vehicle crashes into an appropriate object, character, or vehicle (as determined by the Publisher) in the same sector in which the maneuver was attempted. If the vehicle crashes into a character or other vehicle, there is a chance for the vehicle to avoid the crash (see "Collisions"). On a successful roll, the vehicle crashes in an adjacent sector in which the maneuver was attempted.

For purposes of damage inflicted/suffered, a crash is treated like a collision. If there is nothing but ground to hit in the sector, the vehicle crashes into the ground (Superb material value).

## **Collisions**

When a vehicle hits something (a character, wall, another vehicle, and so on), it is considered a collision. A vehicle's operator may choose to purposefully hit an object (ram), and roll against the selected target must roll Coordination if on foot or the vehicle's vehicle Handling if operating a vehicle.

The struck object receives an offensive factor equal to the vehicle's Durability level value, and the striking vehicle receives an offensive factor depending on what was hit:

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- ♦ **Character:** If the character has armor (either worn or natural), the offensive factor is equal to the armor's level value.
- ♦ **Vehicle:** The vehicle suffers an offensive factor equal to the second vehicle's Durability level value.
- ♦ **Object:** The vehicle suffers an offensive factor equal to the material value of the hit object.

Characters inside a vehicle that is involved in a collision suffer a +1 offensive factor for every sector the vehicle moved that panel prior to the collision.

A vehicle involved in a collision moves no further that panel.

### **Sample Vehicles**

The following is a small selection of vehicles. The Publisher should use these as a point of reference for vehicles of his own design.

<b>Vehicle</b>	<b>Durability</b>	<b>Handling</b>	<b>Velocity</b>
Compact Car	Good	Fair	6
Sports Car	Good	Superb	12
Private Jet	Great	Good	20

## **Chapter 6: Character Development**

As a superhero game, character advancement is slightly out-of-genre and not completely appropriate. For those of you that like advancement, though, characters may improve their traits and powers in two ways – through subjective and objective development.

### **Subjective Development**

When the player feels the character has accomplished enough to warrant improving in some trait, he petitions the Publisher for permission to raise it. A trait can only be raised one level at a time. A trait must be used more to raise it from Good to Great than Fair to Good, and so on. Or the Publisher can simply award an improvement in a trait she feels deserves to be raised. This is particular appropriate for increasing (or decreasing!) the Repute ability.

### **Objective Development**

In the Objective Character Development system, the Publisher can award experience points (XP), which the player can trade in any way he wants at the following rates.

<b>From</b>	<b>To</b>	<b>Costs</b>
Terrible	Poor	3 XP
Poor	Mediocre	3 XP
Mediocre	Fair	3 XP
Fair	Good	6 XP
Good	Great	12 XP
Great	Superb	24 XP
Superb	Fantastic	48 XP
Fantastic	Legendary	90 XP
Legendary	Monumental	150 XP
Monumental	Astonishing	240 XP

**Buying a new power:** 12 XP.

**Buying a new skill or contact:** 12 XP.

**Buying a new advanced skill:** 24 XP.

A trait can only be raised one level at a time.

As a guideline, 1 to 5 XP should be rewarded per issue, depending on goals accomplished, good roleplaying, and how much people contributed to the latest issue.



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