

GUIDED METHOD: STEP BY STEP

MAKE THESE WORK FOR YOUR HERO!
IF NONE OF YOUR OPTIONS FIT YOUR IDEA OF YOUR HERO, YOU CAN RE-ROLL YOUR DICE ONCE DURING EACH PHASE OF THE PROCESS.

STEP 1 BACKGROUND (PAGE 49)

TO BEGIN: ROLL \diamond_{10} \diamond_{10} . USING ONE OF THE TWO \diamond_{10} YOU JUST ROLLED, OR BY ADDING THEM TOGETHER, SELECT A **BACKGROUND**, RECORDING IT IN THE CHARACTERISTICS SECTION OF YOUR HERO SHEET. THAT PROVIDES YOU WITH SOME OF YOUR QUALITIES (DETAILS ON PAGE 44), A PRINCIPLE (DETAILS ON PAGE 45), AND A NEW SET OF DICE TO ROLL FOR POWER SOURCE FOR THE NEXT STEP.



STEP 2 POWER SOURCE (PAGE 57)

ROLL THE DICE YOU GAINED FROM YOUR BACKGROUND TO SELECT A **POWER SOURCE**, RECORDING IT IN THE CHARACTERISTICS SECTION OF YOUR HERO SHEET. THE SIZE OF DICE YOU JUST ROLLED PROVIDES YOU WITH SOME OF YOUR POWERS (DETAILS ON PAGE 44). YOU ALSO RECEIVE SOME YELLOW ABILITIES, OTHER ABILITIES, OR QUALITIES, AND DICE TO ROLL FOR YOUR ARCHETYPE FOR THE NEXT STEP.



STEP 3 ARCHETYPE (PAGE 73)

ROLL THE DICE YOU GAINED FROM YOUR POWER SOURCE TO SELECT AN **ARCHETYPE**, RECORDING IT IN THE CHARACTERISTICS SECTION OF YOUR HERO SHEET. THE SIZE OF DICE YOU JUST ROLLED PROVIDES YOU WITH MORE POWERS AND/OR QUALITIES. IT ALSO PROVIDES GREEN ABILITIES, SOMETIMES OTHER ABILITIES, A SECOND PRINCIPLE, AND A NEW SET OF DICE TO ROLL FOR YOUR PERSONALITY FOR THE NEXT STEP.



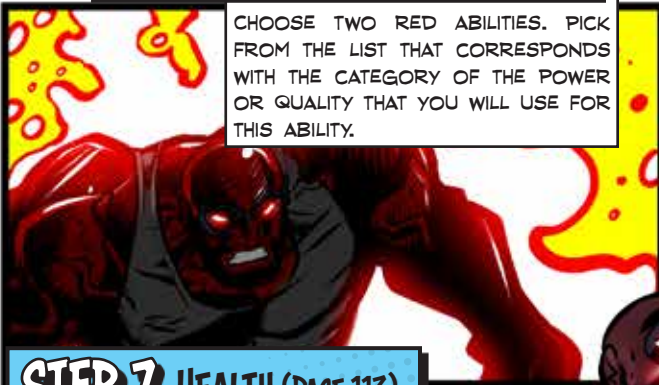
STEP 4 PERSONALITY (PAGE 101)

ROLL THE DICE YOU GAINED FROM YOUR ARCHETYPE TO SELECT A **PERSONALITY**. RECORD YOUR PERSONALITY IN YOUR HERO SHEET'S CHARACTERISTICS SECTION. IT PROVIDES YOU WITH YOUR STATUS DICE AND AN OUT ABILITY. YOU ALSO TAKE A \triangle_{8} CORE CHARACTER QUALITY OF YOUR CHOICE, AS EXPLAINED ON PAGE 121.



STEP 5 RED ABILITIES (PAGE 106)

CHOOSE TWO RED ABILITIES. PICK FROM THE LIST THAT CORRESPONDS WITH THE CATEGORY OF THE POWER OR QUALITY THAT YOU WILL USE FOR THIS ABILITY.



STEP 6 RETCON (PAGE 112)

TAKE ONE RETCON FROM THE FOLLOWING LIST:

- AN EXTRA RED ABILITY
- SWAP TWO DICE IN YOUR POWERS AND/OR QUALITIES
- SWAP AN ABILITY TO USE A DIFFERENT POWER OR QUALITY
- INCREASE YOUR RED STATUS DIE BY ONE SIZE (MAXIMUM \triangle_{12})
- ADD ANY \square_{6} POWER OR QUALITY OF YOUR CHOICE
- SWAP ONE OF YOUR PRINCIPLES FOR ANY OTHER

STEP 7 HEALTH (PAGE 113)

ADD UP THE FOLLOWING NUMBERS: 8 + THE MAXIMUM OF YOUR RED STATUS DIE + THE MAXIMUM OF YOUR CHOICE OF ANY ONE ATHLETIC POWER OR MENTAL QUALITY (OR A \triangle_{4} IF YOU HAVE NONE) + THE RESULT OF ROLLING \triangle_{8} (IF YOU DON'T WANT TO ROLL, JUST USE 4). THIS TOTAL IS YOUR TOTAL HEALTH. USE THE CHART ON PAGE 113 TO DETERMINE YOUR GREEN, YELLOW, AND RED HEALTH RANGES.



STEP 8 FINISHING TOUCHES (PAGE 114)

FILL IN THE FINAL DETAILS OF YOUR HERO: NAME, ALIAS, DESCRIPTION, AND NEW NAMES FOR YOUR ABILITIES.

CHECK OUT PAGES 115-120 FOR FURTHER EXPLANATIONS OF EACH OF THESE POWERS AND QUALITIES.

POWERS

ATHLETIC*

Agility
Speed
Strength
Vitality

ELEMENTAL/ENERGY

Cold
Cosmic
Electricity
Fire
Infernal
Nuclear
Radiant
Sonic
Weather

HALLMARK**

Invented Power with GM's permission
Signature Vehicle
Signature Weaponry

INTELLECTUAL

Awareness
Deduction
Intuition
Lightning Calculator
Presence

MATERIALS

Metal
Plants
Stone
Toxic
Transmutation

SELF CONTROL

Absorption
Density Control
Duplication
Elasticity
Intangibility
Invisibility
Part Detachment
Shapeshifting
Size-Changing

PSYCHIC

Animal Control
Illusions
Precognition
Postcognition
Remote Viewing
Suggestion
Telekinesis
Telepathy

MOBILITY

Flight
Leaping
Momentum
Swimming
Swinging
Teleportation
Wall-Crawling

TECHNOLOGICAL

Gadgets
Inventions
Power Suit
Robotics

QUALITIES

INFORMATION

Criminal Underworld Info
Deep Space Knowledge
History
Magical Lore
Medicine
Otherworldly Mythos
Science
Technology

MENTAL*

Alertness
Conviction
Creativity
Investigation
Self-Discipline

SPECIAL**

Roleplaying Quality: a unique Quality that sums up your hero

PHYSICAL

Acrobatics
Close Combat
Finesse
Fitness
Ranged Combat
Stealth

SOCIAL

Banter
Insight
Imposing
Leadership
Persuasion

* Powers/qualities from these categories are used to increase starting Health.

** These powers/qualities require customization to the hero.

INTRO

PLAYING THE GAME

CREATING HEROES

MODERATING THE GAME

THE BULLPEN

ADVENTURE ISSUES

THE ARCHIVES

APPENDICES

BACKGROUNDS

QUICK REFERENCE

#	BACKGROUND	QUALITIES	PRINCIPLE CATEGORY	DICE	PAGE
1	UPPER CLASS	Fitness, Persuasion, any Mental	Responsibility	10, 8, 8	49
2	BLANK SLATE	Any Mental or Physical	Identity	10, 8, 8	49
3	STRUGGLING	Banter, Criminal Underworld Info, any Physical	Responsibility	8, 8, 6	50
4	ADVENTURER	History, Leadership, any Physical	Expertise	8, 8, 8	50
5	UNREMARKABLE	Close Combat, any Mental or Social	Identity	10, 8, 6	50
6	LAW ENFORCEMENT	Close Combat, Criminal Underworld Info, Ranged Combat, any Mental or Social	Responsibility	10, 8, 6	50
7	ACADEMIC	Leadership, Self-Discipline, any Information	Expertise	10, 8	51
8	TRAGIC	Banter, Close Combat, Imposing, any Mental	Ideals	10, 10, 6	51
9	PERFORMER	Acrobatics, Creativity, Finesse, any Social	Responsibility	10, 8, 6	51
10	MILITARY	Leadership, Self-Discipline, any Physical	Ideals	10, 8, 8	52
11	RETIRED	Any Information or Social	Identity	12, 6, 6	52
12	CRIMINAL	Criminal Underworld Info, Imposing, any Physical	Expertise	8, 8, 8	52
13	MEDICAL	Medicine (Required), Finesse, Science, Technology, any Mental	Expertise	10, 8, 8	52
14	ANACHRONISTIC	History, Magical Lore, Technology, any Physical	Esoteric	10, 8, 6	53
15	EXILE	Conviction, Insight, any Information	Ideals	8, 8, 8	53
16	FORMER VILLAIN	Conviction, any Information or Social	Expertise	10, 8, 8	53
17	INTERSTELLAR	Any Information or Mental	Esoteric	10, 8, 6	53
18	DYNASTY	Close Combat, Fitness, History, any Social	Ideals	8, 8, 6	54
19	OTHERWORLDLY	Magical Lore, Otherworldly Mythos, any Mental	Esoteric	10, 6, 6	54
20	CREATED	Alertness, Science, Technology, any Physical	Expertise	10, 10, 6	54

POWER SOURCES QUICK REFERENCE

#	POWER SOURCE	POWERS	DICE	PAGE
1	ACCIDENT	Any Athletic, Elemental/Energy, Intellectual, Materials, Psychic, or Self Control	12 6	57
2	TRAINING	Gadgets, Signature Vehicle, Signature Weaponry, or any Athletic or Intellectual	10 8 8	58
3	GENETIC	Agility, Flight, Signature Weaponry, Strength, Vitality, any Intellectual or Psychic	10 8 8	58
4	EXPERIMENTATION	Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility or Self Control	8 8 8	59
5	MYSTICAL	Awareness, Flight, Presence, Signature Weaponry, Teleportation, any Elemental/Energy, Materials, Psychic, or Self Control	10 8 8	59
6	NATURE	Animal Control, Cold, Electricity, Fire, Flight, Leaping, Shapeshifting, Swimming, Swinging, Wall-Crawling, Weather, any Athletic or Materials	10 8 8	60
7	RELIC	Awareness, Intuition, Signature Vehicle, Signature Weaponry, any Elemental/Energy, Materials, Mobility, Psychic, or Self Control	10 10 6	61
8	POWERED SUIT	Power Suit (required), Awareness, Cold, Elasticity, Electricity, Fire, Lightning Calculator, Nuclear, Part Detachment, Signature Vehicle, Signature Weaponry, any Athletic or Mobility	10 6 6	62
9	RADIATION	Nuclear, Signature Vehicle, Signature Weaponry, any Athletic, Self Control, or Technological	10 8 6	63
10	TECH UPGRADES	Signature Vehicle, Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility, or Technological	10 8 8	64
11	SUPERNATURAL	Awareness, Cold, Electricity, Fire, Infernal, Plants, Presence, Radiant, Strength, Transmutation, Vitality, Weather, any Mobility, Psychic, or Self Control	10 10 6	65
12	ARTIFICIAL BEING	Inventions, Robotics, Signature Vehicle, Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility, or Self Control	10 8 8	66
13	CURSED	Signature Weaponry, any Athletic, Elemental/Energy, Materials, or Self Control	12 6	67
14	ALIEN	Signature Vehicle, Signature Weaponry, any Athletic, Elemental/Energy, Intellectual, Mobility, Psychic, or Technological	8 8 8	67
15	GENIUS	Inventions, Robotics, Signature Vehicle, Signature Weaponry, any Intellectual	10 6 6	68
16	COSMOS	Cosmic, Intuition, Signature Vehicle, Signature Weaponry, any Mobility, Psychic, Self Control, or Technological	10 8 8	68
17	EXTRADIMENSIONAL	Cosmic, Duplication, Infernal, Intangibility, Invisibility, Radiant, Signature Vehicle, Signature Weaponry, Transmutation, Teleportation, any Intellectual, or Psychic	12 6	69
18	UNKNOWN	Any Elemental/Energy, Intellectual, Materials, Self Control, or Technological	10 8 6	69
19	HIGHER POWER	Any Athletic, Elemental/Energy, Material, Psychic, or Self Control	10 8 8	70
20	THE MULTIVERSE	Awareness, Cosmic, Intuition, Speed, any Psychic, Self Control, or Teleportation	10 8 6	70

ARCHETYPES QUICK REFERENCE

#	ARCHETYPE	POWERS / QUALITIES	PRINCIPLE	PAGE
1	SPEEDSTER	Speed (required), Agility, Intangibility, Lightning Calculator, Vitality, any Mobility powers / any Mental or Physical qualities	Expertise	73
2	SHADOW	Stealth (required), Intangibility, Invisibility, Signature Weaponry, any Athletic powers / any Physical qualities	Expertise	74
3	PHYSICAL POWERHOUSE	Strength (required), Density Control, Leaping, Signature Weaponry, Size-Changing, any Athletic powers / any Physical or Social qualities	Expertise	75
4	MARKSMAN	Signature Weaponry (required), Signature Vehicle, Swinging, any Athletic, Intellectual powers, or Technological powers / any Information, Mental, or Physical qualities	Responsibility	76
5	BLASTER	Elemental/Energy (required), Signature Weaponry, any Elemental/Energy, Mobility, or Technological powers / any Mental or Physical qualities	Esoteric	77
6	CLOSE QUARTERS COMBAT	Close Combat quality (required); Signature Weaponry, any Athletic, Mobility powers, or Technological powers / any Physical or Social qualities	Responsibility	78
7	ARMORED	Signature Vehicle, Signature Weaponry, any Athletic, Intellectual, Materials, Mobility, or Technological powers / any Physical or Social qualities	Expertise	79
8	FLYER	Flight or Signature Vehicle (required), Signature Vehicle, Signature Weaponry, any Athletic, Mobility, or Technological powers / Information or Physical qualities	Ideals	80
9	ELEMENTAL MANIPULATOR	Elemental/Energy (required), Absorption, Flight, Leaping, Swimming, Signature Vehicle, Signature Weaponry, Transmutation, any Elemental/Energy powers/ Magical Lore, Science, any Mental or Physical qualities	Esoteric	81
10	ROBOT/ CYBORG	Signature Vehicle, Signature Weaponry, any Athletic, Intellectual, Mobility, Self Control, Technological powers / any Information or Mental qualities	Expertise	82
11	SORCERER	Any Elemental/Energy, Materials, Mobility, Psychic powers, or Self Control powers / any Information or Mental qualities	Esoteric	83
12	PSYCHIC	Any Psychic power (required), any Intellectual, Materials, Psychic, or Self Control powers / any Information or Mental qualities	Esoteric	84
13	TRANSPORTER	Any Mobility power or Signature Vehicle (required), any Athletic, Mobility, Psychic powers, or Technological powers / any Physical or Social qualities	Expertise	85
14	MINION-MAKER	Duplication, Inventions, Part Detachment, Robotics any Elemental/Energy, Materials powers / any Information or Mental qualities	Expertise	86-88
15	WILD CARD	Signature Vehicle, or Signature Weaponry, any Athletic, Intellectual, Mobility, any Self Control powers / any Physical or Social qualities	Ideals	89
16	FORM-CHANGER	Any Self Control power (required), any Athletic, Mobility, Self Control, or Technological powers / any Information or Physical qualities	Esoteric	90-91
17	GADGETEER	Signature Vehicle, Signature Weaponry, any Intellectual power (required), Mobility, Psychic, or Technological powers / any Information or Mental qualities	Identity	92
18	REALITY SHAPER	Density Control, Intangibility, Invisibility, Speed, Teleportation, Transmutation, any Intellectual, Psychic, or Technological powers / any Information or Mental qualities	Expertise	93
19	DIVIDED	Varies	Responsibility	94-95
20	MODULAR	Varies	Varies	96-98

PERSONALITIES QUICK REFERENCE

#	PERSONALITY	GREEN	YELLOW	RED	PAGE
1	LONE WOLF	8	8	8	101
2	NATURAL LEADER	6	8	10	101
3	IMPULSIVE	6	6	8	101
4	MISCHIEVOUS	6	8	8	101
5	SARCASTIC	8	8	8	102
6	DISTANT	10	8	6	102
7	STALWART	8	8	8	102
8	FAST TALKING	6	8	10	102
9	INQUISITIVE	6	8	10	102
10	ALLURING	6	8	10	102
11	STOIC	6	8	10	102
12	NURTURING	6	6	12	103
13	ANALYTICAL	10	8	6	103
14	DECISIVE	8	8	8	103
15	JOVIAL	6	8	10	103
16	CHEERFUL	10	8	6	103
17	NAIVE	6	6	12	103
18	APATHETIC	6	8	10	103
19	JADED	10	8	6	103
20	ARROGANT	10	8	6	103



STEP 5 RED ABILITIES

Choose two Red abilities. The Red abilities are grouped by power and quality category, but not just for convenience. You must have a die assigned to a power or quality in a category to use with an ability from that category. If an ability doesn't use a power or quality at all (like most Inherent abilities), you must have a power or quality rated **6** or higher in that category in order to take it.





Some Red abilities also specify that they can only be used with a specific power or quality instead of any from within that category.





ATHLETIC POWERS			
ICON	NAME	TYPE	GAME TEXT
	Major Regeneration	A	Hinder yourself using Vitality. Use your Min die. Recover health equal to your Max+Mid dice.
	Paragon Feat	A	Overcome using [power] in a situation that requires you to be more than humanly capable, like an extreme feat of strength or speed. Use your Max+Min dice. Boost all nearby allies with your Mid die.
	Push Your Limits	I	You have no limit on amount of Reactions you can take. Each time you use a Reaction after the first one each turn, take 1 irreducible damage or take a minor twist.
	Reactive Strike	R	When you are Attacked and dealt damage, you may Attack the source of that damage by rolling your single [power] die, plus the amount of damage you take.

ELEMENTAL/ENERGY POWERS			
ICON	NAME	TYPE	GAME TEXT
	Charged Up Blast	A	Attack using [power] and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this Attack first, even if they are exclusive.
	Eruption	A	Attack up to three targets, one of which must be you, using [power]. Assign your Min, Mid, and Max dice as you choose among those targets.
	Improved Immunity	I	If you would take damage from [element/energy], ignore that damage and Recover that amount instead. Use the value of the damage to Boost yourself.
	Powerful Strike	A	Attack using [power]. Use your Max+Mid dice.
	Purification	A	Remove all bonuses and penalties from the scene. You cannot use this ability again this scene.
	Summoned Allies	A	Use [power] to create a number of 6 minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.





HALLMARK POWERS

ICON	NAME	TYPE	GAME TEXT
	Charged Up Blast	A	Attack using [Signature Weaponry] and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this Attack first, even if they are exclusive.
	Quick Exit	A	Attack using [Signature Vehicle]. Use your Max die. Hinder each nearby opponent with your Mid die. After using this ability, you and up to 2 allies may end up anywhere in the scene, even outside of the action.
	Sacrificial Ram	A	Attack up to three nearby targets using [Signature Vehicle]. Use your Max+Mid dice against each of them. You cannot use your Signature Vehicle power for the rest of this scene and until it is recovered/repaired.
	Ultimate Weaponry	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive. Attack using your Mid die plus that bonus.

INTELLECTUAL POWERS

ICON	NAME	TYPE	GAME TEXT
	Calculated Dodge	R	You may take 1 irreducible damage to reroll the dice pool of a target that is Attacking or Hinder you.
	Give Time	A	Boost another hero using [power]. If that hero has already acted for the turn, use your Max die, and that hero loses Health equal to your Min die. That hero acts next in the turn order.
	Reliable Aptitude	I	When taking any action using [power], you may reroll your Min die before determining effects.
	Unerring Strike	A	Attack using [power]. Use your Max+Min dice. Ignore all penalties on this attack, ignore any Defend actions, and it cannot be affected by Reactions.

MATERIALS POWERS

ICON	NAME	TYPE	GAME TEXT
	Field of Hazards	A	Hinder any number of targets in the scene using [power]. Use your Max+Min dice. If you roll doubles, also Attack each target using your Mid die.
	Impenetrable Defense	A	Defend using [power] against all Attacks against you until your next turn using your Max+Mid dice.
	Like the Wind	R	When you are Attacked and dealt damage, you may ignore that damage completely. If you do, treat the value of the damage as a Hinder action against you instead.
	Powerful Strike	A	Attack using [power]. Use your Max+Mid dice.
	Summoned Allies	A	Use [power] to create a number of  minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.

INTRO

PLAYING
THE GAME

CREATING
HEROES

MODERATING
THE GAME

THE
BULLPEN

ADVENTURE
ISSUES

THE
ARCHIVES

APPENDICES

107

STEP 5: RED ABILITIES

MOBILITY POWERS

ICON	NAME	TYPE	GAME TEXT
	Calculated Dodge	R	You may take 1 irreducible damage to reroll the dice pool of a target that is Attacking or Hindering you.
	Heroic Interruption	R	When an Attack deals damage to a nearby hero in the Red zone, you may take 6 irreducible damage to redirect that Attack to a target of your choice, other than the source of the Attack.
🛡️	Intercession	R	When multiple nearby heroes are Attacked, you may take all the damage instead. If you do, roll your [power] die + Red zone die and Defend against the Attack by the total.
👊👊	Take Down	A	Attack using [power]. Use your Max die. Then, Hinder that target using your Mid+Min dice.
🏠	Untouchable Movement	A	Boost yourself using [power]. Use your Max+Min dice. Then, you may end up anywhere else in the scene, avoiding any dangers between your starting and ending locations.



PSYCHIC POWERS

ICON	NAME	TYPE	GAME TEXT
👊👊	Dangerous Hinder	A	Hinder using [power]. Use your Max+Mid dice. If you roll doubles, also Attack the target using your Mid+Min dice and take damage equal to your Min die.
	Dire Control	A	Select a minion. That minion is now entirely under your control and acts at the start of your turn. If you are incapacitated, you lose control of this minion. You may also choose to release control of this minion at any time. At the end of the scene, this minion is defeated.
👊	Final Wrath	A	Attack using [power]. Use your Max+Mid+Min dice. Take a major twist.
🏠	Give Time	A	Boost another hero using [power]. If that hero has already acted for the turn, use your Max die, and that hero loses health equal to your Min die. That hero acts next in the turn order.
🛡️	Impenetrable Defense	A	Defend using [power] with your Max+Mid dice against all Attacks against you until your next turn.
	Impossible Knowledge	I	At the start of your turn, change any penalty into a bonus.
	Summoned Allies	A	Use [power] to create a number of 6 minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.

SELF CONTROL POWERS

ICON	NAME	TYPE	GAME TEXT
	Change Self	I	At the start of your turn, swap two of your power dice. They stay swapped until changed again or the scene ends.
🛡️📈	Empowerment	R	When you are Attacked, roll your single [power] die as a Defend against that Attack. Also Boost yourself with that same roll.
🛡️	Impenetrable Defense	A	Defend using [power] with your Max+Mid dice against all Attacks against you until your next turn.
📈⚕️	Major Regeneration	A	Hinder yourself using [power]. Use your Min die. Recover Health equal to your Max+Mid dice.
👊🛡️	Defensive Deflection	R	When you would be dealt damage, you may roll your single [power] die as a Defend against that damage and as an Attack against a nearby target other than the source of that damage.
📈📈📈	Mutable Form	A	Choose three basic actions. Use [power] in your pool and take one action with your Max die, a different action with your Mid die, and a third action with your Min die.
	Powerful Strike	A	Attack using [power]. Use your Max+Mid dice.
	Resurrection	I	Once per issue, if you would go to 0 Health, roll [power] + [any Physical or Mental quality] + Red zone die. Your Health becomes that number.
	Summoned Allies	A	Use [power] to create a number of 6 minions equal to your Mid die. Choose the one same basic action that they each perform. They all act at the start of your turn.

TECHNOLOGICAL POWERS

ICON	NAME	TYPE	GAME TEXT
👊	Combustion	A	Attack multiple nearby targets using [power]. Use your Max+Mid dice. Take irreducible damage equal to your Min die.
👊	Final Wrath	A	Attack using [power]. Use your Max+Mid+Min dice. Take a major twist.
📈	Full Defensive	A	Hinder yourself by rolling your single [power] die. You are immune to damage until the start of your next turn. You cannot use this ability again this scene.
📈👊	Ultimate Weaponry	A	Boost yourself using [power]. Use your Max die. That bonus is persistent and exclusive. Then, Attack using your Mid die plus that bonus.
👊	Unload	A	Attack multiple targets using [power], using your Max+Min dice. If you roll doubles, take a minor twist or damage equal to your Mid die.

INTRO

PLAYING
THE GAME

CREATING
HEROES

MODERATING
THE GAME

THE
BULLPEN

ADVENTURE
ISSUES

THE
ARCHIVES





APPENDICES

109








STEP 5: RED ABILITIES







INFORMATION QUALITIES

ICON	NAME	TYPE	GAME TEXT
	Critical Eye	A	Select a target. Boost using [quality]. Use your Max+Mid+Min dice. That bonus must be used against that target before the end of your next turn, or it is wasted.
	Discern Weakness	A	Remove a bonus on a target. Hinder that target using [quality]. Use your Max die, and that penalty is persistent and exclusive.
	Reliable Aptitude	I	When taking any action using [quality], you may reroll your Min die before determining effects.
	Specialized Info	A	Overcome using [quality]. Use your Max+Min dice.

MENTAL QUALITIES




ICON	NAME	TYPE	GAME TEXT
	Aware Response	R	After an opponent Attacks or Hinders you or a nearby ally, Attack the opponent by rolling your single [quality] die.
	Canny Awareness	A	Overcome using [quality]. Use your Max+Min dice. Hinder all nearby opponents with your Mid die.
	Considered Planning	A	Boost using [quality] and use your Max die. Defend against all Attacks against you using your Mid die until your next turn. Note your Min die result: as a Reaction, until your next turn, you may Hinder an attacker using that result.
	Final Wrath	A	Attack using [quality]. Use your Max+Mid+Min dice. Take a major twist.
	Harmony	I	As long as you have at least one bonus created from [quality], treat [power] as one size higher (max )
	Purification	A	Remove all bonuses and penalties from the scene. You cannot use this ability again this scene.

PHYSICAL QUALITIES

ICON	NAME	TYPE	GAME TEXT
	Book It	A	Hinder any number of close targets using [quality]. Use your Max die. End your turn elsewhere in the scene.
	Endurance Fighting	I	Whenever you Attack a target with an action, you may also Hinder that target with your Min die.
	Finishing Blow	A	Attack using [quality]. Use your Max die. Remove any number of penalties from the target. Add your Min die to the Attack each time you remove a penalty.
	Reactive Defense	R	When an opponent Attacks, you may become the target of that Attack and Defend by rolling your single [quality] die.




SOCIAL QUALITIES


ICON	NAME	TYPE	GAME TEXT
	Heroic Sacrifice	R	When an opponent Attacks, you may become the target of that Attack and Defend by rolling your single Red zone die.
	Inspiring Totem	I	When you use an ability action, you may also perform any one basic action using your Mid die on the same roll.
	Lead by Example	A	Make a basic action using [quality.] Use your Max die. All other heroes who take the same basic action on their turn against the same target receive a Boost from your Mid+Min dice.
	Ultimatum	A	Hinder using [quality]. Use your Max+Min dice. Boost yourself or an ally with your Mid die.

EXAMPLE

Skimming the list of Red abilities and the categories Jim has access to, Christopher settles on Give Time from Psychic powers and Final Wrath from Mental qualities. Give Time needs a Psychic power and gets renamed to:

ICON	NAME	TYPE
	Temporal Bootstrap	A
GAME TEXT Boost another hero using Postcognition. If that hero has already acted for the turn, use your Max die, and that hero loses Health equal to your Min die. That hero acts next in the action order.		

And Final Wrath gets changed to:

ICON	NAME	TYPE
	Showdown	A
GAME TEXT Attack using Self-Discipline. Use your Max+Mid+Min dice. Take a major twist.		



INTRO

PLAYING
THE GAME

CREATING
HEROES

MODERATING
THE GAME

THE
BULLPEN

ADVENTURE
ISSUES

THE
ARCHIVES

APPENDICES

111

STEP 5: RED ABILITIES

STEP 7 HEALTH

Add up the following numbers:

- 8
- The maximum value of your Red status die
- The maximum value of any one of your Athletic powers or Mental qualities ($\frac{1}{4}$ if you have none)
- The roll of $\frac{8}{\blacktriangle}$ or 4 (choose before rolling)

This total becomes your total Health. Use the chart to the right to determine your Green, Yellow, and Red Health ranges.

EXAMPLE

Christopher looks at Jim's Red status ($\frac{8}{\blacktriangle}$) and any Athletic powers or Mental qualities (and finds Self-Discipline at $\frac{10}{\blacktriangle}$). He rolls $\frac{8}{\blacktriangle}$ and gets a 4. So his maximum Health equation is $8 + 8$ (Red status die) + 10 (Mental quality: Self-Discipline) + 4 (rolled $\frac{8}{\blacktriangle}$) = 30.

He notes down the 30, and then copies his Green range as 30-23, Yellow range as 22-12, and Red range as 11-1.

HEALTH QUICK REFERENCE

MAX	GREEN	YELLOW	RED
40	40-30	29-15	14-1
39	39-30	29-15	14-1
38	38-29	28-14	13-1
37	37-29	28-14	13-1
36	36-28	27-14	13-1
35	35-27	26-13	12-1
34	34-26	25-13	12-1
33	33-26	25-13	12-1
32	32-25	24-12	11-1
31	31-24	23-12	11-1
30	30-23	22-12	11-1
29	29-23	22-11	10-1
28	28-22	21-11	10-1
27	27-21	20-11	10-1
26	26-21	20-10	9-1
25	25-20	19-10	9-1
24	24-19	18-10	9-1
23	23-19	18-9	8-1
22	22-18	17-9	8-1
21	21-17	16-9	8-1
20	20-16	15-8	7-1
19	19-15	14-8	7-1
18	18-15	14-8	7-1
17	17-14	13-7	6-1



INTRO

PLAYING THE GAME

CREATING HEROES

MODERATING THE GAME

THE BULLPEN

ADVENTURE ISSUES

THE ARCHIVES

APPENDICES

PRINCIPLES QUICK REFERENCE

NAME	CATEGORY	PAGE
DESTINY	Esoteric	124
ENERGY/ELEMENT	Esoteric	124
EXORCISM	Esoteric	124
FAUNA	Esoteric	124
FLORA	Esoteric	125
FUTURE	Esoteric	125
IMMORTALITY	Esoteric	125
INNER DEMON	Esoteric	125
MAGIC	Esoteric	125
SEA	Esoteric	126
SPACE	Esoteric	126
TIME TRAVELER	Esoteric	126
UNDEAD	Esoteric	126
CLOCKWORK	Expertise	127
GEARHEAD	Expertise	127
HISTORY	Expertise	127
INDESTRUCTIBLE	Expertise	127
LAB	Expertise	128
MASTERY	Expertise	128
MENTOR	Expertise	128
POWERLESS	Expertise	129
SCIENCE	Expertise	129
SPEED	Expertise	129
STEALTH	Expertise	129
STRENGTH	Expertise	129
TACTICIAN	Expertise	130
WHISPERS	Expertise	130
CHAOS	Ideals	131
COMPASSION	Ideals	131
DEFENDER	Ideals	131
DEPENDENCE	Ideals	131
EQUALITY	Ideals	132

NAME	CATEGORY	PAGE
GREAT POWER	Ideals	132
HERO	Ideals	132
HONOR	Ideals	132
JUSTICE	Ideals	133
LIBERTY	Ideals	133
ORDER	Ideals	133
SELF PRESERVATION	Ideals	134
ZEALOT	Ideals	134
AMBITION	Identity	135
AMNESIA	Identity	135
DETACHMENT	Identity	135
DISCOVERY	Identity	135
LONER	Identity	136
NOMAD	Identity	136
PEACE	Identity	136
RAGE	Identity	136
SPLIT	Identity	137
SAVAGERY	Identity	137
LEVITY	Identity	137
SPOTLESS MIND	Identity	137
BUSINESS	Responsibility	138
DEBTOR	Responsibility	138
DETECTIVE	Responsibility	138
DOUBLE AGENT	Responsibility	138
EVERYMAN	Responsibility	139
FAMILY	Responsibility	139
MASK	Responsibility	139
SIDEKICK	Responsibility	139
TEAM	Responsibility	140
UNDERWORLD	Responsibility	140
VETERAN	Responsibility	141
YOUTH	Responsibility	141