



Eschaton^{1.0}

winner take all...or lose all



 **BTRC**

greg porter

Eschaton™

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**UNITED STATES
PARANORMAL INTELLIGENCE SURVEILLANCE COURT**

[REDACTED]

IN RE APPLICATION FOR THE BUREAU
OF PARANORMAL ENFORCEMENT FOR
AN ORDER REQUIRING THE PRODUCTION
OF TANGIBLE THINGS FROM [REDACTED]
[REDACTED] ALIAS [REDACTED] AND
ALL RECORDS [REDACTED]
[REDACTED]

Docket Number: PE

14-01

PRIMARY ORDER

A verified application having been made by the Director of the Federal Bureau of Paranormal Power Enforcement and Response (PPER) for an order pursuant to the Paranormal Powers Enforcement Act of 2016 (the Act), Title 50, United States Code (USC), § 1861, as amended, requiring the production to [REDACTED] [REDACTED] of the tangible things described below, and full consideration having been given to the matters set forth therein, the Court finds as follows:

1. There are reasonable grounds to believe that the tangible things sought are relevant to authorized [REDACTED] being conducted by the PPER under emergency guidelines approved by the Attorney General under Executive Order [REDACTED] to protect against paranormal terrorism, which investigations are not being conducted solely upon the basis of activities protected by the First Amendment to the Constitution of the United States. [50 U.S.C. § 1861 (c) (1)]
2. The tangible things sought could be obtained with a subpoena duces tecum issued by a

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Derived from: Pleadings in the above-captioned docket

Declassify on: [REDACTED]



No one is fit to be trusted with power.

No one.

Any man who has lived at all knows the follies and wickedness he is capable of.

And if he does know it, he knows also that neither he nor any man ought to be allowed to decide a single human fate.

- C. P. Snow, *The Light and the Dark*

VIGNETTE

The Eschaton made me want to slap him. This was despite its appearance as my grandfather, and the suspicion that what looked like a harmless old man could probably punch his wrinkled fist through the side of a battleship. And I had no idea how I knew that. The appearance and demeanor of the kindest man I had ever known went a long way towards overcoming the gibbering fear I should have had from being near the Power that called itself the Eschaton, but it was being so oblique I could not figure out what it was trying to say.

"Can you rephrase that, *please*, in the most accurate possible manner?" The old man sighed, gave a look that could only translate as "as you wish", and said it again.

"(I-we-they) (are-were-will not-might) (be-shall be) (the-an) Eschaton. It (might-is-will be) (my-our-their) (duty-blessing-curse) to (guide-judge-uplift-destroy) what you call (humanity-civilization-Earth-reality-time). You (are-were-will be) (chosen-asked-destined) to be (part-some-all-none) of this (task-burden-reward-punishment). Is that clearer?"

I scowled. "Not really". I understood *just* enough of it to start being scared again. "Do you have some better words you can say that with?"

"No. You wanted it as accurate as possible." He looked at my tabby, Arble, curling around his leg, the cat totally unconcerned at the primal power contained in that old man's body. "Meow", he said to Arble. Arble didn't look like he understood, either. The Eschaton looked back at me. It took me a second to get it, then it was my turn to sigh.

"You're not saying not there are insufficient words to accurately describe it, it's just that I don't have the brains to understand them?"

"(Yes-no)." I frowned, and he raised his hand in a conciliatory gesture. "Not you personally, your species as a whole. Do you wish me to continue?"

"Yes", I sighed. This was too important to miss, but I was already getting a headache. The grandpa-Eschaton sipped from a steaming mug of hot chocolate that hadn't been there a moment ago. I had one in my hand too, and sipped it before realizing how it got there. It was *really* good. Enough to distract me for a moment, which I figured was the intent. I sipped again anyway, and asked "Can you at least keep it in one tense and verb at a time?"



"It will be less accurate that way." I nodded for him to continue. "Your kind is at a cusp, a point beyond which you must be measured. The powers we bring force that reckoning. We give them freely, favoring no artificial grouping. It is up to you to choose a side."

"And then what?"

"We...judge...your fitness to continue."

That sounded ominous. "What if I choose the wrong side?" He shrugged. I tried another tack. "What if I choose the right side?"

"We judge your fitness to continue."

This was getting me nowhere, but made me uneasy nonetheless. "Is there a winning side?" The Eschaton paused, as though trying to find the one word that was *most* appropriate.

"Maybe."

"So, there is a right side to choose, and its 'fitness' is judged?"

"No. There are many sides. Only one will *prevail*. All of your kind will be measured by which side overcomes all others."

"Winner take all?" I said. The Eschaton cocked his head to one side, measuring the words and intent of the limited human phrase.

"Or lose all.", he finally said. *Ominous, indeed.*

"And you are granting *me* this power? Why?"

"There are sides within us. The futures are uncertain. I choose to weave the future with your thread." He gave me a sad smile, as though he knew something that I did not... yet. And in that moment, he *was* my grandfather, in whatever real or spiritual sense that was even possible. *And that counted for a lot.*

I had already decided to accept his offer, and the Eschaton knew that. I felt power begin to flow into me from *somewhere*, slow, but with the promise of the tidal wave behind it. "Does this come with an owner's manual?" The Eschaton pursed his lips and shook his head slowly. As something brighter than whiteness began to crowd in from the edge of my vision, I *had* to ask one more thing, trying to phrase it *just* right.

"How much of what I *do* understand am I understanding *correctly*?" As the whiteness filled my vision, I heard the Eschaton's final words echo down to me from the other side of infinity.

"(All-some-none) of it."

Great. Freaking great, I thought, and then the whiteness filled my being...



What it is all about

Eschaton is a superhero game, and almost but not quite a post-ruin game, different than many superhero games in a few very important ways. First, there are no tie-ins to *any* established comic universe. **Eschaton** can of course make heroes similar to any number of popular or established heroic figures, but that is either coincidence or a conscious choice by the wielder of an Eschaton-supplied power.

Second, it imagines what the 'real' world would be like with superpowered beings. How do you mesh a government's need for regulation and control into a world where people can interrupt television broadcasts with their thoughts, shoot anti-tank beams from their fingertips, or pry into the mental secrets of presidents and prime ministers? The short answer as to how they handle it? *Poorly*.

Third, there is no established history of superheroes, no gradual incorporation of super-powered beings into culture and politics and law and military thought. It happens overnight, the world going from mundane to super with no warning. There is no subset of the law that deals with X-ray vision, no military planning guide for countering an attack by bulletproof mole men, no Secret Service doctrine for the best way to protect the President from invisible psychic brain bolts. And hundreds of thousands of people worldwide are going to come into a myriad of powers more or less simultaneously, ranging from the very minor power of Sports to the extraordinarily powerful Ultras. Sane people will be driven mad, the insane will be shocked back to sanity. Good people will do the wrong things for the right reasons and bad people will do the right things for the wrong reasons.

It will be utter chaos on a global scale. And that's how and when the campaign will *start*. Things will stabilize, *eventually*. But the new equilibrium will only be superficially like the old world. A casual observer might not see a lot of difference, but government, politics, religion and the notions of 'us' and 'them' will be forever altered. *And underneath it all is the Revelation.*

Everyone of significant paranormal power will have their own version of the vignette. Some will dream it, others will be awake. Some will rationalize what they see as angels, others will believe they have made a deal with the Devil. Some will see a figure straight out of a comic book or movie, others will merely mumble to themselves. But *everyone* who gains power will have a conversation, insight or revelation that the powers they are given are part of a larger process, by beings far beyond our limited understanding. Beings of unknown but not immediately hostile intent, for they could clearly overcome any puny resistance of Earth had they an inclination to destroy us. *How we use the power we are given and what we ultimately become by using these powers are what we will be judged on.* But the Eschaton give no indication of *what* they consider worthy of a positive judgement or negative judgment. All they imply is that in the end, one ethos will prevail, and all humanity, if not all of reality, will be judged by that outcome.

Whether couched in terms of space aliens or angels or devils, everyone granted great power knows that *something* is happening, and that someone or something is watching to see how humanity deals with their new-found power, and the implied judgement at an indeterminate time in the future. Do we have a year? A generation? A century? *No one knows*. This knowledge of *something* is known among the powered as the Revelation.



And then things go blank, and when a person awakes, they have *power*. The adventurer merely wakes with the power, though in their own mind, the type of power and way in which it manifests is based on their personality. The hard work of actually designing the powers is the job of the *player*. The hero merely blanks out thinking something vague like "I could be the world's coolest ninja..." and wakes up with superlative amounts of stealth, invisibility and mastery of dozens of unusual weapons.

The key and *absolute* feature of the Revelation is that no one with powers can talk about it. *Not with friends, family, anyone*. It is a mental block that the hero or villain can barely even think about, yet is always in the back of their thoughts. It can only be referred to as "the Revelation" or "a matter of Revelation". Among the superpowered, everyone *knows* what is meant, but the general public is left guessing. For their part, heroes simply have to say things like "someday you'll understand".

The Revelation is not a matter for player rule-bending. It simply *cannot* be revealed, written, spoken, sung, danced, mentally transferred, sculpted, painted or broken into itty-bitty pieces and later assembled into a coherent whole. *Heroes and villains know it, and that's it*. More than their powers, this is what separates them from mundane humanity, the knowledge and surety that they *must* act to mold the world according to their beliefs, even if they can never explain why.

And that is a *key* feature of an **Eschaton** campaign. You were given powers because you are the sort of person who feels compelled to try and make a difference with them. The Eschaton does *not* compel you to use your powers to try and change society. *You do that all on your own*. You as a *player* have to want your hero make a difference. Whether you choose make this difference one person, one neighborhood or one city at a time is up to you.

Your campaign?

Eschaton has several levels that you can play it at, and there is nothing to say you cannot do more than one at the same time:

- it is a shoot-em-up-knock-down-drag-out super-hero setting, where gratuitous and over-the-top violence, superheroic (or villainous) posturing and world-wrecking plots are more or less expected.
- it is an experiment on the role of government versus the rights of the individual. When government feels it is losing its monopoly on ultimate force, does it allow a new order to take its place, or does it become the enemy, doing anything and everything in its power to stay in charge?
- it is a morality play of good and evil, and what these concepts mean. All those granted power know that in the end all of humanity will be judged by the Eschaton. *But no one knows the standards the Eschaton will use*. Is the Eschaton an entity that thinks "might makes right?", or does it care about both the end *and* the means used to reach that end?
- it is a study in personal responsibility. If someone like you was suddenly freed from being held accountable for your actions, how would it change you? Are you constrained by bonds you have placed upon yourself, or are your darker impulses kept in check only by the coercive forces of society? And what does the first type of person do when confronted with the second?
- it is a political allegory whose spin and outcome will probably reflect the ideals and biases of the gamemaster, which may end up being at odds with those of the players. There will be nations and communities of ultra-capitalists, socialists, greens, libertarians, conservatives, liberals and whatever, each of whom will now have ideological superheroes or villains to push their agenda and ideology, and the power to ignore conventional laws in pursuit of those ideals.



Remember that the world of **Eschaton** is *not* a comic book world that has a long and deep history of superpowered individuals to draw experience from. Instead, the world wakes up and power-drunk superbeings are battling in the streets in every city across the globe.

And you as a gamemaster and players will be there on Day 1, shaping the world of the future for better or worse. *Possibly far, far worse...*

Being a hero

If you have gotten this far, it means you are probably interested in the superhero genre and comics in general, which means you will be going into the later chapters and the **EABA** system with certain expectations. **Eschaton** has *no* intention of meeting your expectations. *Rather, we hope to exceed and even change them.*

Being a hero is *not* about spandex tights, flashy powers and dramatic entrances. It is about *who* you are, what you do and why you do it. Yes, in **Eschaton** there will be costumed crusaders and villains, super-powered people ripping telephone poles out of the ground and smacking opponents through buildings like they were meaty baseballs, but there will also be thousands of the powered, good and bad, who keep a low profile, dress normally, hold down regular jobs, and do good or ill behind the scenes, interested only in the outcome, not in credit or glory or fame or wealth.

As you read about and think about the world that **Eschaton** is set in, the Days of Chaos, the Revelation and your place in it all, always keep in mind what you want your hero to *be* more than what you want them to *do*.

Getting started

The best way to read **Eschaton** is in order. The next chapter deals with the way an **Eschaton** campaign starts, and the features of the world that will develop. This is a sneak peek for players, but the world of **Eschaton** has its dark and violent aspects, and a hero needs to be prepared. Since a hero in the **Eschaton** setting is defined more by their powers and character than by the quality of the hardware they can get their hands on, a hero's initial powers need to be sufficient to deal with the possible threats and challenges they will face. Mundane hardware is cool, too, but **Eschaton** is a power-defined world and those with powers are going to have a significant edge.

After this are the rules for making a hero, including how to create and buy powers for **Eschaton**, followed by special combat rules, gamemaster's campaign notes, some short adventures, sample heroes and villains (who are designed as balanced adventurers for those who just want to grab-and-go), a fleshed-out campaign setting, and a mundane and super-powered gear list. All of this is based on the **EABA v2** rules. To get the maximum use of this supplement you will need the **EABA** rules, but a good gamemaster can transplant the setting and its concepts to any other game system suitable for superheroes.

Eschaton is not an 'intro' book that you need to buy supplements for. It is everything you need for a campaign and possibly more. The chapters on powers, campaigning and a fleshed out city to base a campaign in are upwards of seventy pages *each*. So whether you are new to the superhero genre or a veteran, odds are you will find material here to your liking. It is a *heavy* read, both in size and intensity.

TITLE I - BUREAU OF PARANORMAL POWER ENFORCEMENT AND RESPONSE

SEC. 101. EXECUTIVE DEPARTMENT; MISSION.

(a) ESTABLISHMENT.- There is established a Bureau of Paranormal Power Enforcement and Response (PPER) as an executive department of the United States within the meaning of title 5, United States Code.

(b) MISSION.-

(1) IN GENERAL.- The primary mission of the Bureau is to -

- (A) prevent paranormal attacks within the United States;
- (B) reduce the vulnerability of the United States to paranormal terrorism;
- (C) minimize the damage, and assist in the recovery, from paranormal attacks that do occur within the United States;
- (D) carry out all functions of entities transferred to the Bureau, including by acting as a focal point regarding paranormal crises and emergency planning;
- (E) ensure that the functions of the government are not diminished due to use of paranormal powers;
- (F) ensure that the overall economic security of the United States is not diminished by use of paranormal powers;
- (G) monitor connections between paranormal terrorists, coordinate efforts to sever such connections, and otherwise contribute to efforts to interdict paranormal actions hostile to United States interests as defined in (A) through (G).

(2) RESPONSIBILITY FOR INVESTIGATING AND PROSECUTING TERRORISM.- Except as specifically provided by law with respect to entities transferred to the Bureau under this Act, primary responsibility for investigating and prosecuting acts of terrorism shall be vested in the Bureau rather than in Federal, State, and local law enforcement agencies with jurisdiction over the acts in question.

(3) COORDINATION WITH NON-FEDERAL ENTITIES.—With respect to paranormal security, the Director of PPER shall coordinate through the Office of State and Local Coordination (established under section 801) (including the provision of training and equipment) with State and local government personnel, agencies, and authorities, with the private sector, and with other entities, including by -

- (1) commanding State and local government personnel, agencies, and authorities, and with the private sector, to ensure adequate planning, equipment, training, and exercise activities;
- (2) commanding and, as appropriate, consolidating, the Federal Government’s communications and systems of communications relating to paranormal security with State and local government personnel, agencies, and authorities, the private sector, other entities, and the public;
- (3) distributing or, as appropriate, coordinating the distribution of, warnings and information to State and local government personnel, agencies, and authorities and to the public; and
- (4) authorizing preventive detention, martial law, curfews, evacuation orders and communication blackouts as necessary for national security and public welfare during paranormal terrorist events or alerts.



Paranormal rights are HUMAN rights.
The ENABLED had no choice in what happened to them
How they should be treated is a choice you DO have



"This city is afraid of me. I have seen its true face. The streets are extended gutters and the gutters are full of blood and when the drains finally scab over, all the vermin will drown. The accumulated filth of all their sex and murder will foam up about their waists and all the whores and politicians will look up and shout 'Save us!' And I'll look down, and whisper 'no'."

- Rorschach, Watchmen

HOW THE WORLD ENDS

Or begins. Maybe both. An **Eschaton** campaign really gets underway a year after the Eschaton hands out the goody bags of power, but it technically starts on the very first day. Players will gain their powers, meet up and be in some short adventures to 'live' the changes in the world so that they understand *why* the world is the way it is, and the things that made it become that way.



TIMELINE

Superheroes must begin somewhere. Since **Eschaton** is *not* an established world of heroes and villains, its origin will be chaotic, and players will have a hand in its genesis. How the world perceives super-powered beings will to some extent be in the *player's* hands. Because a whole lot happens in a short amount of time, **Eschaton** will use a staggered time scale, much as in **WarpWorld**.



An **Eschaton** campaign will start with the immediate concerns and short adventures, and work its way forward in increasing hops of time, each stop being an important waypoint on the way to the stable world that follows the Days of Chaos. This is where your hero's 'origin story' ends and when the real struggle of ethos and Revelation begins.

The Days of Chaos

That's what the first few weeks and months after the Eschaton give humans powers will be called. There will be plenty of other names for this time as well. "The day the nukes went away", "the day the pundits died", "the days of rage", and so on. For game purposes, the instant powers were granted will be "Chaos+0", and this day for your campaign will generally be the day in the real world when the campaign starts. *You do not have to do this.* You could start the campaign off with a bang by having it happen on a major national holiday, an election day, during a natural disaster in the area you start the campaign, five years from now, five years ago, or whatever gets things moving with the most drama. Regardless, it is *not* a happy day. The actual nuts & bolts of the rules for the first year are in the **Campaigning** chapter, so remember that this is just an overview to get you thinking about the hero you want to design.

"You don't fix humanity like it's a broken leg. You fix it like you brush your teeth every night, cleaning out the icky stuff over and over again. But it always, always grows back." - SteveD



The Eschaton spread their powers around without selecting for morals, intelligence or sanity. They selected for people who wanted to make a change in the world. *For better or worse is a matter of perspective.*

At least one person in the United States decided their mission was rid the country of liberal commentators. Someone else did the same with conservative ones. *Ninety percent of world leaders and countless legislators were assassinated in the first three days.* The remaining ten percent survived only because someone who supported that leader and had power was there to thwart the assassination attempt, or the leader was spirited off to an 'undisclosed location' where superpowered would-be assassins simply couldn't find them. Extremely wealthy or prominent people of *any* type are extremely vulnerable at this time.

Banks are robbed, buildings topple, prisons are broken open, trains are derailed, planes are shot down and ships are sunk. Freeways are clogged with fleeing refugees, trying to get away from as many people as possible, trying to hide from the chaos.

But it is not *all* bad. There are not as many lives saved as are lost, but there are a multitude of heroes out there. Wrecks are prevented, mortal injuries healed, villains thwarted, innocent lives saved. And because the heroes tend to go where it seems they are needed, they meet, form working relationships, alliances and even friendships. *From these, the first superteams form.*

! There was more global destruction on day 0 than can be accounted for by supers and ultras, and in the worst areas, no surviving eyewitnesses. It is believed in government circles that this was a side effect of the Eschaton rewriting the local parameters of reality. However, this is a closely held and secret assessment and the *official* story is that the worst devastation was caused by unknown and obviously villainous ultras.

Campaign structure

A new **Eschaton** campaign starts on day 1. All the work of designing a hero and figuring out their ethos takes place on day 0. The campaign will progress in stages of increasing duration and separation until the world stabilizes, and each stage will have its own theme and challenges.

! As a reference for the sort of chaos that happens in the opening days, we go back to 1997CE and something that has come to be called the North Hollywood Shootout. Two men with assault rifles and military-grade partial body armor robbed a bank and got into a shootout with police. The resulting firefight lasted over half an hour, expended 1,600 rounds of ammunition, injured eleven police and seven civilians, and extended over several city blocks. In **Eschaton** terms, these robbers had the approximate power level of 'agents', which are about ten times as numerous as 'supers', which the players will probably be. Imagine scenes like this and *far* worse taking place *multiple* times in *every* major city in the world, *simultaneously*.

The world

The world of **Eschaton** on day 0 is more or less the real world, present-day. There is a global economic slump. Governments are struggling to keep their economies afloat. There is pressure on resources, moderately high unemployment, and currencies that are walking on the fine line between deflation and hyperinflation. There is no slack in the system to absorb sudden shocks.

day zero: *Arrival of the Eschaton.* Every potential Super or Ultra or Mastermind in the world gets their own visitation by an Eschaton. It might be an entity, it might be multiple entities, it might be multiple facets of the same entity. *You will probably never know.* Sports and Agents do not get visitations for reasons unknown. It is theorized that these individuals gained powers as a side effect of whatever process the Eschaton used. Nonetheless, even Sports and Agents are bound by the Revelation, even if they do not know it yet.



For reasons unknown, the visitations occur a little before 11pm on the east coast of the United States, and adjusted for time zone elsewhere. After the encounter with an Eschaton, the person will fall unconscious wherever they are at, and wake some number of hours later with their power or powers, possibly after having nightmarish premonitions of the days to come (a hint for the gamemaster to do some foreshadowing). Sports and agents will suddenly come into their powers about the same time, and though they will not have experienced an Eschaton, they will still have a gut feeling about their power or powers, even if they do not know *why* they have them.

day one: *The first Day of Chaos.* For ninety-nine plus percent of humanity, they wake up to a world no different than the one they went to sleep in. Not until they turn on the news do they realize that something *very* strange is going on. The other one percent of humanity realizes it *much* sooner. About a tenth of these people have some sort of power, and a fraction of those have *significant* power. The rest of this one percent are victims of power, beneficiaries of power, or people like doctors, police or emergency responders who have to start dealing with the chaos while everyone else is still fast asleep.

The news (for those who still have electricity) is non-stop "what the hell is going on?", with live feeds of super-powered action, earthquakes, tsunamis, swarms of tornadoes, hail the size of melons and other bizarre phenomena, along with radio reports, very occasional reports from overseas, theories about some hallucinogen-based terrorist attack, worries about invasion or nuclear attack, fighter jets screaming overhead and occasionally plummeting from the sky, every major road is blocked with traffic. *Utter disaster.* Heroes looking for a way to get involved will have no shortage of opportunities, whether rescuing people, stopping crime or both. Many of the most enduring friendship and bitter hatreds will be formed that first day.

day three: *More of the same.* It is for all practical purposes the same as having your city invaded. There are curfews, violations of rights, destruction by bad guys and good guys, no reliable source of news, intermittent power and water, shortages of food, hospitals packed with wounded and so on.

One significant problem is villains escaping. Heroes will often be loath to simply bash a light pole across a fallen villain until he or she is no longer a problem to the legal system, so many villains were simply given to the police in an unconscious state by a battered hero. If these villains were of any significant power, the ability of handcuffs and regular jail cells to contain them is negligible. So heroes could end up facing the same people they were fighting on day one, but the villains may be less likely to play nice with a fallen hero. The first three days of chaos will have the highest number of casualties. *Tens of thousands of people with paranormal powers will get their powers and be dead within seventy-two hours.*

Day 3 will have the first *confirmed* news of real supercriminals. The Eschaton visited more than one maximum security prison or asylum, and more than one super-powered murderer or dangerous lunatic is out there, not to mention everyone else who escaped when prison walls were blasted into bits.

The notions of territory and identity are forming even at this early stage. The flashier of heroes and villains will give interviews to local news crews, boast, brag, preach or whatever suits them, and then fly, run, teleport or otherwise make a flashy exit.

Regardless of your nation, there is a nationwide 'state of emergency'. The military is in the streets, armed to the teeth. A strict curfew is in effect, mostly from local officials responding to national guidelines and using National Guard troops, and just about everyone with a gun (legal or otherwise) is trigger-happy when it comes to people with weird powers.



day 10: *The government has finally gotten into the act.* Even though national leaders are only making announcements by pre-recorded video, radio or press release. Top officials are still in hiding in “undisclosed locations”. National communications have been restored enough that emergency directives have made it into the hands of local authorities. Martial law, which has been a matter of practicality for most of a week, is now formal and official. All individuals who are in possession of ‘paranormal ability’ are required by law to register with their local government. This will involve real identity, photos, fingerprints and DNA samples. There are guidelines for how this is to be done and where the information is to be sent. However, aside from a very few locations that avoided most of the chaos, it is really just wishful thinking. The *actual* agenda is to get enough information on as many paranormals as possible so they can be located *later*, trying to rely on the average person’s deference to authority figures to get compliance. Though none of this is mentioned in the public request for heroes to register themselves.

Failing to register is a crime, so anyone who goes in to register and does *not* give the authorities what they want will be detained (or the attempt will be made, anyway). Those fleeing or avoiding registration are assumed to be armed terrorists, either by official decree or because local authorities took the decision themselves. Any paranormal who brings a criminal to the police is ‘requested’ to register, and any paranormal who shows up at a hospital is told they need to check with the police about new federal laws regarding paranormals.

What a formal declaration of martial law means is that localities can set a curfew, constitutional guarantees are temporarily set aside, and that certain violation of rules of evidence and procedure will not taint a prosecution based on these things. This will vary from country to country, but most of the violations will be ones in favor of government authority.

Military engineers will work with civilian crews to clear wreckage and make emergency repairs. Some of the more civic-minded heroes will offer their talents on a public level, and if rebuffed, will provide private aid to those in need of it. The *preliminary* death toll in the United States is at least a million people, though it will eventually double this and more, easily making it the largest disaster in US history. To put it in perspective, for a population the size of New York City, this would be the equivalent of *ten* 9/11 death tolls.

The first verifiable reports trickle in from overseas, with images of the Eiffel Tower lying crumpled across a swath of Paris, the Hagia Sophia in ruins, Big Ben in flames and so on. Unconfirmed reports of massive genocide come in from parts of Africa, the Balkans and Middle East, while a few parts of the world are ominously silent. Explosions of a nuclear nature are reported in the Middle East, China, Russia *and* the United States, though each of these nations denies or downplays the domestic incidents. The literal fallout from these events will significantly increase the death toll in those areas and possibly create some ‘interesting’ campaign locations for later use.

Those villains (and a few heroes) who have been captured or recaptured are being held in as secure a means as is possible, regardless of whether or not this violates their rights. Some are simply kept sedated, others under 24/7 armed guard with multiple machineguns trained at them. One or two are in tents in the Nevada desert, with a very nervous armed guard and a remote-controlled nuke to ensure good behavior.



The situation is by no means stable, but it is stabilizing. Roads are being cleared, either by vehicle owners, tow trucks or bulldozers. Supplies of fuel are getting to military and first responders, food and water is getting to central distribution points, and heroic supers are a part of this effort. Civilian and military authorities are suspicious, but are usually willing to bend their official directives for people clearly trying to be 'good guys'. Working relationships at an unofficial level between some supers and government representatives start to form (like between a masked vigilante and a police commissioner).

By day 10, there are clearly areas where non-powered forces are simply outmatched, and finding it out the hard way. Some of these areas are coming under the control of heroes, others by villains. So for most nations, their territory is split up into 'government controlled', 'hero controlled' and 'villain controlled', with varying degrees of 'control'. And there are the regions that are still 'contested', but these are quickly being turned into uninhabited rubble. Sadly, most damage is coming from conventional weaponry. Very few supers are powerful enough to bring down a steel-reinforced structure, but plenty of military weapons used against supers *are* that powerful...

The problem is, the US government (and most other governments) no longer have control of the situation or means to regain that control. The number of people with useful powers in a government enforcement role is small, and the scale of the destruction is far, far beyond the ability of the government or private concerns to pay for the rebuilding. Sure, there are plenty of police, army, navy, air force and marine forces out there, but in the end, they have bills to pay and families to feed. The government will not, in the long run, be able to say "it's a national emergency, work for no pay". Nor will *most* nations just crank up printing presses and create a mountain of worthless currency.

"Eet iz like zee botnet, but for me, ze users are ze bots, not zee computers..."

- Zeelitist

month 1: *The initial chaos has largely ended.* Cleanup crews have opened blocked roads, are consolidating debris and minor damage to bridges has been repaired. Remember that while the chaos was global in scope, it was not global in effect. A fairly small *percentage* of stuff was *actually* destroyed. It just happened to be *important* stuff. In the way the destruction looks it is a lot closer to a tornado than an earthquake. More havoc was caused by panicky civilians than anything else. Once roads were cleared and repair crews could start work, things begin to improve rapidly.

Electricity has been restored to almost all areas, though the paranormal 'decommissioning' of numerous nuclear and coal-fired power plants by eco-heroes (or villains, depending on your point of view) means that rolling blackouts are in place in most cities. Usually, this is a two to four hour blackout during peak hours. Curfews have been reduced to midnight to 4am for everyone except emergency responders.

Media reports are still filtered. The government has shown it has the capability to censor internet traffic in real time, webcam servers are verifiably hacked and their images suspect, and service providers are coerced by anti-terrorism laws into providing lists of users who have leaked 'classified information'. Major services like YouTube and Facebook are under real-time censorship by scarily competent government software that no one was aware even existed. For most of those who run afoul of this, threats of stiff fines and imprisonment are sufficient to silence them. A few others continue to post rumors using anonymizers and encryption to hide material that might be detected by filtering software. A handful of darknets are a back channel of the cognoscenti and super-gadget makers are connecting hero teams and villains in ways beyond government interference, plus there are some heroes and villains whose powers are network-based.



Marital law is still in place, but the outcry against it has been sufficient that the most onerous aspects have been curtailed. Police and the military still have expanded powers of search and seizure, and an extended period in which to charge someone, but the rule of law is *mostly* restored. There *do* exist secret executive orders regarding paranormals, and a very extensive search for paranormal talents within law enforcement, active duty military and reserve forces. Partially, this is an inventory of the powers at government's disposal, and the other reason is to create a test or sensor to detect the presence of Eschaton-granted powers. A test will be possible by month 3, though a detector will take most of a year to reach a practical level, and will never reliably detect more than a fraction of those with powers.

Because of the wide range of personalities and powers, law enforcement and military protocol regarding paranormals is 'observe and report'. Far too many police and soldiers have been maimed or killed by hostile paranormals. Now, you simply make a note of where they are, and to observe from a distance. Hopefully, they can be tracked back to where they live or operate from, and if they are of a power level that can be dealt with, an organized force can be sent in to capture or kill them. Those paranormals who have developed a reputation as 'good guys' will be given a chance to peacefully register and avoid a lot of unpleasantness. The degree of pressure exerted for paranormal registration will depend on the amount of force the government can bring to bear, how public the confrontation might be and the priority of regaining control. *And of course, the likelihood of winning in any sort of forced confrontation...*

*"...yes ma'am, squirrels **are** a nuisance, but causing them to spontaneously combust all over town is against the law and you'll have to come with me. We won't be gone long, and I don't think they will bother your garden while we're gone. Does it seem hot in here to you?..."*

month 3: *The first 'registration amnesty' is offered by the government.* This includes those who have failed to register, plus those who escaped after apprehension attempts during the registration process, so long as no one was *killed* in the escape. Police and veterans groups are not pleased, as both criminal *and* civil immunity is conferred, meaning paranormals can get off scot-free for wounding officers, agents and soldiers if they register. There is going to be a little tension before the beginning of the amnesty period. While it will be punished if there is cause, some SWAT teams and military units will be looking to encounter a few rogue vigilantes before the amnesty date just so the vigilante has one more chance to 'refuse to register', if you know what we mean.

The sheer volume of rubble in some cities has meant that small mountains of cleared rubble have been made in the worst affected areas, much like Teufelsberg was created in Berlin with millions of tons of World War 2 rubble. In time, there are plans to turn the regions into terraced memorial parks. Some cities have 'ground zero' equivalents that span several city blocks but have no plans or money to fund anything other than piling more rubble there. Despite best efforts, these become warrens for vigilantes, villains, the homeless, the displaced, the crazy and those who are some combination of the above. Various paranormals make all manner of tunnels from the rubble to nearby skyscrapers, subway tunnels, underground parking garages and other exits that cannot be reliably secured. Authorities quickly learn not to pursue any paranormals down one of these rabbit holes. Paranormals with tunnelling, morphing, wiring, teleportation, or phasing powers can make great use of the rubble as a base of operations.

Territories are formed. Things have stabilized to the point where both the good guys and the bad guys have solidly established 'territory'. Those territories that were tenuously held have probably fallen by now, due to superheroes (or villains), the loss of a key person holding it together, or from a powerful military strike.



These territories can range from an expanded range for a gang with a few sports or agents, to a major metropolitan area that has fallen under the sway of a league of villains, and is too powerful to be dislodged by conventional police or military. It is remotely possible that the entirety of a small country could be under the leadership of a hero or villain at this point, but the most likely case would be a country controlled by a Mastermind.

From an *official* standpoint, all uncontrolled regions are considered hostile to that nation's interests. However, the numbers of affected population make it politically impractical to embargo the areas or deny food and other shipments. If only a single nation had been affected, odds are pretty good that such regions would have been nuked. However, since *every* nation has them, and the supers in the regions are a potential resource against *other* nations' supers, the population is fairly safe against this sort of extreme measure.

The situation in these zones is something like a border between ideologically opposed nations. Access across the border is limited, travel is closely monitored by both sides, and each has its own legal system that the other distrusts. There is no formal diplomatic recognition of these regions inside the United States, though a few countries are making noises about recognizing such enclaves run by 'good' paranormals. This is mostly in small countries with small military forces, mostly hoping that the recognition will get the cooperation of heroes against villains in that region.

The first public 'hero headquarters' are dedicated. Little more than cement bunkers with open lines of fire and good conventional defenses at first, they are government-sponsored and built. They are a relatively safe place for a registered hero team to rest and recover and train. Most of them will have the services of at least one full time super or several agents whose sole job is defense and surveillance to protect the site.

Oddly, the first super-jails are about the same, except they are designed to keep paranormally powered individuals *in*, rather than *out*.

The first covert or unlicensed hero teams and villain groups have formed. Some are hidden, in the sub-basements of collapsed skyscrapers, abandoned subway tunnels or are not headquarters at all, just a schedule of times and places to rendezvous and talk shop.

The terms 'sport', 'agent', 'super', 'mastermind' and 'ultra' come into common usage.

! Terminology: There are several ways that the powered are classified, by governments, by the media and popular culture and by the powered themselves. The *game* terms are 'sport', 'agent', 'super', 'mastermind' and 'ultra'.

Governments tend to be bureaucratic, rating individuals by power level and type according to some arcane code that varies from government to government. For instance, a hero might be a 'class 4A3d energy projector'.

The media tends to be subjective and flashy, using broadly descriptive terms like 'a high-powered mentalist vigilante'. Because a lot of those with powers have touchy egos, there are entire research staffs dedicated to finding and using terms that get the message across without risking the individual described getting angry and deciding to take it out on the reporter or their employer.

Within the community of those who have power, the terms used are often the game terms. However, if the relationship with an individual or group is less than cordial, less flattering terms are used. Sports might be 'afterthoughts' or 'wannabes', Agents might be 'lackeys' or 'henchmen', Masterminds might be 'bigheads', Supers might be 'men in tights' and Ultras are 'fracking douchebags with delusions of godhood'. There are similar derogatory terms for gizmo users, mentalists, physical powerhouses, energy blasters, and so on.



The first formal villain governments are announced. Like hero-controlled regions, but with less adherence to law and more reliance on force and intimidation, usually with some flavor appropriate to any psychological problems of the villains in charge. For instance, Denver's leading megalomaniac is a neat freak. Littering carries the death penalty. Failing to use the right recycling bin costs you a finger. *And for heaven's sake, if you are the last one to leave the room, be sure to turn the lights out!* Even his low-level enforcers have to have ammo bags on their weapons to catch expended shells. The villain-controlled regions tend to be *superficially* as peaceful and orderly as those run by heroes. People still need to be fed, housed, have jobs and so on. It is just that the government that runs things is a little more capricious and totalitarian. They can range from 'chaos ruled by an uncaring warlord' to 'Disneyland with the death penalty'.

While villain territories are violently opposed to hero regions and mundane governments in general, everyone tends to maintain low-key contact with each other. Each side will on occasion have *something* the other needs, and needs it enough that they are willing to make a deal for it. More than one hero team has secretly 'looked the other way' when a villain group busted open a super-prison that happened to have a few good guys among its inmates whose only crime was not registering.

month 6: *Supers are part of life.* By now, virtually everyone has seen a paranormal, experienced one first-hand or found that someone they know or a friend of a friend has powers. Thousands (including villains) have their own Facebook pages and YouTube channels. Enough time has passed that people have formed their opinions of paranormals or are about to come down on one side of the fence or the other. Most regions of the country have a flavor ranging from very conservative to very liberal, and while this local view might not be a majority opinion, it is the one that moves government policy and media coverage. Martial law was lifted a few months ago, after passage of the Paranormal Powers Act. This codifies the rights and responsibilities of paranormals, and defines legal government policy as it applies to constitutional freedoms and public safety requirements. The law is long and has several onerous provisions that will be contested in court as soon as someone tries to enforce them. However, final resolution will take several years to work its way through the courts up to the Supreme Court, and by then there will have been new Congressional and Presidential elections, along with a possible shift in policy for the better or worse. The law also reiterates the sovereignty of the government over the territory of the United States and does not offer *any* compromise position regarding the current independent status of many parts of the country. Several paranormal-controlled cities secede from the United States, a move not recognized or even officially commented on by the federal government (mostly because the government would embarrass itself through the tacit admission it is powerless to stop the secession or even to embargo commerce and travel to most of these areas).



year 1: *Where you as a player come in.* This is the start of the 'continuous campaign', where events happen with only minor downtime between them. Everything up to this point was still real adventure and conflict, but was just foreshadowing for the *big* picture.

Switzerland, Sweden and Australia all have recognized 'autonomous paranormal enclaves', officially accepted by these governments as self-governing independent states, with treaties and obligations to each other, which includes extradition, military assistance and dual citizenship. The last item poses the greatest problem for the United States, China and the Russian Federation, all of which have numerous *unrecognized* enclaves. A number of heroes from all three nations are travelling to one of these autonomous states and becoming citizens (provided they meet citizenship requirements), making them not just citizens of that state, but also citizens of whatever nation that enclave is in.

This means a loss of US citizenship, but it also means their new nation is one that is willing to lean heavily on anyone oppressing one of its citizens, and has the backing of an entire super-hero state to do that leaning with. To avoid too much trouble, hero states will not interfere in clear-cut matters of law, but persecution of a hero simply because of their powers will cause no end of grief for that nation's trade or overseas military forces. It also gives the gamemaster an excuse for overseas excursions or the occasional appearance of foreign heroes or villains.

Those who choose to retain their native citizenship have only the loyalty of local heroes to fall back on if they are captured or otherwise run afoul of the law outside their enclave. In a sort of Cold War detente, prisoners are routinely exchanged between sides, and unofficial arrangements are made regarding trade with these regions in exchange for assistance against villainous paranormal states.

So, for planning purposes, assume that the US government will assign priorities to each city and region, ranging from 'regain control at all costs', 'regain control if practical' and down to 'they have to fend for themselves for now'. This will let the government allocate its available funds, transport and remaining military assets to the most critical locations, and try to spread from there. This priority list is 'top secret', as no one wants the political fallout from 'writing off' part of the United States to save a different part. Odds are that this list will be leaked within a few months, officially denied as a forgery, then be confronted with proof of its veracity, causing a major government crisis. You could write an entire adventure around the theft, recovery and possible leaking of this list. And it does not even have to be *villains* who are doing it. A group of patriotic heroes might see such prioritizing as weakness and steal the list in an effort to shame the government into becoming more hard-line towards villain-controlled areas.

A handful of major cities and numerous towns are *still* in chaos. At least that is the official term. Actually, these regions are either being fought over by heroes and villains, or are under the control of villains who have made a point of shooting down jets, blowing up tanks and otherwise making it clear that it is *their* territory now. Rumors fly, but there is a media blackout on the subject. Each of the major cities that is no longer under US authority is supported by one or more ultras and a handful of supers.

A sufficiently strong conventional military assault can usually deal with a group of supers, but if an ultra is the core of a defense, the only way to deal with that is another ultra, or a group of powerful supers. And if the defending ultra has allied with a group of powerful supers, that makes for a stalemate where any sort of direct assault would cause widespread destruction over the entire region.



Short of nuking a city, there is no quick way to get rid of them. Not all such regions are under the control of villains. Several are controlled by hero alliances, who took control from useless, hostile or criminal government forces, and simply refuse to hand control back to a central government that refused to 'clean up' the problem to begin with. This is very common in parts of the world where corruption was endemic and the rule of law was weak.

Some of the more critical or borderline cases of government controlled regions will remain under something like martial law, with a mostly theoretical civilian control over a joint military and super-powered garrison and policing force. Areas with an active super-powered resistance to government authority, or villain-controlled areas recently 're-integrated' into a nation as a whole will look and operate like military occupation, and in at least one case this will go awry and the area will become a militaristic vigilante state at odds with both government *and* villains.

The biggest surprise of year 1 is that first child of a paranormal or paranormal couple comes into the world. The traits of the parents are passed onto the children, much like genetics, but with no *detectable* genetic component. It will not be known for many years if these children will be as powerful as their parents, but for now, they will be a real handful (what do you do with an infant who can fly before they can crawl or speak?). This will be a major bombshell affecting public policy at the start of the main campaign. Governments (and everyone else) realize that the Eschaton is not just a one-time thing that will disappear when the paranormals die of old age. Instead, they are a new sub-species or race of human, and if they survive, powers will *never* go away. This could add some sinister overtones to government actions as long-term plot hooks.

The International Perspective

This chapter is written from a United States perspective, but the events *are* happening worldwide. Each culture will have its own unique response, and in addition there are going to be cross-border issues. There will be nationalist supers, and those with opposing ideologies or endemic hatreds on opposite sides of the invisible line known as a national border. Even if *your* campaign takes place in a more developed nation, remember that most of the world is *not* that way, and that you as a player or gamemaster are almost certainly in "the 1%" in terms of income, health care and access to technology. Odds are *you* have never set foot in a favela or even know what one is (but some of our early test players do). *You* have never seen anyone die of hunger or malnutrition. *You* have never had to flee your home because of the color of your skin, the way you worship or the political party you belong to. There is an entire world out there that is completely alien to *your* experience, yet *most* of the world's supers will be from *that* world. Fortunately for you, *most* of them will be staying there, because *their* concerns and *their* ethos will largely be involved in dealing with *their* problems.

Your real-world ignorance of how the other 90-plus percent live is going to be mirrored by your *hero's* equal level of ignorance. While this might not be much of a concern early on in a campaign, remember that the September 11, 2001 attacks against the United States came from the 'other' part of the world, *and no super-powers were required*.

Combined with military tensions, some areas will erupt in bloody confrontation immediately, in fights with no innocents and no heroes, just conventional and super-powered slaughter. It is *assumed* that much of the middle east is going to be a radioactive wasteland by the end of the first week of chaos.



Pakistan and India have bloodied each other somewhat and maybe come to their senses, China is making territorial grabs or asserting claims it might not have otherwise pressed, Greece and Turkey are going after each other and any nation with internal instability is probably in a state of civil war for the first several months.

Because of all this, commodities are scarce. Food shipments are slow, fuel imports are far less than demand, leading to rationing and shortages, personal and international tempers are short, accusations fly and supers are a loose cannon that is alternately a tacitly approved tool that does what the government wants, or is a monkey wrench in the gears of diplomacy.

Remember that while the number of people worldwide with power is perhaps one in a thousand, and those with significant power are only one in ten thousand, this still means that any ideology or attitude or intolerance or hatred that has at least ten thousand people who share it...probably has their own committed super. Basque separatists, Al-Qaeda militants, white supremacists, radical environmentalists, pro-life activists, anarchists, hackers, Russian Mafia, you name it. If the group is big enough, it will have one or more people with power who are probably interested in furthering that group's goals *and* will have powers that help them do so. And the way they use these powers will often cross international borders. You can wager that an Al-Qaeda villain is not going to be worried about airport security, a militant pro-life crusader is not going to care about restraining orders and a radical environmental super is not going to worry about whether a whaling ship is merely collecting specimens for 'research' purposes. They are all people with a desire to make a difference, and now that they have the power to do so, they *will* use it.

What next?

The next chapter covers the adjustments to the **EABA v2** adventurer creation and power system needed for an **Eschaton** campaign. The players have a sort of edge, in that they 'know' how certain things are going to shake down.

The gamemaster needs to decide some priorities and point levels, and decide if there are any particular powers that are going to be prohibited or limited. From here on out you will be flipping back and forth in the rules, checking out power templates, campaigning notes, hero creation and comparing notes with other players.

The game mechanic details on how to start a campaign, several short adventures and a cast of heroes and villains can be found in the **Campaigning** chapter. We highly recommend starting a campaign in the volatile and violent El Paso contested zone, and suggest all potential heroes make sure they have enough flexibility and talent to handle mundane *and* paranormal threats.

"Yeah, I'm just a sport with one power and there are six of you with knives. But, which one of you wants to be the first to find out what a Flaming Anal Geyser feels like?"

BRITAIN • NEEDS

Adventurers

REGISTER



SERVE

YOU • AT • ONCE



"Any people anywhere, being inclined and having the power, have the right to rise up, and shake off the existing government, and form a new one that suits them better. This is a most valuable - a most sacred right - a right, which we hope and believe, is to liberate the world."

Abraham Lincoln

BEING A SUPERHERO

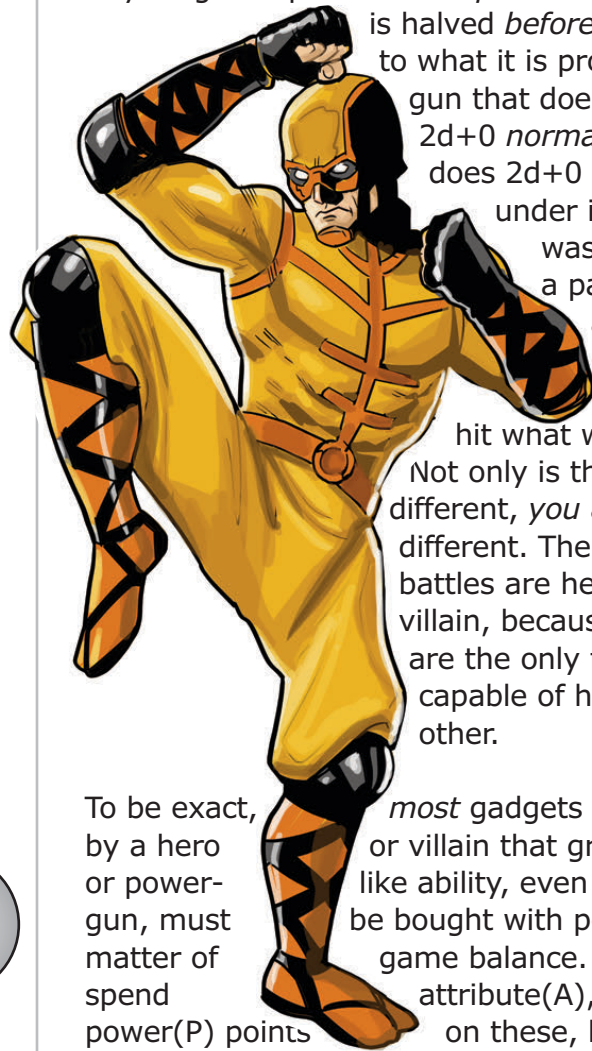
It takes courage, strong beliefs and a willingness to do whatever it takes to make those beliefs happen. *And points. A whole lot of points.*



We will call the player-created adventurers 'heroes' and hope they live up to the term, but the word can be substituted for 'adventurer' in virtually every respect for rule purposes.

The world is different. **Eschaton** uses the standard **EABA** rules, but the world itself operates slightly different rules after the Eschaton arrived. And these are changes you need to know *before* making a hero.

The most important change for this setting is that power makes **you** separate from the world in a way that science cannot explain, but *can* measure.



If you have power protecting you, it is harder to hurt you, giving heroes a *huge* advantage.

Anything that penetrates a *paranormal* defense is halved *before* it is applied to what it is protecting. A gun that does 4d+0 to a 2d+0 *normal* armor does 2d+0 to what is under it, but if it was stopped by a paranormal armor of 2d+0, only 1d+0 would hit what was under it. Not only is the world different, *you* are different. The biggest battles are hero vs. villain, because often they are the only forces capable of harming each other.

To be exact, *most* gadgets purchased by a hero or villain that grant a power-like ability, even a mundane gun, must be bought with points as a matter of game balance. You can spend attribute(A), skill(S) or power(P) points on these, but if you buy it with P, even if it is a mundane gadget, it halves the amount getting through defenses. But a mundane defense (that is, bought with A or S), even in the hands of a superhero, does not get this benefit. People who do not have *actual* P to spend on things do *not* have gadgets that give this benefit.

! The lethality in an **Eschaton** campaign can be adjusted by tweaking this concept. You get a *different* result if you say mundane attacks are halved *before* being applied to paranormal defenses, or if you say being paranormal halves all damage taken. Do what works for *you*.

Spending P on a gadget means that part of the Eschaton-granted power in the world is projected into that gadget.



Related to this, simply having P as part of your hero *creation* cost does not count as 'having power'. The benefit vs. mundane effects applies *only* when you are acting under the influence of something you spent P on. So, if you are a genuinely normal person who can turn into a superpowered individual, then at times you *are* a normal person and *would* be affected normally. On the other hand, if you are a normal person and spent 1P to have an enhanced sense that is always in operation or spent 10P to have a paranormal Strength that does not *look* like hulking muscles, then even your normal existence incorporates power, so you would *always* have the benefit of doubled defenses against mundane attacks. But make sure you *have* the defense. Doubling a defense of *zero* does you no good.

The only reason this matters is that *eventually* people will be able to make sensors that can determine whether a person is paranormal, and this is based on whether any sort of power with a measureable energy cost is in operation. So, if you want to have a mundane 'secret identity' that *cannot* be revealed with something like a body scan or blood test, then you need to be genuinely normal (and thus vulnerable) in that secret identity, or have all your powers that are active be 'hidden', 'always on' and have 'zero drain' (all of which are named modifiers for paranormal powers).

! A power that triggers under certain conditions is still 'on' while it is waiting to be triggered, so it is not allowable to hedge your bets in 'normal' form by having a defensive power that triggers under certain conditions and thus makes you into a 'powered' individual. If you have a truly mundane identity, it should have circumstances in which you are mundanely vulnerable in a way that others can exploit.

This reduced vulnerability to damage and other mundane effects plus their own improved ability to penetrate mundane defenses makes heroes considerably more powerful than they would otherwise be. Remember that in **EABA**, something like a heavy anti-tank rocket is an armor-piercing 15d+0 lethal attack. In the real world, that would punch a hole through a meter of steel! Even for a superhero, that is a *lot* of damage to stop (especially since most heroes are less than a meter thick and not made of steel). However, an armor of 7d+2 (doubles to 15d+1) is *much* more accessible. Similarly, a hero only needs an 8d+0 attack to get through a 15d+0 mundane defense. So, most combats naturally split into normals vs. normals and supers vs. supers.

Remember though, your reduced vulnerability does *not* apply to paranormal powers, which is any effect that is generated with P. So, if an agent has a 4d+2 'chaos rifle' bought with P, your 4d+1 armor is *not* going to completely stop it. There are a few other quirks in the 'doubled defense' provision, but we will get to them later.

Also note that at this scale of damage, having sufficient armor can keep you from getting *killed*, but you can *still* get knocked for a loop. *A hero with 7d+0 rigid armor hit by a 14d+0 mundane attack is still going to take up to 7 non-lethal hits from the blunt trauma!* That mundane anti-tank rocket might not *kill* you, but it can still *stun* you into next week and knock you back several *hundred* meters.

The net effect is that supers are going to be less concerned about normal people and small weapons, and more concerned about other superpowered individuals. *But it is still not very smart to ignore 'normal' tanks and guys with 'normal' rocket launchers...*

There are a few more additions to **Eschaton** to take into account what we call **superhero physics**, but this is less likely to affect hero creation.



The scale of superheroism

Players will likely be controlling 'supers', which is one rung down from the top of the power scale for **Eschaton**. A well-designed super can be some combination of airplane, tank, ninja, bulldozer and spy. *But they are still just one person*. Even the power of an ultra is still just one person. You can only be in one place at a time, solve one problem at a time.

This is one reason that super-groups form, both of heroes and villains. Having someone to cover your back, to offset your weaknesses, to deal with problems that one person, no matter how powerful, cannot handle alone.

It is cool and probably more interesting to design your hero without talking to any of the other players first, but keep in mind that you *will* be working with others and your powers, your beliefs and your personality should be designed with that in mind. Not just that, but your heroic concept needs to be able to function in such a setting. If you are a 'reformed vampire', it could be a problem if you can only go out at night. If you are a moody loner, working as part of a group could be a problem. Similarly, players will be unable to work together if any of them have an incompatible **ethos**.

Some inter-personal tension actually makes for more interesting plots and adventures, but the strongest and most enduring groups, including your villainous foes, will not be the ones who are the most powerful, but the ones who can overcome any personal differences and work well as a group.

*"You don't have the mental capacity to be evil."
- Space Ghost*

HEROES AND PLAYERS



The heroes and villains of **Eschaton** do *not* get a manual for their powers. They do not go into a dream state with a set of rules to optimize their stats and abilities. We cannot prevent you the *player* from doing this, but it is not the most interesting or realistic way to do things. Your heroes are at heart, normal people with normal skills, who then have superhuman abilities layered on top. For the most part, these superhuman abilities complement and are based off of that person's skills and temperament, creating a superhuman that is almost a caricature or exaggeration of the normal person's underlying traits and skills.

So, you could end up with a meteorologist who can control the weather, a musician who projects power from an electric guitar, or an environmentalist who animates plants. Or, a soldier who becomes a super-soldier, a spy who becomes a super-spy, a weightlifter who becomes super-strong or other fairly obvious parallels.

If you want to make the 'less constructed hero' a centerpiece of hero design, there are two ways to go about it. The first is to simply tell players they have to make an adult professional of some kind off a 'low normal' level of points first (with no extra points from traits), and *then* add the difference in points for being whatever super type they are, with the caveat that the nature of their powers has to reflect their highest attribute, their best skill roll or the strongest personality trait they had as a 'normal' person.

You do not have to go overboard with this nor require it be adhered to religiously. You do not have to be a Japanese chef or circus performer to have a superpower that deals with blades. You can be a former accountant and still have energy beams that shoot out of your elbows. But the nature of what you do and *why* you do it *should* have some thematic tie to who you are or events that happened in your life before the **Eschaton** came.



i Part of your background and attitude towards criminals and violence is that you were once stabbed by a mugger. So, in this context it is reasonable to have a power that lets you stab in return, a power that armors you exceptionally well against melee attacks, or a power that turns handheld objects against their wielders.

The other way to do it is the same, except that after each player makes a 'normal person', you collect them all and then give each player *someone else's* adventurer to base their hero off of. And you tell the players that you are going to randomly decide which of the two options you will use. This will make all the players create realistic, fairly balanced 'normals' because there is a fifty percent chance they will have to end up using it themselves.

And this applies to the non-player extras who have powers as well. Villains, vigilantes and other heros were also normal people before the Eschaton came, with past histories, skills and ideas for the basis or inspiration for their powers, and just as important, personalities that affect how and why they use those powers.

Powers are *not* a perfect science. Your hero did not go through the agonizing efficiency-wringing that *you* did to get everything just right. To reflect this, the gamemaster can say that they can modify the power a hero has with the most points spent on it by up to +2 and by -2. The power will end up with the same points spent on it, but with +2 in hidden limitations *and* +2 in hidden benefits, which the *player* will not know about at first. These can be adjusted once the player has accumulated enough experience to adjust the power, but they are stuck with it until then. The power with the second highest point expenditure can be adjusted by a +1 and -1 modifier. These alterations should not be designed to cripple the power, but should be compatible with the theme and personality of the hero. A good suggestion for a limitation is a partial effect of some kind, and a good advantage might be an enhancement or special ability like autofire.

BUYING A HERO

There will be four types of heros (or villains) in **Eschaton**:



sports: people who have the barest inkling of power, so little they might not even realize it, but enough to give them an edge. They might also have a single minor ability under conscious control. They are no match for anyone of higher power, but they have a genuine advantage over normal people. *Comic book examples: Kick-Ass, Wonder Twins, Squirrel Girl, The Bowler.*

agents: people who have enough points to turn an ordinary person exceptional, yet still human, or people with minor levels in one or more abilities that are clearly not of natural origin, or have gizmos that may do things beyond pre-Chaos science. *Comic book examples: Punisher, Nick Fury, Batman, Green Arrow.* Many comic-book superheroes began at an 'agent' level of ability and simply improved to the higher level.

supers: people who have sufficient power that there is no doubt they have powers or gizmos of Eschaton origin. Most medium-level comic book superheroes and villains would be 'supers'. 'Masterminds' are a subclass of supers. They are individually less powerful, but are able to grant an agent level of power to key followers, making them the leader of a group of people with minor powers. *Comic book examples: Iron Man, Wolverine, Green Lantern.*

ultras: people who have sufficient power that with rare exception, the un-powered *cannot* deal with them. They are the forces of nature in the **Eschaton** gameworld, individuals with the power to flatten cities and survive nukes. *Comic book examples: Superman, Silver Surfer, Doctor Manhattan.*

campaign	attribute	skill	power	trait
sport(7)	35	10	1(1)	≤11
agent(8)	40	15	5(3)	≤15
super(13)	65	25	30(15)	≤30
mastermind(8)	55	30	35(10)	≤30
ultra(18)	80	30	70(35)	≤45



If you compare these to the normal **EABA** point scale you will see they are close to the upper end of the power range, with sports just being average people with 1P. Remember that points are a for *players*. If the gamemaster wants to make an enemy supervillain who starts with 40P instead of 30P, no problem.

Everyone in **Eschaton** started off as a normal human, or possibly someone worse off than normal. But the Eschaton granted power in every sense, including the power to remake what you were into what you wanted to be. You can gain in attributes, powers and even acquire new skills overnight. Any 'normal' person that you were before *can* be completely subsumed. The new 'normal you' *can* be stronger and smarter than you were before, unless a normal human identity and a super-powered alter ego is how you choose to buy your powers and build your hero.

To put the points available into perspective, if an *ultra* put half their trait points into attributes and divided up their attribute points *equally*, they could pick up a grown man and throw him across the street, bench press a car, out-think the best mundane genius, run faster than a race horse, dodge bullets (a Dodge of 10) and even unarmored, get shot with a medium-caliber pistol and not be impaired. And this is *before* adding in 70 more points of *powers* and *another* 45 or so points from traits.

Players should start at the 'super' level of points. This makes them vulnerable to well-equipped mundane forces and even more so to ultras, so not being 'top dog' makes their lives a bit more interesting. However, they are powerful enough that most mere normals are no threat unless the normal has specialized equipment or the hero has a gaping hole in their defenses.

i Doctor H is the worlds most powerful mentalist, but is confined to a wheelchair. His mind-control powers will not help him if a mindless robot pushes him down a flight of stairs...

You could also easily run an 'agents' campaign, where the heros are the ones doing the dirty *little* jobs the big guys do not bother with. 'Masterminds' are a special case. If you note on the point chart, a mastermind has more P than a super, but a lower limit on the maximum P that can be spent on a power. A mastermind can buy an Organization with *default* members are of 'agent' quality, and being part of the organization gives these agents one or more of the mastermind's powers, but at a lower level.

i If the mastermind can fly and shoot mental stun bolts, the agents will have the power to fly, shoot mental stun bolts, or both.

This is just a simple way of saying that all of the mastermind's powers can be bought with an Agent's 5P by anyone deemed to be a member of that organization, a quality that can be revoked at will by the mastermind. They still only have 5P (plus Traits) and cannot spend more than 3P on one power, which limits their power level and flexibility.

The agents can also be equipped with gizmos or mundane devices as well (which also cost points of some type). A Mastermind's organization must be bought with reciprocal loyalty and must be **funded** to pay its personnel commensurate with their talents. If you cannot pay, they will still respect you and keep your secrets, but they *will* leave. They do not retain powers gained through an organization if they leave. More details are listed with the **Organization** trait.

Agents that are lost due to hostile action can be replaced eventually, but it usually requires 1 point to go from anywhere up to half depleted back to full membership.

If a player wants to run a mastermind (with gamemaster permission), then to keep things simple the number of agents the player is trying to use at any one time should be limited to an amount that does not slow down play. *Masterminds are complex and should not be used by novice players or novice gamemasters.*



! *The power level of a campaign is a bigger choice than you might think. The complexity of a your campaign varies with character points. If everyone is playing a sport, then all you really have is a special little edge over average people and possibly some extra because you are paranormal. You may agonize over how to spend the 1P you have, but in a world of supers and ultras you are *not* going to be taking on the big players *mano a mano*. On the other hand, if you are all playing ultras, you may take seemingly forever to spend your points in an 'optimum' way, but your plots and battles are *not* going to be subtle. You will not be spending your time infiltrating street gangs. Instead, you will be more worried about the cyber-virus that is turning people across the world into robotic killers, or Doctor Armageddon's vision that the best thing for humanity is its utter extinction. Supers are probably the most complex campaign to run, since they have enough power to make a big difference if they work together, but not quite enough power to blithely ignore the massed mundane threat posed by a hostile government, other supergroup or opposing ultra. Agents are somewhere in between. A group of agents can be sufficiently influential to affect a large city if they play their cards right, and if they are smart *and* lucky can thwart the actions of opposing supers. As we mentioned a few pages ago, classic heroes like Batman and Green Arrow would be 'agents' in **Eschaton** terms (at least at the *start* of their careers) and that gives you an idea of how powerful and influential they can eventually become.*

Hero concepts

The Gamemastering chapter goes into more detail on the types and names of certain types of **hero concepts**. This chapter is mostly about the raw attributes and skills your hero will have, but you still need to think about the powers that will go with those attributes and skills. The broadest categories of superheroes are:

brick: *Tough and strong.* For this chapter you need to decide how much of your power points you want to devote to Strength. Bricks are hard to knock out and resist non-lethal damage better than normal, so a higher than average Will and hits are also in order. Remember that you usually cannot 'stack' powers in a way that violates the amount of P you can spend on a single effect.

i A super has 30P, and you can spend no more on a single power than half this amount, so even if you took Traits to give you extra P, you could only spend a maximum of 15P on one power. So, you could spend +15P on your normal Strength or spend 15P on a power to enhance your Strength, or a combination that adds up to 15P. You could *not* spend +10P on Strength and then 10P on a power to further increase it, but you *could* spend 30A on Strength and then +15P on making it stupendous. But see **page 3.10** for the downside of this.

blaster: Your powers involve energy projection rather than brute physique. So, you need to save enough points to buy your blasting power *and* have Agility and skill enough to reliably hit things with it. Blaster heros are often in the thick of it and should be tough enough to handle it, so keep this in mind. A blaster can also be a 'sniper' and put a lot more into offense than defense, but this does make you vulnerable and might not be as fun to play.

i If you are perched on a perfect spot to cover the entrance to the building and the fight takes place *inside* the building, then you are going to be both bored *and* useless.



dodger: You tend to be more of a hit-and-run artist, a high-skill individual who relies on not being hit as their defense. A very high Agility is almost a must, and a good Fate to help get you out of tight spots is also useful. Part of not being hit is being able to detect who wants to hit you, so better than average Awareness is important, and a few tricks up your sleeve to deal with area effect attacks would be a good idea.

mentalist: You rely on powers that are not affected or less affected by conventional defenses, often relying on projecting your will onto someone else. Mentalists often avoid up-close physical combat, so you will need to be able to spot distant targets, so a good Awareness is needed.

You will want a movement power to keep you away from someone who wants to get close, so if this movement ability requires a skill, a high level in its governing attribute would be a good idea.

gadgeteer: You could be any of the previous types of hero, you just implement these powers and abilities by means of gadgets. This sort of hero usually has a high Awareness and skills related to making or modifying gadgets. A gadgeteer is different than someone who just *has* gadgets. A 'wizard' with a magic staff, magic ring, magic wand and magic amulet is *not* a gadgeteer. A brick who is powerful because of a suit of powered armor is *not* a gadgeteer. Someone who can go back to their lair or lab and whip up something entirely new or modify things on the fly is more in the mold of the gadgeteer.

In terms of rule-based power design, gadgets are the most powerful ways to get something done. Players looking for raw power will tend to gravitate towards gadgets. Just remember that gadgets can get destroyed or taken away from you, something that is a lot harder to do if you powers are inherent.

Attribute scale

If you are not familiar with **EABA**, here is a scale of what various levels in attributes and skills mean:

attribute	description	Strength
4-5	low human	child
6-7	average human	average
8-9	above average human	soldier
10-11	elite human	linebacker
12	maximum human	
15	2x maximum human	horse
18	4x maximum human	lift 800kg
21	8x maximum human	lift 1600kg
24	16x maximum human	lift 3200kg

skill roll	description	example
1d+0	average default	
2d+0	minimum training	driver's lic.
3d+0	competent	
4d+0	minimum 'professional'	B.Sc.
5d+0	professional	M.A.
6d+0	elite	Ph.D.
7d+0	elite+	

If a superhero (65A) added in 10A from Traits and split it evenly between all attributes, they could have a 12 or 13 in each attribute. They could spend their 25S to get four skills at a +3d level, meaning that they would have a 7d+0 or 7d+1 skill roll in four different things. So even a completely 'average' super is better than a normal human can *ever* be at *every* inherent quality, and could be a concert pianist, Nobel-winning scientist, Olympic athlete *and* master martial artist *all at the same time*. And that does not even touch what they can do with their *powers*.

That is the kind of individuals that you can create, and the caliber of foes and criminal masterminds you will be pitted against. *And people like **you** are the only ones who stand a chance of thwarting people like **them**...*



Limits

One thing that is going to be important to remember in the short and long term are the limits on how much power you can have and how you can allot it. The number listed in parentheses is *not* negotiable (a super is 30(15), for instance). No matter how many P you gain from traits, a starting hero cannot have more than this amount in a single power, *when you start play*.

i Since **EABA** power design gives you +2 effect for each +1P spent, a total of 15P means a super's *maximum* power level is going to be +28 over whatever you get for the first 1P spent.

In addition, no more than one-quarter (round up) of the points you net from traits can be used for powers. *So, an Agent can end up with no more than +3P from Traits, a Super or Mastermind +8P and an Ultra +11P.* Positive and negative traits for P balance out and we are looking at what you have left. If there would be some conflict because you took a trait that gave too many P, you can apply the excess as normal A or S points. In addition, sports may not use *any* traits to gain P. *A sport starts with exactly 1P.* It is also the definition of a sport that they may have exactly one power. So, even if they gain P with experience, it can only be used to improve their one power, or be used to acquire gadgets that can only be acquired with P. Note that this one power *can* have multiple effects, it is just that they only have 1P to spend on it.

! Before you get into any game mechanics or even the type of hero you want to play, start thinking about how they fit in to the world. Will they be loners who happen to team up with others when convenient? Are they a team player who *wants* to work with a group towards a common goal? Are you fiercely independent of outside influence or are you a government-sanctioned crimefighter? Who is going to like you, who is going to hate you, and why? Will your true identity be publicly known or will you live a hazardous double life? All of these questions will make a *big* difference, especially when it comes to acquiring traits.

QUICK QUESTIONS



Not everything you may need to know is going to be in this chapter. *Powers have their own chapter, for instance.*

Also, the order you want to find things may not be the order in which it is written. So, here are the answers to some early questions you might have.

Q: Are there pre-designed powers for me to use?

A: Yes. Head to **page 4.8**.

Q: I want to be amazingly good-looking, like (insert my comic book idol).

A: That would be **Looks (page 3.17)**.

Q: I want to have my hero instantly change from a normal identity to a superheroic one.

A: Try the pre-designed power **Costume (page 4.9)**

Q: I want to be an insanely wealthy gadget-god.

A: You want lots and lots of the **Wealth** trait (**page 3.23**), and see the power trappings for gadgets (**page 4.57**).

Q: I want to be able to do X.

A: Start by looking through the power templates (**page 4.8**). If this does not do what you want, see if any can be modified or discuss it with the gamemaster.

Q: Can I be a copy of (trademarked hero X)?

A: For legal reasons we obviously are not going to step on someone else's toes except as parody and poking fun at irrational yet pervasive comic book tropes, but if you want to copy an idea for personal use in your campaign, that's your business.

Q: How do I make my hero extra-capable but *only* as a hero?

A: You can apply the 'dependence' modifiers (**EABA v2.01**, page 6.42) to powers *and* Attributes. For instance, a 'dependence(+1)' on being in costume would get you +1 Strength in addition to what you paid for, but it only works if you are in 'hero identity'. You can have multiple dependences for up to a total of +3.



ATTRIBUTES

Attributes work the same way as in the basic **EABA** rules, you just have the potential to have much greater levels in them. With the additional possibility of being **Larger than Life** (**EABA v2.01**, page 3.34), not only can your Attributes be higher, but your use of them can be more efficient, making you capable of superhuman feats of perception, agility and skill.



One important thing is that any **Eschaton** attack power which affects an Attribute *must* be resisted by Attributes, Fortes or something derived from Attributes (not necessarily the same one being affected). So, even without specialized defenses, you can have a good defense against weird attacks just by having sufficiently high Attributes.

Remember that because of the **Eschaton**, heroes are no longer baseline humans, and have no natural limits on attributes as listed under the **Age** trait (**EABA**, page 3.27). This means that you *can* spend A to have any attribute at well beyond human norms and limits. And, inherent attributes do *not* count as 'powers' towards your limit of nine, even if you spend P on them (an **enhanced sense** is a power, however).

Nor are heroes limited in the *spread* of their Attributes. However, all Attributes bought with A have *some* look of a *natural* attribute and *any* Attribute bought higher than 12 with A will be noticeable unless you applied a 'visibility' power modifier to it. So, if you spend 20A on Strength, you might not have the physique of someone stronger than a horse, but you are *amazingly* muscled. If you have Awareness of 20, you have a hugely swollen braincase, and if you have Will of 20 you are striking at first glance. An attribute level bought with P is 'invisible', in that you only recognize its presence when it is demonstrated, and it generally is *not* detectable as a 'power'. If you spend 7A and 13P on Strength, you *look* like a person of Strength 7. *Until you demonstrate by your actions that you are stronger than a horse...*



Strength

Strength operates normally, with the caveats just mentioned as to how strong you *appear* to be. Extremely high strength can be a liability with *mundane* gadgets. If you are strong enough to bend a sword, you are strong enough to **break** that sword by putting your full strength behind a swing. *Your* gadgets are usually tough enough to do what they were designed to do. If you have a particular feat of superstrength you want to do, you can look at the **Universal Chart** to get an idea of where you need to be.

i It takes a Strength of 20 to lift a car. A distance level of +10 is 11 meters. So, a Strength of 30 can pick up a car (mass of +20) and throw it across the street (distance of +10).



Agility

Since this is the base for combat skills, an extremely high Agility can give a hero a good 'unskilled default' in these skills, and points spent on *actual* skills give high skill rolls at little cost. Plus, your Dodge *can* get *absurdly* high. A high Agility also means that if you need to, you can declare a high enough Initiative to *guarantee* that you act first.

i Your maximum Dodge is double the full dice in Agility. So an Agility of 21 (7d+0) can give a *single* opponent a +14 difficulty to hit you. This is sufficient to give you a better than average chance of avoiding a hit from a skilled gunman standing next to you, and make it impossible for any normal person, no matter how skilled they are, to hit you from across the room.



Awareness

Remember that this covers cognitive ability *and* perception. Combined with **Larger than Life** it can make you inhumanly keen of senses or insight.

i A person with an Awareness of 18 and a 'best four' hearing Awareness roll could hear their name spoken in a casual conversation on the other side of a busy four-lane highway.



Will

Will is personality, charisma *and* determination. A powerful self-image and self-control makes you impressive in more ways than one. With a high enough Will you can be almost impossible to stun, and you are charismatic enough to be exceptionally persuasive to anyone willing to be open-minded on an issue. *However, even superhuman charisma is powerless against those who have already pre-judged you as wrong.*

i A person with a Will of 18 (6d+0) can 'take 2's' to avoid being stunned even if they are at the -3d penalty level from injury.



Health

Health and Strength contribute to your hits, but Health is also the default for your stamina and determines your base movement distance. Anyone with a Health of 15 or more can run faster than *any* normal human.

i A person with a Health of 18 (6d+0) has an unaugmented sprinting speed faster than a race horse. A person with a Health of 21 (7d+0) can keep up with freeway traffic.



Fate

Sports, Agents and those who have no power use Fate normally for luck purposes. **Supers get double effect for a use of Fate for luck (2d instead of 1d) and Ultras get triple effect.** This is an amazing 'save your bacon' effect at higher levels, especially if you are allowed to do it multiple times as one effect. This is going to be the main way many **Eschaton** heroes survive absurdly high levels of comic-book violence. *But, with great Fate comes great responsibility. You have to narrate how your use of Fate applies in the situation in which you use it, in a way that makes sense in the context of that situation.*

i A super who doubles up on a use of Fate can adjust a die roll by $\pm 4d$ or stop 8 points of blunt trauma damage...if they can narrate how it happens.

EMPOWERED ATTRIBUTES



The **EABA** power system makes the assumption that most powers which *affect* attributes are external in nature, like a power gauntlet, night vision goggles or a potion of giant strength. But for **Eschaton**, power-like effects can be *inherent* to the attribute. In **Eschaton**, *passive* continuous power modifiers can be applied to attributes and maybe to derived characteristics. This just means the level of attribute you get for spending points is different than the points spent.

i If you spend 12A on Strength, you get a Strength of 12. If you spend 12A on Strength and your Strength has the 'armor-piercing(-2)' modifier, then you get an armor-piercing Strength of 10 instead of 12.

There are several important things to take into account. *First, this requires gamemaster permission.* There are all kinds of ways you can abuse this. This is meant for *reasonable* interpretations of how the attribute works, not a dodge to let you get more for less.

Second, a modified attribute is assumed to already have everything that might otherwise be a power modifier. For instance, attributes are 'always on' and so a paranormally modified attribute could not have this. Similarly, you cannot take modifiers inappropriate to that attribute. So, you probably cannot have your Awareness on 'charges' or have your Agility be 'hardened'. If the expression of the attribute is not always visible, like a set of retractable claws that make your Strength lethal melee damage but are not *always* showing, then add the 'triggered(-2)' modifier to say the power only shows when you are doing something specific. *This is a judgement call.* If you have an ability to stretch your limbs to absurd lengths, the ability is inherent and 'always on', but you could simply be 'stretched' to a *normal* length and do not need a 'triggered(-2)' modifier on it to keep from looking like a rubbery freak.



Third, you *never* get something for nothing. Even if the modifier total is positive, you take at least a -1 for having a paranormally enhanced attribute. You will never have a net power level of the same or more than the points spent.

Fourth, taking any paranormal power modifier on an attribute means that the attribute (and you) are paranormal *all the time*.

Fifth, having paranormally modified attributes *is* a power towards the maximum of nine you are allowed for a starting hero. However, it only counts as *one* power regardless of how many attributes you modify. But, each attribute past the first that you modify is an 'extra effect(-2)' modifier on *all* of them.

i If you apply power modifiers to your Strength and Awareness, it will only count as one power, but each will take an additional 'extra effect(-2)' modifier. So, if your Strength was 'armor-piercing (-2)' and your Awareness had a '+4 non-combat bonus(-1)', then spending 12A on each of them would net you a Strength of 8 (armor-piercing + extra effect) and an Awareness of 9.

Last, remember all the modifiers you *do* need. If you make your Strength act like the effect 'lethal melee damage(+2), the 'power duration' may be inherent to the way you use Strength, but the *damage* still needs an 'effect duration', which would be the *difference* between the default for punches (non-lethal hit recovery(-3)) and whatever you chose.

Allowing you to *directly* modify an attribute with paranormal modifiers makes the design of some comic book super powers ridiculously easy. *Radio hearing?* Awareness with 'expand(+0)'. *Retractable claws?* Strength with 'acts as lethal melee(+2)', 'triggered(-2)' and 'as lethal hits recovery(-5)'. *Stretching?* Give your Strength and Agility something like 'range(6 meters)(-1)' and 'extra effect(-2)'. *Lightly armored hide?* Toughness with 'protect vs. lethal(-4)' and 'protects as flexible armor(+4)'. All of the above can *also* be designed as separate powers.

SKILLS

As a modern gameworld, **Eschaton** can use the skills listed in the basic **EABA** rules. Heroes get spoken and written fluencies as is common for their native country for free. They also get +0d in Area Knowledge for their local area and one free skill at +0d appropriate to their culture, like auto driving for most Americans. A hero's knowledge of the Revelation is not a skill, merely a knowledge and a reminder. *It is not something that can be investigated or rolled against.*



One special set of skills is going to be 'power use'. If you have a power that requires a skill but whose form does not mesh with an existing skill type, you have to buy 'power use' to activate or target it. This is the skill you would use to shoot fire from your fingertips or eyes or toes or whatever. You can call the skill what you want (like sorcery), but in operation it is the skill you would activate *and* aim the power with. A power whose form matches what a mundane skill would use can use that skill instead.

i Your mystic energy blade acts like a sword, so if you have skill with mundane swords you can use it with mundane swords or your power. Similarly, if your 'alien battlesuit' shoots beams from an arm-mounted laser rifle, then your skill with rifles would work for the battlesuit *or* a regular rifle. However, if you needed to *repair* your alien battlesuit, you would need a special skill for that.

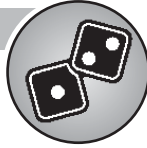
The special 'power use' skill can be based on *any* Attribute, as long as you can rationalize it. For instance, if your attack is aimed by mental focus, it could be based on Will instead of Agility. *Which means you could use it even if you were immobilized...*

And remember, you *can* have a skill that relates to something out of this world. You can own a gizmo that requires a special skill to use, a skill no one else possesses, at least to begin with. Note that a power which requires a mundane skill is not necessarily a mundane power. Your sword can be made of magical energy, yet still require a *mundane* sword skill to use.



TRAITS

The standard **EABA** list of traits applies, with the following notes and additions. Any trait not mentioned can probably be used as described in the core rules.



◆ Advantages **-varies**

An advantage is not really a power, so it should remain something that not every player can have for their hero. The gamemaster should create at least one advantage per player and make them available at the start of hero design to be bid on. Advantages *can* be paranormal and these would require bidding in P to get them.

● Age **±varies**

Heroes are *not* limited by the maximums for your age on physical abilities and you have no point gains or losses for *any* age. You *will* have normal age-based gains or losses *after* the start of play (you are *not* immortal), so you do have to select an age for your starting hero. If you *wish* to be physically limited because of age, you may, and for an **Eschaton** campaign, this would be worth +2P. This means you may not have *inherent* levels that exceed human norms. Your attributes *can* still be affected by powers and you *can* still spend P to boost them past human limits or have gadgets that enhance them, but you cannot spend A to exceed these limits for who you are.

i A middle-aged hero has a maximum Strength, Agility and Health of 9. If they *choose* to be age-limited, they are *required* to spend P for any Strength greater than 9, or could have something like a 'power ring' to boost their Strength, a power that comes from *outside* the hero.

● Background **+1**

Every **Eschaton** hero *must* have a background, and this background *must* include some details of that hero's encounter with the Eschaton, and the rest of a hero's traits should be compatible with this encounter.

i If the hero was an agnostic who was visited by an 'angel' and a 'devil' and ends up being a firm believer in the supernatural as a result, then any personality quirks the hero might have should be compatible with the backstory you have created.

You do not have to write a background down to get a point for it, but you *do* have to convince the gamemaster that it has sufficient depth to be worth a point. Remember that a good background works for you as well as the gamemaster. You do not get the 1 point for a background unless it includes your 'superhero tagline', something that you are known to say, like 'it's snu-snu time!', or 'with great power comes great licensing opportunities!'

◆ Boon/Bane **±varies**

These *are* paranormal and Boons count as powers, *and* count towards limits on the maximum amount of P that can be spent on a starting power, even if it is a Bane. The Boons in the core rules are clearly power-like effects and in the context of powers, the Boon can be an accidental defense. For instance, if you have a near-zero requirement for air, then a power whose special effect is "poison gas" will have little effect on you.

A special Bane worth 3P is 'normal'. None of any P you have may be used for *personal* powers or attributes. *All* your powers are in gadgets. *You* are a mundane human for all rule and gameworld purposes. You simply possess a lot of *external* items that are paid for with P and *may* work at full effect vs. paranormals, depending on how you buy the gadget. Sports and people without P may not take this Bane, but Agents can, and an Agent with 8P or so in gadgets might not be able to take as much damage as a super, but they certainly *can* dish it out.



In superhero terms of “I take damage when I am exposed to glowing green meteorites” and such, you would look at the commonality of that circumstance and how badly it affects you. From **EABA v2.01**, page 3.29:

banes	gains
2 stamina lost from uncommon item	1P
1d non-lethal hits from uncommon item	1P
1 lethal hit from uncommon item	1P
+1d from a broad class of damage	1P
+2d from a broad class of damage	3P

Remember that these are *not* counted as ‘mundane’ damage and your personal defenses are useless against it. The ‘uncommon’ item is a circumstance or item an average person could with a bit of time, research and money manage to acquire or arrange. You cannot just say “I go get some of that”, you actually have to role-play or adventure the acquisition. Think of vampires and holy water. *If you stole it, does it stay holy? How do you know a person blessing it really has that power?* These are not insurmountable hurdles, but do you need to do some work to make sure the ‘uncommon item’ you are trying to use on someone is the real deal. If the item is common enough that you can order it over the Internet and be pretty sure of getting the genuine article, the total P you gain is +2. If it is rare enough that only governments and the extremely wealthy, criminal or well-connected can get it (stole it from a museum or spent years synthesizing it), you lose -2P on the total. And if you have a separate ‘hero form’ and a Bane only applies in one form, you lose -2P on the total.

i If you lose 3d+0 non-lethal damage from being exposed to ⁴⁸Scandium, a non-commercial isotope of an already rare metal, then instead of being worth 3P it is only worth 1P. But anyone making it is probably making it because of you...

! The gamemaster can *require* each hero to have at least 1P in this sort of Bane if they want all non-Sport paranormals to have some sort of Achilles’ Heel.

Enemies +1 to +4

The best Enemies are the ones you create as part of how and what your hero is, people or groups that naturally opposed you because of your **Ethos**, and those who oppose you because they fear you or want to control you. However, there are a few ‘stock’ enemies that will fit into most campaigns:

the government: Depending on the nature of your hero, this can be major or minor, but is usually pervasive, at least within *your* country. If you are a villain or unregistered super, then the government wants to capture you, or at least keep you in custody until they can get a full inventory of your powers, and *especially* your weaknesses. If you are a registered super, then the government as an Enemy means that you have to deal with government bureaucracy and regulations regarding supers, and live with the notion that you are almost certainly under surveillance of some kind. *Value: 3-4 points.*

ethos foes: One or more villains, or possibly even heroes, whose idea and vision for change is so diametrically opposed to yours that there is no grounds for compromise or conciliation. *You see each other, you fight.* The only possible way you could work with them is if you both hated something else more than you hate each other. *And even then it would not be easy.* In your spare time, you worry about your enemy and they about you, and your plans *always* include them or take them into account (*Lex Luthor always worries about Superman...*). An ethos foe is probably a minor enemy, and local rather than pervasive, though a number of villains with a common ethos could share information and be a pervasive enemy. Having an ethos foe who is *more* powerful than you is not a good idea. This is a good Enemy for anyone in the ‘super’ or ‘ultra’ range, because there will be people out there like that even if you do *not* take points for it. No individual should have more than two ethos foes. *Value: 1-3 points.*



media: Someone or some group within the mass media has taken a dislike to you, either personally or because of what you represent. The attention this brings to you is akin to the attention brought to abortion clinics and physicians by abortion foes in the United States. They will try to find your secret identity if you have one, publish everything that is known about you, make up exaggerated or completely false stories about you and try to get them into the news, try to influence local governments against you, and so on. As an Enemy they have little *direct* power, but may influence individuals enough to take direct action against you, and they are generally annoying. They can be local or pervasive, but are generally a minor enemy. *Value: 2-3 points.*

villain group: If the campaign takes place mostly in a limited geographical area (which we recommend), a villain group can be a powerful local Enemy. You will encounter each other on a regular basis, and they may create operations whose sole purpose is to kick your sorry ass. *Value: 3 points.*

! Enemies are *meant* to be *dangerous*. The idea is that you have a major or pervasive Enemy not because you need a point or two but because it fits in with the concept of your hero and the points are a side effect of that. If having the local sheriff holding a grudge against you is worth 1 point and having the entire FBI out looking for you is 3 points, you have to think long and hard about whether that +2 points is worth it.

! **Eschaton** is *not* a nice world, where everyone plays by some sort of honorable rules or code. There are villains or agencies who will cheerfully and immediately execute you if you fall into their clutches. The reason that most of them do not has nothing to do with honor and a lot to do with leverage. Having live captives means they have something to trade or use as hostages. If you are not useful or cannot convince a villainous captor (i.e. the gamemaster) that you can be useful in this way, start working on a new hero...

Experience -1

This is going to operate mostly within the guidelines of the basic **EABA** rules, but the **Eschaton** setting may have unique conditions that you can have experience with, and experience that would not apply to mundane humans (you might have experience with radiation exposure). As long as an experience can represent offsetting an *external* penalty, it can apply. So, you cannot have experience at dealing with mind control, since that is *internal* to you. You *could* have experience at reducing the effects of area-based mind control, since that is something external that is affecting everyone in the scope of the power, rather than something going on in your head in particular.

Favors -1

It might be worth it for the gamemaster to say that all players have to spend a point on a Favor of some kind, either with an Ultra, a powerful superteam or with the government. Or just give everyone one Favor as a 'get out of jail free' card. Odds are your initial heroes will get themselves into a bind and need a way out that they cannot do for themselves. *And that is what favors are for.* Favors are also a powerful reward from the gamemaster for good play that creates situations where it seems a favor is owed. Favors should *not* be bought with experience during play without gamemaster permission. This might be in a case where hero actions were not sufficient to grant a Favor, but good enough that a player can make it happen with some expenditure of effort (i.e. experience points). The Eschaton grants no favors, so that is *never* going to be a use for this trait. If your hero needs to *feel* like the Eschaton is looking out for them, they should have a high Fate and *imply* that their use of luck is an unseen hand guiding events. You could even take a **Forte** on your Fate for 'actions in support of your ethos' and a **delusion** that the Eschaton is personally watching out for you.



Forte/Weakness -1A/+2A

Unless a hero has a limit on their physical stats because of Age, Fortes can exceed human norms with no penalty or justification needed. Superheroic Fortes can be bought with P, up to a maximum of 3 points spent on any given Forte (for a maximum of +9 in that aspect of the attribute). For reference, +9 would make you about eight times better in *that* aspect of the Attribute. It would be like a 6-year old child punching with the force of a professional boxer.

Friends +1 to +4

Like Enemies, Friends that you create as part of your hero conception are excellent plot devices. Because of the way a campaign starts, any Friendships *based on your super-powered identity or starting with the Days of Chaos* are something that you pay for, but may not get immediately. The relationship that becomes a Friend sometimes develops in play. This means it is possible that it just does not work out, in which case the points spent on this trait can be reallocated or set aside for a game event that does allow a Friend to be bought. Some common Friends:

mundane friends/family: If they are willing to go the extra distance for you, and you for them, then you can count them. *Cost: 1-2 points.*

the government: If you are a registered super, the government is your friend *and* your enemy. You are shielded from prosecution and civil suits if performing your actions under government aegis, the government will work to rescue you if captured, you get a regular salary and benefits, and so on. *Cost: 3-4 points.*

ethos allies: While no one can talk about the Revelation, you can certainly talk and act on your beliefs. You may find a bond with those who share your values, and even if you do not frequently work together, you will help each other out. Keep in mind that you cannot have the other players as Friends, as this is assumed. *Cost: 1-2 points.*

rogue official: Someone, somewhere in the civilian or military hierarchy knows how to reach you, and you them. You share some common knowledge or interest, passing information back and forth, bending rules, looking the other way on occasion. *Cost: 1-2 points.*

dual citizenship: If you have a second citizenship in a nation that has **autonomous hero enclaves**, this gives you certain protections, benefits and obligations. You cannot take this unless the gamemaster is able to work this into the campaign to make it worth the cost. *Cost: 4 points.*

Remember that friendship, while powerful for its cost, also obligates you to help your friends, even if it is inconvenient, hazardous or even illegal, and this can get you in trouble. The ability of the gamemaster to make your life... interesting is part of the Friend package.

Increased/decreased hits +1/-1

You probably do not want *decreased* hits, but *increased* hits is certainly useful. For this setting, we *highly* recommend the **Hard to kill** option (**EABA v2.01**, page 3.33) be allowed.

Larger than life -2P/-5P

Highly recommended. Sports may not buy it, since the minimum level costs 2P. Agents may buy it for one attribute or skill, supers may buy one full level and ultras may buy two or even three full levels if the gamemaster feels it is appropriate. Being able to keep 'best six' on a roll is *insanely* powerful.

i A 6d+0 'best six' roll has a 50-50 chance of hitting something with a casual *unaimed* shot at a range of 500 meters. Ultras prefer wide-open spaces for combat, as they often have superior movement and can set the range where they can hit you and you cannot even see them. A good Ultra can take you down from over the horizon...



● Looks ±1S

Unless you take this trait, you are assumed to be 'normal' looking. If you buy Looks once, you can be exceptional, but within the limits of human form. In **Eschaton**, you are allowed to spend/gain P on Looks. If you spend 1P, you can be 'comic book' attractive (or gain 1P for being grotesque), with double normal effect (± 8 on rolls affected by appearance!). This is very powerful, but you have to follow through on actions your looks are trying to influence, otherwise you will get a reputation one way or the other and the *extra* bonus will be lost.

For a cost of +1P, you can 'turn it on and off'. So, for 2P, you can be extraordinary looking as a hero, but merely human-level attractive when you are trying to keep a low profile. And for 0P you can be a grotesque hero but look normal when you want. The difference is significant enough that the two appearances are not readily associated with the same person.

i Überman is ruggedly handsome and has the physique of a Greek god, but if he puts on a three-piece suit, a pair of glasses and turns off the charm, no one recognizes him as Überman.

! This does not let you change from a mundane identity to a caped crusader in a heartbeat. If someone catches you in a back alley trying to squirm into your spandex tights, the illusion is broken and you will be recognizable as both.

Looks of the "Photoshopped perfection" variety is actually quite common in **Eschaton**. A person's heroic concept may include a looks-based improvement to self-image. A woman may give herself an ideal that only exists in magazines, a figure with perfect, gravity-defying proportions. A man might wish away a receding hairline, add unnecessary muscle definition, piercing blue eyes and a strong, perpetually stubble-free chin. And if these people have the right defensive powers, they can wear spandex tights and get away with it. Everyone else is stuck with their mundane looks, which are far less comic-bookish.

● Motivation +1S

Remember that if you have a motivation, it is *not* related to why you got powers. Or at least a motivation worth 1S is not related to why you got powers. What you want to do with those powers might be sufficiently interesting as to be worth the bonus. Your motivation is *not* your **Ethos**, but could be the *reason* you have that Ethos.

◆ Mythic Archetype special

While the starting points available make meeting the rule-based requirements fairly easy, it can be difficult to create a group of supers who can fill the roles. Because everyone is going to have certain strong beliefs and the desire to act on them, following the lead of the 'hero' can be difficult. If your group can do it, or works together to create a mythic archetype superteam, good for them. You probably have a superteam based on a common **Ethos**. If not, then do not worry too much about it.

■ Neat Trick -1

This is not required, but it *is* cool and fits in perfectly with the setting. Being able to do a 'signature move' is part of the superhero genre. The points available to starting supers mean they can conceivably have up to three neat tricks for their starting hero (1 Neat Trick allowed per 10S in the hero design).

For **Eschaton**, a neat trick can have one of its components be the activation of a power, like 'turn on super-strength and punch', or 'instant change into superhero form and teleport', or 'use my googly-eyes to shoot eyebeams at two separate targets'.



◆ Organization -varies

You can have an organization without being a mastermind, but unless you are a mastermind, the default quality of your membership is the 'low normal' level in the **EABA v2.01** rules (page 3.39) if you are an agent, 'normal' if you are a super, and 'heroic' or 'sport' if you are an ultra. *More powerful folks recruit a better quality of organization members.*

Masterminds are a special sort of superhero for **Eschaton**. Masterminds start with two 'Agent' quality members for free. These are your most loyal friends, minions or henchmen and will stick with you even if you are penniless and powerless. Everyone else you have to pay for, both in points and salary (and you have to pay salary to your default two if you have the money). Each extra point you spend is +1 level of people (+2 points doubles the Agents).

Members of a mastermind's group can have the powers of the mastermind in addition to any of their own abilities. The agents simply have less of them and/or at a lower power level. These agents can also have mundane powers in gadgets. These would still cost A or S but are restricted to being mundane in effects against paranormal defenses.

What a mastermind does is recruit a *normal* person, and that person gains attribute, skill and power points up to Agent level, and the powers they gain are low-level subset of what the mastermind has. The Mastermind can grant and revoke Agent status at will, but loyalty to the Mastermind is usually based on the actions of the Mastermind and is *not* a compulsion, so a Mastermind cannot just point at a random person on the street and say "you are my agent now, do what I say." *Though there is at least one Mastermind with mental compulsion powers who can do exactly that...*

Remember that whether a mastermind or anyone else with a personal organization, your organization members need to be paid, so you need sufficient wealth to meet your payroll needs. This is one reason Masterminds start off with 5S and 5P more than Supers. It is expected that they will use some of these points to buy extra **Wealth**. Some grubby real-world details on funding are listed in the Wealth section, but the short form is that if you want 'magic money' (investments) to pay for 2 Agents and maintain your own lifestyle it will cost about 12 points, and +1 point per doubling of Agents. If your Organization is actually an ongoing business, then it would be 6 points and +1 point per doubling of Agents. So those extra points you start with barely cover the care and feeding of your core group. If you want a large organization, make sure to budget some extra points to cover the payroll.

mastermind organization	cost
2 Agents	free
investments to pay for 2 agents & self, or	+12
ongoing business to pay for 2 agents & self	+6
x2 Agents	+2
x2 Agents, funded	+3

sidekicks: Sidekicks are really just an organization with only one member other than yourself. The short form is that a sport as a sidekick would cost 2P, an agent would cost you 3P and if you were an ultra, you could have a super as a sidekick for a cost of 4P. These costs are in P because you are getting someone with powers.

Sidekicks *are* adventurers for all hero design purposes, and they can take on traits just like a player's main hero can. So, a sidekick could have their own enemies, be the 'companion' role in a mythic archetype and so on. In general a sidekick is going to have the same enemies as their mentor, though possibly at a different intensity.

It requires gamemaster permission to have a sidekick, *and* approval of the final design. If all you are doing is using a sidekick to be an extra gadget in your power arsenal or a way to cover your own limitations, then no, you do *not* get a sidekick. A *villain* might use a henchman as a meat shield or guinea pig, but a *hero* is going to be more of a mentor or trainer, a friend, brother or father (or sister or mother) figure. Your background and possibly your motivation have to deal with the sidekick. *Maybe you were an orphan, and your cold outlook on life is just soft enough that you took another orphan under your wing. Maybe you see a younger version of yourself who is going down the wrong path, a path you know from personal experience, and being part of this person's life is about helping them to not make your mistakes.*

The difference between a sidekick and the members of a normal organization is this bond. Organization members have lives outside the organization, need to be paid and while they are loyal, are in the end employees of the organization. A sidekick is someone who will risk their life or freedom for you, and in the context of **Eschaton** is someone who *must* share your **Ethos**.

*You cannot start play on day 0 with a sidekick. The sidekick has to have their own origin, that you and the gamemaster work out, where events transpire to bring the hero and sidekick together. The gamemaster plays the sidekick as designed and the bond between them is formed through roleplaying, *not* "I get this because I spent points on it". You *still* have to spend the points, but you *also* have to make it work at a *personal* level, otherwise the sidekick goes on their way and you get the points back. But if a sidekick dies because of your action or inaction, you *lose* the points. *With great power comes great responsibility...**

■ Permits

-15

Permits are going to be *quite* important. Full details on official paperwork will be in the **Campaigning** chapter, but the useful ones are:

registered paranormal: This means that you are 'legal'. It does not make you above the law in any way, it just means that you are a known quantity and have not done anything to run afoul of the law. This does *not* make you part of a superteam or give you law enforcement authority. It just means that if you encounter officials and are not doing anything 'wrong', that you do not get any official grief just for being a super. Practically speaking, it means that as long as you are *not* unnecessarily wrecking property and *are* bringing in bad guys, the authorities will turn a blind eye to any vigilante activities you may be doing on the side.

gadget permit: If you are a registered hero, gizmos that are part of the hero you create are grandfathered into your paranormal permit. Any *new* gadgets involving weird science require a gadget permit. Gadget permits are hard to come by unless you are wealthy, well-connected or are part of a government superteam. If you have a government Friend who is in the chain of authority that could influence a gadget permit, or two or more levels of Wealth, then you can get a permit for a single gadget *during* play, or you can use up a Favor with the government to be allowed to get one. Keep in mind that the pre-Eschaton world is one where many parts of the world would not even issue a permit for a pistol and would send armed teams after a violator with a big weapon. So, a government actually issuing a permit for your personal 'anti-tank matter destabilizer rifle' is a *really* big concession on the part of *any* government, and is only being done because they have to legalize what they are *currently* unable to enforce. But as the global situation calms down and more and more supers are joining with governments, literal 'loose cannons' will be watched *very* closely. Both of these permits can be used to later contribute to the point cost of being on a government-sanctioned superteam.



● Personality +varies

This works normally, noting that you do *not* have to be well-adjusted to have powers, so you can have up to a +10 modifier (+5 points) for a *specific* personality trait, and up to +20 in *total* modifiers for personality. Now, *that* much in one personality trait makes you absolutely monomaniacal and inflexible in that trait, so this level is usually reserved for villains, who do not have to 'play nice' with the rest of society.

motif: It is possible to have a fixation on some aspect of your powered identity. This can be superficial (1 point) to obsessive (5 points). If you have this personality limitation, *all* your powers must tie to the motif in an identifiable way, in their name, form or implementation. The *extent* of the personality trait determines how easy it is for people to identify *you* by your powers alone, and to a degree how predictable you will be in how you use them. Anyone with an Area Knowledge in 'you' gets -1 to difficulty for each point you get from a motif. And if you have any Status related to your motif, people have a general awareness of your style.

i If you are the brooding, obsessed Platypusman, then you have the Platutility belt, the Platmobile, you throw Platarangs and your subterranean lair is obviously the Platcave. Clearly you *want* people to know and fear the Platypus. So, if you got 5S for your motif, an investigator who is familiar with Platypusman would get a -5 on the difficulty to determine that he was at the scene of a fight ("*Hmmm...exploding eggs, criminals incapacitated by poisoned claws, and an aquatic getaway. Who could have done this?*"). Similarly, an Enemy who knows you gets a -5 to any difficulty when laying a trap for you, due to the predictability of your tactics.

Exploiting a motif (or having yours exploited) is *not* automatic. It takes time and effort, and in the case of heroes trying to exploit someone else's, role-playing.

ethos: Each hero (or villain) *must* have an 'ethos'. This is *why* they were granted powers. *This is the core of the game.* There is some way in which you want to change the world. It can be part of your everyday beliefs and actions, a secret you have never told anyone, or a part of you that you not been able to put a name to... *until now.* Your ethos does not have to be in *everything* your hero does, but as a player, you do *have* to create an ethos for your hero. Your ethos costs or grants no points, but it *is* vital. Whatever your ethos is, you *cannot* be shaken from it. You believe that it is *the* right way for the world to be and for people to act.

It is the belief you think everyone should live by, and *your* life is a showcase to show its superiority. *Failing at this is not an option.* No power can sway you from this belief, and perhaps sadly, no fact or logic can sway you from it either. It is not the same as an obvious fanatical obsession. *Rather, it is your hidden well of strength.* People with the same or similar ethos' are your natural allies, and those with an ethos opposite to yours will be implacable enemies.

i Captain Capitalist and Socialist Man will never find common ground and will always oppose the plans and schemes of the other. In the end, only one will remain standing.

You will never violate your ethos, even under the influence of someone's powers, but you *can* be temporarily tricked by plausible flaws in it.

i Captain Capitalist has Socialist Man in a death grip and is preparing to put an end to his over-reaching powers once and for all. Socialist Man gasps "*Your price?*", to which Captain Capitalist says "*What?*" Socialist Man says "*You embody the powers of the free market, therefore you **must** have a price. How much do I have to pay you to let me go? Let's bargain.*" Captain Capitalist is momentarily at a loss, since Socialist Man has a point. He surely must have *some* price for which he would postpone his wrath...and then Socialist Man knees him in the groin and uses his public transport powers to escape.



Your ethos should be something clear and concise, like 'truth, justice and the polygamist way', or 'you cannot walk away from evil', or even something more subjective like 'always hit back'. Even villains have an ethos, those these might be something like 'might makes right', or 'mo' bitches, mo' money'.

An excellent way to illustrate your ethos is to take a real-world event and describe how *your* hero would have responded to that event, using ethos and the background and motivation of the hero to show what your hero is made of. The gamemaster can also do this with in-game events for villains and vigilantes to give players a feel for who and what they are dealing with.

i Your hero has the ethos of 'god helps those who help themselves', and has the background of a formerly imprisoned political dissident. You used to believe in passive resistance, but your brother tried to get in the way when regime enforcers tried to drag you out of a protest. You spent months in a dank cell and your brother died from his injuries. From guilt and rage, you now believe in fighting back, but you will also only help those who are willing to stand up and fight for what they believe in. If you see someone meekly turning a blind eye to corruption and abuse, then you have no sympathy for their plight. But if someone is willing to risk all for a righteous cause, even in a hopeless fight, then you will join them, hope that your powers are enough to make the difference, and if not, then hope that others will follow your example and join the struggle until you *do* have enough power to prevail.

If you have power, you have an ethos. *It is what you are.* You do not get to choose when to follow it and when not to.

delusions: Everyone got their powers from the Eschaton, but not everyone *believes* they got their powers from the Eschaton. Everyone's visitation was different and colored by their own psyche. You might *genuinely* believe that you were visited by Odin, who has made you his adopted son and granted you powers to smite the wicked as the superhero Nysønn.

If you have a delusion, you need to determine the extent of it, how it affects things in play and how you respond if it is challenged.

i Nysønn is totally deluded and gets 5S for a +10 modifier. In combat, he calls on Odin to observe his valor and refers to his foes as trolls, spawn of Loki and any other Norse comparison that comes to mind. He becomes enraged if anyone mocks his faith (+10 difficulty on first impressions (**EABA**, page 7.47)), and has a +10 on any personality roll involving him helping or being sympathetic to anything supporting Odin.

Just remember that the Eschaton did *not* pre-select for sanity or emotional stability when granting people powers...

personality: It is usually left to players to define an appropriate personality for their adventurer, but there are some common sorts of personality that go with the superhero genre:

- **violent** - You see your power, specifically your biggest power, as the first and most frequently used tool at your disposal. *Even if that tool is inappropriate.* If you are super-strong and there is a locked door? Tear the door out of the wall! *Which sets off the alarms you were trying to avoid...* Your level in this trait is an increase in difficulty when trying to come up with a solution to a problem that does *not* use your most powerful powers, and increases the difficulty of any task where you should probably refrain from use of those powers.
- **arrogance** - That you were granted power makes you special and above the rules lesser mortals have to live by. Laws are followed only when convenient, authority is respected only if necessary and only grudgingly then. You are an elite and those who are not had best respect that.



- **vanity** - Appearance is everything. Either you have it and you flaunt it, or there is something you think unbearable and you hide it, like a scarred face under a mask. You are touchy about appearance, and comments, flattery or taunts or insults based on it are modified by your effect in this trait.
- **overconfident** - Your opinion of your skills and abilities exceeds the reality. You bite off more than you can chew. Any roll involving an assessment of your abilities is adjusted by the effect of this trait. Since you do not recognize this trait in yourself, the gamemaster can make these rolls and tell you what your *hero* thinks rather than letting *you* know the actual result of the roll ("nah, the guards didn't see you...").
- **megalomania** - Your vision of the world is the *only* vision of the world. All must kneel before your power and insight. This is a very aggressive version of an Ethos that not only brooks no opposition, it does not even accept the notion of neutrality. *Either you are for the megalomaniac or you are against them*. The effect of this trait is an increase in difficulty in any sort of social or argumentative task where you do not agree with the megalomaniac.
- **code** - A way in which you *express* your ethos. A code might be "I do not kill", "I am honest", or "I protect the innocent". Your effect in this is the degree to which it influences rolls, but in general it *is* the way you do things. You 'protect the innocent'. You do *not* 'protect the innocent as long as it is convenient'. Breaking a code is like violating your ethos and has heavy experience penalties.
- **amnesia** - There are parts of your pre-Eschaton life that are a blank. The level of this trait is an addition to the difficulty of remembering events in your past. Any roll you fail? That information is simply *not* there. In addition, there is a piece of information per level that you will *never* remember. Like waking up after your Revelation, covered in blood and having no recollection of how it happened. Or knowing that you *had* a family, but all memory of their names and faces is gone.
- **powerblind** - You either do not take your own powers into account or assume others have your strengths. For instance, if you are super-strong you might break someone's fingers when you shake their hand, or if your body is living flame, forget to take this into account when shaking hands. *Ouch*.

Secret

+1 to +4

The superhero genre is awash in secrets and given the powers people have it is a tribute to scriptwriting that any superhero or villain retains any secrets at all. The obvious secret is a 'secret identity'. You have a normal-ish life outside your superpowers, a life that would be ruined by exposure of who and what you now are. How much of a secret this is depends on who and what you are, and what sort of problems you would run into if the secret was revealed.

Possible problems with losing a secret identity can be threats to your friends and family, loss of a mundane job, becoming a fugitive, lawsuits and paparazzi.

Another possible secret is that any weird science gadget you use *will* have a vulnerability, something that renders it useless. The *exact* details may mutate over time and become rarer and harder to accomplish, but the vulnerability is something that cannot be *totally* bought off.

i Your magnetic powers are useless against something shielded behind a special alloy. Maybe you will eventually refine your powers so that only the rarest and most expensive metallurgy can do this, but you will *always* have a power modifier with this limitation.

In general, you can take this as a Secret worth 1 point. If it is the centerpiece of your powers, it is worth 2 points. More notes on weird science are on **page 4.60**. If the Secret becomes widely known it just means that any Enemy or foe with sufficient resources automatically knows it.

! This is a bit of gameworld balance to keep players from getting cocky. People with powers are far less vulnerable to mundane gadgets, but everyone could have *something* that their powers are unable to harm, a way to pierce their defenses, a way to confine or immobilize them. Whether or not this is *mandatory* in the way things work for things other than weird science is up to the gamemaster.



A special form of Secret is the 'complication'. It is like a Friend but what they can do for you is limited. Points from the Secret are specifically tied to something else during hero design.

i Your 'complication' is your girlfriend, who is the daughter of the chief of police. He knows who you are, and your Friend relationship with him depends on his daughter being happy and safe.

Status \pm varies

In addition to the various forms of mundane status that will continue to exist in the post-Chaos world, there will be specialized forms of status involving superheroes.

If you are a member of a sanctioned super-team, you *must* buy one level of global Status. The full details on superteam requirements are in the **Campaigning** chapter but the short form is that it costs 4 points. You are known and even promoted to the public, or at least your hero identity is, you have the equivalent of law enforcement powers within your country and formal recognition by most other nations. You do *not* have any sort of diplomatic immunity, however. When operating abroad you have to abide the rules of the host country as regards your powers and what you can do.

You can buy up to two levels of *limited* Status to represent fame or infamy in a particular region or within a particular subset of the population. Being a bad guy can be *positive* levels of Status. *People defer to you because they are afraid of you.*

*"I generally kill the maitre'd as a matter of course when visiting a new restaurant. It guarantees quick seating and proper respect if I choose to visit the establishment again. However, I **do** tip well."*
- Avatoth

It is difficult for someone with significant power to have negative levels of Status. Only if your nation has a significant underclass and you are known to be part of that underclass would negative Status apply.

Unusual Background -1

Everyone who has powers in **Eschaton** *already* has an amazingly unusual background. Note that before the arrival of the Eschaton, there were zero powers or weird things going on, so there were no real vampires, aliens, witches nor any psychic powers a person might have had. So to qualify as an unusual background it has to be *more* unusual than 'selected by an immensely powerful alien entity to receive powers that may ultimately doom the world'.

Wealth/Poverty \pm varies

Your financial condition can be altered from what it was before the Eschaton granted you power. *When you wake up, your bank account is bigger!* Or, you find that you are suddenly the majority shareholder in a major defense corporation. Or, you can simply be wealthy to begin with. Bear in mind that governments everywhere will be appropriating themselves new powers, including the power to seize the assets of villains and rogue supers, and this can include deviations from normal procedure, like reading the minds of Cayman Island lawyers to see where your illicit funds are stashed, teleporting out the contents of your Swiss safety deposit box and so on. If you take reduced levels of wealth, it might be because *this* happened to you! Temporary reversals of financial fortune are not uncommon in the superhero genre. However, the amount you pay for in points is the level you will *eventually* return to. If you are middle-class and win the lottery, that money is going to disappear unless you spend points to represent it. If your global conglomerate has its assets seized, you will *eventually* get your fortune restored.

! With gamemaster permission, Wealth can be permanently shifted for plot purposes. You win the lottery (spend points) *and* gain a new Enemy (gain points). Your corporate research park blows up and so does your Wealth (gain points), but being caught in the explosion gave you a new power (spend points). *This sort of thing happens all the damn time...*



EABA has a number of rules regarding wealth and income and spending, but for a superhero genre there are really only two questions you need to answer:

- do you have to work for a living?
- what standard of living do you have?

There is a reason a lot of comic book heroes (and villains) have it so good. *It makes writing plots easier.* If you are billionaire Bruce Wayne, Reed Richards, Tony Stark, Oliver Queen, Adrien Veidt, Victor von Doom or Lex Luthor, you have a lot more free time available to devote to saving (or enslaving) the world.

Similarly, you might have a modest personal lifestyle, but never actually want for money because of your powers. Clark Kent could burrow into an extinct volcano and come out with buckets of diamonds, and Erik Lensherr could separate out vaults full of precious metals from computer scrap or raw ore.

On the other hand, you might be Peter Parker, and *actually* have to worry about paying the rent. Walter Kovacs lives in a flophouse, Bruce Banner spent a lot of time as a homeless wanderer and Eddie Brock is probably up to his eyeballs in medical bills.

Eschaton alters the normal **EABA** scale for Wealth. To make things simple, everyone starts off with a lifestyle (while working) of -3, savings of +10 and a mundane investment income of -9 (see the table on the next column for a translation into English). The starting points on the table (0 points) are what you get **for free**, and the cost to shift lifestyle is listed (or what you get back for being poorer). If you pay for increased *income*, you still have to hold down some sort of job to collect it. This could be a mundane job or a government 'superhero stipend'. If you pay for increased *investment* income you are simply collecting interest or stock dividends and do not have to work for it at all.

In **Eschaton** you can buy (or lose) Wealth with P, which means that the money or lack thereof is because the Eschaton has its inscrutable hands grubbing around in the global economy. If you buy Wealth with P, you can enter your PIN at any cash machine and it *will* work. Your credit card is *always* approved (up to your Lifestyle). Governments cannot track down and block your money transfers, and so on. On the other hand, if you gain P by taking negative Wealth, excess money vanishes mysteriously, is confiscated, bank errors abound and so on (your ethos might be one of asceticism, so you *have* to live frugally).

Eschaton income table

pts	income	pts	investments
+6	abject poverty	-	-
+3	lower class	-	-
+0	middle class(-3)	+0	abject poverty(-9)
-3	upper class	-3	lower class
-6	millionaire	-6	middle class
-9	millionaire x 10	-9	upper class
-12	millionaire x 100	-12	millionaire
-15	billionaire	-15	millionaire x 10
		-18	millionaire x 100
		-21	billionaire

These are *really* broad brackets. A 'millionaire x 10' in exact game terms is probably in the middle of the '10 to 100 million' range.

i If you spend 3 points on 'investments', then even if you have no job, you are getting money from somewhere that pays for a lower class standard of living. If you spent 3P on this, then the money is 'magical' in that the government cannot trace it or prevent you from getting it (as long as you are not in jail, of course).

! For the record, 'abject poverty' is 'homeless dude' standard of living.

i If you are a moody recluse whose investments grant him or her a work-free lifestyle equivalent to an income in the tens of millions per year, this will cost you 15 points. If you actually had to be some sort of hands-on CEO, it would only cost you 9 points.



! We will say it again elsewhere, but remember that any starting gadgets you have must be bought with points, *not* cash, so they will not touch any starting savings. Gadgets that are part of a mundane job you had the day before the Eschaton arrived are usually exempt from this 'buy it with points' requirement. However, any *mundane* items you have to buy can be bought with *any* points (A, S or P), and replacing them if they are lost in play is just a matter of cash and someone willing to sell or make you a new one. Whether or not you can afford to replace an expensive mundane gadget with cash is probably best left as a subjective comparison to your income. If you are desperately poor, then replacing a simple rifle is a major hassle, while if you are filthy rich, losing your private jet is merely an annoyance that will force you to rent one until the replacement is delivered. **Eschaton** is *not* supposed to be about chasing (or keeping track of) the dollars, so these sort of things are best handled in a dramatic but 'off the books' manner.

! These numbers for 'average' incomes are obviously skewed towards western industrialized nations. If you want to start a campaign in some other locality, adjust accordingly.

If you start play with your own **Organization**, you can with gamemaster permission define this organization as your business. This is going to require a bit of work on the part of you *and* the gamemaster. *What does your business do?* Are you a for-profit superhero group, and if so, what is your business model? The hard part is that you need to pay points for some people in a large organization to be... boring. You need a human resources officer, an accountant, an administrative assistant, someone with a sufficient security clearance to sweep the floors and empty the trash cans, and so on. You *could* contract these services out. Your Enemies would *never* stoop to taking advantage of this to get inside your HQ...

Now, these can all be 'normal' or 'low normal' people in terms of their point levels, and if they are part of an Organization they will have some inherent loyalty, but not *everyone* is going to be a highly skilled elite operative. If you make a quarter of your personnel 'generic staff' it will probably work.

People with an **Organization** will need to pay their employees, underlings, henchmen, minions, or whatever you want to call them, so having some passive income from investments means you are not constantly scrounging for cash or eating into your savings.

You can usually upgrade your wealth in play through game actions or spending experience. If you permanently lose funds through no fault of your own, to an extent that it is the same as losing points, then the gamemaster should give you the points back or set them aside for when the opportunity arises for you to reclaim it. *Maybe even with a little bit of interest added on for your trouble.*

Because there can be a *lot* of money floating around and gadgets that only eccentric moody billionaires can afford, having an idea of the wealth at your disposal is useful. In **EABA** terms, your income is something that can support your lifestyle. If you have the lifestyle of a multi-millionaire, then you have a lot of money coming in. *The exact amount is not all that relevant.* Taxi fare, hotels and first class airline tickets are stuff you do not even need to keep track of. On the other hand, a *mere* multi-millionaire cannot just casually replace a personal jet if it gets trashed.



Using the general wealth categories from the previous table, the table below tells you what your spare cash is for a given level of income, that is, what you can spend on luxuries if you do not plan on saving any surplus.

discretionary income per				
lifestyle	yr(-0)	mo(-7)	wk(-11)	staff
abject poverty	250Cr	25Cr	6Cr	-
lower class	2KCr	175Cr	45Cr	-
middle class	16KCr	1.4KCr	350Cr	-
upper class	125KCr	11KCr	2.8KCr	+2
millionaire	1MCr	90KCr	22KCr	+6
millionaire x 10	8MCr	700KCr	175KCr	+12
millionaire x 100	100MCr	2MCr	500KCr	+18
billionaire	800MCr	16MCr	4MCr	+24

For organizations, the right-most column is the important one. For a 'normal' level professional employee, the pay plus benefits plus overhead would be a cost to you of about a middle class salary. The number in this column is a quantity *level* (i.e. a *level* of +8 is x15 employees). You would adjust the level by type of employee:

employee	qty lev.
low normal	+2
normal	+0
sport(has 1P) or agent-level(but has 0P)	-2
agent(has 5P)	-4

i Our previous moody recluse had a lifestyle in the 'millionaire x 10' range, which has a staff quantity level of +12. This could just be about 60 normal people with some variation in salary but who average out at middle class. Or, it could support a quantity level of +8 in 'agents', or 15 of them, each of whom sets you back about a quarter million credits per year in salary, benefits and general expenses.

As long as the effective quantity adds up, you can mix and match staff types. For instance, each of the heroic agents in the example was worth 4 normals, so you could have 2 agents and 52 normals instead of 60 normals.

Masterminds & Money

Masterminds start with the same amount of points as supers, but in a different distribution. The benefits in an Organization for a mastermind are about a 3 point bonus because the members of a mastermind's organization default to 'agent' level.

The downside is that even though these people are loyal to you, they are still costly in *actual* income and the support services you have to provide (secret volcano lair, etc.). Each agent you have has the same financial cost as four generic henchmen, so some of your points have to go towards either investments or income to pay for your skilled help. You could be the wealthy entrepreneur who runs a tech company and gallivants around in power armor, with a few trusted associates at 'agent' level. Or, you could be a spymaster with an entire cadre of paranormal agents, paid for by money that just mysteriously shows up in your account (investment income bought with P).

Once you have the appropriate level of Wealth for the minimum Organization (12 points for 'free money' and 6 points for 'working for a living'), each extra 3 points spent both doubles the number of people in your Organization *and* your ability to pay them. In general, you probably should spend 1 more point on wealth than you need to, since transport, weapons, armor and medical bills will also have to be paid. And remember that you will want an upgraded **lair** as well.

i If being a mastermind and spending 6 points on income(6) and organization(0) lets you get and support two agents, then 9 points gets you four, 12 points gets you eight and 15 points gets you sixteen. Sixteen agents is enough to give you a lot of variety and more than enough headaches in keeping track of them. What you are losing in *personal* power by spending these points you are making up for by having a small army. Part of being a Mastermind is having other people to do the heavy lifting for you...



STARTING GOODS



For **Eschaton**, pretty much anything outside of your street clothes, a non-military form of transport, your generic consumer goods (including phones and home computers), and a mundane place to live will cost *points* rather than money (credits). A rifle, a bulletproof vest, night vision goggles, a police radio, all of these are in some way a 'power' that a normal person might not have. At times this is going to be a judgement call, but the final decision is up to the gamemaster. The easiest guide is **"if you use it in play while being a hero, it costs points"**. While mundane 'powers' cost you points, they do **not** count towards your nine power limit, and assuming they are not illegal nor required a **Favor** to acquire, you can replace them using lifestyle or savings faster than you could a physical object that actually cost P.

A special case of starting goods is a 'lair'. This is your secret and/or secure hideout. The abandoned factory building whose basement connects to the storm sewers and subway system, the secret room behind the fireplace where you keep your special gadgets, or the public superhero HQ done up in patriotic colors at the downtown address of One Hero Plaza.

To keep things simple, lairs are going to be generalized entities, with qualities based on the type and amount of points you put towards them. First, if you have an organization, it comes with a mundane facility sufficient to be your base of operations for the number of people in the organization. This would be no different than something like a hotel for that many people. Facilities for eating, sleeping and working, the same as you get for free in a mundane apartment. Spending points gets you various upgrades, and you can have varying levels of each. Everyone gets 5 'lair points' (**not** adventurer points) for free from the following list. Spending 1 adventurer point (A, S or P) gets you +5 lair points, and each time you *double* the *total* points spent you get +5 lair points.

Until the gamemaster hints that the bad guys are going to be attacking your lair, you do not need to make up a diagram for it, and until heroes find and can get into a villain lair, the gamemater does not need to worry about drawing one up either.

A, S or P	lair pts
0	5
1	10
2	15
4	20
8	25
x2	+5

lair feature	cost
isolation(9)	+1
secrecy(9)	+1
offense(+3)	+1
defense(+3)	+1
each +2 for one of the above	+1
room to expand	+5
sub-lair	+1

isolation: The lair is physically remote from the normal means of access. You either set a difficulty for a particular skill of 9, or a power level in a particular effect of +9 (no time bonuses apply). Those who cannot make the skill roll or reach that power level cannot get through the 'front door' of your lair, and **optionally** take lethal damage of the amount they fail by (if you spent P for extra lair points, this can be from a paranormal source). You may either have unrestricted personal access via the equivalent of a password that could conceivably be stolen (a physical key, face, retina or fingerprint recognition, etc.), **or** you must meet the criteria yourself to gain access and suffer the same kind of penalties if you fail, but any skill roll has a -4 to the difficulty and your power level needed is also -4. Examples might be climbing a dangerous cliff, making your way through underground rubble, having to teleport or phase through solid matter to get there, or you have solve a computer-generated differential equation in ten seconds or the lasers open fire on you. Isolation could also be just a good set of locks and barred windows.



secrecy: The lair is simply hidden from view. No one knows about it but you, and you are not telling anyone. Anyone trying to find it by nosing about or searching where they think it might be has to make a difficulty 9 Awareness task (unskilled) or roll this difficulty on a skill related to *that* kind of search (an area knowledge skill would have to be more specific than the generic 'I live in this town' variety). This is a case where your motif *could* work against you ("Platypusman disappeared somewhere near the zoo. Hmm..I wonder if there is a connection?")

offense: Anyone who knows where the lair is, who can get to the entrance and tries to enter will be automatically attacked with a power level of +3 in the effect of your choice. It could be electricity, razor wire, remote controlled gun turrets, etc. The default is normal lethal damage, and you can adjust the level of effect by altering the modifier total based on that default. The effects of lair offense **add** to any damage done by failing to overcome a lair's isolation. You can avoid your lair's defenses if *you* pass any test for isolation.

defense: This is the protection of your lair from brute force attempts to get in, either from the normal entrance or otherwise. This only comes into play if someone knows where it is, can get there, shrugs off any offense and wants to just bust the door down.

each +2: This is a cost per feature to add +2 to the difficulty, damage, power level or skill or attribute roll for that feature.

room to expand: The default lair is for a minimum of you and one other person, or any **Organization** you might have, whichever is larger). If you anticipate increasing the size of this group, then you need to plan ahead and have space set aside for it. Each extra amount of space doubles the available room. So, if you have an Organization with sixteen members, the default lair holds you and sixteen people. If you expand it once, you have room to expand to you and thirty-two people. You can always shift your lair to a new location if you outgrow the current one, but this could be its own set of adventures and complications.

sub-lair: This is an inner sanctum or secure area within the lair. It could be the armory, the holding cells for captured villains (or heroes!), your private office, etc. The sublair has the same features as the rest of the lair, but at a *total* of +4 over the levels you paid for. Each time you pay the sub-lair cost you get an additional +4 to spread around. The area of a sub-lair should not be more than perhaps ten percent of the total lair, so a lair for a handful of people is only going to have room for a sub-lair "weapon closet". You may with gamemaster permission have more than one sub-lair, each with its own features (the holding cells have the anti-teleport isolation field, while the armory has the DNA-coded security system).

The normal 'lair' you get for 5 lair points is isolation(9), and defense(9). *This is a normal civilian dwelling.* The isolation(9) represents that someone has to pick the lock on the front door (difficulty of 9) and you have brick walls and steel bars on the windows (armor of +9 (or 3d+0)). In other words, nothing that will stop a skilled or determined burglar and just a speed bump for the powered or talented. But, it *is* free.

It is *entirely* possible to abuse this, so the gamemaster has to approve if a player wants to spend more than 2 A, S or P on a lair, or have any feature at a level of +19 or more.

! Note that if any feature of your lair (particularly offense and possibly defense) are of a paranormal nature, then the level of that feature *should* be bought with P instead of A or S. So, if your lair can *only* be accessed through teleportation, then you have to spend at least 1P for +5 lair points and any extra power level required comes out of that +5 lair points.

The size and opulence and internal features of a lair are based on things you have *already* spent points on, that is your **Wealth** and any **Organization** you have. So if you are really wealthy, then your lair might have an Olympic-size swimming pool and stables for the polo ponies, while if you are dirt poor you are lucky to have running water and electricity.



INTANGIBLES

Before we take all of this and make up a sample hero, here are some things to consider. The powers granted by the Eschaton do not protect you from death, but there are certain things about them that exist outside of the normal rules.

Those granted powers by the Eschaton, even lowly sports, do not suffer from permanently crippling injuries. You *can* suffer the immediate incapacitating effects of crippling injury like anyone else, but short of amputation, any injury you suffer will *eventually* fully heal with no lost function. This might still require months of physical therapy and possibly surgery and minor scarring, but you *will* recover and be able to return to the fight. This is something that normal people do *not* get the benefit of unless they are affected by paranormal healing powers. Even amputations or other massively traumatic injuries can with gamemaster permission heal completely, though this could also require an adventure to acquire something necessary for it to happen.

i You have to break the psychotic Doctor Muto out of a government holding facility, convince him to help you, acquire the materials he requires, get him to actually follow through on his promise and hopefully get him back into a cell rather than let him escape to start rebreaking havoc.

Powers granted by the Eschaton are not inherently detectable by any means unless they are using energy or your hero's physical form is obviously somehow beyond the normal. Short of pulverizing your fingers with a hammer and seeing how well you eventually heal, there is no way to tell a normal person from a super who wants to keep their powers low-key. *And do expect some people to use this as a test...*

Only if your powers have fundamentally altered your nature are they detectable. If your skin stops bullets, a device can be made to say 'hey, he's got power!'. *It's called a gun!* If you have a force field that you can turn on and off at will, then if it is *off*, no one can tell you possess that power. On the other hand, if it is off, it is not protecting you from anything.

! If your power has modifiers such that it is *fully invisible in operation*, then it will not show up on *any* scanners, mundane or paranormal. It may still show up in terms of *effect*. If you have a defense that is undetectable, bullets being unable to hit you or harm you is *still* an indication of power, even if no one can figure out how or why it is happening.

You are not inherently bulletproof. Guns do not automatically miss you because some comic book writer does not want you to be inconvenienced by bullets. If you do not want to fall down with bloody holes in your vital organs, remember to acquire defenses, either as mundane armor or a paranormal power. All superhero games are to some extent scripted, but **Eschaton** is less so than most and heroes are expected to be able to take care of themselves in a variety of situations. *This is one reason why superhero groups are popular.* People join together so that their strengths cover for someone else's weaknesses. If you are good at range but not in melee, you have a melee specialist to cover you if a bad guy gets close. And you can use *your* ranged attack to help the melee guy get close to other people. If you have no mental or other unusual powers, you find someone who does to offset this weakness, and you use your mundane effects to protect them from other mundane threats. And so on.



BLUR

Blur is going to be our sample hero design. We will deal with some of her powers later, but for now we are just deciding on her attributes and a few of her skills.

Blur is a Asha Green, teenager, idealistic. Politically active even though she is barely old enough to vote, environmentally conscious, pretty smart, but not as focused as she might be. She works (or worked) as a carhop at a 50's themed drive-in fast food joint, which is only important as it plays into one of her major powers. Her worldview and ethos are benevolent, but maybe a little naïve.

As a hero, Blur starts with 65A, 25S and 30P, with the potential to take up to 30 more points in various traits (but she will not overdo it and will only take about 20). The player making Blur has the idea that she is not someone who wants to be throwing around lethal attacks or going out of her way to hurt people, but instead manipulates natural forces like wind and water to incapacitate her foes in a non-permanent way. We will not design these powers yet, but knowing this helps us design the rest of her abilities.



Asha has no great experience with comic books or superheroes aside from watching a few big screen movies, so her preconceptions of what a 'superhero' is are fairly limited. She just knows that she wants to make a difference, and is about to be completely overwhelmed by the power at her disposal. She wanted to be stronger, like a strong man, quick and clever and tough enough to be a movie superhero, but that's about as far as she thought it out and that's what the Eschaton gave her in terms of altering her body.

Let's deal with some of her traits first, as these will affect the points she can spend on other things.

Age: Asha is a young adult but we are ignoring age for her, so there are no points gained or lost there. The appearance of her attributes *will* play into whether she spends A or P on some of her attribute levels.

Background(+1P): We have already talked about her a little bit, but she needs a tagline. Asha is an environmentalist and remembers a line from a TV show about old commercials. She misremembers it and turns it into "*It's not nice to fool with Mother Nature!*". High school education, more comfortable and in tune with the urban/suburban environments she was raised in and has some romantic and unrealistic ideas and expectations about 'the great outdoors'. She wanted to go to college, but that got turned upside down by the Eschaton. Her surviving family is an older brother who is a policeman. This gives her a plausible excuse for having a Friend or Favor with the police, which she may need because she is going to start play with the government as an Enemy.

Bane(+3P): Asha has envisioned Blur as a force acting on behalf of nature. If Blur is attacked by anything with a special effect or keywords indicative of man-made toxins, she takes +2d from it before defenses are applied.



Enemies(+8P): Blur is going to have three Enemies. First is the government. She is *not* going to register as a hero, she disapproves of the government's actions regarding the environment. But since she is not in the blood-spattering, major property damage category of super, the player counts this as a 3P Enemy. Blur also has an ethos foe. Somewhere out there is a super whose ethos is that humanity must reach for the stars and the unlimited resources of the universe. What we do to this one planet to reach that goal is irrelevant. Blur and this super will never be able to accommodate each other's worldview, and this is a 2P Enemy. We are also going to work this into another of her traits later on. Last, the gamemaster says that there will be a villain group in the campaign area that will be at odds with the heroes and that all players *must* take this as an Enemy, in this case for 3P.

Favor(-1P): Blur buys a Favor with the local police. Going with the Eschaton theme of "anything you do with points for powers is special", by spending 1P on the Favor she can ask for something outside the normal range of possibilities. How *far* outside is up to the gamemaster.

Friends(-3P): Blur has a yet-undefined ethos ally who shares most if not all of her beliefs. This relationship has not been defined yet and will have to come about in play, but Blur pays for it ahead of time and uses 2P for it. Blur also buys her brother as a Friend for 1P. This is above the normal "we are family" relationship. As a Friend, her brother will put his job and possibly his life on the line for Asha. It also implies that he knows who she really is and that she will reciprocate for him, possibly doing stuff as Blur that the police could not *officially* touch. This is a great hook for the gamemaster to get Blur involved in adventures she might not normally have considered or are outside the immediate scope of her ethos.

Increased hits(-4P): Blur buys +4 hits(costs 2P) and +1 to her hit bracket(costs 2P). She wanted to be tough, and combined with her stats and paranormal nature granted by the Eschaton, this will help her survive the hazards of being a hero.

Larger than Life(-5P): Blur takes 1 full level of this, which costs 5P.

Looks(+0): Asha is in the bloom of youth, and has no self-image problems, so she keeps her default looks with the benefit of looking very fit thanks to bonuses from the Eschaton. Since she bought most of her Strength with normal A points, she has the appearance that goes with a reasonable level of natural strength, and some hidden bonus from spending P on it as well. *She is stronger than she looks.*

Motivation(1S): Asha is motivated by her late father, a soldier in the first Iraq War. Exposed to toxic chemicals and fumes from burning oil rigs in Kuwait, he eventually died from 'Gulf War Syndrome'. *That's what he thought and what she believes, anyway.* As a child, Asha watching her father slowly waste away was a powerful and painful experience that has shaped and solidified her desire to make the world a place where this sort of thing never happens again. The gamemaster thinks this is a good motivation that goes with her ethos and it is worth 1S.

Neat trick(-1S): Blur is going to have a lot of speed and skill and she buys the neat trick of being able to make two melee attacks on two targets as part of one action. This could be two attacks on one target, two attacks on two targets she is next to, or an attack, a move of up to her walk (a free minor action) and then a second attack on a different target.

Organization(+0): Asha neither has nor is part of an organization at the start of play, but the player thinks that a sidekick might be neat and thinks about adding some bits in her background that might justify spending experience on it at some later time.



Personality(+8P): Blur is best described as an activist environmentalist, and as a hero she sees herself as above the law. In particular, she sees herself as following a *higher law*, holding people and companies and the government to a higher standard. *Especially* if that standard exists in the law and is being ignored. She is flashy, slightly arrogant and slightly overconfident, with only a +2 modifier for each(+3P). She is, however, very keen on not killing people or letting people be killed, a +8 modifier on influencing her actions(+4P).

Her ethos is that we should all live sustainably and within our means, leaving a world for our children as full of possibility as we want for ourselves. She is not full-on treehugger, but has those tendencies. She is not vegan, and does not object to leather, fur or other animal products if they are managed humanely and sustainably. She *does* object to fission power, weapons of mass destruction, strip mining, clear cutting, overfishing and similar practices.

Blur has a slight motif that goes with her other traits. She not only wants to deal with those who abuse nature, she wants them to be publicly known. So, she tends to do things that are flashy, does not kill anyone, and tries to work with natural forces whenever possible. This is only worth +1P, since it is not really a trademarked style, just a set of practices that a keen observer might be able to take advantage of.

Secret(+0): Asha had not really thought about any repercussions about having a superpowered identity conflicting with her real identity. She was on the verge of moving out on her own, and she only has her brother and friends as possible liabilities and points of leverage. So, she does not have a 'secret identity', but neither is it a public one. Anyone who tries hard enough can find out who she really is. As her superheroic career goes, she is just one of many supers right now. If she becomes famous enough, *who* she is could become more important than it is now.

Wealth(-3P): Asha as a person did not put too much thought into this as the Eschaton-granted shift in reality took place, but she did have the notion that she wanted to do this full time and not have to worry about daily expenses. So, the player spends 3P on Blur to give her a 'lower class' level investment income, so while she may not be rich, she will always be able to afford the necessities of life. Using the table on **page 3.26**, this means that if she is working (middle class) then she has a discretionary income of 350 Credits per week, and if not, this drops to 45 Credits per week.

The backstory is that during the first days of Chaos, Blur was out doing good deeds and giddy with her new powers, when another hero and her Ethos enemy got into a fight in her neighborhood. Her apartment building was flattened and her mother killed. As it turns out, her mother had a life insurance policy set up as a trust in Asha's name, paying her a significant stipend each month. Asha never knew about this, and wonders if this is *really* how it was, or whether her desire for financial independence caused the Eschaton to cause events to transpire the way they did, making Asha partly responsible for her mother's death.

This will probably nag at Asha/Blur for her entire career, and be a secondary motivation for her, to determine whether or not her mother truly had set things up for her in the event of her death, or whether the Eschaton foresaw this death and used it as a way to generate Asha's desire, or even caused that death as the price of Asha's desire. With the Chaos and the destruction of all records her mother might have had, this will be no easy task, and how it turns out could be one of those life-changing discoveries that shifts her focus as a hero.

Regardless, Asha will not be profligate with her money and feels honor-bound to spend any surplus she has to support her ethos and those in need.



Stats

With that out of the way, we can look at Blur's available points:

Asha Green/Blur

base	65A	25S	30P
age	+0A	+0A	+0A
background			+1P
bane			+3P
enemies			+8P
favor			-1P
friends	-3A		
increased hits			-4P
larger than life			-5P
motivation	+1A		
neat trick	-1A		
personality			+8P
wealth			-3P
total	62A	25S	37P

Note that while Blur has more than the +8P maximum in traits for a super, her *net* gain is +7P, which is below the limit. To make things simpler, we will just design Blur as a hero, rather than giving her normal human stats and adding to them. Asha wants to be better than a normal person, but her mental concept is not one of an overwhelming powerhouse. She does not see herself as a 'superbeing', but more of a really good person who has powers. So, we give her the attributes:

	level	cost	
		A	P
Strength	11(3d+2)	8	3
Agility	13(4d+1)	11	2
Awareness	11(3d+2)	11	0
Will	12(4d+0)	12	0
Health	11(3d+2)	11	0
Fate	9(3d+0)	10	0

This adds up to a cost of 62A and 5P, because she did not want to *look* superpowered, and a natural Strength of 11 on a teenage girl would be striking, and the Agility of 13 would be superhuman for her age. She is in human terms, somewhere in the 99.999+ percentile, with *all* her natural human stats boosted.

Note that since she has P as part of her inherent stats, she is not a mundane person, even out of costume. Her secondary stats are going to be:

dodge: +8

walk/run/sprint: 6/8/10

toughness: 4 (8 vs. mundane)

hits: 26 (she bought +4 extra)

hit bracket: 6 (she bought +1 extra)

stamina: 11

encumbrance: 25kg at no penalty, max 160kg

Even without any paranormal defenses, she is pretty damn tough. She can take a punch from any average person and not even flinch. She can take a 9mm shot to the gut and barely be slowed down by it. She can pick up an average person in each hand and lift them over her head. *But she looks like nothing more than an athletic teenage girl.*

Skills

Asha is bright, but only had a high school education, so almost all her skills are going to be newfound knowledge granted by the Eschaton, skills and skill levels that she will be amazed to explore and overcome by the realization that these skills are not like things she has to look up in a reference, but deep knowledge that is there like she has always had it. In addition to her free skills she can have up to ten skills at the start of play. In addition to what we did get her, the player wants to get Carousing and Running, both of which go with her personality and powers, but she does not have enough slots and will have to pick those up with experience points later.

We start with Asha's free skills. She does not actually have a driver's license, so the game-master allows the player's request that she has a second language fluency as her free skill, along with the basic cultural knowledge that goes with being a city-dweller in a modern industrialized nation. All of these are at a +0d level, but with an Awareness roll of 3d+2, this is still a respectable skill roll.



Asha's Eschaton-granted or enhanced skills are below. None of them are at god-like levels, merely professional levels of skill with the added benefit of being larger than life. So, she can pull off tasks at difficulties mere mortals could not manage, but at lower levels of difficulty she is only on par with highly skilled mundanes.

skill	attr.	level	roll	cost
roller-blade	Agl	+1d	5d+1	2S
power use	Will	+2d	5d+2	4S
paramedic	Awr	+1d	4d+2	2S
martial arts	Agl	+2d	5d+1	6S
atmosph. sci.	Awr	+2d	5d+2	4S
area kn.(villain)	Awr	+0d	3d+2	1S
area kn.(music)	Awr	+0d	3d+2	1S
stealth	Agl	+1d	5d+1	2S
throwing	Agl	+1d	5d+1	2S
comp. hacking	Awr	+0d	3d+2	1S
total				25S

roller-blade: Asha's job at the 50's fast food place involved carrying orders out to cars while on roller skates (a 'car hop'). She was pretty good at it, but used in-line skates rather than the old-fashioned kind. Her main movement power as Blur is that she is a super-fast skater. This power is going to require a skill roll, and this is the skill she will use whenever trying anything fancy with it. With a 'best four' skill roll of 5d+1, she's pretty darn good. *She is a superhero, after all.* If it can be done on skates or with skates, she has a pretty good shot at pulling it off. There *are* better skaters out there, but most of them do not get 'best four'.

power use(elemental): Blur is going to have a few actively targeted powers based on the use of the local environment. This skill is her ability to target that power on someone. With a 'best four' 5d+2 skill roll, she is well beyond what normal humans can do with a ranged combat skill. This should hopefully give her the precision needed to avoid collateral damage, since avoiding harm to the innocent is important to her.

paramedic: This is just a mundane skill that she is now pretty good at, and will let her stabilize injuries or do what is right for a wounded person until better equipped medical help can arrive.

martial arts: Asha always thought that martial arts were kind of cool but never did more than a few self-defense courses down at the local community center. But now she is as good or better than most black belts. She does not hit particularly hard, especially in superhero terms, but if she looks like Asha instead of Blur, a mundane mugger or attacker is in for a surprise. She buys this as an enhanced skill and says she gets +2 on strike damage with it, so with a Strength of 11 she has a respectable but not superheroic 3d+1 non-lethal punch (enough to incapacitate a normal person with one hit).

atmospheric science: Asha did not know if she would be able to afford college, but she knew if she got accepted and got a scholarship that she wanted to study some form of climate science. And now she has the 5d+2 skill roll of a Master's degree. *And* a 'best four' roll to use that knowledge with. She knows how to use lab equipment she has never seen and has most of the knowledge she needs. She does not have a knowledge of other experts in the field, nor they of her, her knowledge and skill. While her knowledge *is* real and inherent to her, it is not something that has a real-world history and classmates and professors she would know and be known by. So, she has no college degree that can go on the wall, no professional references, just the knowledge, which in professional eyes just makes her a well-informed layman rather than someone to be taken seriously. And there will always be resentment and suspicion in the academic community for those who had knowledge granted to them for free rather than having to learn it. Those who have scientific ideas that differ from hers will always be able to say "You are just saying that because it is what the Eschaton has manipulated you to say." *And Asha cannot truly say this is not the case...*



area knowledge: Asha has a superficial knowledge of the key 'offenders' in her area, which probably includes any ethos foes she has run into or major ones that are in other areas.

area knowledge: Just because, Asha has some knowledge of the local indie music scene, and with her newly boosted stats can party with the best of them.

stealth: When she wants to be, she can be pretty stealthy. Even though she prefers to be flashy, flash is mostly for the finale, and being able to sneak helps her get to that point.

throwing: Being able to mundanely toss things with her decent Strength and very good Agility is sometimes a way to get things done that does not reveal any powers.

computer hacking: Asha is not a world-class hacker by any means and will not be getting into secure facilities with it, but she is good enough to recognize vulnerabilities and sometimes spot the traces left by others.

Asha has a few big holes in her skill set, but this is deliberate and is part of the concept that the player has in mind for Blur. She has no skill at all with firearms. Asha had none, and what Asha imagined for Blur had none. She did not bother to increase or gain any skills in vehicle use. With her increased Agility she has as good of an unskilled default as most regular drivers have in their skill roll, but she is still running at the same level of training she had before.

Her blind spots in terms of training are not crippling, and give the gamemaster some room to work with, and she does have some non-combat skills of a professional and personal nature that can be used as plot hooks.

Powers

Blur's powers will be detailed out in the Powers chapter, but we have 37P unspent, of which no more than 15P (half her starting amount of 30P) can go towards any one power, and she can have no more than nine powers (or sets of powers that act at the same time).

Blur is going to have:

- 1) costume (the "instant change" power)
- 2) armor (superhumanly tough skin)
- 3) enhanced running (super-skating)
- 4) a lethal melee attack vs. inorganics
- 5) a non-lethal melee attack vs. living
- 6) a ranged telekinesis
- 7) an enhanced aspect of Awareness
- 8) an ability to morph into water
- 9) an ability to transmit and receive radio

This goes with her theme and beliefs. She has no problem with destroying equipment, but does not want to kill people. The ability to morph into water is mostly a movement or escape trick, and the radio could just be a gadget. Her tactics are to move fast and hit hard, using her powers creatively to get the job done.

Final

Asha's visitation from the Eschaton was in the form of a Gaea figure, and while Asha may have felt the Gaea/Eschaton was steering her towards efforts to save the planet, the Eschaton very carefully did no such thing, but merely offered power and hinted at judgement if humanity failed some yet-to-be-defined standard. Like most heroes or villains, Asha's own personality shaded what she *thought* she was told, giving her the feeling that Gaea has set her on a particular path when in fact every thing that happened from that point on is due to choices of her own making. This is a very common human failing when dealing with unknowable power, as evidenced by the countless ways in which people convince themselves that their own biases are actually "just doing the will of a higher power".





"There are men so godlike, so exceptional, that they naturally, by right of their extraordinary gifts, transcend all moral judgment or constitutional control. There is no law which embraces men of that caliber: they are themselves law."

Aristotle, *Politics*

INTRODUCTION

It takes courage, strong beliefs and willingness to make sacrifices to be a hero. It takes that *and* powers to make a *superhero*. To make a superhero who survives the Days of Chaos takes all of that *and* a bit of intelligence and luck.



EABA v2 has an amazingly complex and detailed power generation system, which was originally tapped in its infinite detail for **Eschaton**. However, **Eschaton** is *not* about having the coolest and intricate powers, but instead what you *as a person* do with the new power at your disposal.

So, **Eschaton** will use a very templated subset of the power system. At its core it is still based on the full power system, but the templates will let you generate a full set of powers for a hero (or villain) in just a few minutes. But before we get to that, a few pages on what powers mean in a modern, 'real-world' setting like **Eschaton**.

The *most* important thing to remember when designing a hero for **Eschaton** is that it is a 'realistic' superhero world, to the extent this is possible. *What does this mean?* It means that mundane authorities have *not* forgotten the potential of a .50 cal sniper rifle or a missile-equipped drone, or that police will not forego to shoot a hero just because he or she is *not* bulletproof. **Eschaton** is a world where cars, radios and helicopters can be used just like you see on the televised police chases. Just because you run at 200kph does not mean you *cannot* be tracked from the air. It is a world with GPS tracking, security cameras, cell phone cameras, and all sorts of databases to mine for info.

A hero (or villain) in **Eschaton** who does not take mundane tech and human resourcefulness into account will have that oversight come back and bite them, sooner or later. In addition to whatever their defining powers are, a successful hero should at the very least be able to evade a police chase, and detect, block, dodge, or not be incapacitated by a single sneak attack like a sniper's bullet from a kilometer off. Heroes who will eventually be working for the government need this a little less, but if you have a secret identity or tend to bend the law a bit in your pursuit of justice, you need to be able to get away from mundane pursuit and enter or leave your lair, apartment or your suburban home without being spotted by a nosy next-door neighbor or have your license plate caught by a traffic camera.

This will tend to homogenize the super-powered individuals, natural selection picking the abilities that allow this. Teleportation, invisibility, super-speedy running or flight, clouding men's minds, an esoteric ability like being able to zip through electric wires, or just a vicious reputation for shooting down helicopters or tracking down and eviscerating the families of any policeman who points a gun at them.

The heroes and villains who can be *easily* caught or tracked...*will be*. This includes *you*.

Keep it in mind.



POWER LIMITS



The powers granted by the Eschaton are near infinite in diversity, limited only by level of power and imagination of the user. There *are* some hard limits to what can be done, whether that power was granted by Eschaton or comes from any other source that exceeds the bounds of pre-Chaos science. So, before you even start to design powers, you need to know what is *not* possible. You cannot:

time or dimension travel: An individual may have powers that alter their *perception* of time, grant glimpses into other realities, the past or possible futures, or move so fast that the rest of the world *seems* to be standing still, but it is *not* possible to *go* to another time or dimension and return. This includes lairs. Getting to the lair may *seem* esoteric, but it *is* in the here and now. It may *look* like a pocket dimension, but it is *actually* somewhere in the real world.

travel faster than light: Even if in your mind you are an alien from a distant planet, you are not getting there anytime soon. No power that lets someone move at or past the speed of light is possible, nor is teleportation at anywhere past the nearest of interplanetary distances (to the Moon). Nor can you shift to another dimension and come out on another planet or any other dodge that would get around this limit. An **Eschaton** campaign takes place *entirely* on Earth and its immediate vicinity. *Villains with moonbases are allowed...*

undo the past: Powers can be used to mitigate the effects of physical limitations, but if you choose to *start* play with such limits, you cannot *remove* them with powers. If you start play as someone who is blind, no Eschaton-given power will restore your sight. That is, you cannot take a limitation for points and then *permanently* undo that limitation with the quick and easy application of a power. You could have an 'always on' power that lets your hearing compensate for your blindness, but you are *still* blind and your super-hearing power *could* possibly be negated.

restore life: You might be able to turn bodies into 'zombies', or create 'vampires', but once someone is well and truly dead, they cannot be restored to *genuine* life. What they were is gone, even if some memories and behavior patterns remain. You might be able to upload your consciousness into a robot body, but you cannot make multiple copies as backups. *One person, one consciousness, one life.*

force an ethos violation: No compulsion, illusion or coercion can *compel* a person into acting against their ethos. It is possible a person can be fooled or confused temporarily, but your ethos is the core of what you are as a super-powered individual and this *cannot* be taken from you. It is possible a charismatic speech or physical or romantic entanglement might shift it a little bit, but it is still going to be there in the end. Just because a villainess has a torrid affair with a hero does not mean she will not dump him in a volcano if necessary, nor would it stop him from having her locked up in an isolation cell in DeepCore 2. *They will both just feel really bad about it afterwards.*

Any fundamental change to your ethos must come from *within* and be *entirely* voluntary. It is unlikely but possible that you can change your ethos. You might decide that you were wrong. People *do* change, and supers *are* people.

be omnipotent: Eschaton is a finite, rule-based system. Somewhere in the power design process is a power or powers for which there is little or no defense and which ruins the role-playing. Like "I read the minds of everyone on Earth." or "I compel every political and spiritual authority figure to do and say what I tell them to." or "I make a black hole that devours the planet." To be fair, the last one *is* something a villain might do and which heroes have to thwart. **Eschaton** is as much a study in belief and philosophy as it is a knock-down-drag-out superhero combat setting. *There is no one power that overcomes all the others.* However, there will, someday, be a belief or ethos that rules supreme. Power will *not* make that ethos happen. Power will just make it happen *sooner*.



Villains and anyone else under gamemaster control *can* have unbalanced powers because the gamemaster is *not* going to ruin the world with them. *You hope.*

Players need to understand that while they can min-max their power designs and have them work flawlessly against normals and those in lesser power brackets, there will always be those in their own power range and above who have the defense to their power, and possibly a desire and will to go out and hunt them down.

The world of **Eschaton** is a balancing act between competing incompatible ethos and absurd amounts of violence on one hand, and the need to gain the support of ordinary people, whose lives, livelihoods and property your absurd amounts of violence are ruining.

nine: You may have no more than nine powers. A power *can* do more than one thing, a power can be mutable or even an omni-power, but the total number of powers you have designed for a hero will never be more than nine. Powers that are mundane gadgets do *not* count. Note that a power suite is not one power, it is as many powers as are in the suite. However, if you have powers that have a mutual operational dependence (if one is on, they must both be on), *one* of that group is a “freebie” and a power can only be free *once*.

i If you have a flight power and a force field power and they must *always* be activated together, they count as one power for this purpose.

Attributes do not count as powers, but if you have attributes with paranormal **modifiers** this counts as one power. *Why nine?* Only the Eschaton knows.

! To be perfectly honest, it is to keep players from having a fifty-page character sheet full of powers that cost 1P. A nine power limit makes you think very hard about what you really want the hero to be able to do.

POWER DIVERSITY



We have mentioned a few times that a flexible and *successful* hero is going to need multiple abilities. You can have them as inherent powers or as gadgets. A lack in one or more types can be offset somewhat by a team with strengths that can compensate for the weaknesses of other team members, but this can only go so far. Power types you should strongly consider:

mundane defense: Something to protect you from bullets, blades and such. You do not have to be bulletproof, but an ability to deflect, dodge or otherwise not be affected by at least a mundane rifle is recommended. Because of the benefit given to paranormal individuals and powers, this would be a power level of *at least* +8 (an paranormal armor value of 2d+2 stops the lethal hits from a 5d+1 rifle).

powers to consider: *armor, force field*

attack: *Obviously.* You need *some* way to incapacitate your foes. The nature of this attack is going to depend on the personality and ethos of your hero. Do you eschew lethal attacks, or not care if foes live or die? Do you go for area effects and explosions, or more property- and bystander-friendly direct attacks? Ranged or hand-to-hand? Physical or mental?

powers to consider: *ranged damage, melee damage, mental damage, bypass damage*

special defense: You are never going to be able to mount a solid defense against *every* type of attack. However, many special attacks are designed to be useful against those with a default level of defense. For instance, a mental power might be defended against by Will, and the person with that power knows what the average range of Will is in their *usual* targets. So, if you *expect* to run into foes with this sort of attack, improve your Will, get a Forte against mental attacks, or buy a gadget that helps you out. If you have Enemies, they know some of your weaknesses. Similarly, you know some of theirs from all the times you have tangled with them.



The gamemaster should also let players know what specialized attacks and gadgets are common enough to be worth noting. If the police have portable 'microwave pain rays', then you should be made aware of this, what they do and how to defend against them, should you want to incorporate such a defense into your set of powers.

powers to consider: *environment protection, power defense*

movement: You do not *need* to have the power to fly at Mach 3, but being able to respond to a crisis at high speed *is* useful. If you can move a distance level of +16, you cover 5 kilometers in a minute, about as fast as any helicopter can go. That can get you across a crowded city in time to make a difference in a long encounter. You can fly, run at super speed, teleport, leap vast distances, or just be the world's finest stunt driver with a souped-up motorcycle. But being able to get there quickly is *always* useful.

You need to take into account that in almost every situation you are going to be faster *or* slower than who or what you are up against. Consider how *vital*ly important this is. If you are slower and losing, *you cannot get away*. If you are slower and winning, *you cannot stop them from getting away*.

powers to consider: *running, flight*

evasion: An ability to avoid detection or pursuit is something that any successful vigilante or villain will have, and any hero who wants to avoid being co-opted by the government will want this as well. Evasion can be a specialized movement like teleportation, sensory confusion like invisibility, or even something as simple as changing from obvious hero into a mundane-looking bystander (see the **Costume** power). Most of the time, being able to get away is *at least* as important as being able to win. And this is also part of the genre. Comics would be kind of dull if *every* encounter between a hero and villain ended up with one of them being killed or incarcerated.

A good team will have someone with an evasion power that can assist the whole group or at least one other person.

powers to consider: *teleportation, phasing, wiring, tunnelling, invisibility*

Fate: *How lucky are you?* The Fate attribute is not a power, but in the hands of a super it might as well be. You can use it to make attacks miss you or do less damage, make your own hit better or harder, and generally save your bacon in desperate situations. But you need a decent level in the attribute to do this. *And remember that your enemies can use Fate in the same way!*

endurance: *How long do you need your powers to run?* Making them less draining reduces their power level, but making them too draining can leave you powerless and exhausted if you have to use them a lot. Remember that the total stamina loss or energy use in a turn is based on the drain *and* the turn mod used for each draining power that is active in that turn. If the turn mod is +10 and you have four powers with ongoing stamina costs, that is a *lot* of stamina!
tweaks to consider: *reduced drain, energy battery, charges*

gadgets: It is the concept of some heroes to be scavengers, acquiring new gadgets from friends or foes, changing them, upgrading them and so on. As a matter of game balance, 'captured gear' is really only usable until the end of an adventure or it runs out of juice, whichever comes first. To be able to keep using captured stuff, you usually have to find a way to buy it with experience. Otherwise it will run out of juice or suffer a 'plot complication'. If you had a large enough omni-power you could have a trophy case or armory and in between adventures or possibly more often, go in and grab a different trophy gadget.

tweaks to consider: *obvious, worn or carried gadget*



More

As a super, you will have 30P plus up to +8P from traits, and no more than 15P can be spent per power. This limits the number of separate powers you can have and their intensity. If your power has a modifier total in the +0 to +10 range, that means if you spend 15P on a single power you will have a power level of between +28 and +38, or 9d+1 to 12d+2. Considering that a tank has a front armor and cannon in the 15d range (which is halved against powers), you *still* need to put a lot of points into an offensive power to deal with the big stuff the government can throw at you. *Which is, of course, part of the challenge.* Of course, powers give you ways to negate this conventional force advantage.

i A Strength roll of 12d+1 can flip a tank onto its back, which removes it from combat without killing anyone. And the crew of the tank is certainly not as *mentally* resistant as the tank is *physically* tough, which is another angle to try.

If the gamemaster allows the 'flexibility' or 'omnipower' modifiers, do *not* slow the game by micromanaging a highly mutable power. It is the right of the gamemaster arbitrarily redesign the power to be less mutable. If you have a highly mutable power it is *expected* that you will have a number of pre-designed aspects for it, ready to go and either pre-approved or written down in a form the gamemaster can quickly look at.

! *Do you know what the scariest power to hit a player's hero with is? One that does not do anything at all. If the gamemaster says "the coruscating ebony wave hits your force field and passes through it like it wasn't there, then slams into you like the wall of infinite blackness it is... and nothing happens. Nothing that you can detect, anyways.", then 1) they are playing mind games with you, 2) you are in a lot of trouble, or 3) both. Keeping players in the dark about things their heroes really should not know is perfectly acceptable. Similarly, clever heroes can make villains hesitate and doubt to their own benefit.*

GAMEWORLD BASE

This is not directly power design, but is a measure of how effective powers are in a game setting.



Eschaton is high-powered, open-ended setting. For superpowers or anything bought with P, *there is no gameworld base.* Powers suffer no quartering of modifiers that exceed a certain amount. This gives superheroes an upper end in power that mundane technology cannot match, especially in terms of gadgets. A *mundane* weapon is going to lose most of the benefit of the +30 modifier you get for a 1 ton gadget. A villainous energy cannon based on principles only the Eschaton can figure out will get the full +30. This makes almost any gadget bought with P superior to its mundane equivalent in ways that violate known science, with the downside that gadget can be taken away from you.

Mundane gadgets will have a gameworld base of 0/10, representing a Late Atomic Era level of technology. The gamemaster might tweak this in play, as people unravel a few of the secrets behind super-gadgets, just enough to give them a head start towards a new understanding of things. *And perhaps this is some part of the Eschaton's plan.*

A key thing to remember about powers is that there are not really 'unbalanced powers'. *If you do not have armor, a gun might as well be a superpower.* It will ruin your day just as fast as a searing brain bolt you also have no defense against. There are no unbalanced powers, just powers and effects *you* do not have a defense against and which villains and the gamemaster will make *your* life miserable with.

! All of the powers that follow *can* be broken down into their individual modifiers, which could *easily* be over a dozen per power. However, if you want to tweak the details of a particular power, you will need to create that set of modifiers yourself, as providing a *full* breakdown for *each* power would more than double the length of the chapter and most people would never have need for it.



POWER DESIGN

EABA v2 can generate a bewilderingly large number of power effects, and can often do the same thing in different ways with an alarming amount of subtlety and drama-derailing detail. This may be okay in some settings, but **Eschaton** is supposed to be about *who* you are because of your powers, not how well you can min-max the system. So, **Eschaton** is going to use a streamlined subset of the power design rules.



All powers are going to have a default set of characteristics, depending on whether they are active, passive or static. An 'active' power is one you usually have to make a conscious effort and a major action to direct (like an energy blast), while 'passive' ones are just there (like a force field). Most mobility powers are passive. You need a skill roll of some kind to turn them on, but once activated, basic use is a minor action like walking is. A passive power that has no stamina cost and is always on is a 'inert' power. An armored skin would usually be an inert power.

If a power is listed as active, passive or inert, it means the following is already taken into account for it and this is what it has unless the description says otherwise.

active powers

- inherent to the hero
- visible and obvious in what it does
- stamina cost of 1 per +9 power level, round to zero
- requires a combat skill roll of some kind if used against others, or a hard(11) skill roll otherwise
- has a defense against it if you can use it against others without their uncoerced consent
- has a special effect *you* must define
- can be 'pushed' up to +6 if you use a stamina cost for the whole power of 2 per +3
- if the power acts over a duration, it stays on as long as you not stunned and want it on, otherwise it is probably an instant or action
- if the power has a range, it is 350 meters (distance level of +28) unless the description says otherwise.

passive powers

- inherent to the hero
- visible and obvious in what it does
- requires a hard(11) skill roll of some kind to turn the power on or make major adjustments to it
- stamina cost of 1 per +9 power level, round to zero
- has a special effect *you* must define
- can be 'pushed' up to +6 if you use a stamina cost for the whole power of 2 per +3
- if the power acts over a duration (like flight), it stays on if you are conscious and want it on
- if the power has a range, it is the hero's aura (themselves and non-encumbering gear) unless the description says otherwise.

inert powers

- inherent to the hero
- visible and obvious in what it does
- has no stamina cost to use
- is always on and cannot be turned off, but its 'on' state can be linked to something else (e.g. the power is always on when you are flying)
- if the power has a range, it is the hero's aura (themselves and non-encumbering gear) unless the description says otherwise.

You can take modifiers that adjust or change these defaults (it is almost required), but the defaults are useful. A lot of powers *will* have modifiers other than these, but this is a good starting point.

i For use in later examples, a few common ways to adjust powers might be:

- pistol(+5)(page 4.58)
- obvious, worn gadget(+3)(page 4.58)
- vocalization, clear voice(+3)(page 4.63)
- energy bank with 15 energy(-1)(4.64)
- only works vs. non-living(+4)(page 4.56)

So, if your hero has a disintegrator beam that only works against non-living targets, you might take the 'ranged damage' template, which has a starting modifier of -1. Then you add the modifier sets 'pistol(+5)', energy bank x 15(-1) and 'only vs. non-living targets(+4)' for a net +8 benefit. This gets you a power level of +7 for 1P instead of the default of -1 for 1P.



Power types for **Eschaton** are generally the same as the overall effect categories for **EABA** powers: mobility, information, offense, defense, control, alteration. After we list the common powers, there will be a list of common ways to adjust them to match a whole slew of hero concepts.

Each of the powers below has a modifier listed after its name, like 'running(+1)', which is going to be the modifier total (also the power level you get for 1P).

If you add modifiers to this it will change what you get for 1P, and you can always add +2 to the final power level by spending +1P, up to as many times as your hero type allows for a single power or mass of a gadget.

i If you have a power with a modifier total of +9, then you get a power level of +9 for 1P. To get more than this you can either find modifiers to boost what you get for 1P, or you could spend +1P to get +2 to the power level, +2P to get +4 to the power level, etc.

! *Just a reminder.* Passive powers normally do not require a skill roll for the power once it is in operation, but they do require a skill roll (and a minor action) to turn them on, so you will want a decent skill roll in whatever you use to activate your powers.

! In real-world terms, each +3 for damage or armor represents about double the energy you can project or stop, and each +2 doubles speed, distance or other quantities. So if you take a few powers like 'armor(+1)' and 'environment protection(+7)', that +6 difference represents several times the efficiency. And in terms of how much actual energy is being projected by a hero, the difference between a 5d+0 attack and a 15d+0 attack is a factor of *one thousand*. The maximum amount of points an ultra can put into a single power means that *the ultra version can pump out about one hundred thousand times as much energy!* So, try not to get them mad at you...



THE TEMPLATES

The following is the list of pre-canned power templates and their default modifiers, just so you can skim and get a quick idea of where you want your hero to go.

utility

costume(+1) utility belt(+6)

mobility

running(+1) pseudo-running(+5)
 superhero flight(+2) superhero leaping(+9)
 swimming(+3) pseudo-swimming(+5)
 clinging(+6)
 tunnelling(+9) pseudo-tunnelling(+1)
 basic teleport(+8) advanced teleport(+4)
 wiring(+7) phasing(-1)

information

receiver(+8) mindreading(+2)
 transceiver(-3) beacon(-9)
 mindspeak(-1) sonic jamming(-2)
 recording(+6) chronovision(+1)

control

possession(+4) compulsion(+7)
 animation(+6) illusion(+3)

alteration

omnimorph(-10) growth(+0)
 shrinking(+1) stretching(+6)
 shapeshift(+3) densification(-6)
 extra limb(+5) regeneration(-4)
 healing(-1) enhanced sense(+1)
 danger sense(-4) penetrating vision(+1)
 invisibility(+3) boosted attribute(-1)
 telekinesis(+1) indirect transfer(-2)
 direct transfer(-8) duplication(+0)

defense

armor(+1) force field(-2)
 force wall(+2) stasis field(-2)
 environment protection(+7)
 power defense(+0)

damage

ranged damage(-1) melee damage(-7)
 mental damage(+1) physical drain(-3)
 mental drain(-4) spirit drain(-5)
 power drain(-4) bypass damage(+1)

! The templates are quick ways to get a hero off the ground, but are not the *only* powers nor the *only* way to do a *particular* power. Players familiar with **EABA** can dig in and design their own.



Utility

This is just a couple of powers that do not neatly fit into the other categories.

Costume (passive, +1)



Many comic-book supers can with a simple utterance of a magic word ("Wazzup!") or a moment in an out-of-sight alley, transform into a caped, masked or otherwise unrecognizable hero. Because they are such an integral part of the superhero genre, let's talk about costumes, the genre and **Eschaton**.

Costume is a 'morph' effect, transforming your normal clothing. You need to buy it to at least a power level of +0, and you can spend extra P or take modifiers, like a limited number of uses per day, requiring a power word (voice), a gadget like a power ring, etc. As long as the power level is +8 or less it has no stamina cost to maintain it and only requires a minor action to turn it on (with a hard(11) skill roll) or off (no roll needed). As an adjustment to the passive power type, a costume does *not* turn off if you go unconscious (but it *can* be removed). If the costume is removed, it stays a costume until it is returned to you and you turn it back into what it was before. Normally, unless the costume is completely destroyed, what it was morphed from remains intact.

A costume serves several functions. First, *any* costume, even with a power level of +0, can *totally* conceal your identity. A mask to hide your face, gloves to keep you from leaving fingerprints and you are set.

And that is only if you are looking at it from a *realistic* standpoint. *Superman is so super that all he has to do to be unrecognizable is remove his glasses!*

The *actual* level you have in the power can be a modifier on any difficulty to hide your voice, mannerisms and physique from those looking to penetrate a disguise based on things *other* than looks, and for most purposes a costume rated at +12 or more is completely impenetrable to mundane investigation of the person inside. This is important if you have a mundane identity that is a **Secret**. Costumes that appear out of nowhere *are* subject to de-costuming powers (making you revert back), but if your power level stays above +0 you are fine.

Last, *other* powers may have both a 'physical dependence(+1)' *and* operational dependence (+1)' on the costume. For instance, you can fly, but *only* when the costume power is on *and* you are wearing it. The total of +2 for this is not a lot, but it is the equivalent of getting +1P on *each* power with this dependence. If you have eight other powers like this, this is like getting +8P for your hero!

You can magnify this benefit if the powers linked to the costume are in the form of gadgets. For instance, your anti-gravity harness (a flight power) is built into your costume, so in addition to modifiers for dependence, it is a 'worn gadget (+1)', and possibly an 'obvious gadget(+2)'. However, doing this limits the maximum P you can spend on the power based on the size of the gadget, and big gadgets or lots of moderately-sized ones can weigh you down. However, if your hero is a guy in a 2 ton suit of powered armor, you just make one of those gadgets give you +25 Strength!





A decent percentage of heroes have costumes that look like they *are* ready for a fight rather than a day at the beach or Halloween bash. Armored plates, joint protection, built-in blades or ranged weapons, the works. Even those who go for the skin-tight look may have some strategic costume enhancements like functional helmets, cargo pockets and sensible shoes.

Speaking of sensible shoes, if your hero does not have a *power* for costuming, but has to *physically* change (or take off their outer civilian clothing), then you can buy the costume power with 1S instead of 1P and add extra modifiers to reflect the time it takes, and this generates your costume 'power level' for hiding your identity. This option is not an *actual* power (and does not count toward your nine power limit), since it is something you could have done *without* the benefit of the Eschaton. The cost of 1S pays for a +0d skill in 'quickchange', which you would roll against a difficulty of hard(11) to make the change in the 15 second time.

i You are in a campaign where the superheroes are only Agent-level and you do not want to spend 1P of your precious few on a costuming power. So, you take the template(+1) and add 'gestures (+3)', concentration(+2), and 'time level of +8 (15 seconds) to activate(+2)' for a total power level of +8. You tear off your clothing with both hands, revealing your crime-fighting garb beneath, stuff your regular clothes into a belt pack and away you go!

Eschaton is a little darker or grittier than most superhero settings and comics, and the 'real-world' nature of the setting has quite an effect on costumes and how heroes look. For instance, unless your ego had your Eschaton-formed superidentity be a well-muscled and physically perfect specimen of humanity, odds are you will not look all that good in skin-tight spandex (and do not wear it). Some heroes *do* look that good and *can* get away with it, but the public is for the most part mercifully spared the sight of unshaved earth goddesses in thongs and pudgy plumbers in speedos displaying epic butt crack.

Our sample heroine, Blur, is an attractive young woman and her defenses are inherent, but even she does want to worry about whether her bikini wax is up to date. While her costume reflects a certain adolescent pride in her appearance, it also has a certain practicality to it, in that she has places to put things, she will not suffer any 'wardrobe malfunctions' and it takes into account that even superheroes have to use a bathroom on occasion and she does not want to have to pull her entire outfit down around her knees to do so.

i Sample costume power

You can shout the magic word 'Wazzup!' and transform into Superdude. The **wazzup!** power would be: *costume(+1)*, *vocalization(clear)(+3)*, for a total modifier of +4 and a power level of +4 for 1P. This costs no stamina to activate (in either direction) and gives a defense of +4 vs. attempts to alter the power. If Superdude does not want people messing with his costume power, he could 1) take modifiers to boost the power level, 2) spend more P on the power to boost its level, or 3) buy a 'power defense' power to shield his powers from being tampered with.

Utility belt(special,+6)



This a very small 'omnipower' with lots of limits. The idea is that a superheroes have 'stuff' with them with which they can improvise, usually because the comic writer needs them to do something outside the normal scope of their powers. If all you have got is a pair of boots and a white leotard with a big hole in it, in the *real* world your options are fairly limited, especially when it comes to stashing your cell phone and wallet (*another* reason for morphing costumes). A 'utility belt' gives players a way to do this. It has the following limits:

- you can create a power once per encounter
- it takes gestures to use it (one hand)
- it has 4 'charges' (uses that cost no stamina)
- you can only refill it back at your lair
- the maximum power level is +6 or 2d+0
- it is an obvious, worn gadget



Remember that all of the modifiers above are *mandatory* for anything you do with the belt and most aspects of the belt itself. You can make things more limiting, but not less limiting. Everything you do with the belt is in the form of an obvious gadget that requires gestures. *Everything else is up to you.* This template is a *paranormal* gadget, so it *would* count as one of your nine powers. If you added the 'mundane (+1)' modifier it would be more 'real world', would *not* count as a power and could be bought with A or S (and you could up it to 6 uses instead of 4 and maintain the +6 template total).

i Sample utility belt use

We say that Platypusman has a basic utility belt. Say he needs to cut a distant rope to make something heavy fall on a bad guy. He reaches into the belt and pulls out a platarang: *utility belt(+6)*. The *player* has to come up with a set of modifiers that add to this +6 to make a lethal ranged attack capable of cutting a rope. For instance:

template: utility belt	+6
template adjust: carried instead of worn	+1
effect: lethal damage	+0
range: thrown	-1
duration: instant/as lethal damage	-3
special effect: sharp metal object	+1
usage: ranged combat skill roll	+2
modifier total(power level for 1P)	+6

So, we have a 2d+0 lethal ranged attack, designed so it works at the maximum allowed power level of +6. Once done, Platypusman *could* hurl three more platarangs, but he cannot make up a *new* power in *this* encounter and he can only use the power three more times before he has to go back to the Platcave and refill it.

A mandatory requirement is that the player has to pre-design things they want in a utility belt. You are **not** allowed to hold up an encounter by designing something at the instant you need it.

Mobility

These are powers that help you get from point A to point B.

Running(passive,+1)



This adds to your normal walk, run and sprint numbers. It is limited in the same ways as normal human running is, but when running outside of combat you get +4 distance.

i Sample running power

Sheetah is a mutant who can run really fast, but it works as normal running, just operating at superhuman speed. She buys this power as: *running(+1)*. If Sheetah spends 3P on the power she would have a power level of +5 (+1 for 1P, +2 per extra 1P spent). If her normal walk/run/sprint was 4/6/8, her *combat* sprint speed would now be a distance level of 8+5=13, or 32 meters (115kph/72mph). The drain (stamina loss) for her power is +0 (drain of 1 per +9 but her power level of +5 rounds down), *plus* anything for normal running(1 stamina), sprinting(2 stamina) and turn mod. So, if she sprinted in combat and used +4 turn mod doing so, she would cover a distance of +17(125 meters) and burn 6 stamina.

Pseudo-running(passive,+5)



This is like *really* low-level flying. Your final power level is a distance level and it does *not* alter or affect your mundane walk, run or sprint levels or their characteristics. You can run over water, up the side of a building and so on...*as long as you keep moving.* You also get +4 distance if you are running outside of combat.

i Sample pseudo-running power

Hawkton has a 'cosmic skateboard' that lets him glide over any surface. This is bought simply as: *pseudo-running(+5)*. It is not a physical skateboard, merely a manifestation of energy that looks sort of like one. If he spends 3P on the power he has a final power level of +9, or 8 meters, only about as fast as a person can run and a lot slower than Sheetah manages for 3P. However, Hawkton can skate over boiling lava or up the side of a building and these advantages are why his power level is lower for the same amount of points.



! When we talk about a power like 'running' vs. 'pseudo-running', the usual difference is that the 'pseudo-' power does things that the mundane version cannot. Someone with 'running' can run faster than mundane biology allows, but they still run by putting one foot in front of the other like everyone else, and if they take a crippling leg injury or their legs are immobilized, they cannot run at all. Someone with 'pseudo-running' is simply gliding over the surface like a hovercraft and does not even need to have legs to do it.

Swimming(passive,+3)



This is like enhanced running, except your default swim speed is 6 distance levels less than your walk speed, with corresponding 'run' and 'sprint' equivalents. It has a +4 distance bonus when used out of combat.

Pseudo-swimming(passive,+5)



This is like pseudo-running, except it only operates in or on the water (or *any* liquid) and does *not* take the distance penalty that regular swimming does. So you can swim faster than a torpedo or go water skiing without a speedboat. It has a +4 distance bonus when used out of combat.

Honestly, swimming is one of those powers included just for the sake of completeness in the rules. Few heroes will ever see a need to spend points on it. However, being 'native' to an environment where heroes cannot follow could be very useful for a villain. If the campaign is set someplace near a large body of water, an aquatic villain (and henchmen) can escape and evade pursuit from most mundane forces and heroes just by diving into the water.

! As a matter of practicality, you can probably get one second's worth of movement in a *different* medium, with any penalties for that medium. So, a swimmer with a speed of +20 could burst out of the water and reach a height of +20, or a flyer with a speed of +20 could dive into the water and reach a depth of +14 (taking the -6 to distance that swimmers take for their movement).

Flight(passive,+2)

This is your generic superhero flight. It does not require anything except consciously willing it to happen. You can embellish it with rocket packs(gadget and energy), wings (gestures) or whatever. It has a +4 distance bonus when used out of combat, allowing you to get to the action faster. Flight has a lot of variants and a lot of special effects, but in **Eschaton** is it not really practical as a *mundane* gadget you can wear all the time (jet-powered wingsuits and backpack rockets are just too bulky).





i Sample flight power

Peregrine has actual wings sprouting from her back and she buys the power as:

template: flight	+2
template adjust: drain 1 per +6	+1
operational effect: wings get in the way	+1
usage: gestures(one hand)	+1
modifier total(power level for 1P)	+5

She does not *actually* use her hands to gesture, but it represents that if she is entangled or physically constrained she cannot use the power. If she spends 5P she would have a distance level of +13, or 32 meters (115kph/72mph).

If you look at the movement distance levels on the **Universal Chart**, you can see that flight (or any other movement power) ramps up faster than you might think. Every +1P you put into the power *doubles* your top speed. This might seem excessive, but you have to remember that you (and your heroes) are living in a world with fighter jets that can get up to a speed of +22, firing anti-aircraft missiles that go even faster.

If the ability to fly at ludicrous speed becomes a problem for the campaign, you can set a 'top speed' for efficiency purposes and say that any increase in speed after that is only +1 per +1P spent instead of the normal +2 per +1P spent. You can say that this is because of drag, the need to divert power to protect yourself from burning up due to friction, or both.

Leaping(active,+9)



This is a specially limited form of flight, where you cannot use turn mod to increase the distance and you have to start *and* end movement on a surface you could leap from or land on. You can get a +4 distance bonus for out of combat leaps, however. The power normally encompasses you *and* anything you can carry without an encumbrance penalty. It is considered an active power because it only lasts for one action and every leap is a separate use of the power with its own starting point and destination. If you are trying to make a long distance leap onto a small or moving target, the gamemaster can make you roll your skill against the range with modifiers for movement and target size. Landing on someone as an attack would be handled using the note on **page 4.17**.

Keep in mind that since the power is a flight variant, the template does not inherently require gestures or freedom of movement for your legs. Your super-leaping might be because of rocket boots or a momentary repulsion of gravity. If you want it to be an actual leaping gesture, then add a 'gestures' modifier to your power.

Clinging(passive,+6)



This is an enhancement on your normal movement. You can 'walk' up walls or other surfaces, even with no handholds. You would make Agility rolls as needed as though you were walking on the ground (like for ice). As an enhancement to a normal ability, your effective power level will never exceed your normal movement ability, so you cannot move up walls faster than you can run on the ground. Your ability to resist being pulled off something you are clinging to is your power level, plus possibly Strength or mass, depending on the situation. If the power level is negative for some reason, it just means your normal movement in these conditions is very slow (distance level of less than +0).



Swinging (passive, +6)



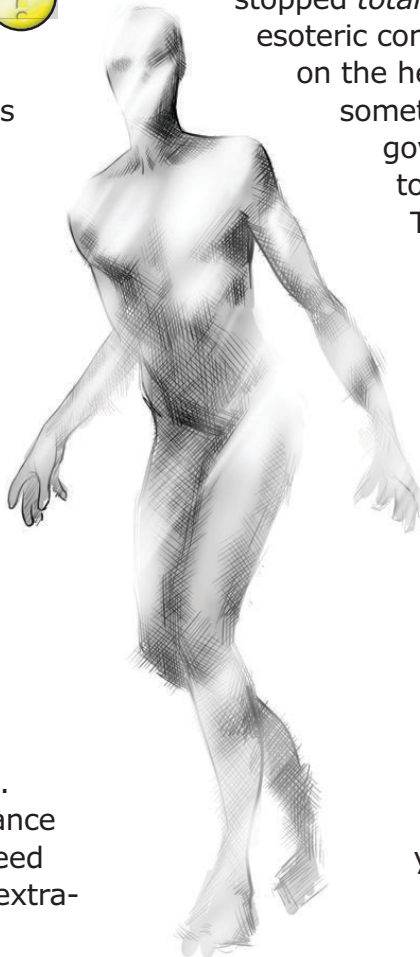
Like leaping, this is a specialized form of flying. It generally requires someplace to start and something to swing from, but you can maintain the power and keep swinging for long distances as long as there are things to swing from in your movement direction. You normally have trouble if the height of your anchor point is lower than the distance you want to go as an action. You get a +4 distance bonus for out of combat swinging actions.

! If a hero is relying solely on gravity for swinging speed or any sort of flight variant that is gravity-based (like gliding), they probably cannot go faster than an average out of combat speed of +16. On the other hand, if the hero is using some sort of weird science tractor beam to slingshot themselves around or their swinging cable can be retracted at high speed, the speed limit is whatever the gamemaster will allow.

Basic teleport (active, +8)



Disappear from one spot, reappear in another spot. Basic teleportation is resisted by mass, which in game terms represented by the hits of anything being teleported through (*not* the total hits of something like a building, but the hits per hexagon of the barrier times its thickness). Think of the teleport as damage and the hits of an object as armor. The difference is how far you can teleport after you go through the object. Too thick or too massive a barrier and you cannot do it. Basic teleportation has the advantage that it does not care about the hardness of a defense, only its mass. So, you can teleport through the toughest of force fields with ease (since they have zero hits). On the other hand, a really big pile of soft dirt could stop you cold. Out of combat teleports get a +4 distance bonus. Teleports happen at instant speed and cannot use turn mod for a single extra-teleport.



Each teleport is a separate action and would take minor action penalties on the skill roll if you teleport multiple times in a turn.

i If you have a teleport distance of +15 (65 meters) and the available turn mod is +6 (8 seconds), you *cannot* teleport across a gap of $15+6=21$ (500 meters). You could, however, teleport up to eight times (once per second), taking a -1 on your skill roll for each teleport after the first. This could net you the 500 meters total distance, just in smaller chunks.

Teleports conserve momentum, so you cannot teleport your way out of falling damage, nor would it be a good idea to teleport on or off a speeding train unless you have some other movement power to let you match speeds either beforehand or the instant you blip in.

Advanced teleport (active, +4)



Advanced teleportation does not care about the *thickness* of an intervening barrier, but is stopped *totally* if the barrier has a particular esoteric composition, which will vary based on the hero and special effect. It has to be something that your Enemies and the government can probably manage to do if they set their minds to it. Teleportation is a minor action, like walking, so you *can* combine it with a major action like an attack, which can be very useful.

Both sorts of teleportation have a failure side effect. If you fail because you did not get through a barrier, failed your skill roll or whatever, you take non-lethal damage of $1d+0$ for each +9 power level (+1 per +3), and your defenses do *not* protect against this (your armor does not protect you if you rematerialize with a rock inside your skull!).



The limits on each sort of teleport mean that while freakishly useful, teleportation is not a universal escape power.

i Sample teleport power

Blackout has *basic* teleportation with modifiers:

template: basic teleport	+8
template adjust: drain 1 per +3	+3
usage: concentration	+2
modifier total(power level for 1P)	+13

Having to concentrate means she cannot dodge while teleporting and cannot teleport if she is stunned. For 3P she would have a distance level of +17 (125 meters), but if trying to teleport through a wall with 14 hits she would barely get through to the other side.

Tunnelling(passive,+9)



This is a tertiary natural mobility power and starts at your normal walk distance with a -9. You are digging through solid objects with your hands like you would dig through sand at the beach. Any power level that *exceeds* the *armor* of the material is your *actual* movement level.

i If you have a walk distance of +6, then your default tunnelling speed is -3 (a tenth of a meter). If you have a tunnelling power level of +18, then your tunnelling move is $(+18 + 6 - 9) = +15$, *less the armor of what you are tunnelling through*. So, if you were going through a vault door with an adjusted armor of $4d+2$ (or +14), you would have a movement distance of +1 (.5 meters). So, in one action you could burrow a person-sized hole through the door.

However, if the power level is not at least the armor of the target, no movement at all is possible. Keep in mind this is a movement power, *not* a combat power, so you *cannot* "tunnel through people". Unless linked to a damaging power, tunnelling does not *technically* do any hits of damage to what you tunnel through, though it *can* have effects (e.g. tunneling into a submerged submarine).

It is obvious that someone has burrowed a hole unless you buy a reduced visibility for the power. It is somewhat tricky from a realism standpoint in that if you can tunnel through a steel vault door you *should* be able to tunnel through a person, but for game balance that would be 'something for nothing' and the power would have to be exceptionally costly to grant *both* effects.

Also, tunnelling has to be through *solid* objects. You cannot 'tunnel through air' (or water). As long as you have your hands free, you should be able to use the power to break or penetrate small objects, so if you had a high enough power level you could tunnel through chains or metal gratings or a padlock on a door. If you want the power to be *only* for making people-size holes in *big* things, you can get an extra +2 circumstance modifier on the template.

Tunnelling allows you to move through a solid material, but the hole fills up behind you with the material you are digging through, either immediately or shortly thereafter (time level of +6 (8 seconds)). You do get a +4 distance bonus for out of combat tunnelling.

i Sample tunnelling power

Moleo has basic tunnelling with modifiers:

template: tunnelling	+9
template adjust: drain 1 per +15	-2
template adjust: no out of combat bonus	+1
circumstance: only natural materials	+4
usage: concentration	+2
modifier total(power level for 1P)	+14

If he spends 5P on the power he has a power level of his walk level+22, less the -9 for tertiary movement. For a tunnelling power this is not a lot, but since he is limited to natural materials he would never be tunnelling through anything harder than rock, and this power level should work fine for this *and* can be used for no stamina cost because he bought the drain down to a lower level.



Pseudo-tunnelling (passive, -1)



This advanced form of tunnelling is cleaner and you *may* leave a tunnel behind you that is as durable as would be expected for what you are tunnelling through, *or* you can collapse it behind you when you are done using it. You usually decide one or the other when you are doing it. The starting power level is *much* lower, but the ability to make stable, permanent tunnels that you can collapse on a whim should not be underestimated.

Pseudo-tunnelling is less of a grubby physical process and more of simply willing the material in front of you to flow out of the way. The power level is not based on or affected by your natural move level and you do get a +4 distance bonus for out of combat tunnelling. Tunnelling of either type has much the same game effects as **phasing** does, but it is more of a physical phenomenon rather than an energy-based one.

Wiring (passive, +7)



Wiring is a variation of teleportation. Like teleportation, you cease to exist in normal form during travel, but you travel *through* something that is defined as part of the power and is more or less linear. This could be wiring, plumbing, a laser beam, or a vein of ore. The main advantage over teleportation is that it is not a single action. You can maintain travel along that conduit at your rated speed for as long as you can pay the energy or stamina cost for it. The disadvantage is that you are restricted to travelling between endpoints or possibly branch points of that conduit. So, if you travel through electrical wires, you can only exit the wires at a spot where the electricity can normally leave those wires (like an electrical outlet). If someone were to cut the wire behind you and connect it in a loop before you got out, you would be trapped. If for some reason your power would turn off before an exit is reached, you take the failure side effect and sort of exist in a state between here and there, unable to act and unable to move further, stuck until someone outside creates an exit for you.

If the thing you are travelling in ceases to exist while you are using it, this is also a failure side effect and you rematerialize at or near where you were when the failure occurred.

i Sample wiring power

Flowing Chrome has wiring with modifiers:

template: wiring	+7
usage: concentration	+2
modifier total(power level for 1P)	+9

This power is defined as being able to use information conduits. So, it could be a computer network, a tight-beam laser communicator or phone lines. But it has to be a linear sort of conduit. She could not ride a broadcast radio signal. If she spends 5P on the power she will have a movement level of +17 (125 meters), or +21 outside of combat (500 meters).

Phasing (passive, -1)



Phasing is movement that allows you to pass through solid objects without leaving a trace, unlike tunnelling which leaves obvious evidence. In tunnelling, you are altering what you move through, while phasing alters *you*. Phasing *also* grants you an equal amount of armor vs. conventional damage. *If you are not interacting with a lead-shielded door you are phasing through, you should not have to worry about lead bullets either.* However, you must define one rare material, power or circumstance that blocks your ability to phase *and* which can be used as an attack for which your phasing provides no defense against.

i You pull some super-babble out of a hat and say your phasing is useless against unobtainium-based technology. So, you could not phase through a layer of unobtainium foil, and an unobtainium-plated bullet or blade would ignore any armor benefit of your phasing.

The residual power level you have after subtracting the hits of an item or a hex of material is the maximum distance you can move in a time level of +0 with some *other* ability (like walking or flying).



For negative results, it can take a positive time level to traverse the object or hexagon of material. You get a power level bonus of +4 for phasing in a non-combat situation.

i If you took the template and spent a total of 5P on it, you would have a power level of +7. So, you can move through objects at a speed of up to +7 less the hits in that object, *and* you get an armor of +7 (or 2d+1) vs. bullets and knives and such as long as the power is in operation.

If the power turns off or fails while you are in an object, you are ejected from the object in the direction of the closest open space and suffer non-lethal damage of 1 per +3 power level. *If you are phasing through something really thick, the gamemaster can say it is damage of 1 per 3 hits in the object!*

i If you spent 5P on basic teleportation(+8), advanced teleportation(+4) and wiring(+7), you would have power levels of +16, +12 and +15. Basic teleportation gets you 90 meters, but the distance is reduced by any solid matter you have to pass through. Advanced teleport only goes 23 meters, but you could teleport through 23 meters of steel as easily as you could air. Wiring gets you 65 meters *plus* the time level spent, but *only* along your specific type of conduit.

! Most comics underrate the potential of movement powers for combat. Tunnelling is perhaps the most violent, but most movement powers can be used or misused to cause harm. People can be dropped from a height, teleported into objects, slammed into objects at high speed and so on. Rather than using the falling rules for everything, just call the (movement level - 6) a bonus to strike damage, probably making it half-lethal or lethal damage, depending on the situation, with success often based on a skill roll of some kind. So if you want to clothesline someone at mach 2 with a street sign (about +15 to strike damage), just apply movement modifiers to the difficulty of the melee attack just as you would for a ranged attack (penalty of half the movement level for your distance plus their distance moved).

Information

These are powers that help you learn, perceive or possibly hide things.

Chronovision(passive,+1)



While it is called 'vision', the power is generally about *information* and you can define the special effect as being whatever sensory impressions you want. The power level is the maximum time level that you can go backwards in the history of an object. So, if you had a power level of +20 you could see what was on a computer screen 15 minutes ago (a time level of +20). The object to be viewed has to be touched, and if it does not want to be scryed (like a person who was committing a crime 15 minutes ago), it would resist with its Will plus any mental defense. The 'touching an object' has its limits, which the gamemaster can enforce as needed to avoid abuse. *You cannot touch a battleship to see where it was...* You get a +4 time level bonus if using the power outside of a combat or resisted situation.

! This, like many powers can be exceptionally useful with extra application of the '+4 non-combat effect(-1)' modifier, to whatever extent the gamemaster allows. The utility of this power to solve problems may be so great that you will want to disallow it simply to keep some things mysterious.

Receiver(passive,+8)



You are able to detect, measure and interpret a *specific* type or frequency range of information. The difference between this and something like penetrating vision is that a receiver can only pick up signals that are passing *through* the receiver. Think of it this way. If you can see radio waves, you could see a transmitter. If you can *receive* radio waves, you can discern the *information* that is encoded in those radio waves. Outside of combat, you get a +4 information transfer rate. The receiver power lets you do things like "I can pick up wifi signals and tell what is being transmitted" or "I am being pinged by a radar-guided homing missile" or "I can listen in on police radios."



Since signals are all over the place, a receiver combo will usually use *transmitter* range for determining whether you can pick up a signal. Your power level is the rate of information transfer you can interpret. Low levels only give you a broad outline, while higher levels give more detail. Again, think of sunlight. Your eyes can tell the sun is shining and what color, but if you want a detailed spectrographic analysis, you need more information. A power might be able to tell a signal you can detect is a high-definition video, but if your power level is not high enough, you would be unable to see the actual images.

The receiver power has such a high starting modifier because it includes a very narrow circumstance modifier to reflect the exact type of signal you can received. This reflects the limited spectrum of most technological receivers (walkie-talkies, FM radio, wi-fi, bluetooth, cell phones, etc.). If a 'receive' type is something exceptionally common then the value of the modifier will be lower. Receiving *everything* in a particular class of signal would be -9 on the template (no circumstance modifier at all, you pick up everything of one type of signal). So, being able to receive and interpret *any* radio signal (wifi, FM, radar, mobile phones, satellite TV, etc.) would start off at -1 instead of +8. Or you could take a **flexibility** modifier on the circumstance to let you listen to any one frequency at a time. Being able to receive 'thoughts' (telepathy) is listed as a separate power, since it is resisted.

i Sample receiver power

A pocket radio has the modifiers:

template: receiver(AM/FM)	+8
gadget: obvious, carried, mundane	+5
gadget: .1kg	-9
gadget: cheap	-4
energy reserve: x1 energy	+6
modifier total(power level for 1A or 1S)	+6

The replacement cost of the gadget comes out to about 45 Credits.

Transceiver(passive,-3)

This is like a receiver power, but you *also* have the ability to 'speak' or otherwise transmit to anyone capable of receiving that sort of signal. Normally, anyone with a compatible power can listen in, but if you add a 'password (-1)' modifier then only people with a power having the right password could understand it. While the power duration is 'until stunned', you do not *have* to transmit all the time. It just means you can hold a conversation while doing other things and do not need to renew the power each action. Anyone with an appropriate receiver power can pick up the signal within a range of about 6 kilometers (distance level of +28), and you can adjust range to alter the modifier total for the power as well as altering the power level in play to keep transmissions to a short range. The power has a much lower modifier because you are getting two effects at once (transmit *and* receive) and because you can transmit to anyone and everyone over an area of about a hundred square kilometers. Outside of combat, you get a +4 information transfer rate.

! If it is not clear, the 'transmit(-4)' effect is inherently omnidirectional and its range is a radius in which the transmissions can be received. If you wanted to make a line-of-sight transmitter, this would probably be worth a +9 circumstance modifier for being only able to reach one target out of a potential of thousands, and possibly a 'ranged combat skill roll(+2)' to reflect that you have to hit the target of the transmission. The **mindspeak** template has a different +9 circumstance modifier, but it is also effectively a single-target transmission.



i Sample transceiver power

For heroes who want to respond to breaking events, a 'first responder radio' gadget is useful:

first responder radio(+6)

template: transceiver	-3
gadget: obvious, worn, mundane	+4
energy reserve, x1 energy	+6
expensive x 2	+2
gadget mass: .5kg	-3
modifier total(power level for 1A or 1S)	+6

So, for 1 point you get a voice radio which can receive these broadcasts, transmit out to about 6 kilometers, and lasts pretty much forever on a set of batteries (its drain rounds to zero). It has a mundane replacement cost of about 500 Credits, but you can tweak the modifiers to get just about any price and performance values you want. For instance, a mobile phone would be a transceiver for different signals but would be similar:

mobile phone(+5)

template: transceiver	-3
gadget: obvious, carried, mundane	+5
circumstance: only to phone towers	+6
delegation: password	-1
energy reserve, x1 energy	+6
expensive x 1	+1
gadget mass: .1kg	-9
modifier total(power level for 1A or 1S)	+5

The mundane replacement cost for this would be 250 Credits. And while the power level of +5 does not reflect the video capabilities of a modern phone, remember that you have a power level of +9 outside of combat.

Beacon(passive,-9)

A 'beacon' is merely a transmitter that also broadcasts its directional and range info. It would usually have a low power level and a long range and you would use it for something like a tracking gadget. The template does not include gadget or battery (energy bank) modifiers, so as-is it is an 'energy tag' with no stamina cost and a range of about 6 kilometers. Like the **transceiver** power, you can adjust this range later if you want. If the information level it transmits is based on its power level, then it gives a ping (one 'word' of information) every time its power plus the time level equals +0.

i If the power level was -9, it would give you one location ping each 23 seconds (time level of +9).

The power is 'hidden(-3)' so it cannot be seen without specialized senses or gadgets, but anyone who can see or sense the special effect (like 'radio beacon') would spot it immediately.

The power only supports one beacon at a time, so to have multiple beacons at the same time you need multiple copies of the power or the 'multiple target' modifier.

Spotting such a beacon would be dependent on its special effect. A physical tracking bug can be visually spotted or detected by its transmission, an 'energy tag' is a manifestation of a power, so it could be spotted by someone who could sense that type or power or its signal. For instance, if it were 'mystical', then someone who could 'see magic' could spot it, and if it was a 'neutrino emitter', then someone who could 'see radiation' could spot it. *Since this is super-heroes we are talking about, we can ignore the mundane physics of how either a beacon **or** sensor of this type would work...*

! Gadgets like these can use the **weird science** rules to make really small radios and tracking gadgets. The information templates have fairly low modifier totals because they often have very long range and can still be useful at low power levels.



Mindsight(passive,-1)



This is a sort of fake one-way telepathy. You can speak a message into the mind of someone who is willing to hear it and they can respond, telling you only what *they* want you to hear. If they do not wish to talk, nothing gets through. The default is that they 'hear' the 'do you want to talk?' implied in the power, and then choose how to respond. It is a point-to-point communication that is hard to intercept or block and which transcends language barriers.

The power has a 'password' of 'being the intended recipient of the message' and you simply change it for each new use of the power. Any final power level of +0 or more is sufficient, and a power level of +2 or +3 should handle any normal speaking needs. The template does not allow for any non-consensual effects to be based on it, so you cannot start a friendly conversation and then use the opening to gain an advantage for a hostile mental power.

You can design this as a 'mundane' power by changing the circumstance to 'only with someone who has the same power(+4)' and putting it into a gadget. This is a cheap (1A or 1S) way of making an eavesdropping-proof communicator for a group. And if it is genuinely a 'mundane' gadget it does not count towards your limit of nine powers.

i Sample mindspeak power

Havok Prime has the ability to give mental directions to his minions:

command link(-3)

template: mindspeak	-1
special: increased targets(up to 4)	-5
drain adjust: 1 per +3	+3
modifier total(power level for 1A or 1S)	-3

If he spends 3P he has a final power level of +1, which is sufficient for most purposes and costs him no stamina. He can give orders to up to four agents or team leaders, giving them an ability to coordinate actions at separate sites and over reasonable distances.

Recording(passive,+6)



This template is for an effect which makes a permanent or semi-permanent record of information, and the total quantity a given power level can store would be the rate of information plus the time. The correlation between things like memory and images and data is up to the gamemaster (e.g. "each x1 quantity is one memory or one image or one conversation"). The template presumes the recording is of one specific form of information, and has no range. It has to be spliced into a *source* for that information (which for an inherent power is simply *your* senses) and the power is a 'photographic memory' with a limited capacity but which is infinitely re-writeable. So, you can record a key piece of information, go home and re-record it onto some *other* medium, and then free up your memory for a new recording. A given bit of information, once stored, stays intact until you choose to erase it or it is messed with by some other power.

It is assumed that the power to record things can be operationally linked to a receiving power if needed and the gamemaster could say it can receive the appropriate information that is nearby, so you could record a conversation in the same room, or record radio signals from an adjacent transmitter. It could also be part of a hero's senses, a sort of photographic memory that was part of their Awareness. The recording power assumes an inherent 'playback' function to review anything that was recorded.

i Sample recorder power

Crimson Adept has a 'memory chair' that he uses to store the memories he extracts from captives:

memory chair(+33)

template: recording	+6
gadget: immobile, worn	+5
gadget: 125kg	+21
operational link: mind-reading power	+1
modifier total(power level for 1P)	+33

An information level of +33 is x90,000 items of information, so this can be quite a bit of memory over quite a bit of time.



! This power has to be balanced between annoying out-of-game bookkeeping (*how much memory do I have left?*) and the utility of having key in-game information at hand. As a superpower you may also have to deal with the legality of whether a recording is admissible evidence. After all, if you are playing back something that was recorded in your mind, how does anyone know whether or not it was real events or just your imagination?

Mindreading(active,+2)



This is effectively the receiver template, just adjusted to be an adversarial power. It requires an opposed skill roll (your skill with the power vs. their Will), has the default range for active powers (350 meters) and it is resisted by their Will *plus* any mental defenses. Any amount you exceed defenses by is an information level for their thoughts. This would normally be what they are thinking of, but a power level could be used to sift backwards through memory at a rate of the power level per second. That is, if you exceeded defenses by +10, you could go back through a time level of +10 (30 seconds) of memory every second. You can adjust the template to match a number of genre effects. Maybe you need concentration and touch, or have a giant machine that you sit in to sift through distant thoughts.

i Sample mindreading power

Crimson Adept has mindreading(+2) with no other modifiers and spent 11P, for a final power level of +22 (or 7d+1). He uses it on someone with a Will of 12 (or 4d+0), so he gets 3d+1 through their defense. Rolling 3d+1, he gets a total of 12, for a quantity of x60 'words of info' in their current thoughts. If he needed to find something deeper in their memory, he could go back a time level of +12 (1 minute) each second (or an hour every minute). So, if this was a combat turn with a turn mod of +10 and he spent the whole turn on the power, he could go back in their memories a time level of +22 (30 minutes). This is an example of how a gamemaster can use time pressure on players ("you have to rescue Professor Z before Crimson Adept finds the secret of the Omegatron Beam!")

Note that this power has a normal range but is targeted with an opposed combat roll (which does *not* take range penalties). This means that if you can see it and it is within 350 meters, you can target it and the opposed roll remains the same, whether at maximum range or right next to you.

! As a rule technicality, you *can* apply dodge vs. mental attacks. However, since most mental attacks are Will- or Awareness-based skills, the dodge would be Will-based ('mental dodge' of 2 per full 1d in Willpower) and only apply vs. mental attacks. This dodge would be a penalty to your skill rolls just like a normal dodge. The benefit of a 'mental dodge' is that your defense is usually your Will vs. their *skill*, so the attacker usually has the upper hand. On the other hand, if you had a Will of 9 and did a 'mental dodge', the attacker's difficulty is +6 (your 'mental dodge'), giving you a better chance of avoiding it (especially since you probably have 'Larger than Life' and keep 'best four' instead of 'best three'. And no, your mind is not *actually* dodging. You are doing things like reciting math tables or mentally centering yourself, things that make it harder for an enemy to get a mental grip but which also takes away from the effort you can put towards other tasks (i.e. it acts as a penalty on your mental actions in the same way a regular dodge penalizes your physical ones).

The mindreading power does not in any way incapacitate a target, so if they are unhappy about you reading their mind they can do something about it (like shoot you) at no penalty.

! Keep in mind that this and most mental powers (including damage) require that the target be conscious. If there is no mental activity there is nothing for the power to act against... This is *also* a game balance issue to eliminate the utility of beating your foes unconscious because it makes mental combat easier. Whether or not you can use such powers on people who are dreaming and any odd side effects of this are up to the gamemaster.



Jamming (passive, -2)



This template is to prevent someone from transmitting or receiving information of a certain type into or out of a certain radius. This is a 3 meter radius for the listed template value, but you can make it larger. Communication *inside* the area is unaffected because the template is a 'boundary effect'. The template can cover a lot of things, for some very interesting effects.

i You can prevent eavesdropping by jamming sound, stop a radio-controlled bomb from going off by jamming radio, or make a barrier you cannot see through by jamming light.

The template assumes a circumstance modifier of +3, which is about right for jamming sound or radio waves in general (anti-eavesdropping field).

jamming type	adjust by
sound	+0
radio in general	+0
specific type of radio	+6
sight	-2
one-way jamming (only in or only out)	+2

The power level reduces the power level of any relevant transmitter or receiver that crosses the boundary of the effect, or would increase the difficulty of Awareness tasks.

At gamemaster option the template would also affect the *storing* of information. The range is 'self only', which means the radius of effect is always centered on the user of the power. This would also apply if the power was in a gadget, but the effect would be centered on the *gadget*. Because the default template has a negative total, you would need to spend more P on it or add more modifiers to get the power level up to a positive level. Making the power visible (a white noise generator) and in an obvious gadget of some type would easily do this.

! If a power like this is used *without* a boundary effect, it would be directly affecting people inside the area and *would* require a 'defense against' modifier.

i Sample jamming power

Ebon Drake makes it hard for people to shoot at him by surrounding himself with a 'darkness field'.

darkness field(-2)

template: jamming	-2
template adjust: vs. sight	-2
one-way jamming(only in)	+2
modifier total(power level for 1P)	-2

If he spends 7P he has a final power level of +10, so any Awareness task to spot him from outside that boundary is at +10 difficulty. It is *not* dark inside the field, but the special effect of trying to see into it is that he is surrounded by a hemisphere of darkness. He or anyone else inside the field can see *out* of it just fine. The field does not block damage, merely visual *information*. Anyone with a sense that does not rely on sight for targeting can attack him at no penalty.

As a matter of game mechanics, trying to hit a target in a large area you cannot see is literally firing blind. You cannot assume a target is in the exact center of the effect, otherwise it would not be very useful as a defense. In general, the chance of a blind shot getting lucky is a generic 3d+0 roll with a difficulty of 11 for a 1 hex area, +1 for each level of the radius and -1 for the quantity level of targets (-1 for 1 person). So for instance, a 3 meter radius with 2 people in it, the chance of a blindly fired shot hitting *someone* is a difficulty of 11 (base) +6 (3 meter radius), -2 (x2 targets), or a difficulty of 15. Note that this calculation *does* break down at extreme levels of size or people.

! Many of the information templates are good for technological gadgets and for pseudo-mental effects or magical spells, especially the ones that are non-hostile and do not require a defense against them. And the modifier bonus you get for putting it into a gadget offsets the low starting value of some of the templates.



Control

These are powers that reach out and subvert the will of others or take physical or mental control of a person or object.

Possession(active,+4)



The power acts as described for objective control in **EABA v2.01** (page 6.16) and works on any sort of animal capable of being trained into a course of action. The defense against the power is the sum of mundane Will and any appropriate mental defense (usually paranormal in type). If you overcome defenses, the level to which you do so is the maximum level you can use as a skill or attribute roll, up to that person's actual stats. You *can* use these rolls with any power that person might have. However, you do have to know of an ability before you can command its use.

i If you do not know that Commander Capo can generate lethal feedback waves with his guitar, then you cannot specifically command him to do so.

The power has the standard range of 350 meters, but an opposed skill roll rather than a ranged one. Your chance to 'hit' is the same at *any* range for the power, and is measured only by the Will (or mental skill) of the target. If you *do* hit, their Will plus any mental defenses subtract from the power.

This is not an easy power to use, since everyone gets a default 'armor' against it of their Will. On the other hand, if successfully used, it allows access to *any* power or ability belonging to the person under control.

Compulsion(active,+7)



The power acts as described for subjective control in **EABA v2.01** (page 6.16) and works on any sort of animal capable of being trained into a course of action. The defense against the power is the same as for possession. Unlike possession, if you have full *subjective* control the target must use their best possible ability and skill to fulfill your commands.

The compulsion/possession templates could possibly be a 'mundane' power that is based on hypnosis, but such an interpretation would need a lot of modifiers to reflect that and it would not be a combat-useful power in terms of its speed. You would probably want extra time spent in preparation, a modifier for calm surroundings and so on. Note that while both powers require the target be within 350 meters to be targeted, *maintaining* the effect is *not* range limited (though this could be added).

i Sample compulsion power

You buy a compulsion effect like a magical spell (or it could just be the superpowered force of your personality):

power word: hold(+21)

template: compulsion	+7
conditional: 1/8 of time (only for 'hold!')	+9
conditional: target must hear you	+2
usage: vocalization(power word)	+3
modifier total(power level for 1P)	+21

So if you spent 1P on the power you would have a power level of +21 (7d+0). This is probably enough to overcome the defenses of most people (anyone of Will of 10 (3d+1) or less) and compel them to do absolutely nothing until you release the power. Now, if *you* do something that would trigger some sort of personality trait, they *would* get to apply the level of that trait to their Will.



If you only have partial success at compulsion, you can either reduce their ability to do things by your effect on them, or they can reduce your ability to manipulate them by any Will they have left.

i If you had a useful power level of +4 against someone with a Will of 9, you can make them take a -4 on any action you are opposed to (your effective power level), or they can make you take a -5 on any action they are opposed to (their remaining Will).

Compulsion, possession and illusion are effects where personality is a major factor. This has two important side effects. The first is that personality traits can affect a person's ability to defend against the effect. If you compel an overconfident person to act assertively, their defense is *lowered* by the modifier for their personality. The second is that if circumstances change *during* the effect, *defense* is adjusted because of that circumstance (*only* your defense). So, if you used 'power word:hold' on someone and then tried to cut their throat, the person would get the +10 on their defense for self-preservation (which everyone has), would apply this new defense value against your power, and compare the remainder to their Will.

i Let's apply this to 'power word:hold' against someone with a Will of 9 (3d+0). The initial power is 7d+1 vs. a defense of 3d+0, so the attacker rolls 4d+1 for the effect and gets a total 12. This exceeds the target's Will, so they 'hold'. The attacker then draws a sword and makes to cut off the paralyzed person's head. *Yikes!* The target *immediately* gets a +10 to Will, making their defense +19 (or 6d+1). The attacker only gets 1d+0 through this new defense, and rolls a 4. The target is *partially* affected. You do not want them to defend, so they get a -4 on Agility for dodge purposes and -4 on any skill rolls related to defending against your attack. You could avoid their chance of breaking free of the power by going behind them, drawing the sword where they cannot see it and then stab them in the back, but avoiding mistakes is up to you.

i A common trope is the 'triggered assassin', where the compulsion lies dormant and waits for a certain set of conditions before activating ("wait until you are in the same room with the Prime Minister.."). The modifiers would be substituting a power duration of 'triggered(-2)' for 'until stunned(-2)' and an effect duration of however long you want the compelled action to last, instead of 'same as power duration(+0)'. A single action would be a +0 modifier, while a time level of +6 (8 seconds) would be a -1. See **EABA v2.01** page 6.30 for detail on the 'triggered' modifier.

Animation(active,+6)



Unlike the previous control templates, this is a more physical or metaphysical sort of control, taking an inanimate object, granting it volition, flexibility and other characteristics of life and then commanding it to do a task, which it will do independently as long as the animator is not stunned. The effect of the power is resisted by the *greater* of the hits or armor value of the item, and any amount left over is the Strength, Agility *and* Health with which the animated item acts. These amounts can be shifted from one to the other when the power is first used at a 2:1 ratio.

i If the final level of effect on an item was +7 the animated item would have a Strength, Agility *and* Health of 7. If you wanted it to have an Agility of 8, you would have to lose a total of 2 points from a combination of the other two attributes.

Animated items have the Awareness, Will and Fate of their creator for purposes of being affected by other powers or making rolls to spot things. Since the animated item is an extension of the animator's will, this *does* include any enhanced senses the animator is *using*. As long as the animated item remains in range of the power (350 meters), it can be given new commands. The power would end if the item loses all its hits, so you may have to look that up. Vehicles or other items large enough to have a Damage Limit will, as a simple rule fudge, add their Damage Limit to hits for purposes of resisting this power.



i A 1 ton car has 10 hits and a Damage Limit of 10, so it counts as having 20 hits for resisting this power. On the other hand, a 60 ton tank might have 15 hits and a Damage Limit of 13, so it would resist with a total of 28, **or** its armor, which is probably higher than +28 (or 9d+1).

Animating huge or well-armored things is really difficult, but what you get for being able to do so is pretty powerful. Imagine a crewless tank that can *also* use its barrel like a steel elephant trunk or a car that can rear up like a horse and then crush someone. *Remember that an animated item retains normal functions.* A car can use its engine, a plane can fly, and so on, it is just that for anything involving Strength or Agility the roll is the effective level of the power.

With proper limits, this template with *objective* control could be telekinesis over a *particular* class of item (metals, plants, etc.). Animated items generally do not have any special powers aside from the senses of their animator and their inherent Armor and Hits, unless the person animating has a power they can delegate to it with the delegation modifiers (**EABA v2.01**, page 6.41).

i **Sample animation power**
You buy an animation effect based on a concept of elemental control, in this case being able to infuse metal with your will and set it to a task.

animate metal(+9)

template: animation	+6
conditional: 1/4 of time (only for metal)	+3
modifier total	+9

So if you spent 5P on the power you would have a final power level of +17 or 5d+2 (+9 for the base and +8 for spending +4P). An assault rifle has an armor of 2d+2 and 2 hits, so if animating one you would use the higher value. Your attack exceeds the defense by 3d+0, so you could have the rifle act as though it had Strength, Agility and Health rolls of 3d+0. This could include aiming and firing itself, as well as things like slithering or constricting.

Illusion(active,+3)

This could be a mental power affecting what you *think* **or** a technological one affecting what you *sense*. The net effect is largely the same, but the 'defense against' will differ. A mental power is resisted by your Will, while an external illusion is resisted by

Awareness. Note that in most cases an external illusion is something everyone can see and has the 'subjective benefit (-4)' modifier on its range. The amount the power level exceeds a defense is the degree to which a target's Awareness is subverted for influencing their decisions as if the illusion was real. If it equals or exceeds Awareness, an illusion appears to be real *and* interacts with the adventurer as though it were real, up to the effective power level, though any effects would be imaginary. An illusion that is less than 'completely real' still gets its effective power level as a distraction for affecting decision where the illusion is relevant.



i If you had an Awareness of 8 and completely bought into an illusion of an attacker, that illusionary attacker could do a **total** of 8 points of damage that 'penetrate' your defenses. However, this is merely your perception that you have taken damage and the penalties would end when the illusion did. It could not kill you, because the effect would end the instant the 'damage' knocked you out (you regain consciousness as soon as you would regain 1 non-lethal hit).



Illusions *can* hide things as easily as they can make them appear. So, you *could* hide a pit full of laser-equipped sharks under the illusion of a solid floor. You could not make the illusion that *you* were not there, but you could make an illusion of something visible but plausible and be hidden *inside* the illusion (like a vending machine). You could make an illusion of a wall that was completely opaque to those affected and hide behind it.

Illusions do not actually interact with the real world in terms of matter of energy. If you want a 'solid illusion' that can actually pick things up but is really just a temporary energy field, buy it as an animation power that has the special effect of looking like the illusion you had in mind. So, if you want a phantom soldier who can shoot a *real* gun, you just buy an animation power that only works on guns and whose visual manifestation is a ghostly soldier, possibly with a limited that the animation can only fire the gun rather than the full potential of the animation power.

An illusion that does *actual* damage could also be a **bypass damage** attack where the defense is simply being informed that "hey, that's just an illusion!".

Illusions of any kind, including those that hide dangers *are* affected by your personality or subconscious traits. It does not affect what you *see*, but does affect how you *respond* to it. So, self-preservation would *not* let you see through a visual illusion of a floor covering a shark pit, but if your Awareness and the +10 for 'self-preservation' meant the remainder did not overcome your Awareness, you would know something was wrong with that patch of floor and could avoid stepping on it. You *would* take penalties on your Awareness rolls to determine the exact edge of the illusionary floor, so it is still possible you could misjudge and fall in, but this is better than being completely overwhelmed by the illusion and having no warning at all that something was amiss.

i Sample illusion power

Mirrorweave can make a visual duplicate of himself to confuse foes:

dopplegänger(+10)

template: illusion	+3
range adjust: 90 meters instead of 350	+2
range adjust: subjective benefit	-4
conditional: only duplicates himself	+9
modifier total	+10

If he spent 6P on the power he would have a final power level of +20 or 6d+2. Anyone seeing the illusion gets their Awareness as 'armor', and anything left applies to their Awareness. Those whose Awareness is completely overcome cannot tell the difference between the real and illusory versions of Mirrorweave and the illusion can do up to their Awareness in hits of 'damage' to them. Those who are less than completely affected (like an Awareness of 10 and being affected for 9) will take a -9 (or -3d) on Awareness tasks relevant to decision-making between real and illusion. So, even though you know one of them is an illusion and you cannot take damage from it, it is a *good* illusion and you have trouble telling Mirrorweave from his double after they both duck behind cover and reappear. Now, if *Mirrorweave* has the illusion do something that lets you tell the difference, that's *his* fault...

! The control templates are fairly weak as designed but remember that they are also very broad. If your mental powers only work on guard dogs, or your illusions are only visual and only work on people viewing them through security cameras, then you are getting significant circumstance bonuses. Or, if your compelling powers only work to command swarms of wasps, wasps probably do not have all that high a Willpower and thus do not need much of a power level to control them.



Alteration

In **EABA** 'effect:alter' covers a lot of ground. Any alteration template is making a change to something, often in visible and measurable way. This will not inherently do damage, but *can* cause penalties if used in a hostile way, and a hostile alteration can be operationally linked to a damage power or built with modifiers to represent a particularly powerful alteration ("*I transform his mouth and nostrils shut.*") It might be a temporary power, or it might be a permanent characteristic of the hero (being 3 meters tall is just the way you are).

It is possible to have several alter effects in one power, but most of the templates deal with a specific type of superheroic power, possibly with limits specific to this gameworld.

Omnimorph(active,-10)



This is an overall, fancy template for a hero who wants to be able to reshape their body at will in terms of size, composition and function. The starting value for template is way negative, but you can grow, shrink, turn parts of your body into tools or weapons, become denser or lighter or take on the physical characteristics of things like metal or stone or water. To collect this info from the **EABA** rules, it means you can split the power level up to do various things (changing it is a minor action and a skill roll):

- if the power level exceeds your hits you can take on the physical characteristics of a substance for practical and special effect purposes (e.g. metal is conductive and inorganic)
- you can increase any attribute or derived characteristic (stronger, smarter, more hits, etc.)
- you can alter your overall size like the **growth** or **shrinking** templates
- you can alter your density like the **densification** template
- you can stretch part of your body like the **stretching** template or have **extra limbs**
- you can look like someone or something else like the **morph** template
- you can turn parts of your body into tools or weapons like the **morph** template

Since the template can do so many things, any limiting modifiers that do not apply to *all* of them are halved (round down) and *must* be limiting on *at least* four of those seven items.

i Sample omnimorph power

Protomat can alter his molecular structure, but if he cannot touch something that has the characteristic he wants, the effect is reduced:

protomatter(-6)

template: omnimorph	-10
conditional: only at full effect if touching	+6
conditional: x ^{1/2} if touched item not avail.	-2
modifier total(power level for 1P)	-6

The 'touching item' is a large positive modifier because it is a large limit. There are plenty of things he could touch for which his power would be less effective. He cannot touch a person and increase his density at full effect or touch a rock and copy its running speed.

If Protomat spends 15P on this (it is his major power, after all), he would have a power level of +22 (or 7d+1). So, if he touched a large bronze statue he could take that +22 and split it up for doubling his size(+2), quadrupling his mass(+6), and give himself 4 more hits(+4). The statue is bigger, heavier and has more hits, so he can adopt all these characteristics, leaving +10 of the effect unspent. Since statues have no *inherent* Strength, if he put the +10 into Strength it would be halved and he would only get a +5 benefit. If he had taken on the characteristics of a bulldozer, we would say that it did have Strength, so he could do all the other things and give himself +10 Strength as well.

! Remember that if a shapeshifting/morphing of *any* kind incorporates another power effect outside of whatever that template lists, the power level is reduced by any modifiers that go with that effect (**EABA v2.01** page 6.24). As an example, if you had the **shapeshift** template at a power level of +12 and wanted to armor yourself, the modifier 'protection vs. lethal(-4)' would apply and give you a power level of +8. Whether a shapeshift *can* do an effect is up to the gamemaster.



Growth(passive,+0)

To be realistic, growth is a whole set of powers. You are bigger, stronger, *and* harder to kill. So, this is a set of modifiers that represents an increase in size *and* a proportional increase in your strength *and* mass *and* some secondary characteristics. As defined, the modifiers will encompass your gear or worn items as well, but do *not* grant them extra powers. They simply resize to fit your larger hands but have the same effect as before. *Your sword that does strike+2 still does strike+2, you just have a much bigger default strike damage now.*

Any reductions or damage to the altered stats are assumed to be taken off the amounts gained from the power and would not remain on the person when they revert to normal size unless these changes were more than the growth benefit. Having losses be proportional would be a +2 change to the template. This generates the same benefits as listed on page 6.69 of **EABA v2.01**.

Each ± 8 in power level is a ± 1 to size, and each +18 is a +2 in size:

each +1 in size

- 1 difficulty to be hit in combat or spotted
- +1 to walk, run and sprint
- +1 to reach in melee
- +3 to each of Strength, mass level and hits

each +2 in size

- +1 hex of reach in melee
- +1 hex of space taken up on a map

If you are using the superhero physics rules for **knockback**, each +1 in mass level reduces knockback by 1.


Sample growth power

Crusher Jones wants to be physically intimidating, so he uses the growth template to be large all the time:

permanent growth(+1)

template: growth	+0
duration adjust: always on	+2
drain adjust: no drain	-3
range adjust: self only	+2
modifier total(power level for 1P)	+1

He spends 5P on this template, giving him a power level of +9, sufficient for the +1 size benefits. It might not seem like much at first glance, but it gives +3 Strength (which means +1d damage in melee), +3 hits and +1 to his movement. And while Crusher Jones is simply big as an inherent power, you could optimize the power in several ways. You could set up the modifiers to make it a gadget and call it an exoskeleton. You could add a side effect for failing the skill roll to activate the power(+2), add concentration(+2), warmup time(+2) and maybe some words and gestures(+4) and that gets you up to +18, enough to make you 4 meters tall, four times as strong, eight times as heavy, twice as fast and about fifty percent harder to kill for 5P.

 It is difficult to be freaking huge in **Eschaton**. For instance, to be the size of a ten-story building (≈ 30 meters tall) would be a power level of around +72, which would probably represent around 30P spent on the power. Of course, for that power level a *normal* person would mass about 50 tons, have 41 hits, be able to sprint at 630kph/390mph (*long legs!*) and have a Strength of 34, which would be sufficient to pick up a person in a giant-sized hand and hurl them a distance of several *kilometers*. So, you would be getting quite a bit for that investment. However, without *other* defenses you would be just as vulnerable to a heavy sniper rifle as a 50 ton brontosaurus, so size alone is *not* sufficient.



! Because very large levels of growth are obviously paranormal, it allows us to gloss over the reality-bending aspects. In particular, a normal sword in giant hands still only does a small amount of extra damage. However, since the growth power has a range of 'aura', it would imply that the sword (or other gear) gains extra mass and therefore armor value and hits at the same rate as the person. The normal guidelines for armor and hits for gear would apply and should be figured out ahead of time.

Shrinking (passive, +1)



This is a set of modifiers that represents a decrease in size *without* a proportional decrease in strength or hits. So, you are just as strong and tough, just *smaller*. As defined, the modifiers encompass your gear or worn items as well, but do *not* reduce their powers. They simply resize to fit your smaller hands but have the same effect as before. You do get the reverse of the size benefits listed for mass, being hit or spotted and movement, so having a movement power other than your normal walk rate would be *very* useful. Each +8 in power level shrinks you by 1 level, so each +16 cuts your height in half.

If you are using the superhero physics rules for **knockback**, each -1 in mass level increases knockback by 1.

! As for increased size, being the human flea is difficult in **Eschaton**. A power level of +64 would net you a size of one-sixteenth normal (a height of about 10 centimeters/4 inches), which would make you +8 difficulty to be hit or spotted, but also cut your walk, run and sprint speed by 8.

Stretching (passive, +6)



This is a body adjustment to increase its size, but only in one dimension (length). It is like a very limited version of growth. As defined it does *not* let you or part of you fit through an opening smaller than you normally could. What it *does* do is let you reach or step or punch at a distance appropriate to your new size level. You are not any harder to be hit than normal, but since you are occupying more space, it is possible for more people to attempt to hit or grab you in melee than for a normal person. Because you are only affecting *one* part of your size, each +1 in power level represents +1 in size for *that* part.

i If you had a power level of +10 then you stretch yourself up to grab or punch something like you had +10 size from the list for the growth template. This would be +5 hexes of reach (1 per +2 size), so you could reach out and punch or kick someone 6 hexes away, stretch up and grab something 6 hexes above you, or step across a gap 6 meters wide.

It is possible to create a melee combat form that *requires* a power like this to use, and if so, it would be +3 design points towards the creation of that combat form.

The template assumes you can stretch any part of your body at will. If the power is limited to one set of limbs (arms or legs), you get a +4 modifier and if the power represents a single limb like a thrashing tail, it would be a +6 modifier.

"Reed, do you know where the Invisible Woman is? And what **are** you doing with your hand?"



i Sample stretching power

Chain Gang can 'throw' his left hand like a spiked mace on a chain, using it as a long range punch or grab:

chain fist(+9)

template: stretching	+6
template adjust: only left arm	+6
drain adjust: no drain	-3
modifier total(power level for 1P)	+9

He spends 2P on the power and has a power level of +11. So, he can strike with that hand up to 6 meters away (+5 meters of reach). While the stretching power has no stamina cost, he still has to pay for any use of Strength or normal melee actions.

! If you want stretching powers to be able to cover *huge* distances, say that the distance level you can stretch is +1 per +2 in the power level rather than +1 meter per +2 power level. This makes short stretching more expensive, but long range stretching cheaper. If we applied this rule to Chain Gang's power, he would only have +2 meters of reach (distance level of half his power level).

Shapeshift(passive,+3)



This is the general "I can make myself look like anyone" power, a 'morph(appearance)' effect. The skill roll inherent to the power use is to make yourself an accurate copy of something else, which includes anything outward that you have source material to copy from (voice, scent, etc.). Your power level is the difficulty on an appropriate Awareness task for any observers to notice something is different or wrong about you.

If the quality of your shapeshift is low enough that observers could see through it by 'taking 2's', then even a casual look will see through it, otherwise you usually have to do something that would arouse a little suspicion. This means that the power works best in combination with acting skills and actual knowledge of the target.

The skill roll to copy an appearance can be modified by the quality of the starting material. If your only look at someone was one side of them, clothed, from a distance, then any details under clothing (like tattoos) would be missing. You *can* have your shapeshift include apparel, which counts as part of you and cannot be removed. Since it is part of you, damage to it that penetrates your defenses also hurts you (since it *is* you!).

Shapeshifting only covers outward appearance and does not grant any knowledge or powers or skills or increased attributes, even if it grants the appearance of these. You may be able to take additional negative modifiers to duplicate some power effects (see note on **page 4.27**).

i If you shapeshift into a winged demon, it does not mean you can fly, and if you shapeshift into a policeman with a pistol on his hip, it does not mean you can draw and shoot it.

The basic template only allows changing superficial external characteristics. If you want to be able to shapeshift part of yourself into tools this would be a -2 on the template, and if you can make significant changes to size or mass, it would be -3 on the template, and the power level would be reduced by the actual magnitude of the changes.

i If you needed to impersonate someone who was 3 meters tall and who weighed 400 kilograms, you would take a -3 on the template for being able to change appearance *and* size, plus lose -1 on the power level for the size change (+1 level) and another -7 for the mass change (from +8 to +15).

! Being able to summon extra body mass out of nowhere for a shapeshift is *quite* paranormal, and the gamemaster can disallow this, meaning that a strict shapeshift can only involve small changes in size.



i Sample shapeshift power

Bombshell can turn into any human female and can also armor herself and make useful tools:

dreamgirl(+3)

template: shapeshift	+3
extra effect: function	-2
range adjust: self only	+2
circumstance: only to human female	+3
drain adjust: no drain	-3
modifier total(power level for 1P)	+3

She spends 6P on the power and has a final power level of +13. She can mimic any woman at a difficulty of +13 to see through, can offset any penalties for a lack of tools for her skills up to +13, or some combination of the two. If she wanted to turn a hand into a blade it would be treated like the melee damage power. This has a starting template of -1 (compared to +3 for shapeshift), so she would lose 4 points off the effective power level. As an example, she could simultaneously have a disguise of +9 and a strike+0 lethal attack.

This template can be used for the 'composition' uses of morph as listed on page 6.23 of **EABA v2.01**. So, if you wanted to shapeshift into a 'body of stone', each time the power level equals or is a multiple of your hits, you get some benefit or benefits of your power level as a stone-like quality. You probably become heavier and gain some armor (this is a way to duplicate a small number of other power effects without paying extra, but the benefits are up to the gamemaster). Or if you had a cyborg arm that you could reconfigure, you might have a shapeshift power to change its function.

For very limited shapeshifts of any type, you would want a circumstance modifier to reflect that limit. So if you can *only* change into a body of stone, or can only shapeshift into forms of your same size and mass then this would be more limiting than being able to shapeshift into any substance or form, and would be worth a positive modifier subject to gamemaster approval.

Densification(passive,-6)

This is more or less the same modifiers as stretching, but it lets you increase your mass and hits as separate targets, with each +1 in power level being +1 mass *and* +1 hit *and* +1 armor. If you are using the superhero physics rules for **knockback**, each +1 in mass level reduces knockback by 1. Densification is +1 mass, +1 toughness, +1 hit, *and* +1 protection against lethal damage per +1 in power level.

Like growth, densification is one of those expensive powers that does a bunch of things at the same time. Other modifiers to take could reflect the operational or special effects of being so heavy. Normal swimming is out of the question, soft ground becomes a hazard, elevators or wooden floors cannot take your weight, etc.

i If a normal person had a power level of +12 in densification (which with this template would cost 10P), then they would have an inherent armor of 4d+0, +12 toughness, +12 hits and a mass of 1.3 tons.

Since you are changing your body structure into something else, one of your keywords *should* represent that (steel, duranite, neutronium, etc.). The *reason* for the increased density can interact with other powers. If you are made of metal, this might make you more or less vulnerable to someone else's electrical powers. If you are made of stone, you are a natural material as opposed to an artificial one. In all of these cases, you are still 'alive', even if you are made of an inorganic material. And you *can* have odd characteristics like being permanently made of titanium but still able to metabolize pizza and soda.

! You could probably use a similar template to become *lighter* than normal and this would have a starting modifier of +2 since you are only decreasing your mass and not affecting any other characteristic. It would take a power level of +20 to be less dense than air. Combine this with the growth power and you could become the human dirigible!



Extra limb (passive, +5)

This is not so much a physical power as it is a special sort of shapeshifting special effect. The morph effect in **EABA** allows you to adjust your skill level with a power. Since you take a -1d to your skill roll for extra major actions, you could have a power to give you +1d or more for a skill, giving you a benefit in terms of a higher overall skill roll and being able to maintain a better skill roll for later actions. For instance, you have four arms, so your ability to make melee attacks or defend against them is better. Or you have four arms and are firing two rifles. The special effect you associate with the power is up to you and it can also be reflected as negative **Looks**.

The maximum benefit you can gain from the ability is the governing attribute for the skill you are trying to affect. If the extra limb does not give you a skill bonus but only offsets penalties, you get a +3 on the template. If the power gives a benefit for *all* skill use based on one attribute, it would be a -6 on the template, and you could combine the two. Keep in mind the template as defined has drain, so if you want the extra limb to be a permanent part of you, changing the duration to 'always on', changing it to 'no drain' and removing the requirement of a skill roll would be a net -3 on the template.

Sample extra limb power

Doc Quadpod has two extra arms that he can use for any Agility skill, but only to offset penalties:

extra arms(-1)


template: extra limb	+5
template adjust: only offset penalty	+3
template adjust: all Agility skills	-6
duration adjust: always on	+2
drain adjust: no drain	-3
template adjust: no skill roll	-2
modifier total(power level for 1P)	-1

He spends 6P on the power and has a final power level of +9. He can offset up to -9 in extra action penalties because he has two extra arms to do Agility-based tasks with.


Regeneration (passive, -4)

Any game system that has both power design *and* healing powers will have the problem that you can usually design an ability to regenerate faster than you can be harmed. **EABA v2** is no exception. These templates are *reasonable* ones for the **Eschaton** setting.

Regeneration is an inherent ability, activating any time you are at less than full hits, but when you design it you *can* specify a threshold or if it triggers on non-lethal hits. *Healing of hits taken from excess exertion should be disallowed as a matter of game balance, otherwise you could heal back any stamina losses caused by using the ability (or any other power)!* The power level is the amount of hits restored when damage is taken *and* when a hero is eligible to take an action, and these would be taken from the non-lethal hits first. Recovered hits are permanently recovered and are not lost when you turn the power off, and the power level is +4 if you are trying to recover in a non-combat situation.

 You *can* have the power at a negative level for combat and a positive level out of combat, which just means you can only regenerate if you have a chance to rest.

Regeneration can be brought up to a useful power level in a number of ways. *First, you can just spend lots of points on it.* The power can also be linked to something else. A werewolf only regenerates when in werewolf form. You can also have (and the gamemaster may *require*) something that you cannot regenerate from. Silver weapons vs. werewolves would be the archetypical example. In this case, the more common the thing you *cannot* regenerate from, the bigger the modifier.

 Another way to do regeneration would simply be to buy your Recovery up to insane levels. If the gamemaster allowed you to take the 'recovery rate of +9 normal' Boon *twice* (which would cost 10P), then you would get back one non-lethal hit (*and* your stamina) every two seconds and recover one lethal hit every two minutes.



Healing(active,-1)

The healing template requires a full action *and* that you touch the person to be healed. Since it does not have a 'defense against' modifier, it can only be used on someone who is *actively* consenting to the power. You would have to add a 'defense against' to use against a foe or someone who is unconscious. The way this power is defined, you *can* use it on yourself if you have a free hand to touch the injured areas with. Note that this power does *not* work on dead people. The healing template has 'only works on living things' to represent that it is *healing*. If the power did not have this, you could also use it to repair inanimate objects and conversely you could have a version that only worked on objects and *not* on living things. As a matter of game balance, the gamemaster should disallow any one power that lets you fix *anything* that is broken.

If you wanted a power that *also* healed damage done to Attributes, it would need additional targets for the restore effect and this would be an additional -2 on the template for physical attributes and -3 for mental attributes.

! Remember that blowing through someone's hits is only one of several ways to incapacitate someone in a setting as broad as **Eschaton**. You can damage their regeneration power and *then* hurt them. You can subtract from whatever attribute their combat abilities are based on. A person with zero Agility has no Agility-based targeting ability. A person with zero Will is unable to act. A person with zero Awareness cannot reason or sense anything. A person with zero mobility can be contained and imprisoned. If someone encases your hero in a block of cement (e.g. as done to Jack Harkness in *Torchwood*), the ability to regenerate hits from lack of food, water or air is simply going to give you the ability to be bored for a very, very long time.

! The gamemaster might want to look at having an Agent with a healing ability somehow grouped with the heroes if none of them have the ability to heal life-threatening wounds. While you cannot heal the dead, there is a big difference (especially in dramatic terms) between 'fully dead' and 'mostly dead'. 'Mostly dead' is 'a little bit alive' and *that* is something a healer can work with.

i Sample regeneration power

Guerro has the regeneration template, adjusted as follows:

regeneration(-1)

template: regeneration	-4
drain adjust: 2 per +3	+5
modifier total(power level for 1P)	+1

He spends 3P on the power and has a final power level of +5. The stamina cost for this rounds to 4, so he can regenerate 5 lethal hits per action as long as his stamina holds out. When combined with his considerable defenses, he can absorb a lot of punishment and keep on fighting.

Healing and regeneration repair instances of damage, and so turn mod generally does not factor into their Stamina use. If the power needed to be on for a continuous task like regenerating you while you run for five minutes through fire, *then* you would apply turn mod to the stamina use.



Enhanced senses(passive,+1)

This power has a range of 'self' rather than 'aura'. There are dozens of possible variations on enhanced senses. You might be able to see sounds, smell ghosts, taste magnetic fields or be able to touch emotions, in addition to the more combat effective senses of seeing heat signatures, hearing radio waves and such. One thing you *cannot* do, however, is sense Eschaton-granted power. Obviously, you *can* see if someone is shooting energy beams, but you cannot sense whether or not a person has power if it is *not* active. So, if you have a magic ring that turns you into Caped Justice, then the ring may be obvious and it lights up when you are transforming, but when you are a guy with a ring, you are *just* a guy with a ring and no gadget or super-sense will pick up anything different about you. Bear in mind that police and the military know about things like power rings, so standard procedure is to remove *all* jewelry and personal ornamentation from anyone taken into custody. "*Sir, I do not care where that piercing is, I still need the ring...*"

A quick reminder that this is a passive power rather than an inert one, so a power level of +9 or more *will* cost stamina to use, and you have to make a skill roll to turn it on.

The *specific* nature of an enhanced sense must be specified. Whether the power is 'mundane' or 'paranormal' depends on how the power is defined, as is whether it is physical or mental. For instance, your 'cateyes' may let you see in the dark, but even though this is affecting a mental Attribute (sight Awareness), the power is a physical biological change. But if the exact same effect was because of a magic spell, it would be para-normal rather than mundane.

Remember that enhanced senses *never* exceed the level of the basic sense. To improve *and* enhance a sense, you would add an 'increase (-1)' modifier *and* a 'multiple alter effects(-2)' modifier. This would boost your normal sense by the power level *and* give you the enhanced sense at the power level.

An enhanced sense can be based on a Forte, and the enhanced level can match the Forte level. So, if you have a +9 Forte on hearing, your *enhanced* hearing *can* operate up to that +9 level.

Sample enhanced sense

Crusher Jones is a tunneller and is used to working in dark places. He can target things by sound instead of sight, clicking his teeth together and interpreting the echoes if there are no other sounds to navigate by.

echolocation(+2)

template: enhanced sense	+1
operational effect: clicking sounds	+1
modifier total(power level for 1P)	+2

He spends 4P on the power and has a final power level of +8. He can make Awareness rolls for combat targeting based on a hearing roll of 2d+2, even in conditions of zero sight visibility.

Virtually any enhanced sense gives you a *limited* ability to see through certain things. If you could see radio waves like other people see light, then a gun or mobile phone or wireless microphone in someone's pocket would be obvious to you because the clothing would be transparent to radio and the gun is not. Crusher Jones' ability lets him 'see' through smoke and fog and powers that affect only *sight* Awareness, so he could target a person with basic invisibility just fine (though remember that hearing rolls use difficulty for range while sight uses half the difficulty for range).



Danger sense (passive, -4)

This power has a range of 'self' rather than 'aura', and is a variation of an enhanced sense. It has an 'unconventional range' and the range is not in meters but in time levels. *Any* sort of precog power can be *very* disruptive to a campaign, so inclusion of them needs to be considered carefully and there will be a bit of discussion about how such powers work.

As defined, this power gives you an Awareness roll of the power level to 'see' potential hazards in your future. Remember that it is an enhanced sense, so this roll will not be more than the Awareness for that sense, and it is linked to that sense. If you 'see' the future and you are blinded (damage to sight Awareness), then this limits your ability to use *any* enhanced sense based on vision.

Because the future is shaped by our actions in the present, acting on this knowledge affects the future, thus affecting what you see, thus affecting how you react, in an infinite loop. What happens is that you see *all* the possible futures based on *all* your possible reactions to seeing those futures, and the power is your ability to sort them out in terms of which is most likely.

In game terms, you roll Awareness against a difficulty based on the 'distance' in the future to the danger. The *gamemaster* starts making the rolls whenever the hero has a theoretical chance of succeeding and whenever the time level decreases. On a success, the player is informed that there is something dangerous at an approximate time somewhere in the future and possibly something about what they would feel at that time. The *player* should be the one to figure out how to deal with this.

i If a hero gets a premonition of flames and falling and they are on a jet halfway across the Atlantic, it does not take a genius to figure out all the possible dangers.

Sometimes it may be possible to avoid the threat. *Sometimes not*. The power does not say *where* a threat it, merely *when* it is. *Changing your plans might mean you change them to walk into the threat rather than away from it...* If the hero has done something to prepare for the danger (which *might* be as simple as holding an action ready), when the event occurs they get a modifier in their favor of up to the time level they had as advance warning. If multiple threats are happening at the same time, the power level is divided as the player chooses between each threat.

i If a hero with +8 in danger sense is walking across a plaza when a sniper takes a shot at them, the hero is +8 difficulty to be hit because they *knew* a danger of *some* sort was going to happen at a particular instant and dodged out of the way the instant the trigger was pulled. If there were *two* snipers, the hero would have to split their +8 between the two.

As defined, this template has a 'range level' of +9, which in terms of time is 23 seconds. So, you can sense threats to yourself *no more than that far into the future*, and you are only sensing one threat at a time (presumably the most dangerous one).

Dealing with a danger sense-o-matic hero can be difficult for villains, but is not impossible. The hero can be put in a situation where they have no choice. They can either rescue the NAO's and be in a position where they cannot really defend themselves, or leave the NAO's to their horrible fate. Or, you cannot dodge poison gas while in the depths of an underground lair. Or you can hit the hero with several threats at the same time. Or, you could find a power that damps danger sense or have an assassin whose power is 'invisibility to precog'.

"*Surprise, asshole! I bet you never saw this coming, did you?*" - Cypher(*The Matrix*, 1999)



Penetrating vision(passive,+1)

This allows your normal sight to see through something that normally blocks mundane sight. This is a more than the casual transparency afforded by an enhanced sense against a limited set of things. Penetrating vision is a 'you can see through everything' power that is reduced in effect only by the total hits you are looking through. So, you could peer through a cement wall and see a fluffy pillow, while an enhanced sense that could see through cement would find a pillow even *more* transparent.

So, while a thermal blanket might mask heat signatures or a metal film might block radio waves, you can just see right through both. Regardless of the sense it is applied to, it gives you the ability to sense sufficient details to make informed decisions, though you may lose things like composition or color. That is, you are seeing with something other than normal light, so any light-based distinctions do not apply.

You need to define a few things for this power. First is the special effect it has. Is it 'x-ray vision', 'aura viewing', 'radar sense' or is it something else? This tells you how and *what* you see. Second, you have to define something that blocks your vision. Maybe your 'x-ray vision' is blocked by lead. It may be obvious that *something* is blocking your vision, but you still cannot see through it.

Your ability to use this sense does not exceed your normal sight Awareness roll. You can apply the power to a sense other than sight. You could be blind but have penetrating hearing, for instance.

! Most of the enhanced sense and information powers already include visibility of 'hidden(-3)'. That is, you do not want to have your head glow every time you pick up a police broadcast, or advertise that you are using an information power to record a conversation. If you do not mind having the power generate obvious visual effects, then you can drop this modifier for a +3 on

Invisibility(passive,+3)

If you think about it, invisibility is a *huge* can of worms. Are you invisible because you are transparent, because you are bending light around you, because you are slightly out of phase with reality or time, or because you are psychically beaming out 'you cannot see me' messages? Each of these has their own unique special effects, benefits and drawbacks, but we cannot make a separate power to reflect each.

This power simply subtracts you from the sight Awareness of anyone looking in your direction. *They cannot see you.* It is more of a physical phenomenon than a mental one. The game effect of walking around unnoticed/unaccosted is about the same. It is resisted by the sight Awareness of anyone who would normally be looking your way. Anything left over reduces their sight Awareness to see you. Then, they would make a sight Awareness roll (if possible) based on your range, etc. For all practical purposes you need a power level of twice someone's Awareness to be invisible to them.

i Sample invisibility

Suskind has invisibility to people and animals (technically, to 'organic' and 'animate'):

psychic invisibility(+2)

template: invisibility	+3
circumstance: only vs. living	+3
modifier total(power level for 1P)	+6

He spends 7P on the power and has a final power level of +18. He has to sneak by two guards, with sight Awareness of 8 and 10, and they are 6 meters away (distance level of +8). Their Awareness is the defense against the power, so they are affected by a power level of +10 and +8, respectively, dropping their sight Awareness to spot Suskind to -2 and +2. When it comes to spotting Suskind, the observer whose AWR roll dropped to below zero has no chance at all. The other person has a sight roll of 0d+2. Even though the difficulty for *visual* spotting is half the distance level, it would still be a difficulty of +4, so a roll of 0d+2 cannot make it and Suskind remains unseen as long as he keeps his distance.



You can adjust this for different types of invisibility. A mental 'you do not see me' effect might be resisted by Will and you can add a circumstance modifier so that it does not work vs. cameras/sensors (see previous example). 'Shadowwalking' might only work in shadows, or an 'invisibility cloak' might only work if you are standing still. Invisibility as a concept has a lot of quirks, let alone codifying it as a set of game mechanics. For instance, if you are transparent then light is not interacting with your eyeballs either...so you are unable to see anything! (see *Planetary #14* (Wildstorm Comics) for an example of writers actually noticing this problem). We can get around that by using the word 'superpower' and hand-waving that away. Other things are a little harder, and this requires some explanation of how the 'visibility' modifier works for a power like invisibility. First, the power itself is obviously not visible, but its effects are. If you are standing in front of someone and then become invisible, they are like "hey, that guy just vanished!". *They cannot see your power but they know full well that a power just happened.*

Invisibility is assumed to be for one sense (sight, sound, touch, taste or smell) and one type or 'frequency' for that sense. You can buy additional senses or types for a -2 modifier each. So, if you wanted to be invisible to normal sight and to someone who can see heat traces with an enhanced sense, it would be a -2 modifier. If you wanted to be invisible to normal sight, normal hearing *and* normal sense of smell, it would be a -4 modifier.

Remember that invisibility does not have to be absolute to be useful. Having a power level after defenses that is more than the Awareness of a target means you are undetectable under normal conditions (they have an Awareness roll of 0d+0 to spot you), but even if you do not reach this level, you can *still* be unseen. For instance, if you drop their effective Awareness roll to 1d+0, then if the difficulty to see you is 7 or more, they cannot make the roll.

So, they could see you up close, but you would still be invisible at range. That would give a Predator-like fringe effect. An incomplete invisibility also would also be a boost to *mundane* stealth.

! Just because *you* are invisible does not mean your powers are. An energy beam lancing out from an empty spot in someone's field of vision does not give them a specific target to aim at, but they *can* lay suppressing fire into the hex that energy beam originated in. It *is* harder to hit you but it can still be done.

Boosted attribute(passive,-1)



This template is for a temporary increase to one or more attributes. If you simply spend P on an attribute, you can have it be a permanent part of who and what you are, while the 'boosted attribute' is a separate power that applies the increase, and an intermediate step would be an attribute that is part of you, but which has a +1 for a dependence on something else (like +6 strength, but only when in costume). A boosted attribute has a range of 'self only', not 'aura'.

The starting modifier of -1 for the template is for any combination of Strength, Agility and Health. You simply take the final power level and split it up among these three any way you want, but that split is usually fixed when you create the power (but can be adjusted anytime you spend experience to alter the power).



A combination of Awareness and Will would have a starting template of -2, and Fate would start at -3. Mixing these groups would be an additional -2 and gaining derived stats from the higher attributes would also be an additional -2:

boost: Strength, Agility, Health	-1
boost: Awareness, Will	-2
boost: Fate	-3
multiple alter targets	-2
plus derived levels	-2

i A power that splits power level between Strength and Health is the default -1 template, as is a power that just adds to Health. However, one that adds to Will *and* splits its effect between Strength and Health would be a -4 (the most negative of the two, -2 for an additional target).

Since the template has a negative modifier, the way it becomes better than simply spending P on a higher attribute is that you can add extra modifiers *and* each +1P gives +2 power level.

i Boosting physical attributes through a gadget a mass of 125 kilograms is a +21 modifier! That is *quite* a boost (a *mundane* gadget that did this would not get the full +21).

i **Sample boosted attribute**
Agent € has a power ring that he can activate to boost his physical stats:

power ring(+3)

template: boosted attribute	-1
drain adjust: 1 per +3	+3
physical dependence: power ring	+1
modifier total(power level for 1P)	+3

He spends 3P on the power (the most an Agent is allowed for one power) and has a final power level of +7. As defined when he creates the power, this gives him +3 Strength, +3 Agility and +1 Health. In real-world terms it makes him twice as strong and twice as agile. Note that the power ring is not the *source* of his power, just a key that unlocks his inner power.

Telekinesis(active,+1)

This is an expanded attribute and is simply the ability to use your Strength at range without the physicality of the stretching power. You would need to add a range modifier to this to show how far away you can project your Strength. So, if you want to have telekinesis out to say 90 meters, you would need an additional -5 modifier for medium range.

TK range: 6 meters	-1
TK range: 23 meters	-3
TK range: 90 meters	-5
TK range: 350 meters	-7

Telekinesis allows you to do things with your Strength that you could normally do with your hands. As designed, there is no connection to you other than the visibility of the power. So, unlike stretching, you cannot grab something and pull yourself towards it, nor can you grab yourself and fly. The big difference as compared to stretching is that you will take a penalty of half the range on detailed Agility-based tasks. It is not you doing the task, it is a tool you are manipulating (the power) and you lose a little of the finesse you would get with your actual hands.

! Remember that sight perception rolls are based on half the range level, so since 90 meters is a distance level of +16, the increase in difficulty for doing fine work would be +8. On the other hand, if all you want to do is bash someone with a telekinetic fist or pick up a car and drop it on someone, there is no extra difficulty at all.

The telekinesis template can be used as a starting point for other enhanced attributes at range. For instance, being able to see or hear as though you were standing at a certain distant point. Or, you could have bizarre powers like being able to breathe like your lungs (Health) were at a distant point, which could be useful for underwater work. You could even have a power with multiple alter targets and do several of these things at once.



Indirect transfer (passive, -2)

Transfers are really an entire set of powers and are fairly complex to make balanced rules for. If you can turn someone's incoming energy blast into growth, so the harder they hit you the bigger and tougher you get, how does that balance cost-wise against turning a mental attack against you into a flaming force field?

The way you do it in **EABA** is to start with a template total and then adjust it by the modifier totals of what you are transferring *from* to what you are transferring *to*. Anything that turns the energy or potential of one game quantity into another is a transfer. Using the energy of incoming bullets to add to your force field is an indirect transfer. Laying hands on someone and stealing their strength is a direct transfer. Becoming big, green and strong by reducing your own intelligence to zero is a transfer (of sorts). This power has a range of 'aura', so what you are transferring from has to actually hit you (or the stuff inside your aura).

Transfers generally fall into two types, those that require a defense and those that do not. If you are transferring from the *effect* of another power or transferring within yourself, no 'defense against' is needed. Otherwise, the defense is the 'power defense' power, which is a +0 modifier on the template. The difference is between transferring the energy of bullets hitting you (the effect), and transferring the potential energy of an enemy gun (the source). Every transfer will have an *additional* unique modifier, because its value is the *difference* between what is being transferred *from* and transferred *to* (see **EABA v2.01**, page 6.24). A few of the common combinations are:

to:	transfer from:	
	lethal(any)	lethal(ranged)
Str, Agl or Hlt	-4	-2
Awr or Will	-5	-3
armor	-6	-4
lethal(melee)	+0	+2
lethal(ranged)	-2	+0
restore hits	-8	-6

'Lethal damage' also covers half- and non-lethal attacks of one general type (kinetic energy, mental blast, etc.). With the exception of restored hits, the benefits gained wear off when the power is turned off. The maximum addition you can get from a transfer is your power level. But even when you are maxed out, you *still* transfer whatever it is you are targeting into something else, so it acts as a form of armor against that power/attack, even if you are no longer getting a benefit from it.

Sample indirect transfer

Because this is a complex power, here are two examples:

force to force(-4)

template: indirect transfer	-2
transfer: lethal(any) to Strength	-4
template adjust: melee skill roll	+2
modifier total (power level for 1P)	-4

If you spent 10P you would have a power level of +14 (-4 for the base, +18 for the extra +9P). This means that if you make a successful melee defense, you knock up to 4d+1 off an incoming melee attack *before* it hits your other defenses, *and* add up to +14 to your Strength. Amounts less than +14 add their value, leaving a leftover.

ricochet(+8)

template: indirect transfer	-2
transfer: lethal ranged to lethal ranged	+0
circumstance: only vs. physical	+2
template adjust: add ranged combat roll	+2
duration adjust: instant	+6
modifier total	+8

This power takes a ranged physical attack (like a bullet) and deflects it to another target. The template already has a 'hard(11) skill roll(+2)' and we *add* 'ranged combat skill roll(+2)' to this. The hard(11) roll is to deflect the attack and the ranged combat roll is to hit something else with it. This power wears off the instant that you use it, so each attack is separately deflected. If we spent 5P on the power we get a power level of +16 (+8 for the base and +8 for +4P), and could deflect all bullet damage of 5d+1 or less.



Direct transfer(active,-8)

A direct transfer is taking something from the *source* of a power rather than its effects. It is the difference between stopping laser beams fired at you and interfering with the power going into the laser before the beams are even fired. The 'defense against' for a direct transfer will be an appropriate power defense. The power in this template is targeted like any other ranged attack, which can include size modifiers if you are trying to hit a small gadget, and it has the default range of 350 meters.

You would use the additional modifier for the type of transfer as listed for indirect transfers. Remember that the maximum *total* amount of a transfer is the power level, and you cannot transfer something to less than zero in most cases. If you are stopping damage by a transfer power, once you are at your limit you can continue reducing other targets, but *you* get no extra benefit. The target of your effect recovers when your effect duration ends or when they can recover a lethal hit, whichever is shorter). You *can* turn the power off and start over, but the benefits you gained end as well. You *cannot* transfer something and stack it up endlessly.

Transfers can have all sorts of limits to make them more powerful. The effect might only last a few seconds, require a skill roll, have some circumstance modifiers, etc. The template has such a large negative modifier because you are able to partially or completely negate some other power *and* use their power to boost your own abilities. If you want a power that simply drains other powers but gives you nothing, use the **power drain** template.

! Transfers and drains have a tricky reality to them. Like reports of UFO's shutting down car batteries when they fly over, the power damps the energy but does not actually *remove* it. So if you transfer the energy out of a laser rifle but then the effect duration ends, the laser rifle gets its energy back. The gamemaster can adjudicate otherwise if they want the power to be a permanent drain on gadget energies.

i Sample direct transfer

Mortusian has the power to drain your Strength to recover his hits:

vampiric healing(-3)

template: direct transfer	-8
transfer: Strength to lethal hits	-4
template adjust: melee skill roll	+2
range adjust: melee instead of 350m	+6
duration adjust: semi-permanent	-4
drain adjust: 2 per +3	+5
modifier total (power level for 1P)	-3

If he spent 5P on the power he would have a power level of +5. So on a successful melee strike he could reduce your Strength by 5 points *and* recover up to 5 hits of damage. Even if he is fully healed he can do the drain on Strength, he just gets no benefit, and no target can be drained by more than 5 points of Strength. His restored hits last like any other healing, and a victim's lost Strength recovers when they can get back a lethal hit.

Duplication(+0)

A special sort of transfer is stealing someone else's power or powers. This is more or less a direct transfer with a range of 'touch(+0)', where the 'to' and 'from' targets are the same. The *power* duration only lasts an instant, but *effect* duration lasts as long as you want it to (semi-permanent), until you use the power to duplicate something else or you simply turn it off (the template's effect duration has the 'severable(-1)' modifier). If the effect is that you are stealing their *exact* power, then you get all the liabilities of that power as well as its benefits (operational effects, side effects, etc.). Technically, you do *not* acquire any skill needed to use that power, but a duplication power requires a skill roll, and it is reasonable to say you can use that skill with your new power.

Duplication is resisted by any power defense *plus* any *positive* mass level of the target. So, the bigger the target the harder it is to steal or copy the power.



If you merely had the ability to *copy* someone else's power while letting them retain use of it, we would call this an additional +3 modifier that is a combination of a circumstance modifier and an interpretation of the delegation modifier. There is the serious potential for abuse in this sort of power. Imagine Jesus doing the 'loaves and fishes' thing, but with rocket launchers.

If you wanted to duplicate something that had *multiple* in-game active characteristics, then you would take an extra -2 modifier per additional target.

! While it is not something that you should be letting *players* do, duplicating a 'body' would be one Attribute and five additional targets (the other attributes), for a starting point of -10 vs. a *minimum* defense of +8 (human mass level). Managing this would let you recreate an empty shell sufficient to be a convincing corpse. To make a useful living doppelgänger would require additional -2 target modifiers for each skill, power or knowledge to be copied, which would need to include language(-2), basic memories(-2) and free skills(-2). So being able to make a good duplicate of even a mundane person is a *major* expenditure of points (you probably *cannot* duplicate powers). A weird science gadget that could do this would be an interesting plot device. A created being should (at least at first) be completely subservient to its creator.

i Sample direct transfer

Xoroxi can make herself a copy of any gadget she can lay her hands on:

I want one of those!(+7)

template: duplication	+0
circumstance: copy only	+3
circumstance: gadgets only	+3
usage: gestures	+1
modifier total (power level for 1P)	+7

If she spent 7P on the power she would have a power level of +19 (+7 for the base, +12 more for +6P). So, if she wanted to duplicate a 5 kilogram assault rifle, it would have a defense of zero (negative mass levels do *not* make it easier), and she could accurately copy a weapon with a power level of up to +19 (6d+1). The maximum level of copying would be a one-time cost of 3 stamina (drain of 1 per +9, and only power levels *less* than +9 round towards zero). Guns with a damage of less than +19 she would copy up to the level of the gun, and those copied with more than +19 would act like the original, but only have a damage of +19. Because the effect duration is 'semi-permanent', the copied gun is real, but because the effect duration is also 'severable', if the gun runs out of ammunition she can just end the effect, the gun vanishes and she can then copy a new one. And yes, she *could* use such a power to copy a personal weapon and thus have an endless personal supply, which would be very useful for disposable things like grenades or to have a sheath of endless throwing knives or quiver of endless arrows. As a note, if you are copying something that is *not* a power, but is merely the energy for a power (like a magazine of bullets for a gun), just call this a copy of the power it is for, but add a +3 circumstance modifier for 'just the loaded magazine'. *Watch out for abuses of this particular use of the power.* The extreme utility of the transfer effect (gain something *and* reduce something else) is something the gamemaster should keep an eye on, while remembering that **Eschaton** is a setting where this sort of weirdness is an everyday occurrence.



Defense

This overall category covers powers that are designed to protect you from hostile powers or possibly natural hazards. Players may spend a lot of time customizing and tinkering with defenses. Some leeway early in a campaign is probably in order until players decide exactly how they want a defense to be configured.

Armor(inert,+1)



This is armored skin, which has a range of 'self only(+4)'. It looks like normal skin (the power visibility is 'hidden(-3)') but stops conventional damage just like a bulletproof vest would. That is, flexible armor transmits 2 non-lethal hits for each full 1d of damage stopped by the armor, and you *can* apply Toughness against this. The template assumes an 'always on(-2)' characteristic that has no stamina cost. Here are a few examples of how typical 'armor' modifiers would affect the template:

armor quality	adjust by
incomplete coverage(≤13 or less)	+1
acts like rigid armor instead of flexible	-2
armor transmits no blunt trauma damage	-4
very obvious instead of hidden	+4
obvious, worn gadget(+obvious visibility)	+6
subtle, worn gadget(subtle visibility)	+3
mundane gadget	+1
mass of 1kg	+0
mass of 2kg	+3
mass of 4kg	+6
mass of 8kg	+9

i Sample armor

Armadillochan has a hero form that looks very armadillo-like:

'dillosuit(+7)

template: armor	+1
template adjust: no blunt trauma	-4
gadget adjust: obvious, worn, 8kg	+15
modifier total (power level for 1P)	+12

If she spends +4P on the power she gets +8 power, for a final armor of 6d+2, enough to bounce fairly heavy mundane weapons.

Armor as a power is typically meant to stop lethal conventional damage, which *also* works against half-lethal and non-lethal conventional damage, but you could design a power that only protected against a lesser type or one type and not the other. Modifiers for protecting only vs. physical or only vs. energy are listed at the end of the power templates.

armor quality

armor quality	adjust by
vs. lethal, half-lethal, non-lethal	+0
vs. half-lethal, non-lethal	+2
vs. non-lethal only	+4
vs. any two types of damage	+2
vs. only one type of damage	+4

This may require a bit of justification on the part of the player to explain why an armor protects against lethal and non-lethal attacks, but has no effect on half-lethal ones.

While the power is 'always on(-2)' this state can be linked to other things. For instance, it could be in a gadget, so while it is always



'armor', it is not protecting *you* unless you are wearing it. Or, the armor could be your skin, but only be 'on' when your costume is on. Or, it could be armor scales that are 'painfully obvious(+1)' instead of 'hidden(-3)'. It could also be set up to act as rigid armor or not transmit any blunt trauma at all (see **EABA v2** for armor effects).



Force field (passive, -2)



This is something that acts like a mundane barrier, even if it is paranormal in origin. A mystical force field can stop bullets as easily as a tech-based one. A conventional defense is designed to stop bullets, blades, lasers, etc. and should have 'mundane' as one of its keywords or part of its inherent special effect.

For **Eschaton**, if it blows stuff up it usually counts as something a conventional defense will stop. Just because you have paranormal energy beams that shoot out of your eyebrows, if these energy beams interact with normal matter and blow stuff up, then a 'conventional defense' works against it.



A force field has a lower starting modifier than armor for a few reasons. First, the force field transmits no blunt trauma. It stops damage (up to its power level) *completely*. Second, it protects you out to 'aura' range, so it protects your stuff, and if you are strong enough, can also protect someone holding on to you. The down side is that it costs energy and it is obvious that you have some sort of energy field in operation.

! We described a power that let you deflect attacks to other targets under the 'transfer' template a few pages ago, but you can often do things in multiple ways in **EABA**. The example to the right is an armoring power that is modeled as a sort of a deflection effect. The difference between the two is that one only deflects attacks, while the other deflects *and* redirects them.

i Sample force field

Surge Knight has a mystic shield he can summon to protect him from any normal damage he can put the shield in the way of:

mystic shield

template: force field	-2
circumstance: must see attack coming	+3
circumstance fail: zero effect	+0
operational effect: occupies left hand	+1
gestures: one hand	+1
template adjust: opposed combat roll	+2
modifier total (power level for 1P)	+5

If he spent 7P on the power it would have a power level of +18 (+5 for the base, +12 for the +6P). This would be a 6d+0 defense. In terms of mundane damage, remember that paranormal defenses are doubled vs. mundane attacks, so this force field power could stop a mundane 12d+0 attack dead in its tracks. However, if you use the **knockback** rules, that level of attack could still send Surge Knight flying!

Force wall (passive, +2)



A force wall is really just a force field with a radius effect and a boundary effect. The template assumes the force wall is centered more or less on the user (range of 'self'), and if you need to center it at a further range, that would be an additional modifier.

In addition, you **must** add a modifier for the *radius* of the force wall, which is just the negative of the level for that distance:

radius of force wall	adjust by
2 meters	-5
4 meters	-7
8 meters	-9
other	-distance lev.

A force wall is usually circular and a dome, but you can usually adjust the shape/configuration within reason. Being limited to a specific radius, shape or small number of shapes may be worth a positive modifier. The number of hexes you could make in a line is a distance of about 5 levels more than the radius level.



i A radius of 4 meters is a distance level of +7, so you could make a linear force wall that extended for a distance level of +12, or 23 meters. Any enclosed shape should be mostly centered on the user, and any linear configuration needs to start at or near the user (unless you bought range for the power).

Things that penetrate a force wall can hit things inside with their remaining damage. Penetration does not cause a force wall to fail unless you take a 'breakable' circumstance modifier on the effect duration (**EABA v2.01**, page 6.31).

A force wall that can be centered at range can be used as a cage to contain (or protect) someone else. Something with a radius of half a meter (-1 modifier) would constrain someone to a single hex. Simply being able to blow a hole in such a force wall does not allow escape any more than shooting a hole in a steel box would let you escape it. It usually requires an explosion, area effect, melee attack or raw Strength sufficient to breach the power level of the force wall.

i Sample force wall

Captain Chaos! has an invisible box he can lock foes into:

mime wall(-4)

template: force wall	+2
range adjust: 23 meters	-7
visibility: hidden	-3
special: 1 meter radius	-3
operational dependence: costume	+1
drain adjust: 2 per +3	+5
modifier total (power level for 1P)	-4

He spends a total of 9P on the power for a final power level of +12. He can either make a box about 2 meters on a side, or a wall about 6 meters long. He is fond of that 'face mashed against the glass' look when a hero runs into the wall at speed. He can keep low Strength heroes bottled up as long as his stamina holds out, which is not that long since the power costs him 8 stamina to use at full power.

Stasis field(passive,-2)

A stasis field is simply a force wall that is not a wall. It is an armoring field that *fills* an entire area, and blocks any form of damage or motion through that area. So, anything that a person might use to cause conventional damage is reduced. Bullets would hang in mid-air, strike damage would be reduced like swinging a blade through syrup, movement would be reduced (does not apply to extra-dimensional), and so on. It is not an effect that can freeze people in place, since they *could* move slowly enough that their actions could not do damage to others.

! The note on super-speed movement and melee combat (**page 4.17**) said that movement level minus 6 adds to strike damage, so a stasis field's 'armor' would reduce any movement that is fast enough to add to strike damage. So if you had a flight movement of +18 and flew into a +10 stasis field, your flight speed would be reduced by 10 to a top speed of +8. On the other hand, a person moving a distance level of +6 (*before turn mod*) is not affected at all because their speed is not high enough to add to damage, but any *attacks* they make against targets inside the stasis field *would* be reduced by +10.

The template assumes a stasis field is centered on the user (range of 'self only' and does *not* work on the user). The latter is a circumstance that is a *benefit* and is a -2 modifier included in the template. You could give the power a longer range and remove the circumstance to make a stasis field you could use at range but which *would* affect you if you were in its radius. Note that this immunity applies only to the *person*, and not any ranged attacks they might make.

This power will require a radius modifier as for the force wall, but might instead use an 'explosion(-8)' modifier for a stasis field that gets stronger the *closer* someone tries to get to you. As an armor for you, such an explosion stasis field would use its full power level, since attacks would be slowed the maximum amount if they would reach the center of the 'explosion' (i.e. you).



Environment protection (passive, +7)



This is really just the 'force field' template with a circumstance modifier so that it only protects you against a *specific* sort of pervasive damage. Radiation, poison gas, vacuum, extreme heat and cold, the crushing pressures of the deep ocean, etc. Almost all hostile environments are very rare, at least in a campaign that is based on a habitable planet. Superheroes may be exposed to these environments a lot more often than the average person, but the environments themselves are usually rare (a +9 circumstance modifier). The important thing is that the power is not armor against any sort of actual attack, though it *can* have qualities that make it a defense against a bypass damage power.

i If the special effect or the modifiers for your protection against vacuum make it a 'space suit', then it has the qualities of 'full body coverage' and a 'self-contained air supply'. The first might be a defense against sonic attack (your ears are covered) and the second might be a defense against an attack whose special effect was a toxic gas.

This *can* be tricky to figure out in game terms. If you have 'protection from extreme heat', then why do you *not* get a benefit against fire-based damage? Conversely, if your armor protects you against attacks which can include fire, why does it not count as protection from a hot environment? The answer is the environment hazards are usually pervasive and continuous. Protection from a hostile environment has to be perfect and seamless. A car protects you from the rain, but that does not make it a submarine. The other answer is game balance. *You only get what you pay for.*

The template has a default range of 'aura' and has the standard passive set of modifiers, so if you want the power to stay active even if you are unconscious, you will need to use some of the tweaks at the end of this section.

For their part, environmental hazards will usually have a damage and a threshold, and will do that damage on exposure and when the time level of exposure increments, making them like a Bane (**EABA v2.01**, page 3.30). The gamemaster simply sets a threshold that the protection has to reach to negate that damage completely (which is usually different than the actual damage level). Protection that is not *quite* enough increases the time increment for first damage and subsequent damage.

i If you defined 'delta radiation' as an environment hazard of 1/6, then you would take 1 hit on any exposure and 1 more every +1 time level unless you had 'protection against delta radiation' at a power level of +6 or more. If your delta-shield only had a rating of +4 (2 less than needed), then you would take 1 hit at a time level of +2 (instead of +0) and each +3 time levels (instead of each +1).

! If you have an *actual* Bane vs. something, this power will *not* protect you from it. That's why the Bane is worth points!

Some 'real-world' environment hazards that you can use for an **Eschaton** campaign might be as follows. Protection from multiple hostile environments is usually done as operational and/or physical dependence. A space suit might be multiple powers that protect against heat *and* cold *and* vacuum *and* be some level of conventional armor. Trying to do it as different types of effect in *one* power has balance issues.

environment	rating
toxic atmosphere	1/8
no atmosphere (includes toxic)	1/12
deep ocean pressure	2/15
abyssal ocean pressure	3/18
cold	1/8
extreme cold	1/12
heat	1/8
extreme heat	1/12
cold <i>and</i> heat	1/12
extreme cold <i>and</i> extreme heat	1/15
radiation	1/6
extreme radiation	2/9



i Sample environment protection

If you wanted a space suit as a *mundane* gadget, you might have:

space suit

template: environment protection	+7
gadget: obvious, worn, mundane	+4
gadget: mass of 16 kilograms	+12
modifier total:	+23

The gameworld base of 0/10 for a *mundane* gadget would drop this to a power level of +13 (the efficiency limit of +10, plus the excess of +13, quartered). This gives you protection against one environment, which in this case is vacuum, and we meet the 1/12 threshold to avoid damage from that environment for 1P. If we want to add protection from radiation and extreme heat and cold, this would be two additional powers, and all three powers could be dependent on each other for an additional +2 modifier. You would need to change the drain and duration to reflect its nature or internal power supply, but you can see how the power works in practice.

! Environment protection is *meant* to be a cheap power, the sort of thing a government agency (i.e the gamemaster) might be able to loan in gadget form to heroes for a mission in a hostile region. Protection from *one* environment in the form of a worn gadget can usually be had for 1 point.

! If you link environment protection in a gadget to a mundane armor, you can add a circumstance modifier to the environment protection in the form of 'reduced effect if the other power is penetrated(+3)'. So, if the mundane protection of your spacesuit is punctured, the protection from vacuum is reduced. If it is lost entirely and immediately, the environment protection would have a circumstance of 'reduced to zero', or you could apply a partial reduction to represent some level of remaining protection.

Power defense(passive,+0)



This is something you buy to protect a power or set of powers from being tampered with, or to protect *you* from a particular power or class of powers. The best way to think of it is as a force field that protects something *other* than your hits, because that is exactly how it works. If you are worried about your gun being the target of someone's powers, you buy power defense to protect the gun from those powers. If you are worried about your mind being the target of powers, you buy power defense to protect your mind from those powers. 'Power defense' is *not* one power you can buy to protect you from *every* weird effect, but is a class of powers that you tailor to protect what *you* fear vulnerability to. It is meant for things *other* than mundane damage. To make it easy, use the template starting value and then choose **two** of the following:

- an effect (mobility, information, offense, defense, control, alter)
- physical, mental or spiritual Attributes (which are Str,Agl,Hlt/Awr,Will/Fate)
- a derived characteristic (hits, stamina, move, etc.)
- a particular power or group of operationally or physically linked powers
- 'bodily integrity' (your mass, size and shape)

i "I want to protect my 'power armor' (a set of linked powers) from 'alter' powers (the effect)".

To default template protects *one* thing or group of linked things against *one* class of powers, like the above example. You *can* get bonuses or penalties to the template:

template modification	adjust by
only on a Forte for an Attribute	+2
only for one physical or mental Attribute	+2
only for a derived characteristic	+2
only for a skill based on one Attribute	+2
only vs. a particular special effect	+2
only vs. one sub-effect(e.g. alter(morph))	+2
only vs. one of 'mundane' or 'paranormal'	+2
only vs. one of 'superpower', 'magic', 'psi' or 'gadget'	+2
each extra effect/target protected against	-2



Here are some common examples of how to set up a power defense:

mental defense(-2): protects mental Attributes against offense, information, alter *and* control effects of a paranormal mental nature. This includes all the templates resisted by Will or Awareness in this chapter, with the exception of powers resisted by *sight* Awareness

flash defense(+8): protects sight Awareness vs. mundane attacks with a light-based special effect

grab/entangle defense(-2): protects physical Attributes from mobility and control effects

gadget defense(+0): protects gadgets (inside your aura) from alter effects

morph defense(+0): protects your bodily integrity from alter effects

You can see how a very narrowly defined defense like 'flash defense' can be cheap, while broad ones either cost some points or require a lot of positive modifiers. For instance, mental defense starts at a -2, but it protects against just about every paranormal mental power, from telepathy to mind blasts to possession.

i Sample power defense

You want a helmet to block mental powers:

mental defense helm(+4)

template: power defense	+0
template adjust: mental defense	-2
gadget: obvious, worn, 2kg	+6
modifier total (power level for 1P)	+4

This gives a +4 mental defense for 1P and +2 for each extra +1P you spend. This gadget still has a stamina cost, but at this power level it is zero.

Power defense acts like a force field (no blunt trauma or its equivalent), and will interact with attacks based on how the *attack* is worded. So, a power defense may stand alone, add to some other defense, layer like normal armor, only count if it is the highest defense or block an attack completely simply by its presence. Some of these are functions of how the attack is defined, some are part of the defense.

Damage

Damage is something that simply reduces the value of or impairs something else, and for **Eschaton** purposes can be a number of things. This is generally going to be:

- conventional damage that is the sort of thing done by bullets and blades and fire and such,
- mental damage that is a direct assault on someone's hits through a mental special effect that ignores conventional armor,
- power attacks that attack something *other* than hits and require specialized defense vs. that attack type, and
- bypass attacks, which are attacks that either get past all defenses and do full damage or which are blocked completely and do nothing (like pepper spray against someone in an environment suit)

Each of these requires or has a different sort of defense. Being able to deflect bullets will not let you deflect mental attacks unless the special effect of that mental attack is something like 'drugged dart'. *It's superheroes, there are always going to be weird exceptions...*

Because hits are the only stat where damage has a measureable effect (action penalties, stun, knockouts, death), the 'alter:reduce' effect is usually used for *other* game quantities. That effect is not 'damage' and is generally protected against with a 'power defense'.

Ranged damage(active,-1)



This is damage that acts just like a bullet or laser. You need to specify whether the power is paranormal or mundane in origin, physical or energy and other keywords, but this does not change how the damage operates as a game mechanic. It interacts with defenses in the same way, whether it is flames shooting out of your fingertips or a bullet from a gun. This power has a default range of 350 meters and uses a ranged combat skill for targeting. It is stopped by any defense against lethal damage and it does hits to anything it penetrates the defenses of. Remember that if you change the damage to something other than 'lethal' it may affect inanimate objects differently.



Many heroes do not use lethal blasts, preferring something that can incapacitate rather than kill, often because the people who were given powers were not killers to begin with and so their powers reflect this. And you get a bonus on the template for this.

template modifier	adjust by
lethal damage	+0
half-lethal damage	+3
non-lethal damage	+6

The non-lethal part of damage will be reduced by conventional defenses *plus* Toughness.

i Sample ranged damage

Forceful has a ranged 'concussion fist' that does half-lethal damage out to a range of 350 meters. This would be:

concussion fist(+2)

template: ranged damage	-1
template adjust: half-lethal damage	+3
modifier total (damage for 1P)	+2

If he spent 10P on the power, he would have a power level of +20 (+2 for the base and +18 for +9P). If this is not sufficient and he does not want to spend more points on it, he might add 'gestures(two-handed push,+3)', operational effect(breaks nearby glass,+1), which is another +4 and would pump his damage to +24 or 8d+0.

This is a template with so many possible variations that there is no possible way to list them all. It can be mundane or paranormal in source or effect, inherent or gadget-based, fire, ice, earth, water or whatever. All of these are going to have situations where that variation is to your advantage and situations where it turns out to be a problem. Your metal gun could be ripped out of your hands by magnetic powers (which is bad), or your fire powers might be a Bane that does automatic damage to a villain with a water-based theme (which is good).

Melee damage(active,-7)



This is damage that acts just like a sword or club. You need to specify whether the power is paranormal or mundane in origin, physical or energy and other keywords, but this does not change how the damage operates as a game mechanic. **Because there is no gameworld base for Eschaton powers, powers using the melee damage modifier are unbalanced and too powerful unless you apply a separate -6 modifier, which is included in the template.**

If you design up your own melee powers from scratch, design them as any other power for **Eschaton**, but apply a -6 at the end of the design process. The results will not be identical to ones using the **EABA**-suggested gameworld base of -6/3 for melee weapons, but they will be close enough.

"If you ask anyone who doesn't want to get stabbed, I'm the good guy." - Knifeketeer

Melee damage counts as an 'action' rather than an 'instant' because the power is acting offensively and defensively at the same time (your damage affects things you block). The template *assumes* a melee combat skill roll *and* gestures with one hand (a +1 modifier). If you wanted your attack to be two-handed, you get a +2 bonus on the template.

i If you took the basic template(-7) and added in an obvious(+2), carried(+2), two-handed(+2), gadget with a mass of 2kg(+3), the extra modifier total would be +8. Add this to the template of -7 and you get a weapon with a lethal damage of strike+1. The low template is offset by the fact that your normal strike damage adds in for free *and* upgrades your normal strike damage to lethal damage. You *can* spend extra P to boost the default damage as for any other gadget, and since this power was bought with P instead of being a mundane(+1) gadget, it has full effect against paranormal defenses.

! If damage done by a 'melee' power does *not* add to strike damage (like a 'stun wand'), then design it like a normal power, and apply the gameworld base of 0/10 if it is a mundane gadget.



One of the common adjustments to this power would be claws, which is the 'shotgun(-2)' modifier. For melee purposes, you can sacrifice +3 of damage to do +1 hit, and the level to which you can do this is decided before you make an attack.

i Sample melee damage

Honey Badger has retractable super-powered claws that she wants to be powerful enough to slice through the side of an armored vehicle, and she has a Strength of 12, which gives her a base strike damage of 3d+0. So:

instaclaws(-9)

template: melee damage	-7
enhancement: shotgun damage	-2
modifier total (power level for 1P)	-9

To get to a power level of 7d+0 she will need a strike bonus of +12 (or +4d). So, she has -9 for 1P and spends +11P for an extra +22, giving her a final power level of +13 and a lethal strike of 7d+1.

If she is attacking something that is not tough enough to need 7d+1 and she really wants to absolutely shred it, she could lose +6 of the strike damage to get +2 hits. This would attack normally, but on a success would do *three* 5d+1 hits instead of one 7d+1 hit (+1 hit for each -3 on the damage).

Note that this is an entirely *inherent* power, and with no limitations the starting modifier is pretty low. A power like this built into external power gauntlets would get some gadget modifiers and be far more effective for the same amount of points. The internal power has the benefit that it is part of her and cannot be taken away or broken. Her inherent claws are more or less indestructible, appear at will (on a hard(11) skill roll) and are undetectable when the power is off.

Mental damage(active,+1)

This is a power that falls into the category of 'unconventional damage'. In **Eschaton** it will have a few specific effects, but it shares the main characteristic of being unaffected by normal armor or conventional defenses like force fields. It is a form of damage that *only* interacts with the target and a limited set of defenses, but those defenses will act just like armor would. For instance, you could have a mental defense that allowed 'blunt trauma' through it, just like a flexible mundane armor transmits some force to the person wearing it.

The basic template has a *higher* value than conventional damage, but this is because everyone automatically gets their Will as an armor value against it, giving even an average person a 2d+0 armor (their Will) vs. the power.

Note that a mental damage power requires a range modifier just like ranged damage does (this power has a range of 350 meters), but the power is targeted as an *opposed combat roll*. Difficulty is based on the Will of the target *or* any skill roll they have with mental powers, *not* the range to the target. So as long as you can perceive the target and have sufficient range, the difficulty is the same from across the room as from across the city.

Mental damage is defined as lethal, just like a bullet. You can adjust the template for the damage type just as you can for ranged or melee damage. Mental damage does not have hit locations. You do *not* have to aim for someone's head to hit them, and defenses generally do not protect just the head. Mental gadgets are nonetheless assumed to be head-based (no one is wearing 'boots of mental shielding').



Physical drain(active,-3)

This is a power that affects a target's ability to use either Strength, Agility or Health (choose one). This is generally meant for temporary combat effects, where a hit can cripple someone for the duration of a fight, but you can tweak the template to adjust durations once you are comfortable with it. The default duration is that it wears off completely when the target can make a Stamina recovery. It could be a paralytic agent, an entangling web, and so on. This template uses an 'alter' effect since damage (like the 'offense' effect) is meant for use against hits, but it acts like temporary damage to an *attribute* level. It uses a ranged combat skill and has a range of 350 meters

The 'defense against' is usually the attribute being targeted plus any power defense that protects against alter effects against that Attribute, but may *optionally* be one of the others. For instance, you could say Agility is the defense to avoid your Strength-impairing net, or vice versa. If you want to broaden or narrow the template, try the following:

drain adjustment	adjust by
more than one target	-3
only affects a Forte on Attribute (per target)	+2
uses melee combat roll, has melee range	+8

The 'more than one target' includes adding 'only use highest(-1)' to the 'defense against', which means the defense is the *highest* attribute plus any power defense. If you affect more than one target, you get *full* effect on each. Remember that the power uses a ranged combat roll to hit (think of hitting someone with a dart or net).

i Sample physical drain

ParaSWAT teams sometimes use a net gun when trying to apprehend agents or supers that this sort of thing would work on:

net gun(+10)

template: physical drain(Agility)	-3
template adjust: add Health forte(move)	-1
range adjust: 23 meters	+4
gadget: obvious, carried, mundane	+5
gadget: 2 kilograms	+3
energy reserve: 6 charges	+2
modifier total (power level for 1P)	+10

A 2 kilogram gadget can add up to 2P for +4 power level, for a power level of +14. If this connected with a hero who had no defense vs. it, it would drop their Agility and their Health for walk/run/sprint by 14 points, and the effect would last until the hero could get a normal stamina recovery (i.e. spend time to wriggle out of the net). This is an example of a cheap and simple mundane attack that can knock a hero out of a fight. Note that since this a *mundane* gadget, a hero with a *paranormal* power defense against this sort of attack *would* get doubled defense.

Mental drain(active,-4)

This is a power that affects a target's ability to use either Awareness or Will (choose one). This is exactly the same template as physical drain, but affects different attributes. Targeted at an Awareness Forte it could be a blinding or deafening attack. Against Will it could make someone more susceptible to being stunned, or against a Will Forte, more susceptible to mental attacks. Like physical drain, it is a ranged attack and can be adjusted in various ways. For instance, a flash grenade could be a mundane gadget with thrown range and an explosion modifier, possibly with an 'improvised defense' that lets people give up turn mod to turn away and cover their eyes and ears.

Spirit drain(active,-5)

This is a power that affects a target's ability to use Fate, and is identical to the other drain powers, but of more limited utility.



Drain technicalities

How attribute reduction works is up to you, the concept for the power and the keywords used, which also have a bearing on the sorts of power defense that will apply. It could be a psionically induced hallucination that makes it hard to think and perceive. It could be a choking gas that ruins your stamina, or glue that inhibits your movement. And while each of these could be overcome with a 'power defense', they are probably *different* power defenses. A power defense with the modifiers for a gas mask will not protect you from a gluey floor, and a super-slick costume will not protect you from psionic hallucinations. Circumstance limits on a power defense will make it more effective against what it *does* work against, but less effective or ineffective against everything else.

An attribute reducing effect can be something that wears off on its own or can possibly be broken out of eventually, even if it is debilitating to begin with. For an attribute reducing effect that can be 'broken', you alter the effect duration from 'stamina recovery(-2)' to a time level modifier of your choice with the 'declining (-1)' modifier. Each time the power level decreases over time, you get to roll your defense against the power level you were affected by (a major action) to break free. The penalty you are taking *does* change, and you are seeing if your defense exceeds the power level remaining.

i You have a 'magic spell' that dazes someone (reduces Awareness). You adjust the template to give the power duration the 'declining(-1)' modifier and make effect duration '8 seconds(-1)'. So, if the net effect (after defenses) was a 10 point penalty to Awareness, this would drop to a 9 point penalty after 8 seconds, an 8 point penalty after a total of 16 seconds, and so on. Every 8 seconds, that target gets their defense roll against the slowly declining effect. When the roll succeeds, the spell is 'broken' and they snap out of it. You could do the same sort of thing with entangling vines, sticky foam, anything where effort will get you out faster than just sitting.

! In the expanded turn scale there is not going to be a one-to-one correspondence between effect durations and turn mod. If any sort of power can be overcome with time and effort, then you can apply turn mod to whatever you are using to break the power effect. You are just spending a lot of time trying to break free (or break someone else free) and thus do not have that turn mod available for other tasks. Drain powers are a case where special effects and keywords are *quite* important in play. If someone is entangled in ice, then clearly other people can help break or melt the ice with physical attacks (carefully!). If someone is entangled in their own mental doubts, then outside assistance is of an entirely different kind.

A modifier to consider for drain powers is to say that the defense 'can be improvised(+2)'. This is especially true for attacks which are mundane in nature. You can wear welding goggles or turn your head to protect against blinding, plug

your ears to prevent deafening, etc. The down side of this (for a defender) is that you must spend time improvising the defense, and the level of the improvised defense affects you. If you have plugged your ears, you cannot hear a call for help and if you are looking the other way, you might get blindsided and certainly cannot get a full dodge vs. an attack you do not see coming!





Power drain(active,-4)

This power is designed to reduce the power level of *other* powers rather than an Attribute. It uses a ranged combat skill roll and has a range of 350 meters. This power would be used against one power at a time, though reducing a power to zero would also deactivate any powers with an *operational* dependency on it.

i If someone has a force field to protect them when they fly into people at high speed, and this force field is operationally dependent on the flight power, turning off their flight power turns off the force field as well. This is why you get a +1 or more modifier for dependency. *It is a limitation that can be exploited.*

To make it easy, use the template and then choose a specific special effect or characteristic of the power or powers you are affecting.

special effect/power type	adjust by
very common	+0
common	+2
uncommon	+4
rare	+6
very rare	+8
unique(vs. a single hero/villain)	+9

In effect, these are just circumstance modifiers, and you get a positive modifier for being able to affect a smaller number of powers.

i If you had a power that drained *anything* with the special effect or operational characteristic of 'fire', this is very common (guns, car engines, fireballs), so you would start with the default template modifier of -4. On the other hand, if your power only worked to drain 'magical teleportation gadgets', this is very rare and would be worth a +8 modifier and start you at +4.

It is worth remembering that the broader the special effect you are attacking, the greater the number of power defenses that will protect against it. You can also make the power specific but have the 'flexibility' modifier, to tailor it for a specific foe.

Any amount that your power level exceeds defenses reduces the power level of that power. The effect lasts until the target gets a stamina recovery, so anytime you could or would recover a non-lethal hit, all of the effects wear off. This can be adjusted if appropriate for the power and with gamemaster permission. Obviously, knocking someone's power offline for very long time periods can be unbalancing. Containment facilities for supers may have area effect powers that reduce a specific power, just to keep particularly dangerous individuals confined.

If you are draining something that does not have a 'stamina recovery', then the drain lasts until the energy for the power is replaced, which is effectively a 'stamina recovery'. If the power fills an area, the source of the 'stamina recovery' for a gadget has to come from outside that area. Note that this is a little different than the **transfer** templates. You are not *using* the energy of someone else's power, you are just sucking it off into some oblivion.

i You want to be able to reduce the effect of normal guns. Since fire is 'very common' and guns are a subset of things involving fire, we will call them 'common' for a +2 modifier and start the template at -2 instead of -4. If you spend 5P (1P for the base power level of -2 and then +4P for +8 more), that gives you a power level of +6. The power would reduce the power level (i.e. damage) of a gun by +6, but would have no effect on melee weapons. It would probably *not* work against laser rifles. While they are 'gun-like' in form, they operate on different principles than normal guns. You *could* define the powers your ability works against as 'metal weapons', which *would* apply against normal guns and melee weapons and probably laser rifles, but it would have no effect on weapons made of plastic or ceramic or other non-metals.

A power drain will have full effect on everything it can affect for a particular target definition, even if the person using the power is unaware that they are affecting it.



i Sample power drain

There is an ultra named Firestop who has as one of their powers the ability to damp any form of combustion above a certain level. This includes gas engines, regular guns, and any other process that relies on combustion to make it work. This power has a bunch of alterations to the standard template for an active power and power drain in general:

gunstop(-10)

template: power drain(combustion)	-4
power dur. adjustment: continuous	-6
effect dur. adjustment: as power	+2
effect dur. adjustment: severable	-1
effect dur. adjustment: range-limited	+2
range adjustment: self only	+9
visibility: undetectable	-5
special: radius effect (350 meters)	-20
usage adjustment: heroic(15) skill roll	+1
failure side effect	+2
concentration(prepare)	+2
prep time(16 hours)	+8
warmup(+1 per time)	+3
drain adjustment: no drain	-3
modifier total (power level for 1P)	-10

If you spent 20P on this you would have a power level of +28, so it would reduce the power of any combustion-based offense or mobility by 28. *It would dud anything up to a 9d+1 cannon.* The power has a large setup time, and comes online slowly. To set up a new zone, the old zone must be ended (severable effect duration). Note that the power duration is 'continuous', which means the active part of the power is something that is *continuing* to happen rather than an instant that only affects items in the radius when the power turns on. The effect duration is range-limited, so it only applies to items while they are *inside* the 350 meter radius of effect and it does not affect things like bullets that have been fired from outside the area of effect (the gun is the *power*, the bullet is the *effect*). Since an ultra can spend up to 30P on a power, you could theoretically take what you get for 20P, spend +10P and expand the radius to 11 *kilometers* or boost the power level to +48 (16d+0).

Bypass damage(active,+1)



This is normal damage to hits, but can take any number of forms. The key thing is that if you have the defense at all, you are *totally* protected, and the defense can with some effort be acquired mundanely. If the defense is mundane but *very* hard to fabricate and impossible to improvise, adjust the template total down by -6 (remove 'improvised(+2)' and add 'esoteric(-4)').

To define it, the defense against a bypass blast is figured by:

- a keyword in the name of the power
- interpreting the special effect modifier
- what power effect the 'defense against' matches (mobility, info., offense, defense, control, alter)

That sounds tricky, but normally you just say something readily understandable as the defense, like 'metal armor', 'a force field', or 'having increased density' or even subjective things like 'being calm' or seemingly unrelated things like 'wearing yellow clothing'. The gamemaster has to approve the power *and* the nature of the defense, but these do not *have* to follow logic or mundane cause and effect.

The template as defined is a lethal damage using a ranged combat skill roll out to 350 meters, but you could make it a melee attack power, and you can adjust the damage type as described under the ranged damage template. Since the goal of bypass damage is usually to incapacitate someone, making the damage non-lethal (a +6 adjustment) allows you to put in other useful modifiers and still have a good starting damage for 1P.

Mundane examples of a bypass attack would be a taser (non-lethal, the defense is any armor of more than 1d+0 or any metal armor), or pepper spray (non-lethal, the defense is any full-face covering or alien biology). Bypass attacks *can* be mundane (like pepper spray), but if they are, the defense must also include a mundane component.



! Something to remember about unconventional/mental and bypass damage is that if something is not a defense against it or the target of it, **that thing is often transparent to the damage**. So, if you could see through a brick wall, you could target someone on the far side with such an attack and the brick wall would not slow it down in the least. If the way you visualize the power does *not* let it go through things that are not the defense, this would probably be worth a +3 circumstance, *or* you need to rethink the defense. If your electrical bolt is stopped by intervening metal, you might instead say it is stopped by being grounded out before it hits the target. This *would* let the brick wall stop it (the brick wall being a vertical piece of the ground).

Bypass attacks are good for people who have a limited point total but want to have a good effect, with the knowledge that people who fight you on a regular basis will quickly figure the defense and become immune to your power. **Because lethal bypass damage (the default) is so damn ugly, the gamemaster should consider limiting it to non- or half-lethal damage types.** Non-lethal bypass attacks are great to use on NAOs that get in your way.

i A 2d+0 autofire attack with bypass damage and an area effect centered on you would on average get about 2 hits per 1d on your skill roll. Even with the reduction in effect after hitting the -1d damage threshold, a 4d+0 skill roll would result in everyone affected taking around 15 non-lethal hits. *Instant crowd suppression!*

To avoid unbalancing the setting, you *cannot* use flexibility modifiers to alter the defense against bypass damage. You can, however, adjust the defense *somewhat* anytime you spend experience to upgrade the power. *All bypass attacks must be approved by the gamemaster before play!*

That's it!

That covers the most common power effects for **Eschaton**. Next is a customization guide.

Customizing

Not every hero or villain will have their powers conveniently fall into the exact templates provided. *Not by a long shot*. If you really want to dig into the **EABA** power system, you can without too much difficulty reverse engineer the modifier totals to get their particular components, and then adjust to your heart's content.

i Active powers are listed as having a drain of '1 per +9(+4)' and 'rounds to zero(-1)', so you know that these two items make up a total of +3 towards that power's modifier total. So, if you wanted to alter the drain, you just drop the template total by -3 and then add in your own custom drain modifier.

If you do *not* want to do that, keep reading. All the items that follow are adjustments that you apply directly to the template total and take into account substitutions you have to do.

While we mention it elsewhere, keep in mind that customization is not just players and their heroes, it is also the gamemaster and the setting. For instance, **Eschaton** is a fairly gritty setting with lots of lethal damage flying around. If the gamemaster wants to make it more 'friendly', they could say that all *paranormal* damage powers cannot do more than half-lethal damage. This would be a +3 to the templates currently doing lethal damage.

So, a hero with a 6d+0 lethal attack that does an average of 21 lethal hits would now have a 7d+0 half-lethal attack doing an average of 24 hits (less Toughness), and only half of what gets through defenses is marked as lethal. This makes superhero combat *significantly* less lethal and almost guarantees a hero will be knocked out by superpowered damage rather than rendered dying from it. This is a simple customization of the setting that nonetheless has sweeping effects. The gamemaster can make *other* global power tweaks to make **Eschaton** feel like whatever comic setting they want.





Power level

If after designing or playing you think that certain effects, powers or templates are unbalanced, re-balance them to your liking! Just add a $\pm X$ modifier to all powers of that type so that you are happy with the way it makes that power work in *your* campaign. You buff or nerf templates you feel are unbalanced.

Range

Powers with range have a default range of 350 meters unless they say otherwise in the template description. If you want to adjust the maximum range of a power:

range	adjust by
⊕ x16 normal (350m to 5.6km)	-4
⊕ x4 normal (350m to 1.4km)	-2
⊕ x1 normal (default of 350m)	+0
⊕ x1/4 normal (350m to 90m)	+2
⊕ x1/16 normal (350m to 23m)	+4
⊕ x1/64 normal (350m to 6m or thrown)	+6
⊕ change default(350m) to melee	+6
⊕ changed ranged combat roll to opposed	+2
⊕ change self only to aura	-2
⊕ change aura to self only	+2

Damage type

All the templates that do damage default to doing *lethal* damage. Some heroes might not want this as their only option, some might just want the boost to power level you get from a different damage type. Or, to make the setting a little more four-color, the gamemaster might limit paranormal attacks to half-lethal, to generate more action that blasts people across the block but leaves them bruised and battered rather than shredded.

damage type	adjust by
⚡ lethal (default)	+0
⚡ change lethal to half-lethal (& duration)	+3
⚡ change lethal to non-lethal (& duration)	+6
⌚ change lethal duration to non-lethal	+2
⌚ change lethal duration to stamina	+3
⌚ change non-lethal duration to lethal	-2
⚡ change ranged to strike-based melee	-6
⚡ change ranged to touch-based melee	+0

The bottom five items need a little more in the way of explanation. In **EABA** powers you can separate the type of damage from how long it takes to recover from it. So, you could have a lethal attack that acts like lethal damage vs. armor and so on, but you recover all the hits the first time you get a stamina recovery. Or, you could have non-lethal attacks that recover as slowly as lethal damage (like debilitation by a poison). There is both a modifier difference *and* a gameworld base difference between strike-based melee attacks, and the -6 takes both into account. For changing a ranged attack to one which does its effect on a successful melee hit (power level *without* strike damage), you simply change the range of the power to melee range (see previous adjustment item).

i The 'ranged damage' template has a starting modifier of -1 and a default range of 350 meters. If you wanted a power to be a telekinetic dancing sword with a range of 23 meters you would adjust the range down to 23 meters for a +4 and then change ranged damage to strike-based melee damage for -6, for a net change of -2.

Drain

The standard drain for the template powers is 1 per +9 in the final power level (round up), with amounts of less than +9 rounding to zero. For any non-zero amount of drain, the drain for the power use adds in the time level you are using the power over. If you want to alter this default drain, try one or more of these options:

drain level	adjust by
📄 change drain to 2 per +3	+5
📄 change drain to 1 per +3	+3
📄 change drain to 1 per +6	+1
📄 default of 1 per +9, round <9 to zero	+0
📄 change drain to 1 per +12	-1
📄 change drain to 1 per +15	-2
📄 change drain to 1 per +18	-3
📄 change to no drain	-3
📄 change from stamina to non-lethal hit	+2
📄 change from stamina to lethal hit	+4
📄 change from stamina to an attribute	+4



Note that since both the active and passive templates allow 'pushing' for extra effect, a power that alters drain to '2 per +3' (the maximum normal drain) cannot be pushed unless the hero is willing to take the entire stamina cost as non-lethal hits.

If you decide to go with **charges** as energy storage for a power, you must take the 'no drain(-3)' adjustment for any power using an active or passive template.

Remember that if you take a reduced level of drain, this will adjust your power level down slightly.

i You buy a force field at a final power level of +16, which is going to have a drain of 2 stamina, and you do not want it to have any drain at all. You can change the drain to '1 per +15', which is a -2 modifier. This drops your power level to +14, and since we retain the 'rounds to zero' modifier for drains of less than 1, your new power level of +14 is drain free. If you spent experience and upgraded the power to a level of +16, you would start having a stamina cost again.

Circumstance

This is a very common power modification. In fact, the gamemaster might want to mandate that each hero's power have at least a net +0 modifier for a circumstance in which the power fails to work or works at reduced effect (powers that already have this in the template are exempt).

i You buy a force field, which has a starting template modifier of -2. You say that it is a technological force field (even if you cannot explain how it works) and has half effect against attacks whose special effect or keyword is "magic". This is actually fairly common, so the gamemaster grants a +2 modifier. Since the force field continues to work, albeit at half effect, the circumstance bonus is reduced by -2, to a net of +0.

A list of common circumstance modifiers is below:

partial effect	adjust by
only at night/day(1/2 of time)	+3
only in sunlight/moonlight(1/3 of time)	+4
only indoors/outdoors(1/2 of time)	+3
only vs. physical attacks(2/3 of time)	+2
only vs. energy attacks(1/3 of time)	+4
only vs. range/melee attacks(1/2 of time)	+3
only vs. area effects(2/3 of time)	+2
only vs. flying targets(1/3 of time)	+4
only vs. ground targets(2/3 of time)	+2
only vs. living targets(2/3 of time)	+2
only vs. non-living targets(1/3 of time)	+4
only vs. animate targets(2/3 of time)	+2
only vs. inanimate targets(1/3 of time)	+4
only vs. organic targets(2/3 of time)	+2
only vs. inorganic targets(1/3 of time)	+4
only vs. metal targets(1/2 of time)	+3

If your circumstance is in the form 'not vs.' rather than 'only vs.', just take the difference between that fraction and 1.






i A power that works 'only in sunlight' is 1/3 of the time (a +4 modifier), so a power that only works when 'not in sunlight' would be 2/3 of the time and be a +2 modifier.

All powers should probably have name, type and concept keywords for game flavor and to help the gamemaster adjudicate their creative use. An important part of this is going to be the 'type' of 'mundane' or 'paranormal'. This will represent the nature of the energy involved. The 'paranormal' keyword is usually required for a power that does not operate in a way readily explainable by real-world science. Magic, psi, superpowers, that sort of thing. 'Mundane' means something that can be duplicated by sufficiently talented and/or wealthy individuals (you can buy it with A or S points instead of P). All other refinements for a defense are handled by circumstance modifiers.






Since in **Eschaton**, the overlapping concept keywords of 'magic', 'psi', 'superpowers' and 'gadgets' are all equally likely, you can use the following circumstance modifiers to carve out exceptions for powers, and decide to what degree the power works if at all, outside that category:

power type circumstance adjust by

-  works vs. three of the four categories +2
or fails to work vs. one of them
-  works against two of the four categories +3
or fails to work vs. two of them
-  works against one of the four categories +4
or fails to work vs. three of them
-  only vs. combination of two of the four +5
-  fails to work vs. combo of two of them +1

circumstance limit adjust by

- circumstance fail: zero effect +0
-  circumstance fail: reduce to 1/4 eff.(-3d) -1
-  circumstance fail: reduce to 1/2 eff.(-2d) -2
-  circumstance fail: reduce to 3/4 eff.(-1d) -3

i You have a power that works *only* against 'psionic gadgets' (which is a combination of two of the four categories) This would be a +5 modifier.

i You have a mental defense that fails to work vs. psionic gadgets. This would be a +1 modifier (+1 for a combination of two of the four categories and +0 for zero effect).

Gadgets

All the templates, even inert ones like armor, assume the power is inherent to the hero. But gadgets from mundane to crazy are part of the genre. And they are a good way to collect a lot of positive modifiers, at the risk of having your power in a form that can be taken away from you. Gadgets in some superhero settings are 'just there'. They have no size or mass and are effectively indestructible. They are merely props that have whatever characteristics the plot demands at that time. **Eschaton** takes a more realistic view. Some things to remember:

First, if a gadget has a 'mundane(+1)' modifier it means two things. First, you still have to make the initial purchase with points (A or S for mundane gadgets) as a matter of game balance, but it can be replaced with cash after that. If you want to equip an army, you have to add sufficient delegation modifiers to the initial cost.

Second, paranormal defenses are doubled vs. *mundane* attacks or powers. So, while that +1 modifier for being mundane may be required for mundane forces, for those expecting to fight supervillains, it is not such a good idea.

Third, if a gadget is mundane (like an assault rifle), it *does* have an efficiency limit on its gameworld base. For **Eschaton**, the gameworld base for mundane gadgets is 0/10, so any modifier total for a mundane gadget that is greater than +10 is quartered, rounding down.

i A paranormal gadget with a modifier total of +14 has a power level of +14. A *mundane* gadget with a modifier total of +14 has a power level of +11 (the +4 that is more than the gameworld base of 0/10 is quartered).

This gives a *tremendous* advantage to big paranormal gadgets. A 125 kilogram gadget is a modifier of +21. For a mundane gadget, much of this would be quartered, while a paranormal gadget keeps the full +21. That's a +5d difference when it comes to armor or attacks!



Last, any gadget designed to add to a person's strike damage (like a sword) gets an automatic -6 modifier. This is already taken into account in the melee damage power template, but if you are designing something from scratch for **Eschaton**, take it into account.

Gadgets, whether mundane or paranormal, are mass-limited. If the power is in physical form, it also has to have a modifier for its mass, and its mass limits how many extra P you can spend on the power. You can always spend 2P on a gadget-based power, 1P for the base and +1P for +2 power level. To rehash the gadget modifiers on page 6.79 of **EABA v2.01**:

gadget type	adjust by
obvious	+2
subtle	+1
hidden	+0
carried	+2
worn	+1
embedded	+0
immobile	+4
mundane	+1

If you want to keep things simple, some common gadget tropes are:

weapon type	adjust by
pistol(1kg, up to +1P)	+5
rifle(4kg, up to +3P)	+13
launcher(16kg, up to +5P)	+19
knife(.5kg, up to +1P)	+2
sword(1kg, up to +1P)	+5
two-handed sword(2kg, up to +2P)	+7

generic gadget type	adjust by
ring(.1kg, up to +1P)	-6
belt pack(1kg, up to +1P)	+3
backpack(8kg, up to +4P)	+12

armor type	adjust by
concealed vest(10-11)(1kg, up to +1P)	+7
full torso(9-12)(4kg, up to +4P)	+12
helmet(3-6)(1kg, up to +1P)	+10
body stocking(all)(2kg, up to +2P)	+5
full armor(all)(16kg, up to +5P)	+15
exosuit(all)(125kg, up to +8P)	+24

other gadget	adjust by
weird science(see text)	+6
disposable gadget(see text)	+6

Some of these you can figure out on your own. For instance, a pistol uses one-handed gestures (+1), is obvious(+2), carried(+2) and has a mass of 1kg(+0), for a total of +5. Some of the others deserve a little more explanation.

rings - Or other tiny gadgets. **EABA** makes you take a *negative* modifier for gadgets of less than 1 kilogram, which reflects that there is only so much power you can cram into a tiny item, regardless of whether that power is technological or magical or whatever. If you cannot design up your 'power ring' to be as awesome as you want it to be, consider using the ring as an 'enabling' gadget. That is, the power is inherent to *you*, but has a 'physical dependence(+1)' on 'wearing the power ring'. You can claim modifiers for how easy the 'enabling gizmo' is to take from you. A ring (worn) is harder to take than a wand(carried), but since the power is not *in* the gadget, you cannot loan the power like you can a gun.

armor - The armor modifiers are really 'worn gadget' modifiers that may have limited body coverage and varying degrees of visibility. If the power template is not already inert (like armor), then it *will* have the normal drain whenever you are using it.

The modifier totals for 'full armor' and 'exosuit' are gadgets heavy enough that encumbrance could be a concern. You would need a Strength of 10 to wear the full armor without a penalty, and a Strength of 19 for the exosuit (assuming you were carrying nothing else).



It is sort of assumed that you will be that strong, or that you will have a Strength-boosting power built into the exosuit. Another thing to consider with heavy armor is the range of your personal powers. If you grow or shrink or stretch and power only has a range of 'self', then the armor does not change with you. And if the power has a range of 'aura', then you need to be able to carry the armor without being encumbered if you want it to change with you. *And of course, the mass is important if someone turns off your boosted Strength, trapping you inside a now-useless suit of too-heavy-to-move armor...*

Here's the cheap and easy way to do power armor, whether paranormal or mundane. Start with the exosuit template and use it with the template for the **armor** power(+1). Then use the weapon and generic gadget modifier totals to glom things onto this chassis, each with a 'physical dependence(+1)' and 'operational dependence(+1)' on the exosuit (if someone takes away the exosuit, they take away all your powers that are in the exosuit and if they shut down the exosuit, you cannot use anything else). You will probably want some energy bank modifiers, or you could remove the drain modifiers entirely and make it run with no power supply whatsoever (superpowers *have* done stranger things than this).

i Here is a simple design for a paranormal exosuit:

armored chassis:

exosuit(125kg)	+24
template(armor)	+1
template adjust: range of 'aura'	-2
template adjust: visibility of 'obvious'	+3
power level for 1P	+26
if mundane	+14

strength boost:

servos(16kg)	+15
template(boosted attribute)	-1
physical/operational dependence	+2
power level for 1P	+16
if mundane	+11

jetpack

template(flight)	+2
turbines(16kg)	+15
physical/operational dependence	+2
power level for 1P	+19
if mundane	+12

sword

template(melee damage)	-7
two-handed sword(2kg)	+7
physical dependence	+1
power level for 1P	+1
if mundane	+1

energy cannon

template(ranged damage)	-1
launcher(16kg)	+15
physical/operational dependence	+2
power level for 1P	+16
if mundane	+11

Obviously this is not a complete design. Right now it runs entirely off the wearer's Stamina, so it is sucking stamina each per turn for the powers that have drain, plus *each* of those powers would be adding the turn mod used to their drain. *But, it is a start.* Note that this is a *paranormal* design. If we did this as a *mundane* design, all modifier totals of more than +10 would be quartered, giving the 'if mundane' power levels. So, you *could* take the same principles to make a far less capable 'power armor' for a mundane military force.

The paranormal design has a total mass of ≈ 175 kilograms, which requires a Strength of at least 20 to 'carry', but the Strength boost power gives the wearer +16 Strength, so this is usually not a problem. As is, this exosuit only costs 5P, but you *could* spend up to +24P on it, which would make it *quite* formidable *and* completely blow through a starting superhero's point allotment for their paranormal powers.

! One gimmick those with inherent powers can use to partially deal with the bonuses gadget-users get is for their inherent powers to be 'painfully obvious(+1)' instead of merely 'obvious(+0)'.



disposable - Means just what you think it does. The power must be designed with a limited energy supply that cannot be replaced, and when it runs out the gadget is trashed.

i A grenade has an energy supply of '1 charge'.

If you spent P on a disposable gadget, those points are gone forever. If it is a mundane gadget, you just buy a new one. A disposable *mundane* gadget also has both parts of its gameworld base increased by +6 to 6/16 instead of 0/10. Unless a player has a *really* good justification for it, weapons doing strike-based damage are not going to be disposable.

i Here is how you might design a grenade:



grenade:

power template(ranged damage)	-1
adjust range: change range to thrown	+6
adjust drain: change to 1 charge	+6
special: explosion	-8
usage: requires gestures	+1
gadget: obvious, carried, mundane	+5
gadget mass: .5 kilogram	-3
power level for 1P	+6
bonus for being disposable	+6
final power level for 1P	+12

So, for 1 point you get a 4d+0 lethal explosion, and you could spend +1 point to raise that to 4d+2. If you wanted to buy a case of grenades, you could increase the number of charges and apply the 'expensive(+1)' modifier several times to offset it.

weird science - This is a catch-all term that represents a number of other modifiers all rolled into a single package. Weird science is stuff that might be paranormal, or might just be highly advanced, but it is always quirky and somewhat dangerous. It is mad scientist stuff, or the sort of thing you expect to come out of a secret government lab that is trying to reverse engineer superpowers. Teleportation booths that occasionally turn people inside out, that sort of thing.

Weird science *has* to be a gadget and the +6 is:

weird science	adjust by
failure side effect	+2
 circumstance: works 3/4 of time	+1
 contingency: power replacement	+3

What this means is that if you fail the skill roll to activate the power (at least hard(11)), you take non-lethal damage of 1 point per +3 in the power level and this bypasses all defenses you might have.

The circumstance modifier means that there is some uncommon condition under which the weird science simply fails to work. This would be *in addition to* any such condition that is in a power template. Maybe your teleport belt does not work inside a Faraday cage. Maybe your gauss rifle does not work under the influence of powerful external magnetic fields. It just means that your enemies can, with a bit of work, make that bit of weird science completely useless.

And, the gadget must have a power supply *other* than your stamina and in addition to any other modifiers for replacing spent energy, the power source itself is hard to come by. Simply acquiring a good supply is a *major* undertaking. It is the sort of problem where if you are a government-sponsored hero, they will use access to your special supplies as short leash, never issuing more than you need and covertly keeping an eye on your acquisition of the material through other sources (good sideplot potential there).




Villains using weird science can drive occasional adventure, as they plan daring heists so they can acquire the supplies they need to use their powers...to perform daring heists.

The gamemaster can also say that weird science or something like it is a *requirement* for gadgets bought with P. The occasional blowing up in your face, enemies short-circuiting the power and the hassles of getting new atomic batteries when the old ones run down could just be the price of having gadgets *that* powerful.





Suites

A simple way to get an extra point or two of power level is to group powers into suites. A suite means you can only use one of the powers at a time. So, if you have super-speed running *and* flying, odds are you do not need to do both at the same time, so put them in a suite and *each of them* gets a +1 modifier.

suite	adjust by
 two powers	+1
 three powers	+2
 four powers	+3

Dependence

As mentioned earlier, powers can be made dependent on each other. For powers inherent to a hero, they can be operationally dependent. The second power does not work unless the first power is currently active. You *can* have powers be operationally dependent on each other. This just means you activate it with whatever skill roll for the two powers is most difficult, and if the roll fails neither power activates, and if it succeeds, both powers activate. Similarly, powers in gadget can be physically dependent. Both powers are in the same gadget, so if someone takes or breaks the gadget, they take or break all the powers in the gadget. The maximum combined modifier on a power for all forms of dependence is +3.


dependence	adjust by
 operational dependence	+1
 physical dependence	+1

Another reason for physical dependence is it lets the gadget be smaller than two separate gadgets. That is, you make the mass modifier 1 point lower on each gadget, and offset it with a +1 for making the two gadgets physically dependent. Powers can be operationally *and* physically dependent, but remember that there is a difference between the two types.

i The power modifier for a 1.3 kilogram gadget is +1. If you had two gadgets of this size, they would have a total mass of 2.6 kilograms. If you put them in the same gadget, they would each get a +1 modifier for physical dependence, and you could then reduce the mass of each gadget to 1 kilogram (a +0 modifier). Each gadget would have the same power level as before, but their combined mass is 2 kilograms instead of 2.6 kilograms. For something this small, it is not a big deal, but the 30 percent mass savings could be significant for big gadgets. In the exosuit example, the dependences add up to quite a few kilograms of weight savings.

Side effects

All the active and passive templates require a skill roll of some kind to activate or use the power. A 'side effect' means that if this roll is failed, you take 1 non-lethal hit for each +3 in power level, and no defense you have can prevent this. If the side effect is mandatory when you turn on the power (even if you make the skill roll), the modifier is higher. Doomsday devices and other gadgets where you do not care if the user gets fried can use side effects to good effect. The heroes thwart the villain's plan to crush downtown Gothamopolis to the size of a golf ball, and when the device fails to activate properly, it is the *villain* who takes the side effects (remember that after you take all your non-lethal hits, it starts becoming lethal damage, so a big enough side effect *can* kill you).

side effect	adjust by
failure side effect	+2
 mandatory side effect	+4

You could work an entire plot around side effects, like having a villainous gadget powered by superheroinic energy, so the good guys have to rescue the imprisoned superhero before the gadget he or she is wired into does something awful and kills the hero in the process of doing it (a gadget whose power supply is 'life energy of captured superheroes' definitely qualifies as 'weird science').



Enhancements

These are just power tweaks to make a power more useful or mimic real-world characteristics of a gadget or weapon. How each of these works is listed in the core rules.

enhancements	adjust by
☯ +4 non-combat effect	-1
☯ penetrating(damage type)	-1
☯ stopping power(damage type)	-1
☯ armor-piercing(damage type)	-2
☯ battering(damage type)	-4
☯ autofire(adjusts number of hits)	-2
☯ autofire only(adjusts number of hits)	-1
☯ autoburst(adjusts number of hits)	-1
☯ shotgun effect(adjusts number of hits)	-2
☯ variable spread(adjusts targeting)	-1
☯ accuracy, per +1(adjusts targeting)	-1
☯ hardened(negates armor-piercing)	-1

Flexibility

This is both extremely important *and* extremely optional. In the comics, superheroes are prone to use their powers in ways that are not just creative, but which stretch the limits of what a particular power *should* be able to do. *The flexibility modifiers in EABA let you do that.* The problem is that players can get caught up in the rules minutia of how they can adjust their power in a given situation, and it ruins the feel and the flow of play. What we recommend as a flexibility modifier for **Eschaton** is this:

- You choose **one** of the following as adjustable in play: range⊕, duration⌚, defense against⊖, contingencies☯, drain📄 and gadget🔫
- You can adjust it from its current state to something else once per encounter
- It takes concentration, a hard(11) skill roll and 4 seconds to make the change
- You can adjust an existing modifier by ±2, or substitute a modifier of up to ±2 for a different one, or add a new modifier with a value of up to ±2
- The changes you make are binding for the duration of the encounter

This package is designed to have a modifier total of +0, so it does not affect a power's design. What it *does* do is give a player (or a villain) a way to adjust their power in *one* way to compensate for changing combat circumstances.

i Let's apply the flexibility modifier to the 'ranged damage' template. We know this has a default range of 350 meters. If we had our flexibility in 'range', once per encounter we could alter the maximum range of the power. If we go back to page 4.55, quadrupling the range is a -2 modifier, and quartering it is a +2 modifier. So, we could take a -2 on power level to stretch the range of our power, or get a +2 to power level if we shortened the maximum range. But if we changed it in either way, we are stuck with that change for the rest of that encounter.

If we had our flexibility in 'contingencies', we could do various tweaks in that category, like making the damage 'armor-piercing(-2)' or 'shotgun effect(-2)', or say we had a random 11 or less chance of the power failing for a +2 modifier (and thus +2 power level). *Engage boost mode!*

Or, we might change a 'gestures(+1)' modifier to a 'gestures(+3)' modifier. We might say we are going from a one-handed grip on our pistol to a two-handed grip so that we can fire the extra-special heavy ammo we brought.

You can see how the choices available can lead to 'analysis paralysis'. The best way to avoid this is to *require* a player taking this modifier to have what they want to do ready to go at the moment they want to do it. If they are saying 'wait a minute, let me figure this out!', then tell them their hero can figure it out after spending an amount of turn mod appropriate to a minute of combat time, or they can do their action *without* the benefit of the flexibility.



Usage

All the active and passive templates require either a hard(11) skill roll, a ranged combat skill roll or a melee combat (or other opposed) skill roll. They do *not* have anything else as a *requirement*. So for instance, you *can* do ranged attacks without moving a muscle, since there is no 'gestures' modifier. Maybe you are wielding a lightsaber by force of will alone. If you want some usage modifiers, most of the normal ones in the core rules will apply.

usage	adjust by
☯ average(7) skill roll instead of hard(11)	-1
☯ hard(11) skill roll	+0
☯ heroic(15) skill roll instead of hard(11)	+1
☯ ranged skill roll instead of hard(11)	+0
☯ opposed melee roll instead of hard(11)	+2
☯ minimum Fate(or other attribute) of 5	+1
☯ minimum Fate(or other attribute) of 7	+2
☯ minimum Fate(or other attribute) of 9	+3
☯ gestures	+1/+3
☯ voice	+1/+3
☯ concentration(prepare)	+2
☯ concentration(active)	+2
☯ preparation time	+level/4
☯ warmup(+3 per time)	+1
☯ warmup(+2 per time)	+2
☯ warmup(+1 per time)	+3
☯ requires x2 users	+4
☯ may use x2 assistants	+2

i The melee damage power says that it includes the base 'gestures(+1)' modifier. If your power was a 'two-handed energy sword', you might change that to the 'gestures(+3)' modifier for a +2 change in the power level.

Area

Most of the template powers have a single target. Even ones like invisibility that affect all viewers, only affect all viewers of a single target. Powers of most types can be adjusted to affect an area or multiple targets (see the **stasis field** template). The adjustments below are just the appropriate combinations of special targeting modifiers in the core rules. If a power hits multiple individual targets (as opposed to an area effect) it only has to activate once, but rolls separately to hit each target.

targeting	adjust by
⊕ power can hit two targets at once	-3
⊕ power can hit three targets at once	-4
⊕ power can hit four targets at once	-5
⊕ power fills a line of hexes 3 meters long	+0
⊕ power fills a line of hexes 6 meters long	-2
⊕ power fills a line of hexes 11 meters long	-4
⊕ power fills a line of hexes 23 meters long	-6
⊕ power fills a narrow cone 3 meters long	-2
⊕ power fills a narrow cone 6 meters long	-4
⊕ power fills a narrow cone 11 meters long	-6
⊕ power fills a narrow cone 23 meters long	-8
⊕ power fills a wide cone 3 meters long	-4
⊕ power fills a wide cone 6 meters long	-6
⊕ power fills a wide cone 11 meters long	-8
⊕ power fill a wide cone 23 meters long	-10
⊕ power acts like an explosion	-8
⊕ power fills a 3 meter <i>diameter</i>	-4
⊕ power fills a 6 meter <i>diameter</i>	-6
⊕ power fills a 11 meter <i>diameter</i>	-8
⊕ power fills a 23 meter <i>diameter</i>	-10
⊕ power is a shell on a 3 meter <i>diameter</i>	-2
⊕ power is a shell on a 6 meter <i>diameter</i>	-4
⊕ power is a shell on a 11 meter <i>diameter</i>	-6
⊕ power is a shell on a 23 meter <i>diameter</i>	-8

i The base modifier for the 'ranged damage' template is -1 (which includes a default range of 350 meters). If you wanted this attack to be a lethal fireball with a diameter of 11 meters, it would be an additional -8 modifier. On the other hand, the 'power defense' template has a starting modifier of +0. If you wanted to protect everything in a 6 meter circle centered on yourself from powers that cross the boundary of that circle, it would be an extra -4 modifier.



Coverage

Defensive measures, particularly technological armors, often have limited body coverage. This limited coverage is a positive modifier, but requires that the gamemaster use hit location rolls to see if the armor actually gets in the way of an attack. The full list is in the core rules, but here are the most common ones:

armor coverage	adjust by
☯ head & neck(locations 3-6)	+7
☯ chest & abdomen(locations 10-11)	+5
☯ full torso(locations 9-12)	+3
☯ full torso & head(locations 3-6,9-12)	+2

i A concealed gadget protecting a limited part of your torso would be:

vest

gadget: worn, subtle	+2
gadget: 1 kilogram	+0
chest & abdomen coverage(10-11)	+5
modifier total	+7

Note that this is exactly the +7 for 'concealed vest' on **page 4.58**. If it were mundane(+1) armor you could add that modifier to make the total +8. Keep in mind that the 'armor' power template includes 'hidden(-3)' as part of its total, while the vest is merely 'subtle(-1)'. That is, you would get a bonus on the armor power if you too out the 'hidden' power visibility. Remember that if you made a mundane armor (or other power), a modifier total of more than +10 would be subject to efficiency losses from the 0/10 gameworld base for mundane gadgets.

! Having limited body coverage for a power implies the use of hit location rolls, which add an extra step to combat. If you want a faster pace of play, the coverage modifiers should be disallowed and all defensive measures are assumed to protect the whole body at their listed power level.

Energy banks

All the default active and passive templates run off a hero's stamina. For powers running at a level of +8 or less, this is no problem because the templates include the 'rounds to zero' modifier, but as noted earlier, big powers or lots of powers can suck a hero's stamina (and hits) dry. So, many powers and concepts rely on limited sources of energy that come from or are *outside* the hero. These are typically going to be 'energy banks', which are essentially stamina batteries, or 'charges', which are single use things like bullets, where each charge represents all the energy for one use of the power. The biggest conceptual difference between the two is that energy banks can be 'pushed(-1)' for higher power levels, while charges cannot. Pushing means that the drain for the *entire* power becomes 2 per +3 in power level, but you can boost the power level by up to +6 this way. See the next page for how you get new energy or charges, this is just how much you have on you when the power is 'full'.

energy reserves	adjust by
📄 energy reserve(pushable)	-1
📄 charges(not pushable)	-1

amount of stamina or charges	adjust by
☯ 1	+7
☯ 2	+6
☯ 4	+4
☯ 8	+2
☯ 15	+0
☯ 32	-2
☯ 65	-4
☯ 125	-6

More detailed tables are in the core rules, to let you do things like split a quantity of charges into smaller 'clips'. *Note that you do **not** need to have a gadget to use an energy reserve.* It could be part of the hero, just something that is separate from their normal biological stamina. For instance, it could be magical energy that you restore by rest and concentration. A power that is merely energy for other powers would be an 'independent reserve(-9)' using guidelines on **EABA v2.01** page 6.57.



There is some game balance involved in how you replace the energy you have used up from an energy reserve. After all, if you can just instantly refill it, there is no limitation on the power, and it would actually be an advantage! The best way to handle this is to say that the energy in a reserve is replaced as one of these:

at your lair(+3): This is the modifiers 'special equipment(+1)', 'replace in 4 seconds(+1)' and 'average(7) skill roll'(+1). It means that when you go back to wherever you call home, you just plug in a new energy supply from your stash. This exactly offsets the adjustment 'no drain(-3)'(page 4.55), which you have to take for a power that uses charges. *This is best for gadgets.*

automatic recharge(+5): The energy reserve automatically regains 1 stamina/charge per minute. *This is good for independent types.*

daily(+9): The energy reserve is automagically refilled once per day at a particular time. *This is good if you do not like bookkeeping.*

recharge from stamina(+2): The energy reserve is refilled from *your* stamina, but you choose when to do it. If you are in a hurry, you can take a few non-lethal hits from burning a lot of stamina, but if you have lots of time you just do it at the rate of stamina recovery (e.g. with a Stamina of 10, you recharge 10 energy each time you get a recovery).

Other tweaks

A few other things you might want to use...

special effects	adjust by
🌀 knockback	-1
🌀 subtle power visibility	-1
🌀 hidden power visibility	-3
🌀 undetectable power visibility	-5

A power with 'knockback' usually violates the conservation of momentum, blasting a target backwards far harder than the attack recoils. This can be useful for making an enemy waste time pulling themselves out of that brick wall you just blasted them through.

Power visibility is just how easy it is for someone else to see your power when you turn it on or when it is operating. 'Subtle' means they have to be looking for it, 'hidden' means they need a specialized sense or power, and 'undetectable' means you simply cannot detect that the power is working except through the most indirect means.

i A 'undetectable' energy blast is indistinguishable from an accident or natural causes. It could have just been bad luck that a piano fell out of a window and landed on you...

Lairs

The simple lair rules (page 3.27) assume that certain aspects of the lair involve powers. A lair's concealment, armor or offensive power could be mundane, but they could also be invisibility to mundane sight, force fields, mind-blast cannons and such.

The easiest way to customize the generic lair stats is to take the power levels or difficulties involved and adjust them by the appropriate template and any modifiers the gamemaster allows. Appropriate modifiers are usually going to be in form of circumstance or enhancements. For instance, if you wanted the 'hardened(-1)' modifier on your lair's defenses, the level of the defense would be 1 point lower.

Remember that a lair bought with P is *assumed* to have the benefits of paranormal defenses against mundane attacks. A defense of 4d+0 is not going to stop a rifle bullet or a cutting torch, but a *paranormal* defense of 4d+0 would easily stop these *mundane* attacks. Remember that the basic 'free' lair is *not* going to get this benefit. The free lair might still involve powers, but you do not get the doubled defense benefit for operating out of your mother's basement. If all the points you spend on an aspect of a lair are P, assume the *base* level for that aspect is *also* paranormal.

i If you spent 1P for '+5 lair points' and that was it, then all the aspects of your lair using those points *would* count as paranormal.



Vehicles

Eschaton is not really supposed to be about who can have the baddest super-tank. But nonetheless, vehicles *are* often a sort of super-gadget, and can be a perfectly legitimate prop for getting a hero from point A to point B if they do not happen to have supersonic flight or massive teleportation powers.

Because the Eschaton is not in the business of handing out paranormal vehicles, superhero vehicles are *usually* subject to the gameworld base of 0/10 for mundane gadgets. However, with gamemaster permission you can take the 'weird science' modifier on the vehicle systems, which is a +6 modifier for the power plant and +3 for anything that does not consume energy. This would boost any vehicle to levels that purely mundane ones could not match. *As long as you can come up with dilithium crystals to refuel it with...*

Weird science makes the engine more powerful, the armor stronger, the gadgets more capable. In addition to weird science, you may buy some or all of the vehicle with P instead of A or S. If you do this, that aspect of the vehicle is still not paranormal, but it *is* counted as an extension of your aura when *you* are in command of the vehicle. So, if your mental defense protects you to aura range *and* you bought your vehicle armor entirely with P, then your mental defense extends to protect the occupants of the vehicle while *you* are driving. As a bit of interesting superhero physics, it would also mean that the conventional armor of the vehicle is twice as effective against mundane weapons, but only while you are driving or flying it.

! This *would* go a long way towards explaining the near invulnerability of hero-controlled vehicles vs. small arms in the movies...

Using the vehicle design rules, the table at the bottom of the page has basic stats for common vehicle sizes. All these numbers are derived from the vehicle rules in chapter 7 of **EABA**.

name: pretty self-explanatory. The numbers in parentheses are the approximate number of hexes of vehicle volume and hexes it takes up on a map. *You can have a vehicle that takes up more map space than its size.* This just means that parts of the vehicle are very thin (like wings) and each hex of volume takes up more than 1 hex on the map.

armor base: The starting armor value of the vehicle. You must devote some part of a vehicle's mass to the basic structure that holds it together.

seating: The number of control stations plus the number of passenger seats. All the seats are designed to accommodate people up to +1 normal size, so you could wear your armor in the vehicle and not be cramped, or cram a few extra unbulked-out folks in there if you have to.

mass: This is the loaded mass of the vehicle, which includes the driver and passengers, who are counted as 100kg each, and the Strength it would take to lift the vehicle. A vehicle will normally still work if you overload it a bit, but you would expect to lose 1 level off top speed for each mass level over this total. A ground vehicle might be able to get away with this a few times, but an air or water vehicle probably will not work if you push it more than +1 mass level (*glub glub glub...*).

hits: The number of hits the vehicle has.

vehicle	armor base	seating	mass	hits	damage limit	to hit	mobility base	handling	avail. mass/vol.
motorcycle(3/3)	-1	1	400kg(15)	9	9	-1	-6	+3	300kg/3 hex
car(16/12)	-3	1+3	1.6 ton(21)	11	12	-3	-10	+8	1.2 ton/10 hex
truck/van(24/16)	-4	1+5	2.5 ton(23)	12	13	-3	-12	+9	1.9 ton/15 hex
armored limo(32/24)	-4	1+7	8 ton(28)	14	14	-4	-13	+10	7.2 ton/20 hex
armored truck(64/24)	-5	1+9	16 ton(31)	14	14	-5	-15	+12	15 ton/49 hex
tank(64/32)	-5	1+3	50 ton(36)	16	14	-5	-17	+12	49.6 ton/58 hex
small corp. jet(32/64)	-5	2+4	4 ton(25)	12	14	-6	-13	+11	3.4 ton/23 hex



damage limit: The vehicle's damage limit. See **EABA v2.01** page 7.29 for details on damage limit.

to hit: The size of a vehicle for combat. Negative values reduce the difficulty and make it easier to hit.

mobility base: This is the negative modifier on any power plant you install and reflects the loaded mass and size of the vehicle.

available mass/volume: How much weight and space you have left after passengers are taken into account. This is just listed for your convenience.

handling: The default handling penalty for a vehicle of this size.

i We have a low-level hero (perhaps Agent-class) who wants a fancy but mundane motorcycle to get him to the action. Coincidentally enough, the table has the raw stats for a motorcycle. It has a loaded weight of 400 kilograms, which means after you take off the rider, the motorcycle itself is 300 kilograms.

! *How fast is enough?* The effective power level of mobility is the distance you go in one second:

level	actual speed	real world
+10	40kph/25mph	human sprint
+11	58kph/36mph	galloping horse
+14	162kph/101mph	normal car
+15	234kph/145mph	sports car
+16	324kph/201mph	helicopter
+17	450kph/280mph	dragster
+19	900kph/560mph	commercial jet
+20	1260kph/783mph	mach 1.2
+21	1800kph/1118mph	mach 1.7

! *Mass.* Everything that is a vehicle 'power' like armor or mobility is also a gadget, and you offset those negative starting numbers for speed and armor with positive ones for mass. For **Eschaton** we are going to fold these mass modifiers into tables, but you can design your own if you want. **Remember that modifier totals are affected by a gameworld base of 0/10!**

Mobility

A vehicle is nothing unless it can move. The first thing to decide is how fast you want it to go. This will tell you how much space you have left for other things and how much weight you have left for things like armor.

The mobility system is going to be a single modifier that incorporates a 'mundane fuel system(-2)', 'gestures(+3)' and an 'average(7) skill roll(+1)' to use. If you need to adjust these things for weird fuel or refueling requirements, see the appropriate **EABA v2.01** vehicle rules (page 7.21). So, to add a mobility system:

- cross-reference the size and mass you want
- apply the modifier for the type of mobility
- add it to your vehicle's base value

mobility system	mass(tons)						
hexes	.125	.25	.5	1	2	4	8
.125	+19	-	-	-	-	-	-
.25	+21	+22	-	-	-	-	-
.5	+23	+24	+25	-	-	-	-
1	+25	+26	+27	+28	-	-	-
2	+27	+28	+29	+30	+31	-	-
4	+29	+30	+31	+32	+33	+34	-
8	+31	+32	+33	+34	+35	+36	+37
16	+33	+34	+35	+36	+37	+38	+39
32	+35	+36	+37	+38	+39	+40	+41
64	+37	+38	+39	+40	+41	+42	+43

mobility type	adjust by
road	+0
off-road	-2
walking	-4
flying	-2
vertical flight	-5
water	-9

special	adjust by
increased size (not weight)	+2

The gameworld-adjusted modifier total can be increased by spending extra P (or A or S for mundane vehicles), which gets you +1 to final speed per point. However, the maximum *extra* amount you can spend is 1 point per row your power plant is more bulky than the default.



i Lets explain that with an example. The default size for a power plant is the bold value, so a 1 ton power plant has a default volume of 2 hexes (and a +30 modifier). You can only spend the base of 1P, to get the gameworld-adjusted speed. If you make it take up 4 hexes (a 1 row shift), the modifier is +32. *In addition*, if your speed is not high enough for your tastes, you can spend +1P over the base to get +1 speed. If you made the power plant take up 16 hexes, the modifier would be +36. Since you shifted things 3 rows, you could also spend up to +3P to get +3 speed.

i We want our motorcycle to have a top speed of about +15. A motorcycle has a default mobility of -6 and a maximum mass for everything (including a 100kg rider) of 400 kilograms. We set aside 250kg for a mobility system, which takes up .5 hex (the bold value): This gives a top speed of:

base mobility modifier(motorcycle)	-6
mobility system(250kg/.5 hex)	+24
road movement	+0
modifier total	+18
adjust by gameworld base of 0/10	+12

Not fast enough. So, we bulk up the power plant to 2 hexes (a motorcycle is nothing but a mobility system with a saddle, right?). This gives us:

base mobility modifier(motorcycle)	-6
mobility system(250kg/2 hex)	+28
road movement	+0
modifier total	+22
adjust by gameworld base of 0/10	+13

Still not fast enough. But since we bulked up the system by 2 rows, we can spend +2P, which increases our top speed from +13 to +15, which is cool because it works out in a real-world sense, not just some sort of superhero hand-waving.

! If you play with the 'business jet' template you will find you cannot get it up to a speed of +18 without having the power plant take up nearly all available space *plus* a few more vehicle-specific modifiers. But realistically, it *is* little more than engines, aerodynamic surfaces and seats.

i With that as a detailed example, let's try something more superhero-ish. Take a tank-size vehicle and make a tripod walker out of it. We devote 8 tons of its 50 ton mass to this:

base mobility modifier(tank)	-17
mobility system(8 ton/16 hex)	+39
walking movement	-4
modifier total	+18
adjust by gameworld base of 0/10	+12

This makes it faster than a horse(+11) but slower than a car(+14). Since we used the default size we cannot spend any *extra* P to improve the top speed.

What does this get us?

The default mundane mobility system has modifiers that give it a fuel supply of '15 energy' and when you are using the vehicle it uses up 1 energy per 15 minutes. So, you can run the vehicle for about 4 hours before needing to refuel, which takes about 4 minutes. See **EABA v2.01** page 7.21 if you want to tweak these modifiers for larger or smaller fuel tanks or refueling speed. For instance, if you wanted a 'reactor' you might give it a huge energy reserve that was extremely difficult to refuel. If your fuel availability is limited or the vehicle requires an uncommon skill, these are things that can be positive modifiers. In general you can trade a four-fold change in range for a ±1 modifier. This might be a thing you would do if you were relying on weird science, because refueling is such a pain.

Handling

The handling default for a vehicle is sort of a comparison to a person on foot, who would have a value of +0. In any sort of maneuvering test, the handling of your vehicle adds to the difficulty of the task. You can give up 1 point of top speed as part of the vehicle design to decrease this penalty by 1, and you can do this multiple times.

i Our motorcycle has a default handling of +3. We do not want to drop the top speed any, so we leave it as-is.



Armor

After moving, the next most important thing for a superhero vehicle is surviving combat. The base modifier for armor at the start of this section assumes *obvious* physical defenses. If you want something more low-key like an armored diplomatic limousine, adjust the values by an extra -1 (-3 if you want it to be completely hidden from normal sight).

In general, a vehicle needs to have a minimum armor value of its tech base, which in our case is +10, and you get this by taking a gadget mass modifier to offset the armor base:

armor	modifier	armor	modifier
16kg	+12	1 ton	+30
32kg	+15	2 tons	+33
64kg	+18	4 tons	+36
125kg	+21	8 tons	+39
250kg	+24	16 tons	+42
500kg	+27	32 tons	+45

Remember that you can never spend more than +1 point over the base cost of vehicle armor. So, you have what you get for armor mass, and up to +2 to that power level for +1 point.

i Our motorcycle is not going to be heavily armored. Right now we only have 50kg left over after the engine and rider and we might want to save a little of that for a gadget or two somewhere down the road. So, we go for 32kg of armor:

base armor modifier(motorcycle)	-1
armor mass(32kg)	+15
modifier total	+14
adjust by gameworld base of 0/10	+11

So, for 1 point we get a vehicle armor of +11 (3d+2). Since the rider is on the *outside* of the vehicle, this armor only protects the motorcycle itself. Note that if you spent 1P on this armor, it *would* count as a paranormal defense vs. mundane attacks as long as its owner is driving it. We could spend +1 point to increase this armor from +11 to +13 (4d+1).

Gadgets

Gadgets are any power you care to design and make into a gadget and bolt, weld or duct-tape onto your vehicle. A vehicle-mounted gadget is usually 'immobile(+4)'. Being on a vehicle makes it 'mobile', but you cannot take it with you. You can also use the weapon arc modifiers on page 6.79 of **EABA v2.01**, or do things like have the gadget be operationally dependent on the vehicle so if the engine conks out, the gadget cannot be used.

i We have a little bit of space and mass left, but we decide to add no gadgets.

Cost

Vehicles will have an initial cost in points, which will be the cost of the mobility system, armor and gadgets. As a *mundane* gadget, it will have a replacement cost in cash, which can range from trivial to exorbitant, depending on your hero's wealth. Cost is figured on page 7.27 of **EABA v2.01**.

i So, what does this armored bike cost us? We spent a total of 3 points on mobility and 1 point on armor, so it would cost us 4 points of some type to have this as part of our hero's starting gear. If it gets trashed (which we know it will be), the replacement cost level in cash is X + Y + Z + specials (from **EABA v2.01**, page 7.27):

X = 3 (quant. lev. of x3 hexagons)
 Y = 2 (quant. lev. of x2 pow. (armor+mobility))
 Z = 2 (quant. lev. of x2 extra pts on powers)
 special = 4 (high perf.(2) + paramilitary(2))

It is 'high performance' because of the ratio of engine size to vehicle size, and it is 'paramilitary' because it has *actual* armor on it (civilian vehicles get -2d on effective armor rating vs. weapons).

This adds up to a cost level of +11, or 45,000 Credits. *It is an expensive bike.* If it were a civilian bike with no real armor and it was mass-produced, we would drop that cost level by +6 to +5 and it would only cost 5,600 Credits. *Having special stuff costs money!*



Blur, completed

At the end of chapter 3, we had all the stats and skills for Blur, and she had 37P unspent, which she was going to spread around the following powers:

- 1) costume (the "instant change" power)
- 2) armor (superhumanly tough skin)
- 3) enhanced running (super-skating)
- 4) a lethal melee attack vs. inorganics
- 5) a non-lethal melee attack vs. living
- 6) a ranged telekinesis
- 7) an enhanced aspect of Awareness
- 8) an ability to morph into water
- 9) an ability to transmit and receive radio

Asha sees herself as allied with nature, and all of her powers have some sort of green in their appearance and special effects. We are going to assume Blur has taken the **flexibility** option (page 4.51) in a detail for each of her powers, but we will leave *which* detail to your choice if you want to use her as a hero. This is a net +0 modifier, but it means that with a little effort she can adjust each of her powers to some degree during play.

Using the templates as much as possible, Blur has the following.

Instant change(1P)

<i>special effect: whooshing noise, green glow</i>	
template: costume (p.4.9)	+1
usage: gestures(full body)	+3
power level for 1P	+4

Asha does a super-speed pirouette as a minor action (with a roll on her 'power use' skill) and turns into Blur. She gets a +4 vs. attempts to figure who she is, but since she was not someone famous in the pre-Eschaton world, it may be a while before anyone associates Blur with the young woman they might bump into on the street. At least one of her other powers has outward trappings that *are* part of her costume and operationally dependent on it.

Armor(8P)

<i>special effect: hot green sparks if struck</i>	
template: armored skin (p.4.42)	+1
enhancement: hardened	-1
power level for 1P	+0
power level with +7P applied	+14

Despite spending a fair amount of points on it, she is not all that tough, mostly because her power has very few limits. She always has it, it costs her no stamina and it is proof against armor-piercing attacks. As a paranormal, a power level of +14 (armor of 4d+2) is sufficient to bounce anything smaller than a medium cannon (9d+1), and even a weapon that heavy will barely leave a scratch. But against attacks from other paranormals she is at high risk. She designed herself to be hard to hit, and she will need to remember that she cannot win by trading blows with powerful villains.

Super-skating(3P)

<i>special effect: green contrails</i>	
template: running (p.4.11)	+1
operational dependence: costume	+1
gadget: obvious	+2
gadget: worn	+1
gadget mass: 1 kilogram	+0
modifier total	+5
power level for 1P	+5
power level with +2P applied	+9

Asha is an excellent skater and this superpower is an enhancement of that. Her normal walk/run/sprint rates are 5/7/9, so this power boosts her *sprint* speed on skates up to +18 (175 meters per second). While she could do a 'drive-by' at that speed for +12 damage (speed minus 6), she would also take a -6 on her skill roll. If she is skating outside of combat she can hit Mach 2. *Which is pretty damn good for 3P...* If she runs into something at that speed and survives, she might consider some extra armor with a circumstance of 'only works while skating'. The skates are *not* weird science, they are merely a manifestation of her costume. Without the costume, she is limited to normal skating speeds.



Remember that this power is limited by what a person on foot can do. She is not limited to 'skateable' terrain, but she *is* limited to terrain that is passable on foot, at the rate you can pass it on foot. So a place irregular enough that a person could move no faster than a walk would reduce her movement to her walk rate plus the power level (still *very* fast, though).

Recycle(6P)

special effect: crackling green fist

template: lethal melee dmg (p.4.48)	-7
circumstance: only vs. non-living	+4
circumstance fail: zero effect	+0
operational dependence: running	+1
usage: gestures(punch)	+1
power level for 1P	-2
power level with +5P applied	+6

This is a 'drive-by' power, where Blur speeds past something and delivers a devastating punch. With her normal strike damage of 2d+2, the recycle punch does 2d+8, which converts to 4d+2. This is not going to wreck a tank, but it *would* go through the side of a car or truck like a hot knife through butter. Because the power only works on non-living things she cannot harm people or anything counting as inside the 'aura' of someone else. So she might not be able to wreck the gun you are holding, but she could wreck the giant mech you are piloting (unless the mech bought its armor with P). And she *can* wreck a giant mech. If we use the note on [page 4.17](#), she can add up to +12 to her strike damage for her running speed if she takes a -6 on her skill roll. But big targets are easier to hit and a +12 to strike damage would make her lethal strike damage 8d+2!

The power also lets her skate through obstacles like doors (and some walls!) just by attacking as she hits them. So if she has a clear path, she can make quite a dramatic entrance (another reason to upgrade her armor while skating).

Talk to the hand(5P)

special effect: green lightning

template: ranged damage (p.4.47)	-1
template adjust.(alter range to melee)	+6
template adjust.(alter dmg to non-lethal)	+6
power level for 1P	+11
power level with +4P applied	+19

This is a non-lethal attack with the *appearance* of green lightning and does most of its damage through electrical shock (but it is resisted like other conventional damage). The power is a *ranged* attack, but only to adjacent hexes. She does **not** have to connect with a punch for the attack to work (it can be dodged like a ranged attack, though). Since non-lethal damage does not affect inanimate objects, we *cannot* take a circumstance modifier for 'only affects people'.

Whirlwind(5P)

special effect: green-tinted swirling wind

template: telekinesis (p.4.38)	+1
range: short(23 meters)	-3
circumstance: only for coarse work	+2
circumstance fail: zero effect	+0
usage: gestures(both hands)	+3
template adjust: opposed combat roll	+2
power level for 1P	+5
power level with +4P applied	+13

Blur can pick things up with wind like she had a Strength of 13. This can be used to grab a blunt object to bludgeon someone with, grab them so they cannot use gadgets or gesture-based powers (unless they spend an action to beat her telekinetic Strength roll), or pick up objects to act as a shield.

The main limitation of the power is that it cannot do anything precise. She could punch or grab someone with it, or push open a door, but could not use a gun or turn a doorknob.



Second sight(3P)

special effect: sees auras around things

template: enhanced sense (p.4.34) +1

modifier total +1

power level for 1P +1

power level with +2P applied +5

Blur can 'see nature'. That is, she can discern by sight alone the extent to which things are natural or man-made or modified. She can see pollution in a river or tell the difference between a person and a clone of that person. This does not let her see things that are hidden. A man-made gun concealed under a jacket is not something she can see, but if someone pulled the gun and it was merely a clever wooden carving, she would know the difference upon making an appropriate sight Awareness check. Her power level at the moment is fairly low, but this is because she is running out of points to spend and figures she can upgrade the power later if she needs to. Remember that the template includes a +4 for non-combat use, so if she is in non-hero form or not in combat, her Awareness roll for such things is 3d+0, making her as good or better at spotting these things as normal people are at spotting normal things.

Body of water(5P)

special effect: becomes watery-looking

template: shapeshift (p.4.30) +3

circumstance: only into water +4

enhancement: +12 non-combat effect -3

template adjust: drain of 2 per +3 power +5

power level for 1P +9

power level with +4P applied +17

The power is very draining and she cannot be counted as fully 'water' for special effect purposes unless her power level is more than her hits. She still retains human shape and is limited by that shape, but she can flow through barriers like steel bars or escape things like handcuffs with ease.

Because she can only gain the full benefit of the power outside of combat, the gamemaster would have to judge whether the bonus was lost if she was attacked while completely watery (it probably should be lost, for game balance).

Two-way radio(1P)

template: first responder radio (p.4.19) +6

template adjust: remove mundane -1

power level for 1P +5

The player just saves some time and effort and uses the pre-designed walkie-talkie on the listed page. It lets her listen in and talk on police, commercial and some military radio traffic. Because she bought it with P, it *does* more than the mundane item. How exactly a 'paranormal walkie-talkie' does things in a different way, we do not yet know. She does not know why and it does not work that way for anyone else.

So, as a hero, what do we have? Blur is fast and highly skilled, with her strongest attacks being in melee, so she is probably best described as a 'speedster martial artist'. Her big melee attacks do use an opposed melee skill roll and we can use her martial arts skill as the one she attacks with (for +2 strike damage). She is going to be pretty tough against mundane forces, especially in an urban area where they might not want to throw around the big stuff like anti-tank missiles. *Which she would not want to get hit by.* A 15d+0 anti-tank missile would still do a world of hurt to someone who can only stop 9d+1 of mundane damage. Also remember that the 'armor' template counts as flexible armor. She might be able to stop a 9d+0 cannon shell without it breaking her skin, but she would take 18 non-lethal hits from the blunt trauma (2 per 1d stopped by the armor). *Ouch!*

She also lacks any specialized defenses. *And you cannot skate very fast if you have been blinded, entangled or compelled to stand still...*



She is physically *very* fast and that is her best defense against many super-powered foes. With an in-combat super skate 'run' movement of +18 (175 meters) she can theoretically be +9 difficulty to hit just from her speed (+10 if sprinting). This means that a ranged attacker might only get one shot as she approaches, and maybe not even that if she can use her speed to hit someone from behind. The down side is that combats may not always give her the luxury of long open streets to blur down at several hundred kilometers an hour.

With the exception of her movement, all her powers are inherent to her, whether as Asha or Blur. This makes her more flexible when the unexpected happens, but also slightly weaker than a hero or villain whose powers are more limited in their scope.

Finishing up

EABA gives you a huge amount of flexibility in power design, but that comes at the cost of lots and lots of choices to be made and endless ways to tweak a power. The templates give you a good starting point for ninety-nine percent of 'superhero' powers, but that still leaves the last percent or so up to you. The big thing is that once you are done designing powers, everything else for your hero is just adjusting the details and broadening their character through **experience**.

The important things to remember are:

- **EABA** usually will let you do something in multiple ways and you can pick the one that works for you and the gamemaster
- special effects give you a lot of leeway in terms of interpreting how a power works in play
- only design to the level of detail you need. If you create a power that constantly has to be fiddled with, it is that way because *you* created it that way



Blur

profile: 6Y150801C5

Strength 11(3d+2)
Agility 13(4d+1)
Awareness 11(3d+2)
Will 12(4d+0)
Health 11(3d+2)
Fate 9(3d+0)

skills:

+1d in rollerblade
 +1d in paramedic
 +2d in martial arts
 +0d in local villains
 +0d in local music
 +1d in stealth
 +1d in throwing
 +2d in power use(Will)
 +2d in atmospheric sci.
 +0d in computer hacking

traits:

age(adult, n/a)
 background(+1P)
 bane(+3P)
 enemies(+8P)
 favor(-1P)
 friends(-3A)
 increased hits(-4P)
 larger than life(-5P)
 motivation(+1A)
 neat trick(-1A)
 personality(+8P)
 wealth(-3P)

other:

dodge of 8
 toughness of 4
 move of 5/7/9
 hits of 26
 stamina of 11
 lifestyle of +0(-3)
 savings of +10

powers:

instant costume(1P)(+6, 0 stamina)
 armored skin(8P)(4d+2, always on)
 super-skating(3P)(+9 move, 2 stamina)
 recycle(6P)(4d+2 lethal punch vs. obj., 2 stamina)
 talk to hand(5P)(6d+1 melee non-leth., 3 stamina)
 whirlwind(5P)(4d+1 telekinesis, 2 stamina)
 second sight(3P)(1d+2 Awr vs. unnatural, 0 stam.)
 body of water(5P)(+17 shape morph, 2 stamina)
 two-way radio(1P)(+5 transceiver, 0 stamina)



Setting tweaks

This is more appropriately a powers topic than a gamemastering one, but it is something that is under the gamemaster's control.

The entire combat, social and political dynamic of **Eschaton** revolves around how powers work. It is as fundamental to the setting as FTL speed and whether or not there are FTL radios in an SF setting, or whether magic requires studying a spellbook for each instance of spellcasting in a fantasy setting. So if you are reading the powers and the background and it is not *quite* gelling with you, think about how the setting would change if powers were altered in a few key ways:

nerf the damage: **Eschaton** powers that do damage generally default to **lethal** damage. This makes the setting a little less comic-like. In comics, you generally only pair people with massive attacks against those with massive defenses or insane abilities to regenerate. But that's not how it would *actually* work out...

So, if you want fights to be more 'knockout' and less 'you might want to stuff those entrails back in', cap the damage **type** for Eschaton-granted powers. Ranged attacks and melee attacks only do *half-lethal* damage, and mental attacks, bypass attacks or any damage that is not stopped by normal material barriers only do *non-lethal* damage. In general, switching a lethal attack to half-lethal is a +3 modifier and nerfing to non-lethal is a +6 modifier. So, you get +1d or +2d on the attack, but it is a lot harder to kill someone and a hero's Toughness stat actually becomes useful instead of being an afterthought. Powers bought with A or S (i.e. mundane) can be lethal, but paranormal defenses are doubled against them. So, you can **still** have a *lethal* gun or sword (and it can be big and you can be strong), but it will not be as effective against paranormals as a half-lethal or non-lethal attack bought with P. This makes the setting *much* more forgiving and almost guarantees heroes will be knocked out long before they are mortally wounded.

gadget/no gadget: If **all** paranormal effects had to be *inherent* to a superhero, there would be no paranormal gadgets except maybe '**enabling gizmos**'. No magic swords, no alien blaster rifles, no powered armor, no doomsday devices. Heroes would be a bit less powerful overall, and would need to focus their points more tightly on a smaller number of attacks if they want to crack open tanks with say 8d+0 armor on their thinnest facing. If there are no gadgets, your powers can never be taken away from you and unless your powers are always on, you can blend in with normal people. This makes it a lot harder for the government to track heroes down. If you can just disappear around the corner and change back into someone indistinguishable from any other NAO...

On the other hand, if **all** paranormal points *had* to be spent on *gadgets*, then there would be no heroes with amazingly high personal attributes, but powers *could* be at staggeringly high levels. Giant robots, doomsday devices, the works. The downside is that if someone takes away your gadgets, you can be locked up in a normal jail because you are a normal person. The government, with its huge budget and information gathering resources, will be very able to pinpoint where heroes or villains live. This makes a well defended lair or an organization or a 'superhero state' a much more attractive proposition. The government could send in an armored company and some attack jets to deal with one hero or villain, but if it is a community of several *hundred* heroes or villains *and* a population of NAOs, then you have the security to take off the armor to shower, sleep and do all the other things that are inconvenient when encased in your protective gadget.

nix that power: You might look at one of the powers and think 'nope!'. If a particular power or power modifier does not work you, tell the players they cannot use it and adjust the power list or templates accordingly. If you think the +4 non-combat effect modifier is broken, get rid of it. If you do not like phasing, axe it. Make the setting work for you.

Morning checklist

- ✓ 1) FFwd security cam footage
- ✓ 2) Deactivate defense grid **(DO NOT FORGET!)**
- ✓ 3) Change DNS country of origin
- ✓ 4) Check Tor integrity
- ✓ 5) Renew mind block/lair aversion on family
- ✓ 6) Check public news
- ✓ 7) Check Darknet news
- ✓ 8) Shower
- ✓ 9) Breakfast with family
- ✓ 10) Check gadget integrity **(DOUBLE-CHECK COUPLING 3A)**
- ✓ 11) "Go to work"

Return checklist

- ✓ 1) FFwd security cam footage via secure link
- ✓ 2) Call home, ask trigger question to confirm mind block
- ✓ 3) Self-check to be sure no blood gets tracked into house
(MEGS IS PAOBK)

Evening checklist

- ✓ 1) Check to see if suit laundry/repair necessary
- ✓ 2) Dinner with family **(SMALL TALK FROM "WORK")**
- ✓ 3) Check public news
- ✓ 4) Shower
- ✓ 5) Take inventory/reload
- ✓ 6) Make time for the kids
- ✓ 7) Make sure everyone is tucked in
- ✓ 8) Reactivate defense grid



"Not necessity, not desire - no, the love of power is the demon of men. Let them have everything - health, food, a place to live, entertainment - they are and remain unhappy and low-spirited: for the demon waits and waits and will be satisfied."

Friedrich Nietzsche

INTRODUCTION

As a gamemaster, you need to take the Days of Chaos into account when starting your campaign. A major city is always a good place to start a superhero campaign. But there is nothing to say it could not be in a medium-sized town. There will be people with powers *everywhere*. You could choose a Caribbean island, a military base in a conflict zone, or a third-world dictatorship. The supplied setting presumes a long-term campaign in a *particular* city of the United States, but the nature of humanity is the same *everywhere*, and the notes can be adapted to virtually any location.

The first section of this chapter is about how we envision a world with superheroes, as pictured in the ever-mutable pages of comics, and how it would work in the world we *actually* live in, and how this all comes together in terms of gamemastering and **EABA** rules.

Before you even get to Day 1, think about how the introduction of super-powered individuals will affect both the immediate area and the larger region it is part of. People with powers will fall into one of three camps: those who use their powers as a tool for personal gain or settling personal or ideological scores, those who see their powers as a great responsibility and tool, using them to protect or shepherd the weak rather than exploiting them. And the last camp is those in between. People who are tempted to use their powers at the expense of others, but restrain themselves...for now. Or people who intend to use their powers for good, but cause harm by accident and are on the edge of spiraling towards self-destruction because of one early mistake. Some people with very small amounts of power may fear the power or try to hide it, but if there is one thing the Eschaton selected for when granting power, it was to give it to people who had the will and desire to *make a change*.

So think about how these things will interact in your area, and use real-world examples and figures. Is a controversial national media personality based in your area? Are there any major prisons nearby? Does your local government have a controversial figure or two, someone hated because of their policy or beliefs? Is there an ethnic or religious minority that is locally unpopular? Is the local economy on the skids, with a lot of people out of work? Do you have any economic, transportation or resource choke points like major bridges, tunnels, dams or power plants? How does your region feed itself? How long can stores go without food deliveries, or gas stations without fuel delivery?

Feel free to make up a fictional item or two for dramatic purposes. The world's first working fusion power plant, a prison for the criminally insane, a major corporate headquarters, that sort of thing. The campaign guidelines will have general features of each part of the Days of Chaos, but tailoring it for your *particular* setting is what will make *your* campaign and *that* region unique.



Superhero Reality

And the word 'reality' should be in quotes. Part of the superhero genre is turning a blind eye to the normal relationships between matter and energy. For instance, in **Eschaton** the powers are granted by some sort of super-advanced being or beings with control over time, space and dimension. Otherwise you end up with all kinds of problems. Say you have a hero whose power is that intense green laser beams blast out of his eyes *all the time*, which he shields the world from with synthetic emerald glasses. In the real world, all that energy is *still* getting absorbed, so those fancy glasses would melt themselves onto his face in about three milliseconds. And we ignore that the energy required for these eyebeams would probably burn off a kilogram of body fat each minute if it came from within, making all such heroes a sort of portal to an alternate universe of free energy.

While we conveniently sweep this sort of thing under the rug, there are *still* side effects that *comic* writers simply never bring up because it is inconvenient to the plot. For instance, any enemy of green-eyelaser guy worth the name will send out a strike team whose armor is plated in synthetic emerald and they just bludgeon him into submission with emerald-plated baseball bats. Or, if your bones have been replaced with a superhard metal, you have claws that can cut through bank vaults and you can regenerate out the yin-yang, then your foes will find a way to simply dump you in the middle of the ocean, where you will sink like a rock and either drown or be stuck in a constantly regenerating coma. *Problem solved.*

"What a frightful mess I've made of things, and all I wanted was to conquer the universe." - Doctor Smith

Powers in **Eschaton** can operate in ways that do *not* make sense according to reality as we understand it. *Which just means that **our** understanding is lacking.* And as players, you need to cut 'reality' a little slack because the powers *are* 'superpowers' that come from a source we as players and gamemasters cannot understand. **EABA v2** as a set of game mechanics treads a line between realistic and heroic, with advanced rules that let you shift the balance one way or the other. The superhero genre has its own sort of 'physics' that affect reality as the heroes see and interact with it.

We have already mentioned that mundanely generated powers and damage have far less effect on **Eschaton** heroes than on mere mortals. That is the most obvious and pervasive gameworld difference, but there are also a number of others. The notes that follow are *not* a set of commands that you must implement. They are just a reminder of how the real world and the superhero world differ when it comes to combat, and it may give you some ideas for dramatic effects or modifiers in power design. The actual power templates and such start on **page 4.8**.

power level: Fundamentally, superheroes are about 'powers far beyond those of mortal men'. *But what does this actually mean?* For the flashy energy blasters and bricks it is really about efficiency and miniaturization, not so much in a technological sense, but in effect. Look at it this way. A modern pistol (2d+1 damage) with a mass of about 1 kilogram can be defeated by a torso armor with a mass of about 2 kilograms. A rifle (4d+2 damage) with a mass of about 5 kilograms can be defeated with a torso armor with a mass of about 10 kilograms. A 30mm cannon has a damage of around 8d+1 and has a mass of maybe 100 kilograms.



So, as a guess, *if* you could wear a bulletproof vest to stop it, that vest would probably weigh 200 kilograms. *That is, if we were dealing with the real world.* A superhero can send out 8d+1 lethal blasts from their unibrow, and stop such blasts with a zero mass force field that comes from their will alone. The normal constraints of size and weight need not apply, so a superhero can be a walking tank without having to weigh as much as a tank.

In **Eschaton**, 'supers' can be up at the level of walking tanks, but only if they *really* optimize their powers. More than likely, they will be in the class of walking armored cars or personnel carriers. Which is pretty amazingly powerful if you think about it, but APC's can still be turned into smoking tin cans by an anti-tank rocket, and a *big* part of the **Eschaton** setting is the tension between those with Eschaton-granted powers and the mundane political world and the military force at its disposal.

action & reaction: It is almost universal in superhero settings that the basic Newtonian mechanics are passé. People fly without any sort of thrust reaction, use recoilless weapons that blast people through buildings and so on. Even simple things like being insanely strong have (or should have) reaction. If you are strong enough to pick up a tank on a city street, there is no *inherent* problem with that. However, picking up a sixty ton item and distributing that force over your feet *should* cause you to sink into the pavement up to your hips. Similarly, leaping over tall buildings would shatter sidewalks on leap *or* landing.

that burning feeling: Superheroic powers *can* be very subtle and low-powered. It does not take a lot of energy to manipulate the state of someone's mind, for instance. However, flashy energy bolts can be *extremely* energetic. If you had a bolt as powerful as a medium tank cannon, this is perhaps 10 megajoules of delivered energy.

For those who are not into the scientific units of measurement, this is enough energy to up the temperature of one hundred kilograms of water by 100°C. In the real world, a tank cannon is maybe 70% efficient, meaning that you need about 14 megajoules in to get 10 megajoules out, and most of the difference is heat that is *absorbed by the weapon*. If you were a superhero and were 90% efficient, your *body* temperature would rise by 10°C every time you used it. If you were using something like a 10kg alien blaster rifle that was 90% efficient, it would get 100°C hotter every time you pulled the trigger. *Yeowch!*

So, all we are saying is that most superpowers are *impossibly* efficient from a thermodynamic standpoint. *Do not worry about it.* If you care, design powers so that they have limits that reflect this. Maybe the power is unreliable with frequent use. Maybe there is a damaging side effect on the user, maybe it has a really high stamina cost, maybe it has a cool-down period after each use.

e=mc²: But not in superhero physics. The equivalent energy you get from secondary effects is often more than you generate from the attack itself. For instance, a superstrong hero or massive attack can punch a foe completely through a building, even though an item thrown by the hero or a *direct* blast by the weapon would *not* go completely through the building. This also relates to "that burning feeling". A person who is hit by a powerful blast and stops it is *still* absorbing the energy of that blast, and that energy is ultimately turned into heat. A punch with the power of a tank cannon would leave a glowing molten hole in a steel plate. A punch that powerful hitting a hero would generate the *same* amount of heat, either directly at the site of impact or indirectly through the impact of the hero with whatever they are unlucky enough to hit after they are knocked back (not to mention on the fist doing the punching). *In the superhero genre, it just does not happen that way.*



it don't bend that way: Most real-world objects are designed with certain stresses in mind, and being used and abused by superheroes is *not* on the list of approved uses. *Simply being owned by a superhero voids most product warranties...* If you tried to pick up a car and use it like a baseball bat, it might work...once. Or, it might crumple up on the swing like it was a sheet of soggy newspaper. The more cargo-ish an item is, the more likely it will break when you try to use it. A van will be weaker than a car, a bus weaker than a van, etc. Similarly, if an oil tanker is stranded on a reef and your super strong flying guy wants to rescue it, simply trying to pick the thing up will break it in half. *Holy wildlife disaster, Batman!* It is simply *not* strong enough to support its weight from a single leverage point.

center of what?: Objects in the superhero genre apparently have *no* center of gravity. If you are strong enough, you can pick up a bus from one of its ends. It does not seem to matter that the center of gravity is somewhere near the center of the bus and in the real world all you would do is lift your body off the ground while the bus stays firmly on the pavement (and the villain you were going to hit with that bus falls over from laughing). This is a fairly simple dramatic change, and you can just run with it. Other changes are more rule-based.

selective ricochet: Superheroes sometimes do trick shots with their powers that billiards experts would envy. You cannot do this with a power in **Eschaton** unless it has the 'indirect' or 'thrown' power modifiers, and you only get one 'bounce' per time you have bought the modifier. But since 'indirect(-1)' is only a small negative modifier, you *could* have a trick shot superhero who uses advanced senses to see targets around corners and then bounce shots to hit those targets.

knockback: Hero System™ has a rule for comic book effects that violate reality by knocking a target back with more force than the attack recoils on the user, and honestly, 'knockback' is probably the best possible word to describe it. This is the default for **Eschaton** powers that do damage to hits. A power which does *not* have this characteristic gets a +2 modifier. All mundane effects relying on mass and velocity (punches, bullets, etc.) *should* retain the 'knockback' quality.

! The mental damage templates do assume knockback, so if this is not in the concept for your mental power, you can get a quick +2 to the power level by saying 'no knockback'.

If you use this rule in **EABA**, each full 1d or +3 of final effect will knock someone backwards a *cumulative* distance level of +2, minus their mass level (which is +8 for a normal human).

If they run into something solid, they take lethal damage of that distance level, up to a maximum of the armor of whatever it is they hit (and it takes the same amount). If they make an Agility roll against a difficulty of the distance, they can count it as a controlled fall for half damage or land on their feet for no damage if they did not hit an obstacle.

i A power with a final effect of +21 (7d+0) will knock someone back a distance level of +14 (+2, times 7d), minus their mass level. If they had the default human mass level of +8, this would be a distance level of +6, or 3 meters. If they were slammed into a wall, this would be a 2d+0 lethal attack. If they were tumbled onto the ground or slammed into a wall but made a difficulty 6 Agility roll, it would be a 1d+0 lethal attack, and if there was no wall and they made a difficulty 6 Agility roll, they stay on their feet and take no damage. You could narrate this as appropriate (e.g. 'you skid back several meters, tearing gouges in the pavement, but you stay on your feet'.)

If a person slams uncontrolled into something or falls down, they have to spend a major action to get back up.



dramatic death: Heroes generally are not 'allowed' to die unless the player is leaving the campaign or they have the option of doing something really dramatic on the way out, possibly both. Or, if the player is just being really inept and not getting the less and less subtle hints to stop doing what they are doing.

Something usually happens to stave off an eventual death or get in the way of an instantaneous one. Players should *not* take this for granted, and such clearly fudged *deus ex machina* should have a cost. *If you have to be bailed out of the consequences of your own bad decisions, it costs you.* Think of it this way: Assign a cost in A, S and P for 'coming back from the dead'. This cost has to be paid for from experience or new traits or losing or downgrading existing beneficial ones or skills or attributes.

So, a *permanent* negative trait of some kind is the price of salvation, but you get no points for that trait. That bullet or grenade fragment that by rights should have spread your gray matter across the wall instead caught you at an angle and left you with a really impressive scar... and one less eye. Think of it as an automatic success with Fate that nets you a **Weakness** (**EABA v2.01**, page 3.31).

i Blur makes a bad tactical decision or gets unlucky and catches a 15d+2 blast from a heavy anti-tank missile, killing her instantly. The gamemaster says that "dying costs you 3P", so together they work out a trait or traits that she wakes up with to pay this cost.

tough stuff: Much like the center of gravity problem, objects in the superhero genre have a conditional toughness, while heroes have an absolute toughness. You can pick up that bus by its end and swing it like a club, despite the fact that it would have all the rigidity of a wet noodle under that kind of stress. On the other hand, getting hit by that bus does not turn *you* into strawberry jam from the instantaneous g-forces. *Or at least, not as easily as it should.*

Using a massive improvised object as a weapon generally gives you a strike bonus of half its hits or half its damage limit, whichever is larger (round up). This just represents how likely the thing is to crumple or break when you smash it over some super's head. If you can barely lift and are just rolling it over onto someone it would just be like using your Strength to kick them and then pin them in place. All damage done with a non-weapon object does damage to the object as well. Damage limit (**EABA v2.01**, page 7.28) is generally retained *if* the object being swung is large compared to what it is hitting. If the object is pointy or sharp, you can count the damage as *lethal*, but 1d less.

i Say a 1 ton car has 10 hits and a damage limit of 10. It takes at least a Strength of 19 to pick up this car. If you have a Strength of 19, then you have what it takes to lift the car, so you can swing it for strike+5 damage. In your case, this would be 7d+0 half-lethal damage. Using the poor car in this way acts like a 7d+0 attack on it, so odds are that one or two swings will destroy it. If it were a 1 ton light pole with a splintery end, you could use it as a *lethal* melee attack with a damage of 6d+0.

We are going to save you the time of figuring this out by including the 'hit someone with this' bonus in the **Gear** listings for random big objects.

! *Technically*, such improvised melee or thrown weapons would count as mundane attacks since you did not buy them with P, so they would be less effective than hitting a superhero with your paranormal fist. However, for dramatic purposes we are going to say that these improvised items act as an extension of the user's Strength, and since it the strength of a *paranormal* being, the attack is full damage against other paranormals. However, this will not apply to 'made' items like swords or guns, nor can you pick up a big improvised item and just keep it as a free and permanent damage bonus. You *can* make it a regular tactic if you want, but you have to take what you can get in each particular encounter.



heroic effort: Anyone, powered or not can 'push' their Strength. This has a stamina cost of +2 per +3 Strength you are using (not the *extra* amount, the *total* Strength). A heroic effort has a duration of one action, for the time level specified. The maximum benefit you can get is +6.

i Your hero has a Strength of 26 and the game-master says you need a Strength of 30 to hang on to the bumper of a bus full of nuns and orphans that is about to fall off a cliff. You need to hang on to the bumper for a full minute to give everyone time to get clear. This would cost you 20 stamina for Strength used (2 points of Stamina for each +3 Strength and you are using 30 Strength) and +12 more for the 1 minute you have to hold it. If you had a stamina of 10, this means you would blow through your stamina three times and take 3 non-lethal hits.

You can also take 'pushable(-1)' as a modifier on powers that cost energy or stamina, with the same limits. A power that already has the maximum level of drain (+2 per +3 power level) is only pushable if the drain for the push is a level more severe in damage type (stamina/non-lethal/lethal).

i Your hero has a laser blast with a power level of +27 (9d+0), and it has a normal drain of +1 per +9 power level, so it usually costs you 3 stamina. *But this is not quite enough to get through a foe's armor.* If you bought the power as 'pushable' you could make a heroic effort for a single action to give yourself the equivalent of +6 in the power. Your power for that action is +33 (11d+0), but it costs you 22 stamina for that *one* shot.

Because heroes often have a high stamina, they regularly push themselves early in a fight, either on offense, defense or both, but this can catch up to them if the battle drags on for a while. *That extra +2d of anything is soooo tempting...*

Low level utility

A lot of powers are going to be the 'Pow!!!' kind of combat whammy that comic books are known for. But remember that the vast majority of people with powers are going to be 'sports', who only have one power with 1P, or 'agents', who can have multiple powers, but none with over 3P. This is not a lot, but nonetheless it is significant in a world where ninety-nine percent of people have no power at all. Consider the non-energybolt things you can do with only a few points, especially if you make the power so that normal people cannot see the power in use.

- You can wreak havoc with vehicles by stalling cars or invisibly stomping on the brake or accelerator at a stoplight or freeway merge
- You can push people down stairs or off balconies
- You can rig the odds at a casino
- You can eavesdrop on competitors
- You can poison food, water or air
- You can influence an individual's decisions

If you are just trying to affect normal people with normal stats and no special defenses, a few points will get you quite a bit of effect. Many horror movies or movies about psionics or poltergeists or weird powers are quite often a bunch of normal people trying to deal with *one* sport or at best an agent. In all of the *Friday the 13th* movies, Jason Voorhees would have been an agent. *Dracula?* An agent. *Predators?* Agents. *Darth Vader?* An agent.

There are only so many superheroes to go around, so sports and agents of ill-intent *are* going to be a problem for normal society, and part of the ongoing job for superheroes is to investigate and catch the ones who are doing their dirty work in subtle ways that is beyond the abilities of mundane law enforcement to deal with. The teleporting bank robber, the mind-controlling predator, the shapeshifting mugger, people who are clever at leveraging a limited power, but often are not all that bright (else they would not be using a superpower to help them get away with purse-snatching).



Shock & awe

Part of the genre is the flashy entrance, the demonstration of power and gratuitous amounts of violence...*just because*. In **Eschaton** we will call this 'shock & awe'.

Shock & awe is a Will roll that you have to make under certain dramatic conditions to avoid problems. The Will check is still easy(5), but you take penalties on the roll based on conditions and any existing injury penalties you might have and any personality traits that either help you keep your cool or might weaken your resolve (for instance, if it involved fire and you are afraid of fire).

modifier	amount
the turn mod for the current turn	+value
each friendly team member in sight	+1
injury penalty	-value
personality	±value
surprised	-2
outnumbered	-2
outpowered	-2

special	amount
adequate demonstration of force	-2
powerful demonstration of force	-4
ludicrous demonstration of force	-6
gratuitous bloodshed	-2
good speech	-2
excellent speech	-4

If you can make the roll (especially by 'taking 2's'), you are completely unaffected. If you have a roll but fail it, your initiative for the remainder of that turn *and* on the following turn is reduced by the amount you failed by. If you do not (or cannot) bid at least enough on Initiative to get it to zero, you cannot act at all.

You *can* have a Forte or Experience at dealing with this sort of thing, to remain cool under fire, and someone who is not affected can use their turn mod to boost your Will and help you snap out of being overwhelmed.

i Say you are celebrating at HQ with two of your friends when an enemy Ultra takes a cookie-cutter slice out of the reinforced cement ceiling and rides the slab down, crushing the table (and your birthday cake!), shouting "*Pathetic worms! I'm going to snuff out **all** your candles!*". The shock & awe modifiers would be *at least*:

turn mod	+0
friends	+2
surprised	-2
adequate demonstration of force	-2
good speech	-2

for a total modifier of -4. If any of you fail an easy(5) Will roll that has a -4 penalty, then any response you might have next turn takes a penalty on Initiative of the amount you failed by.

The 'special' modifiers are ones that only apply at the instant the shock & awe happens, and are largely subjective. If a shock & awe event happens at the very start of an encounter, it is like 'turn 0'. Nothing actually happens on that turn except the shock & awe, and any witty banter or retorts (like your catch phrase). The penalties apply to turn 1 of the encounter.

adequate force: Sufficient to show that you have enough power to do harm. Threatening a tank with a pistol is 'force', but it is not 'adequate force'.

powerful force: Sufficient to show you can incapacitate, kill or match the power of someone at least mid-level in the opposing group.

ludicrous force: Sufficient to show you can *easily* incapacitate, kill or match the power of the strongest member of the opposing group.

gratuitous bloodshed: Killing, maiming or graphically incapacitating someone just because you can.

good/excellent speech: Something short, witty and appropriate to the action, intent or situation.



Nuns & orphans

This is the **Eschaton** term for helpless and hapless bystanders, which you may have seen referred to as NAOs. The 'busload of NAOs' is a standard superhero trope. The bad guy has picked up one and is threatening to throw it, it has crashed through the bridge railing and is teetering a hundred meters above the bay, terrorists have taken it hostage, there is a bomb on board one somewhere in the city, the NAOs are in the museum on a field trip when Doctor Armageddon breaks in to steal the fragments of the unique Arcadia meteorite, etc.

The generic adult in **Eschaton** has Attributes of 6 (except Fate at 1), 12 hits, a toughness of 2, takes a damage penalty each 3 hits and has a walk/run/sprint of 4/6/8 (sprint *distance* of 6 meters). A child might have Attributes of 3, 6 hits, a toughness of 1 and take a damage penalty every 2 hits.

Which makes them pretty damn fragile in a world where a mundane pistol is doing an average of 7 hits.

Villains, paranormal or not, will often use threats against NAOs to discourage attacks, and can put NAOs in peril to facilitate getaways.

i Cornered by a pair of heroes, TKO telekinetically grabs a few NAOs and lofts them several hundred meters in the air in different directions. Then he stands there and smiles, waiting for the heroes to either let him escape while they save the NAOs, or let them plummet to their deaths.

It is very likely that NAOs will *die* in **Eschaton** despite the best efforts of heroes. Questions of 'why didn't you do more?' and 'why didn't you try harder?' are ones that will be asked by many, including the heroes themselves. These can be hard to answer for heroes who pride themselves as being protectors, but who despite their powers, we not *quite* good enough.

Legalities

In the western world, comic books are the main inspiration and archetype for many **Eschaton** supers. In many cases, these supers are unimaginatively precise duplicates of extremely lucrative, trademarked, copyrighted properties, which comic companies at first aggressively tried to litigate. This lasted until the entire board of directors of ED Comics was crushed into spheres of meat and gristle by a mentally unstable Viridian Torch clone who was 'outed' from his secret identity by ED-hired private investigators.

Since then, no comic corporation or any of its employees have been able to get *any* form of property, liability or health insurance without signing a waiver stating that they will never, *ever* bring any legal action against anyone operating under the likeness of any comic book character. This has of course made any sort of copyright and trademark enforcement next to impossible.

Some companies went under, some with small lines simply abandoned them and created new ones. A few actually hired one or more of the copies and use them as official spokesbeings, though they are careful not to say that their copy is the 'true' version of that hero, and others have simply turned from fiction to news reporting. The monthly 'comic' is now a run-down and storyline of one or more of the copies operating in the *real world*, dramatized in comic book style, with links to the company media site where members can see news footage, interviews and commentary on the real life incarnation of that hero (occasionally, villain). *For some heroes and a few villains, this is a useful source of income.* Though in the case of villains it is a touchy matter, as the comic company does not want to run afoul of racketeering/terrorism laws for sending money to terrorist entities. *It is entirely possible a player has a hero whose 'job' is endorsement deals for various products, a job whose continued paycheck relies a lot on the hero's public image. It might also require you to wear sponsor logos on your costume...*



Hero types

We have given heroes a scale of power, from Sports up to Ultras, but superheroes also tend to fall into a number of archetypes. If you are a fan, you know all this and can skip to the next section, but if you are just getting into this sort of gaming, look at the following list and get a feel for the usual sorts of superheroes/villains:

1.blade: A hero who relies on lethal melee attacks. Generally a subset of some other hero type rather than a stand-alone.

pro: very powerful in melee

con: generally lacking in ranged attacks

2.blaster: A hero whose main power is ranged offense at the expense of other aspects

pro: really good at offense

con: vulnerable on defense and mobility

3.blinker: A hero who uses teleportation as a major power. Able to cover large distances in combat, avoid attacks or make surprise attacks. This can also include heroes who can phase through solid matter.

pro: element of surprise, hard to catch, hard to keep out of places you do not want them

con: sometimes confusing to play

4.brick: A hero whose main power is power is defense, usually combined with extraordinary strength.

pro: really good at melee range attacks and defenses

con: usually has little ranged combat ability

5.elementalist: A hero whose powers are strongly theme-based. This could be traditional elements like earth, air, fire and water, but you could also have 'elemental' powers based on gravity manipulation, bio-mimicry and so on.

pro: usually very flexible within their theme

con: usually cannot do much that is outside their theme

6.gadgeteer: A hero who is talented at making gadgets to generate power effects. Usually skilled enough to generate just about any power with sufficient preparation.

pro: extremely flexible in what they can do

con: the flexibility comes at the cost of the delay in preparing or changing them, also the hero is often powerless without the gadgets

7.knight: A hero whose powers come from a suit of armor, which often has mobility and weaponry. An extreme version of this is the pilot of a giant robot.

pro: gadget-based powers are usually very cost-effective

con: take away the armor and you are powerless except for your skills

8.martial artist: A hero who is the melee equivalent of the sniper, using high levels of skill and specialized maneuvers.

pro: able to exceed the bounds of normal martial arts by use of paranormal levels of talent

con: often has low defenses and relies on not being hit, ranged attacks are usually only thrown weapons

9.mentalist: A hero who bypasses the physical world by attacking the mind of opponents. May also include more physical evolutions of mental power, like telekinesis.

pro: can avoid many types of mundane defenses

con: less able to manipulate the physical world, less efficient powers, often relies on range as their defense

10.morphist: A hero who relies on some form of shapeshifting or self-modification. This could be like disguise or a wereform, but also includes specialists who alter their physical size and can include heroes who can alter objects other than themselves.

pro: very adaptable within their talent

con: generally needs to have some other power to realize their full potential

11.regenerator: A hero who has spent a lot of points on an ability to restore damage, either on themselves or others.

pro: an excellent support hero, very hard to incapacitate

con: points spent on healing abilities are not spent on attacks or defenses

12.sniper: A hero who uses extreme skill levels with a few attack types to strike vulnerable points or at extreme range. Often uses gadgets for their offense.

pro: usually has a very strong offense

con: the role is usually for Agents, a superhero doing this is probably a Blaster



13.sorcerer: A hero whose special effect and background is an ability to do magic spells.

pro: able to do just about anything and buy any power by claiming it is a new spell

con: it is tough to look original, and powers with few limitations tend to be less efficient

14.specialist: A hero who has a very specific power that they use in a particularly creative or annoying way. A 'one-trick pony' is someone who really only has one power, but has it at very high levels.

pro: very hard to defend against

con: if someone has the defense, you have little power to affect them.

15.speedster: A hero who uses extraordinarily high levels in a movement power as defense and possibly an attack or aid to an attack.

pro: can be anywhere on the battlefield almost at will

con: the cost of the movement means that conventional attacks and defenses are weaker

A hero can be one of these or several, and these terms will generally be used to describe the pre-generated heroes, villains and vigilantes you will see later in the rules.

i Jane the Ripper is a 'blade brick'. So, we can guess from this that she is inherently strong, tough and uses some sort of edged weapon as her primary attack. On the other hand, Ten Ton Timmy is a 'morphist knight brick', so there is the implication that he is a more normal person who has a big suit of armor. Our heroine Blur is just a 'speedster' with a minor 'morphist' ability.

Campaign types

The nature of the **Eschaton** background gives you a number of ways to set things up:

- **Equal power/equal numbers.** Heroes and their foes are more or less evenly matched. Agents vs. agents, supers vs. supers.
- **Superior power/inferior numbers.** Heroes are more powerful than their foes, but their foes have much greater numbers and resources. This could be agents or supers vs. a mundane government.
- **Inferior power/superior numbers.** Heroes are less powerful than their foes, but have better resources and numbers. This could be agents against a villain, or supers against an ultra.

If you have sufficient time, you can do more than one at once. You could have each player be an agent-level hero, working on lower level operations 'on the street', and also be a super, dealing with bigger plots and bigger villains. You could run 'first world agents' dealing with earth-wrecking plots, and 'third world supers' tackling corrupt generals and exploitive 'first world corporations', and then have the agents be called in to deal with "rebel paranormals" in some country they had never heard of, just to set the players against themselves. Players can have their own organization, taking different roles within that group as needed, or pool resources to form a larger organization. **Everyone who is successful uses teamwork.** If a problem is super vs. super, a team of four wins against a loner. *Keep it in mind.*

Remember that you will 'get it wrong' to begin with. Odds are high that some of your starting adventures and fights will be *painfully* one-sided. The villains will get taken down in one-two punches by coordinated or specialized heroes, or the heroes will fall like wheat to a thresher. Because of the variety of powers available, you almost have to tailor encounters to challenge the abilities of the heroes. All the sample adventures come with a super or two, but we give you a big selection of pre-designed supers, so you can substitute or add new ones in to balance things as needed.



Campaign structure

A new **Eschaton** campaign starts on Day 1. All the work of designing a hero and figuring out their ethos takes place on Day 0. The campaign will progress in stages of increasing duration and separation until the world more or less stabilizes, and each stage will have its own theme and challenges. What follows is our *suggestions*. Modify them to preference and taste.

the world: The world is more or less the real world, present-day. There is a global economic depression. Governments are struggling to keep their economies afloat. There is pressure on resources, moderately high unemployment, and currencies that are walking on the fine line between deflation and hyperinflation. There is no slack in the system to absorb sudden shocks.

the setting: The *designed* campaign location for **Eschaton** is the border city of El Paso/Juarez, a city of two personalities with the US/Mexico border between them. El Paso will be dealt with in a lot more detail later on, but for now imagine a major city with US law and culture and a military base on one side, and a major city with Mexican law and culture and a major narco cartel on the other. The day of the Eschaton erases that border, and the world-wide chaos means that border is never put back in place. El Paso goes from just another city where Eschaton-based chaos happens, to a piece of territory contested between heroes and villains, and all but abandoned to its fate by *both* nations.

This descent might not even be noticed at first, but by the time you reach year 1 and the end of the Days of Chaos, El Paso will clearly be a place where villainy abounds, heroes are *desperately* needed and players will be ones helping to make a difference and turn the tide. The adventures listed take place in El Paso, but are not unique to that location. You can easily apply them to *any* place you use as a campaign setting.

the government: **Eschaton** breaks from the traditional comic book mold in a number of ways. One of them is the role of government. It is a *fundamental* nature of government that it *needs* to be the ultimate authority within its borders, and to do that it needs to have the *ultimate* force, the *final* say on matters of life and death and *absolute* control over currency, economic matters and its borders and airspace and even things like procreation (abortion, birth control, marriage). Even in the most weaponized of the first world nations (the United States), there are still places where permits to carry a weapon concealed are simply not available to those without wealth and connections, and cities in which you cannot carry a knife much longer than your finger. Now, this is not a problem and never enters the minds of most people, since they obey the law, do not kill anyone, do not practice medicine without a license, do not try to own force that could challenge their country's army, and do not make counterfeit currency. So, the threat of this overwhelming force is not part of their worldview.

On the other hand, superheroes and villains *are* walking cannons, can heal or kill, fly without permits or flight plans, broadcast unlicensed radio and TV signals from their minds, and can possibly make valuable goods appear out of thin air. The *very existence* of paranormals is a threat to *all* established governments. A Iranian religious state is as threatened as a western democracy, a Russian oligarchy or a North Korean totalitarian state. Anyone whose powers can challenge the established order is a *threat* to that order, *regardless* of how the powers are used.

No government will let supers act unimpeded unless it has no other choice, and even then it would still *try*, while in most comic books supers are simply there and the government only exists as an occasional plot complication rather than a force that would be *constantly* chasing them down with the same vigilance as it would try to track down a group of terrorists with anti-aircraft missiles.



! *Honestly, how long do you think it would take for the real-world United States government to crack the secret identities of someone like Batman, Superman or Spiderman? Even in **Eschaton**, secret identities are only possible because of the breakdown of order in the Days of Chaos.*

In **Eschaton** governments will respond to the challenge of superheroes in the usual way, with large amounts of poorly directed force against their own citizenry.

And this is part of where the days of chaos come from. There are enough supers and they are diverse enough and powerful enough that the *usual* response is *not* going to work, is in fact going to make things *worse*, and will result in a lot of needless deaths, trillions of credits of damage, bad feelings that may last for generations, and most importantly, destruction of enough military hardware and decimation of enough civilian leadership that no one wants to go for another round of fighting for a while. Plenty of supers die in the first year, but the toll on everyone else is enough to destabilize governments, send the world's economy into freefall and create enough of a power vacuum that some regions in many countries are governed by heroes or villains and there is insufficient will or force to try and take them back.

But this does not mean the government will not try. Getting supers to register and work for the government is the smarter way for a government to get control of and regulate this new phenomenon, as well as use it as a tool to promote government policy. And the more supers that join with a government, the better prepared that government will be if it has to go all out against supers a second time. Those in positions of political power who do not have paranormal powers are scared to death of the paranormal, as they are an inherent threat to everything that makes the system where *they* are on top possible.

Meta-reality

The way in which the Eschaton granted power is mind-boggling in many ways. While it is incomplete, one of these ways is 'retcon', or 'retroactive continuity'. If part of your power and makeup is that you are hunted by a clan of vengeful ninja, then even if there were not clans of vengeful ninja beforehand...there *are* clans of vengeful ninja *now*. Almost all the time, this retcon starts off small and works its way forward rather than bursting full-fledged onto the scene. At the inception of your super, the 'clan of vengeful ninja' might just be a martial-arts trained gang that has just taken a dislike to you for some reason. As time passes, they became more secretive, their membership expands, they acquire esoteric training (and of course, ninja costumes), and over a period of months morph from 'those guys who bullied you in high school' to 'the Black Dragons, masters of stealth and assassination'.

Everything about your super that did not actually exist beforehand *will* exist afterward, either immediately or *eventually*. Whenever possible, the Eschaton will match supers and groups according to similarities. If you were given powers and wanted to be the leader of a secretive clan of ninja, and someone else wanted to be hunted by a secretive clan of ninja, then odds are very high these two groups would run into each other and have a reason to hate each other. However, unlike the comics, these antipathies do not *have* to be a recurring theme. This is the 'real world' (more or less), and there will only be one ethos that humanity will be judged on. *The ninjas could kill you in your sleep and that would be that.* You do not get to come back because you are necessary for there to be a next issue of the comic named after you. *The Revelation is 'winner take all', after all.* This does not necessarily mean 'last man standing'. For instance, you might believe that the Earth is flat, but if you cannot convince anyone of this anymore, then regardless of your personal superpowers and survival, you have *lost*.



Unintended consequences

In most of the superhero genre, every hero or villain has their own unique genesis. A radiation accident, a unique experimental serum or whatever. In **Eschaton**, everyone has the *same* overall genesis, at the *same* time. This puts a little bit of a crimp on the fancy and convoluted origin story for a hero or villain. But, remember to take two things into account. First, while the *basic* points for powers you get came from the Eschaton, all the points for powers you get for *traits* come from you and your 'history'. Second, the immediate aftermath of the first few days of Chaos can result in some of those traits.

i Your hero was a night shift engineer at a refinery when the Eschaton came to you. When you woke up, the refinery was in flames and in your first fight with a villain, you were caught in an explosion and horribly burned, as was your foe. As part of your hero's background, this explains your negative Looks *and* your Enemy *and* a phobia about fire.

A gamemaster can also say that in those first few hours after awakening, your powers and abilities are in a state of flux, and while they are not 'contagious', they can exert an effect on other people with power. This is merely a way to allow players to put a little spin on a power or make it unique in a way that is not entirely in character or concept.

i Your engineer hero is actually a mentalist, but while grappling with your foe in the flames, the intensity and emotion imprinted the situation on you. In spite of, or perhaps *because* it is what you fear, your mental attacks have the special effect of making someone feel like they are on fire (you project *your* fear onto *them*), and genuine defenses against fire work against your mental blast because *you* believe that they should. It would normally be extremely weird for a mental power to be blocked by water-filled helmets, but because you made the justification part of your origin story, it works and sort of makes sense.

day 0: Day of the Eschaton. Each potential hero or villain in the world gets their own visitation by the/an Eschaton. The gamemaster does not have to give each player a separate visitation (but it *would* be nice), but everyone *should* have read or been read the opening vignette. No one is told how many visitations there will be, how powers will work, or the levels of power involved. Everyone who gets a visitation will get the strong implication that there will be enough people with powers to disrupt the world's current power structure.

For the gamemaster, day 0 is about going over the adventurer sheets for the heroes, making sure everyone is designed correctly (or at least correctly enough to start play) and then looking through the cast of villains to see who would be interesting to play the heroes against and *why* this would be interesting. You do not want to script your campaign to be as rigid as a comic, but you *can* tailor the local opposition to heroes to be an interesting matchup for the long haul. Making sure initial encounters are not one-sided blowouts is to be desired. Have a few non-player heroes and villains on hand to adjust the power dynamic if needed.

Day 0 is the absolute most flexible part of the campaign, where player and hero dialog is often one in the same, where there are a lot of rule questions at the most inconvenient times ("*how does this stamina thing work again?*"), and the players and gamemaster are trying to grasp the scale of power, (in)vulnerability and massively expanded abilities that superheroes have in comparison to normal adventurers. With the right setup, even our sample hero Blur could be merely showing up as well, a blur, coming from off the map to clothesline someone and zipping past with only a fraction of a second for bad guys to take action. The same could be said for a long-range teleporter, fast flier, or someone who can tunnel or pass through solid objects. The standard comic book battle of energy beams and superpowered punches at point blank range is *not* a standard **Eschaton** encounter unless you go out of your way to make it that way.



It is going to be a lot closer to high-tech urban warfare. Think of a battle in city streets between troops armed with rocket launchers, while attack helicopters and drones prowl overhead, tanks trundle down the streets while blowing holes in buildings and each other and ground attack jets scream in on occasion with bombs and missiles. Things are happening over an area of several blocks at once, in three dimensions. Then replace those troops, tanks, drones, helicopters and jets with superheroes and supervillains with several times the maneuverability and speed. *That is a typical Eschaton superbattle.* It does not translate very well to the big screen or the small page, but it probably *is* a more likely portrayal of how things would happen.

day 1: If you are a hero, you have just come into your powers and are not at all accustomed to them. You may wake up levitating, or on fire, or in a body that is not human, or inside a five-ton suit of powered armor that has just crashed through the floor and into the basement. You remember the visitation by the Eschaton, and waking up in your current condition, and realize, perhaps with surprise, that it was *real*. It may take you a few minutes to confirm that what you think is real...is, but unless you are insane, you accept that what you have is real. As to what to do with it... *that's part of what day 1 is about!*

the object: To meet the other heroes, form a working relationship and exchange some information. And start to learn what is happening in the world, and a little of what it means to be a hero. The gamemaster and players should realize and accept that day 1 is going to be a little contrived. After all, all the heroes are going to be encountering each other as part of a situation that somehow draws them all towards it. The gamemaster will have to look at all the heroes, see about the genesis of enemies and friendships, make sure players understand ethos and motifs, and generally lay a lot of groundwork for things to come. *It is issue #1 of your group's comic...*

the challenge: You are brand new to your powers. Some of them you may be turning on for the first time. All your skill rolls for power use are at -1d from normal, and all powers that have a duration longer than an action and shorter than 'always on' are considered to have a duration of 'until distracted'. You have to keep your mind on flying, or keeping your flames lit or maintaining your force field. The gamemaster can and should have a field day with this, keeping an eye on what the players are focused on to determine what their heroes are paying attention to. *If someone spends too much time ogling a villainess' 'boob window', they might careen head-on into a building...*

The other challenge is a villain, with similarly limited powers, or a natural or unnatural disaster, or a superior number of mundane criminals, like armed robbers. Or, if the heroes are sufficiently powerful that they can ignore mere rifles, then make it a rogue military unit or other high-threat problem. Potential complications include dealing with any super-powered prisoners. They cannot be executed out of hand if heroes are to stay 'good guys', but conventional jails may be unable to hold them. Creative solutions or maybe a ruthless pragmatist may be needed. This could be the genesis of a hero's Enemy.

the duration: Getting there, the challenge, and the aftermath, with color commentary by the gamemaster about everything else that is going on. Heroes may not be able to help or save everyone who needs their help, but the challenge of the adventure should be emotionally satisfying in its resolution. It really should be one game session, no more than two.

! Keep in mind that these starter adventures have a statted-out villain or two at 'superhero' level. A team of player-controlled supers would mop them up with no problem. So you will either need to add more villains/complications from the rogue's gallery (more preferable) or upgrade a villain to an ultra (less preferable).



major events: Something should happen on day 1 that makes being a secret hero or villain easier. An earthquake, several collapsed or burned out skyscrapers, damaged subway tunnels, that sort of thing. Basically, places where people can hide from scrutiny and move about without being seen, at least for a while. The event can also be something apparently anomalous. The individual known as Firestop ([page 6.45](#)) has the ability to shut down combustion over a large area. If an area of several city blocks suddenly becomes a zone where guns won't fire and car engines won't work, mundane authorities are very unlikely to enter the area to pursue anyone. And since Firestop's power is not readily visible, no one knows the source of the effect. There are other powers that can affect an area which will greatly hamper the ability of mundane authorities to pursue (altered gravity, magnetic fields, impenetrable fog, etc.).

! The gamemaster should set up an alternate scenario that takes place at the same time. Choose a villain like Crusher Jones ([page 5.21](#)), and give each player control of a policeman ([page 6.42](#)) responding to an emergency call. Let them deal or try to deal with the villain plus any henchmen, and have the villain pull no punches. However the situation resolves, when it is done, then run the scenario with the heroes. It will give them a better perspective on how mundane authority will respond to and just as important, feel about paranormal individuals, and give the players a feel for tactics. In particular, part of being a superhero (or villain) is knowing when (and how) to run away. Until people realize when they are outmatched, some initial paranormal battles will be one-sided slaughter-fests or frustrating stalemates (invisible flying mind-blaster vs. big strong guy with mental defense, or nigh-invulnerable underpowered man vs. his evil twin). Smart heroes and villains will quickly recognize fights they cannot win and scoot from the scene as soon as possible. Part of hero and villain team-work is finding the right people to offset your vulnerabilities and knowing when to cut and run.

consequences: What is happening is *global*. Heroes will find out more about that later, but before the *next* play session the gamemaster needs to think about what the heroes did or did not do that have done that could have short- or long-term consequences. *Did they save someone important? Did they fail to save someone important? What did they wreck? Who saw them do it?*

experience: This would be a very short adventure, really just a single encounter and a lot of description of what is going on. So there is not a lot of experience to hand out, but everyone has the option of tweaking their hero's stats and powers within reason once they have seen how their powers work.

Adventure: Captain Chaos!

The problem is easy enough to see. There is a glowing spot in the sky, energy bombs arcing out from it, and smoke and flames in the general vicinity. Harmon Wilson, a newly minted super, felt constrained by a loveless marriage and dead-end job. But now, as **Captain Chaos!** (yes, he *does* include the exclamation point) he is striking out against sterile Order, doing his part to free people (including himself) from the life-stifling rules that crush their spirits. So, he's setting fire to things, cracking open ATM's and spreading the wealth and wreaking all sorts of harmful but thus far, not murderous havoc. He is going to lose his job in the aftermath of the Eschaton, but he has lost interest in wealth and material possessions and will share what he has with those who need it. He is about as low-key and harmless as a villain can get.

tactics: Right now, Captain Chaos! is 'having fun'. He is giddy with his new power and has all the attention span of a four-year old with a sugar rush, using his powers just for the sake of using them and trying out new things just to watch what happens. He has bought a slightly higher stamina than normal, but is not up to a prolonged encounter because he can easily burn (turn mod+7) in stamina *per turn* (flight+flaming piñata).



Captain Chaos!

profile: 6X021400S5

Strength 19(6d+1)*

Agility 9(3d+0)

Awareness 9(3d+0)

Will 12(4d+0)

Health 12(4d+0)

Fate 4(1d+1)

skills:

+2d in power use (agility)

+1d in slapstick

+1d in sleight-of-hand

+2d in area knowledge(city)

+3d in tax law

+2d in unarmed combat

traits:

age(mature, n/a)

overconfident(4)(+2P)

unserious(4)(+2P)

larger than life(-5P)

minor, pervasive Enemy(+2P)

motif(4)(+2P)

wealth(+4)(-2S)

other:

dodge of 6

toughness of 4

move of 6/8/10

hits of 30(20)

stamina of 15

lifestyle of +1

savings of +10

Captain Chaos! does not *look* like a clown, but his powers do seem to have a circus or slapstick bent to them. He is temporarily out of work and does 'collect pay' for his 'public performances' by keeping a chunk of the cash he 'liberates' from ATMs and armored cars. His ethos is 'life is too short to be stingy and serious, so share and have fun!'.

powers:

presto-chango(1P): +7 disguise instant costume
template:costume(+1), gesture(+3), voice(+3)

note: mimes tearing off shirt and sings "here I come to save the day!". **note:** 11 points of his Strength is "only in costume"

clownify(4P): 3d+2 costume power drain
template: power drain(-4), common power(+2), gesture(+1), voice(+3), drain adjust: 1 per 3(+3)

note: snap fingers and "lighten up already!"

flaming piñata(11P): 9d+0 lethal explosion
template:ranged damage(-1), range adjust:thrown

(+6), explosion(-8), only vs. inorganic(+4), zero eff. on fail(+0), dep. on costume(+1), gesture(+1), voice(+3), drain adjust: 1 per 6(+1). **note:** throw gesture and "boom goes the dynamite!"

power defense(3P): 1d+1 vs. control on Will
template:power defense(+0)

wacky taffy(2P): 3d+2 Agility reduction
template: physical drain(-3), range adjust:thrown

(+6), dep. on costume(+1), gesture(+1), voice(+3), drain adjust: 1 per 6(+1). **note:** throw gesture and "stick around a while!"

flight(5P): +12 distance (+4 non-combat)
template:flight(+2), dep. on costume(+1), drain adjust: 1 per 6(+1)

conv. defense(7P): 4d+2 defense vs. lethal
template:armor(+1), dep. on costume(+1)

mime wall(10P)*: 3d+2 force wall up to 6m long
template:force wall(+2), range:23m(-7), hidden

(-3), 2m radius(-5), dep. on costume(+1), drain adjust: 2 per 3(+5)



His most annoying power is a power drain called 'Clownify'. The special effect is that if it fully drains a costume power it turns the hero's normal garb into a clown outfit for several minutes (until they get a stamina recovery). All abilities in powers that are physically or operationally linked to a costume are negated if it drops the opposing costume power to a power level of zero or less. Your rocket pack is now a Hello Kitty backpack with a propeller, your ultravision helm becomes deely-bobbers, and your power gauntlets turn into inflatable plastic toys that say "Hulk smash!" when you bang them together. You can alter this power to be more generalized if you want.

i As a game example, Blur has no power defense and her superspeed skating is reliant on her costume (operational dependence). If Captain Chaos rolled 3d+2 and hit her for +9, it would more than negate her costume power, and since her super-skating ability is dependent on the costume, she would be reduced to mundane skating speed.

i Applying a completely fabricated -9 modifier to a power that has a level of +8 effectively negates it. So if his power were instead designed to affect a policeman's +8 pistol (2d+2 damage), it would make it into a gun that shoots out a little banner that says 'Bang!'. A rifle with a damage of 4d+1 (+13) would be reduced to a power level of +4 (1d+1). It might be shooting gumballs, but it is still shooting them *very fast*.

He has pseudo-webbing power that reduces Agility for a few minutes and can summon a flaming piñata that he can hurl for an 9d+0 lethal explosion, but one which only does damage to non-organic things (outside a person's aura). This is great for blowing up ATM's and spreading the intact money around (paper is organic) without actually harming anyone. All these powers have a short range (thrown range, to be specific), since Captain Chaos! wants to see the results.

As an option, he has an invisible force wall that can surround a 2 meter radius or be a 6 meter long wall and make people look like involuntary mimes (or that old 'face against the glass' look when they run into it), and will act like falling damage (up to 3d+2) for anyone who runs into it at speed (bonk!).

His objectives if confronted are to humiliate foes, stop them from interfering with his fun, get any bystanders on his side (morally if not in combat), and leave if it stops being fun.

setting: Night, urban, populated, running water, erratic electricity, fire, smoke, people.

props: Vehicles of various sizes, some on fire. Smoke. Loose piles of money. Fallen power lines with sparks. Some NAOs. Broken water main. Two and three story buildings. Injured and cowering policemen.

scaling: If the heroes are agent-level, Captain Chaos is as described, or you can add a few P to his weakest powers. If they are supers, he is an ultra (add the 'mime wall', add 2 to each attribute, +1d to two skills, +1 level in 'larger than life', +4 power to most powers and +12 to lethal defense). Or, if the heroes are supers you can add him as a complication to some situation involving good *and* bad guys of a merely human level, like having him interfere where police have a gang of bank robbers surrounded and both sides are suffering from having shotguns that shoot banana peels, tasers that are merely joy buzzers, pepper spray that dispenses clownface makeup and such.

! Keep in mind that while Captain Chaos! is not *trying* to hurt anyone, he is as unfamiliar with his powers as anyone else. If he blows up a armored car full of money, he will not harm anyone in it, but if that armored car catches fire and the occupants cannot get out, they *will* be in peril nonetheless. Similarly, an explosion that only affects inanimate objects *can* hurl a lot of inanimate shrapnel around.



! Encounter setup

When you put together an adventure/encounter for something like superheroes, it helps to have some background prep for the immediate vicinity. Not just a map, though this can be helpful, but more of a 'feel' for the situation. The previous adventure outline is an example.

tactics: What any bad guys are up to and how they usually do it.

setting: Where and when the encounter takes place, and things in the environment that can affect powers. Keywords that are circumstance modifiers or which relate to special effects, that sort of thing. If there are important things in the area but not at the scene of the fight, note them. Heroes with high movement levels might want to fetch something and bring it back to the fight.

props: Anything immediately obvious to anyone who is approaching the scene from a distance, things that can be a focus for attention, distraction, diversion or use as a weapon.

For instance, this setting is night, so powers that rely on sunlight will not work and sight Awareness rolls will be at a penalty for anyplace outside the flickering streetlights. A busted fire hydrant is a large supply of water, things are on fire and there are plenty of big metal objects (cars) to pick up and toss around or which may interact with magnetic or electrical powers.

day 3: Life for the first three days will be putting out one figurative or literal fire after another. Odds are that the heroes have encountered each other at least twice and worked together at least one of those times. The ranks of heroes and villains have already been thinned...*permanently*. More than one villain who neglected conventional defenses has intercepted a police sniper's bullet and more than one hero has had a bus dropped on their face after being knocked out. *The heroes who thought it would be just like the comic books are learning that the bad guys do not necessarily follow a four-color code of conduct.*

There is still a complete breakdown of civil order. In urban areas there are broad power outages, with traffic jammed to an extent that nothing bigger than a motorcycle is going anywhere. Emergency responders are on foot, and fires rage unchecked. Every major city without power has had at least one major building collapse on the scale of the Twin Towers in New York City (probably from fire-related structural damage rather than direct superhero damage). The streets are dangerous during the day and even worse at night. On the good side, there is so much going on that no one is really keeping track of things. Heroes (and villains) do not really have any problems with lairs or secret identities, but these are things that can *start* to be worked into play.

the object: Do not just the *right* thing, but the *most* right thing. You need to find something where your powers can improve the overall situation, or stop something or someone threatening to make it worse.

the challenge: You have come into your power enough to control it normally, but you are being run ragged. Everyone will start whatever encounter happens with 3 non-lethal hits from just plain exhaustion. You are tired, and no power except time can get that back. Unless you have regenerative powers *and* do not need to sleep, you *will* be somewhat under the weather. For heroes who use a lot of energy, this starts them at a disadvantage. Villains in the encounter do not have this problem.

the duration: One major encounter for the group of heroes, with possible aftermath. Mundane emergency responders will have no idea what to make of the situation. A few will be defensive of their official turf, but most will welcome any help they can get. Remember that those without powers have suffered just as big a shock to their worldview as those who have gained them.



Adventure: Mean Streets

The North Side Growlers, a minor street gang, have suddenly become a force to be reckoned with. Their lieutenant, one **'Crusher Jones'**, became a mastermind, took control of the gang, and turned its most loyal soldiers into agents. Right now, they have taken over a supermarket and are extorting the hungry crowd outside, collecting money and jewelery, and flaunting their new-found powers. The burning police station two blocks away is testimony to their ability. They are armed with the best weapons they could steal and have the temporary loyalty of about half the violent offenders they set free before torching the police station.

tactics: Crusher has a number of loyal thugs, all of whom now share some degree of his powers. They are all stronger than any normal human, and have armor sufficient to bounce anything less than a rifle. Using captured or stolen guns (at full levels of effect against heroes since they are bought with P), they are simply using their control of a necessary resource (food) to acquire anything other than food that they want. If guns do not work against the heroes for whatever reason, they will withdraw into the building to force the heroes into melee range and then start hitting them with big blunt objects. Crusher is more than strong enough to throw a hundred kilo chunk of something across the room at you (which would probably be about 7d+0 half-lethal and probably some knockback).

If they suffer a reversal of fortune, Crusher will simply herd his henchmen and their loot out a tunnel he previously dug under the building and then close that tunnel behind him.

setting: Nighttime. A large supermarket and the parking lot that surrounds it on all sides, with multi-story offices and businesses past that. Fire from a few burning cars, electricity from a backup generator to the building but not the parking lot lights.

Crusher and his gang are using their control of food and bottled water to extort valuables and cash from the crowd, and more than one bloodied body lies as evidence that it is a bad idea to try and force the issue. A few women have offered a far older form of currency, but how you portray that in play is up to you. Those without sufficient funds to be worth anything to Crusher are given the option of fighting one of the gang members, who will fight with a big sack of groceries in one hand. All you have to do is beat up the gang member and take it from him. At least one person has managed to do so, and actually taken that man's place in the gang, but most other challengers leave bruised, bloody and empty-handed (plenty of opportunity here for a non-costumed hero to step up and challenge!).

props: Vehicles of various sizes, some overturned, some on fire. Shopping carts. Lots of NAOs. Escaped criminals. Food, drink, fixtures, shelving, fire extinguishers, propane tanks.

scaling: Crusher Jones is a mastermind and is bought with eight Agent-level henchmen. This can be adjusted to suit the number of and talents of the heroes. If the heroes are supers, there should be maybe two gang members per hero *plus* one or two normal non-paranormal criminals, and if the heroes are agents, only one gang member per hero and a few normal-level criminals. The agents can be upgraded to 4d+0 rifles if needed, and Crusher Jones could instead have a 6d+1 belt-fed machinegun (which he is easily able to use since he can carry well over 100 kilograms before taking any encumbrance penalties). Remember that weapons used by any *normal* criminals will let heroes double their defenses first.

experience: This is going to be a big, if fairly low-powered fight, but it has a lot of lethal weapons that act at full effect against paranormals. It counts as a short adventure, even if it involves trying to track down the Growlers and possibly a second encounter. Crusher can be a recurring problem heroes have to take down and get into custody.



Crusher Jones

profile: 6X040300A5

Strength 20(6d+2)

Agility 9(3d+0)

Awareness 7(2d+1)

Will 11(4d+0)

Health 12(4d+0)

Fate 3(1d+0)

skills:

- +1d in firearms
- +2d in knife
- +2d in brawling
- +1d in throwing
- +1d in area knowledge(city)
- +1d in area knowledge(local crime)
- +0d in leadership

traits:

- age(physical prime, n/a)
- overconfident(4)(+2P)
- alpha male(4)(+2A)
- larger than life(-5P)
- major, pervasive Enemy(+4P)
- motif(4)(+2A)
- organization(8)(-6S)
- wealth(+10)(-2P,-5S)
- lair(8 people, room for 16)(-2S)

other:

- dodge of 6
- toughness of 3
- move of 7/9/11
- hits of 35
- stamina of 12
- lifestyle of +7
- savings of +10

Crusher Jones revels in his size and strength and has an outspoken opinion of his quite considerable talents. He is fond of boasting and personal challenges and takes ready offense at any slight or anything resembling disrespect. His ethos is 'If you can't hold it, you don't deserve to keep it!'. Part of his 'wealth' is the ability to simply find money, but this is only sufficient for his needs and he has to loot, rob or be a mercenary to keep his gang together.



powers:

armor(10P): 5d+2 defense vs. lethal
*template:armor(+1), no blunt trauma(-4),
 visibility adjust:subtle(+2)*

tunnelling(9P): 8d+1 tunnelling
template:tunnelling(+9)

growth(5P): +1 natural size(**page 4.28**)
*template:growth(+0), duration adjust:always on
 (+2), range adjust:self only(+2), drain adjust:no
 drain(-3). **note:** his attributes reflect the effects of
 this power and he masses 200 kilograms(-3 to
 knockback)*

echo-location(4P): 1d+1 sonic navigation in dark
*template: enhanced sense(+1), drain adjust:no
 drain(-3)*

rifle(4P): 4d+2 lethal ranged attack
*template:ranged damage(-1), gadget:rifle(+13),
 autofire(-2), energy reserve:32 round clip(-3),
 energy replace:at lair(+3)*

large knife(2P): strike+0 lethal melee(5d+2)
*template:lethal melee(-7), gadget:obvious,
 carried(+4), gadget:1kg(+0), usage: one hand(+1)*

gang members(agents): Str 11, Agl 8, Awr 6, Will
 9, Hlt 9, Fate 2. Dodge 4, toughness 3, 20 hits,
 move of 5/7/9.

skills: +1d firearms, +1d knife, +2d brawling, +1d
 throwing, +1d driving, +1d area knowledge

traits: overconfident(2), bullying(2), same Enemy
 as Crusher Jones. Does *not* have 'Larger than Life'.

agent powers:

armor(3P): 1d+2 defense(as Crusher's power but
only vs. guns). **note:** remember that the agents
 are paranormal and have doubled defense vs.
 mundane guns

large knife(1P): strike-2 lethal melee, see above

pistol(1P): 2d+1 lethal ranged attack
*template:ranged damage(-1), gadget:pistol(+5),
 range adjust: 90 meters(+2), energy reserve:15
 round clip(-1), energy replace:at lair(+3)*



day 10: A handful of major cities and many towns are still in chaos. At least that is the official term. Actually, these regions are either being fought over by heroes and villains, or are under the control of villains who have made a point of shooting down jets, blowing up tanks and otherwise making it clear that it is *their* territory now. Rumors fly, but there is a media blackout on the subject. Each of the major cities that is no longer under US authority is supported by one or more ultras and a handful of supers. Short of nuking a city, there is no quick way to get rid of them. Not all such regions are under the control of villains. Several are controlled by hero alliances, who took control from useless, hostile or criminal government forces, and simply refuse to hand control back to a central government that refused to “clean up” the problem to begin with.

! For campaign purposes the gamemaster can decide the control priority of the area the campaign starts on, and nearby areas, depending on how they want the campaign to progress. One in a “fend for yourself” area is going to have a much different flavor than one in a “control at all costs” area. And relations between such areas as control *is* restored will be a major source of tension. Governments will want to extend control from restored power bases, while areas that were “abandoned” may resent the government and want to keep the newfound autonomy, especially if these were areas that had previous secessionist minorities or dissatisfaction with the federal government. Simultaneously, elements in the control faction may want to extend control in different directions than others, while some in the autonomous zones may long for restoration of federal power. *Lots of good stuff to hang adventures off of.*

the object: To determine your place in the world, to decide whether you will uphold your ethos within the law, or outside of the law. Will you focus your efforts in areas that have government control, or try to set up your own ‘new world order’ in an uncontrolled region?

the challenge: You never really had a chance to set up a secret lair or an alternate identity. If you are going to be a hero outside the registration laws, you need to start working on it *now*. If you are going to keep your hero and normal identity separate and secret, you need to figure out how to do it. As mentioned earlier, there should have been some chaotic event in this region that will make this easier, at least for a while. In addition, this area may have a super or ultra whose power is by its nature going to facilitate this secrecy. Among the sample heroes and villains, **Firestop** and **John Doe** are good for this.

the duration: One major fight, and just as important, the aftermath. Police and other emergency personnel will be on the scene and thus all heroes will be notified of the new registration law. If there is a particular hero that has already started getting a reputation as a bad-ass, a SWAT team may attempt to intimidate the hero into giving the required registration information. This could lead to a tense stalemate, a situation that would not be improved if someone let slip that heroes who refuse to register are to immediately be considered fugitives from justice, armed and dangerous.

major events: Dealing with twitchy troops on your side, fighting chaos while dodging curfew.

consequences: How heroes handle the start of government control of paranormals and the first restoration of normalcy will have long-term effects on their career. Accidentally crippling or killing a policeman while “declining to be registered” could make their life difficult for quite some time.



Adventure: Media Frenzy

Choose a flashy villain or group of agents of your choice, preferably with long-range attacks. They have taken down a small military or police force, and the wounded survivors need to be evacuated. More mundane forces are on the way, and there are also news and police helicopters on the scene. As soon as the heroes show up, the bad guys decide to depart, taking pot shots at everything in the air, hoping to both obscure their retreat and force heroes to play catch with the falling helicopters. This could be a conflict where *both* sides want to exit the scene before high-powered mundane reinforcements show up.

A good villain would be Photon. He has a number of light-based powers, including invisibility, blinding and teleportation with a light-based special effect. Just as important, he is fairly well-rounded, so he is not an easy pushover from any particular angle. Some of the gaps in his defenses might be covered by Faustine. She cannot add to his mental defenses, but she could 'command' him to countermand someone else's control attempt.

tactics: Photon's main attack is a powerful laser beam, which he is unfortunately not very good at aiming. He is good enough to drill holes in big things like armored vehicles and helicopters, but not so good against fast heroes. He can spread it out to increase his chances against them, but this reduces the damage. Becoming invisible by lightbending, teleporting to new vantage points or blinding large groups of people with his 'retina bomb', these are all good things to try. Just as likely is a possibility that he will put NAOs in harm's way to distract one or more heroes so that he can minimize the number of people he has to fight at one time.

Photon is working in reasonable coordination with Faustine, and this may be the first time heroes have had to deal with multiple hostile supers at the same time.

Faustine creates mental illusions and can take limited control of people's minds. Her powers revolve around his targets having to make one of two choices, and *both* of them are bad. For instance, a mental compulsion that forces a hero to either flee the scene and not return, or stand and do nothing, watching their friends but unable to help. Or putting an NAO in peril and then creating an illusion of an NAO in peril. Either you help them and stay out of the fight, or you attempt to help the illusionary ones and the real ones suffer because of your mistake.

The two are working together at the moment for reasons unknown, but their respective ethos are compatible. Faustine is commanding people to make a choice, even if that choice is not the right one, and Photon sees a lessening of central authority as something that may give people the courage to make choices they otherwise might not have.

setting: Daytime, suburban, industrial park. Numerous large warehouse-type buildings with open spaces, surrounded by woods.

props: Cars, industrial machinery, liquid nitrogen tanks, streetlights, chain link fences. Several news crews with satellite trucks or helicopters. Police and/or military units.

scaling: This is two supers. If the players are a *large* group of supers, then you should add in Crusher Jones and his crew or add a few dice to the powers of Photon and Faustine or give them each a +8 defense against a key power a hero might have. If the players are agents, then just remember that Photon and Faustine are trying to get away (and help each other get away), so they are *not* hunting down the overmatched heroes. Whether police or military are there is also a matter of scaling.

experience: This is a single encounter and would be a short adventure. Any extra XP awarded would be for making a positive media impression and rescuing those in need of help.



Photon

profile: 6X020305P6

Strength 10(3d+1)

Agility 8(2d+2)

Awareness 13(4d+1)

Will 11(3d+2)

Health 11(3d+2)

Fate 10(3d+1)

skills:

- +2d in power use
- +2d in knife
- +2d in brawling
- +1d in throwing
- +1d in area knowledge(city)
- +1d in area knowledge(local crime)
- +0d in leadership

traits:

- age(physical prime, n/a)
- anti-authority(6)(+3P)
- bane(-4 stam. in dark)(+2P)
- claustrophobic(6)(+3P)
- forte on stamina(-2A)
- larger than life(-5P)
- major, pervasive Enemy(+4P)
- neat trick(-1S)

other:

- dodge of 6
- toughness of 3
- move of 5/7/9
- hits of 21
- stamina of 17
- lifestyle of -3
- savings of +10

His 'neat trick' is the 'teleport/blast', where he teleports to right next to someone and then lets them have it with his q-laser. Photon has a chip on his shoulder about organized power groups and especially ones with uniforms like police or the military. He will *never* work with a government-sponsored group, even if it is a villain government. His ethos is 'Throw off the shackles of authority'. Due to claustrophobia he will not pursue people into confined spaces and his escape routes will not involve them either. He is a creature of the light and he loses 4 stamina if plunged into darkness, and over a long period this could be fatal.

powers:

disintegration field(10P): 4d+1 defense vs. lethal template:force field(-2), drain adjust:1 per 6(+1), **plus:** 4d+1 half-lethal vs. anything touching him template:ranged damage(-1), half-lethal damage (+3), range adjust: touch(+7), operational link to force field(+1), triggered:anything physical that hits force field(-2), drain adjust:1 per 3(+3)

note: 8P for the first power, 2P for the second. It activates in response to being hit and the stamina cost for the second power is going to be 5 per physical attack that hits it (4 if he lowers it to 4d+0). He can turn off the second power if it is costing too much stamina.

q-laser(15P): 9d+0 ranged half-lethal AP template ranged damage(-1), half-lethal damage (+3), range adjust: 1.4 kilometer(-2), armor-piercing(-2), var. spread(-1), gestures(+1), drain adjust:1 per 6(+1). **note:** variable spread means he can get -2 on range difficulty or +1d skill by sacrificing 1d of damage (up to 3 times).

blink(2P): teleport distance level of +13 template:basic teleport(+8), only line of sight(+3) **note:** he can teleport to someplace he could see in a mirror, but not to someplace he sees via a camera and not if he is blinded or unable to see.

lightbending(5P): 4d+1 invisibility (template invisibility(+3), subtle(-1), drain adjust:1 per 3(+3). **note:** it simply reduces the sight Awareness level for seeing him and also covers infrared and ultraviolet parts of the spectrum.

retina bomb(5P): 3d+2 blinding attack template: mental drain(-4), sight forte only(+2), range adjust:90 meters(+2), defense can be improvised(+2), defenses add together(+4), 6 meter radius(-8), drain adjust: 2 per 3(+5) **note:** you can gain extra defense by covering your eyes or turning away (improvising), but you give up as much turn mod as you want extra defense, up to available turn mod, and you cannot dodge him.

! Photon does not have a costume power. He has a mundane outfit that he is slightly self-conscious about, but you cannot tell it is mundane when his force field is on.



Faustine

profile: 6Y090000V6

Strength 9(3d+0)

Agility 9(3d+0)

Awareness 9(3d+0)

Will 16(5d+1)

Health 10(3d+1)

Fate 7(2d+1)

skills:

+2d in knife

+2d in martial arts

+1d in area knowledge(city)

+2d in psychology(manipulation)

+2d in power use(Will-based)

+0d in running

traits:

age(mature, n/a)

pragmatic(4)(+2P)

soft spot for dogs(2)(+1P)

larger than life(-5P)

major, pervasive Enemy(+4P)

major, local Friend(-3S)

motif(4)(+2P)

looks(-1P)

wealth(+4)(-2A)

other:

dodge of 6

toughness of 5

move of 6/8/10

hits of 19

stamina of 10

lifestyle of +1

savings of +10



Faustine can overwhelm normals and many heroes with her powers, but she has limited stamina to maintain them and can only directly control one person at a time. Her conventional defense against ranged attacks deflects part of the harm at nearby NAOs, which goes with her motif of forcing people to make tough choices ("you can hurt me if you also hurt them...") Her preferred escape tactic is to make an illusion of her super-self and revert to her normal form while taking control of a 'boyfriend' ("help me out of here or stand there while I cut your throat"). Her ethos is 'Passivity is death. Make a choice, live by it and live with it'.

powers:

instant change(1P): +5 disguise instant costume
template:costume(+1), drain adjust:1 per 6(+1), gestures(+3)

deflection₁(11P): 4d+2 lethal defense
(template:armor(+1), armor adjust:full armor(-4), operational dependence on costume(+1)

deflection₂(6P): 4d+2 triggered lethal attack
*template:ranged damage(-1), range adjust:23 meters(+4), triggered(-2), max of attack value (+1), skill adjust: opposed skill roll(+2), gestures (+1), dep. on costume & deflection₁(+2), drain adjust: no drain(-3). **note:** she can roll skill against an attacker to deflect conventional damage (melee or ranged) up to 4d+2 towards another target within 23 meters (rolling her skill to hit that target). She still takes damage against her own defenses. She will often direct damage at NAOs just to make heroes stay their hand.*

choices(9P): 10d+1 Will-based compulsion
*template compulsion(+7), duration adjust: range limited(+4), must be one of two choices(+3), drain adjust: 1 per 6(+1). **note:** defense is Will plus any power defense on Will or vs. control, effect ends if you leave the range of the power.*

delusion-illusion(7P): 5d+1 Will-based illusion
*template:illusion(+3), range adjust:touch/ subjective(+3), drain adjust: 1 per 12(-1). **note:** an illusion on something she touches (which can be a person), which then affects anyone who looks at that item. The nature of the illusion matches object's actions (running, standing, etc.).*

short sword(2P): strike+0 lethal melee(2d+0)
template:lethal melee(-7), template:sword(+5).

utility belt(2A): up to +6 mundane effect
template:utility belt(+6), energy adjust:6 charges (-1), visibility adjust:subtle(-1).

police radio(1A): +6 voice radio
*template first responder radio(+6), see **page 4.19** for details.*



month 1: The chaos is starting to stabilize. Food and fuel shipments are making it into cities, often with superhero escorts. Teleporters and heroes with other special movement abilities have rescued survivors of the initial chaos who might otherwise have been beyond help. Unless you are in a very major city, the presence of the central government is still less than authoritative and heroes have formed their own official (and unofficial) contacts with police, medical centers and groups of civilians with common interests and shared skills (rights activists, hackers, neighborhood watch).

But after a month, the benefits and pitfalls of a strong central government are beginning to show. Rationing and distribution of critical supplies means that everyone is getting *something*, but few are getting everything they hoped for in terms of construction equipment, food, fuel and military assistance. National Guard (or your nation's equivalent) are a regular sight, are always armed with anti-tank rockets, anti-tank grenades for their grenade launchers (7d+2 lethal armor-piercing) and if they have vehicles, *at least* .50 caliber machineguns (6d+2 lethal armor-piercing autofire). Tanks and armored personnel carriers are common and even more lethally equipped, but fuel shortages limit their patrol frequency and they are mostly a defense and response force, parked around key locations and often with sandbags for extra protection or partial cover. Attack helicopters and fighter jets are also constrained by fuel, but are even more constrained by the need to avoid civilian casualties. *And are easier to shoot down.*

The mood of local authorities varies depending on their personal experience. Some have had good experiences with supers, others are ready to shoot any paranormal on sight and then make up a story to justify it later. *Everyone is touchy.* This is the time that the first 'registration orders' start trickling down from somewhere far away, and some people resent it. *A lot.*

The object: *Survive.* The previous three encounters were with villains who, while they might not have shed a tear if one of the heroes died, were not going out of their way to make it happen. The villain here is an Ultra, and will try to *eradicate* any hero who shows up for the encounter, most especially any who are contrary to his ethos.

The challenge: Know *when* to cut and run, and *how* to cut and run. Stürm is tough and powerful and smart. He has his weaknesses, but finding them and exploiting them may be a task for another day. A 'successful' encounter might be nothing more than grabbing a fallen comrade and *running away*.

the duration: Until the heroes safely get away or manage to drive Stürm off. Conventional military forces have *zero* chance against him.

major events: Disabled heroes, property damage.

Heroes whose original design included the government as a Friend and/or Enemy start to see the effects at this time, representing their legal status and the extra scrutiny they will be under and pressure that can be brought to bear on them. Benefits of the Friend include that the government will eventually exchange you for someone else if you are captured by villains (and the exchange could be an adventure in itself).

downtime: Heroes may accumulate experience from being 'on the job' as a hero between the end of this stage and the beginning of the next (two months). See the **gamemastering** section for more details of daily life for heroes. Unless they have sufficient passive income or are willing to steal stuff, working as a non-registered super does not pay anything so expenses for eight weeks have to come out of savings. This would be your lifestyle or one savings mark (whichever is larger) off of savings each week for eight weeks. The same is also going to apply for any of the longer intervals that follow.



Stürm

profile: 9X021512P9

Strength 18(6d+0)

Agility 15(5d+0)

Awareness 15(5d+0)

Will 15(5d+0)

Health 15(5d+0)

Fate 2(0d+2)

skills:

+3d in power use(Agl-based)

+2d in genetics

+0d in area knowledge(city)

+0d in German

+2d in psychology(shock & awe)

+2d in martial arts

+0d in running

traits:

age(mature, n/a)

racist(6)(+3P)

phobic(see text)(6)(+3P)

larger than life x 2(-10P)

major, pervasive Enemy(+4P)

major, pervasive Friend(-4S)

motif(4)(+2P)

looks(-1P)

insecure(2)(+1P)

nationalist(6)(+3P)

lair(15)(-2S)

wealth(+4)(-4P/-5A)

other:

dodge of 10

toughness of 5

move of 8/10/12

hits of 33

stamina of 15

lifestyle of +9

savings of +10

kreigform(1P): +3 disguise instant costume
template:costume(+1), drain adjust:1 per 6(+2).
note: non-Fate Attributes are 12 if out of costume

blitz₁(20P): 13d+2 half-lethal ranged AP attack
template:ranged damage(-1), half-lethal damage
(+3), range adjust:5.6km(-4), x¹/₂ vs. normals
(+2), x¹/₂ if grounded(+2), armor-piercing(-2),
3-power suite(+2), gestures(+1). **note:** has an
inherent Accuracy of 6 and has a base stamina
cost of 5.

thunder₂(10P): 6d+2 half-lethal explosion
template:ranged damage(-1), half-lethal damage
(+3), x¹/₂ vs. normals(+2), x¹/₂ if grounded(+2),
explosion(-8), 3-power suite(+2), drain adjust: 1
per 6(+1), gesture(+1). **note:** has an inherent
Accuracy of 3 and has a base stamina cost of 4.

wind₃(8P): 5d+1 drain vs. flight powers
template:power drain(-4), x¹/₂ if grounded(+2),
3-power suite(+2), drain adjust: 1 per 6(+1),
gestures(+1). **note:** has an inherent Accuracy of 3

flight(10P): +19 distance(+4 non-combat)
template:superhero flight(+2), drain adjust:1 per
12(-1)

impervious(14P): 7d+1 conventional defense
template:armor(+1), template adjust:full armor
(-4), hardened(-1)

omnidefense(6P): +14 defense omni-power
omnipower(-12), range:aura(+2), duration:an
action(+0), adjust each action(-2), triggered(-2),
reactive adjustment(-1), only for defense(+6),
opposed combat roll(+4), drain 2 per 3(+9)

omnisense(2A): any sense at a 3d+1 roll(+10)
omnipower(-12), self only(+4), duration:an action
(+0), adjust each action(-2), only for senses(+6),
heroic(15) skill roll(+3), drain:2 per 3(+9)



As a potential Enemy and recurring problem, Stürm deserves a full writeup. First, he *is* built as a point-balanced Ultra. The gamemaster can always bump up his powers to reflect any experience he might have had. Stürm might be the first Ultra that heroes run into and he is designed to be a serious threat to a *group* of superheroes. He believes that mankind has become soft by coddling those who are unfit, that *his* particular race is the most fit, and that everyone else needs to be disposed of to best make use of Earth's resources. His ethos is *'the only place in the future for the inferior is in history books, and even that might be a waste of space'*. He is so opposed to the inferior races that he is loath to even touch or be touched by them, to the extent that he will dodge them or their powers even if they cannot hurt him. However, such attacks will also spark a sense of outrage and he will prefer to destroy any of them who dare to sully him in such a way.

His real name is Richard Ironside, and the name Stürm is merely an affectation, since he didn't know a word of German until the Eschaton gave him the knowledge. Out of costume, Stürm is the epitome of human development, at the peak of normal human potential in virtually every way (*and* amazingly handsome). In the form of Stürm, he is almost a caricature of a person, incredibly impressive, but in an exaggerated rather than attractive way.

He does not care if anyone knows who he was, since all his powers except the increased attributes are his to command in *either* form, and his largely Eschaton-granted wealth means he does not have to care about mundane expenses anymore. He lives in the penthouse suite of an apartment building he now owns. The token rent he charges to his select tenants more or less covers expenses. No one messes with "his people", and his people also serve as a useful human shield to keep his penthouse from being trashed by weapons of mass destruction.

His main offense is his 'storm' power suite. The main 'blitz' attack is only half-lethal damage, but it *is* armor-piercing against everything except a hardened paranormal defense, and at 13d+2 damage it can blast through the top of a tank like it was not even there. With an Accuracy of 6 and a 'best 5' skill roll with 8d+0, he can *reliably* hit non-moving targets at a range of *several kilometers*. His skill apparently exceeds the precision allowed by mundane physics.

If he were to hit a hero like Blur, even as half-lethal damage it would kill her outright in *one* hit. Even a lightweight brick like Crusher Jones would be knocked out and half dead from a blast like that. This is why heroes get to use Fate above and beyond the normal limits (**page 3.11**). In Blur's case, she might want to deflect the hit to an arm or leg (roll hit location and use Fate to adjust the dice). The limb will *eventually* grow back...

The second attack is 'thunder', which is a half-lethal explosion designed to rattle foes that might be inside cover that lightning cannot directly reach. It is not all *that* powerful, but it is showy and is good for blasting out windows and flipping cars and such.

! The two attacks are half-lethal just to give heroes a chance of surviving a hit. You could adjust the damage type to suit the abilities of the heroes if they are all exceptionally tough.

Last in the suite is 'wind', which negates any form of artificial flight by wrapping a target in winds until they plummet to the ground. *He believes in air superiority*. He does not have the 'half effect vs. normals' modifier on this power since non-paranormal people *cannot* fly, but the power works just fine on normal fighter jets, people in rocket packs or flying by any means except their own flapping wings.



He can also fly amazingly fast, even in combat (a 250 meter combat move!), and out of combat he can outrace many missiles. He could fly across the United States in a little more than hour and not take any penalties from stamina use. He has an inherent defense that combined with his paranormal nature will stop anything but a nuclear bomb.

His last two powers are special. The first is 'omnidefense'. Basically, it is a limited omnipower that only acts in defense, is triggered by attacks that would penetrate other defenses and automatically becomes a defense against *that* attack. *If* he is able to make a skill roll against the attacker, he can analyze the attack *while* it is hitting him and *instantly* generate a defense against it. While the defense is not as good as his impervious skin, it does mean that there are no attacks he is defenseless against. In order to harm or affect him, you need either really large attacks of this sort, or two different ones hitting at the same time, and the second one also has to immobilize him so he does not merely fly away at supersonic speed. However, this or any use of the omnidefense runs through his stamina at a ruinous rate if he has to rely on it constantly.

i The omni-defense has a default power level of +14. If Stürm applied the modifiers 'alter (increase)(-1)' and the target 'broad power (conventional lethal defense)(-6)', this would drop his power level to +10, but it would add to his 'impervious' level of +22 to give him a total defense of +32, or 10d+2. This is enough to stop a mundane nuke and most paranormal attacks hurled by anything except another Ultra. He would bounce Photon's Q-laser, and could generate 'increase Will forte(-2)' to give a 10d+0 defense against Faustine's 8d+2 compulsion power. Even without it he would have a 5d+0 defense from his Will, so she would need to exceed his Will with the 3d+2 remainder. *Stürm is tough.*

If you are going to use him, figure out his likely defense benefits ahead of time against the attacks that heroes might use against him.

The final power is 'omnisense', which is an omnipower that lets him customize his sensory Awareness at will. He can see radar waves and track them to their origin, smell explosives, watch television signals, read computer disks by touch, just about anything he wants, but only one thing at a time, and it *does* cost him a fair amount of stamina. It does mean that he can cycle through senses once per action to find a way to spot invisible heroes, and he is quite intelligent about the best guess to make (normally he would start with echolocation).

All of this combines to make him a real badass that will be a nightmare to heroes he takes a disliking to. Just because of his power level, his presence for this encounter should be because he is passing through on his way to elsewhere. That way heroes do *not* have to worry about him on a *regular* basis. He is however, a good way to introduce players to the high-level baddies of an **Eschaton** campaign.

His long-range plans are to build up an organization and an army, especially of like-minded paranormals, and to use his super-genius intellect and knowledge of genetics as Stürm to come up with a way to "take care of" all of the "undesireables" on the planet. While he is undoubtedly going to be in charge of any operation he designs to be part of (a common trait among Ultras), he is happy to accept the assistance of anyone of the right genetic stock as part of his overall effort. His desire to have people come to him and want to join his effort validates his self-worth and is a small but significant blind spot or weakness that could be part of any long-term plan to deal with him.



Beneath his superficial and obvious racism and nationalism, he is a complex individual who has a few hidden weaknesses. He may be extremely biased, but he is also inhumanly smart, and is not readily manipulated through his biases. *Now, about his other potential weak spots.*

First, his offensive 'storm' power suite only works at full effect against paranormals and inanimate objects, and only works at full effect while he is airborne. *He flies almost everywhere.* Even when on the ground he hovers and glides a few centimeters from the surface, which *does* look impressive with his cape slightly swirling behind him. *Most people think he does it to be flashy.*

Second, he is very uncomfortable underground or with massive weight above him. His lair is (or will be) at the top of a skyscraper, and he has no problem with being indoors in general, so no one thinks he is claustrophobic. He will generally *not* pursue a foe underground or into the depths of a large skyscraper.

Third, he is slightly insecure. He uses his power and is a general bully not because he is overconfident and full of himself, but because he feels a constant need to convince himself that he is powerful. *He wants to be respected, but being feared is the next best thing.*

Last, his ethos of genetic superiority will eventually be put to the test, as he carries a gene for early onset Alzheimer's, a currently incurable degenerative syndrome that will eventually turn his superbrain to mush. He, and if he has children, may not match his own notions of who is fit to survive, and down the line this may be an important 'plot reveal'.

Stürm is racist, but *which* race is up to the gamemaster. Even with a Germanic name, he does not *have* to be the predictable white Aryan racist, so you *can* change his name and play him as you want.

Adventure: Rescue the Rescuers

Heroes are helping out civil authorities by guarding, escorting or helping to deliver relief supplies to an ethnic neighborhood in the city. There might have been threats against it, someone may have unofficially asked for assistance (a Friend asking for help), or the heroes may be responding to an attack by a mundane group of bandits or possibly Agent-level attackers. And then Stürm shows up, with the first inkling of his arrival a lightning bolt searing into something or someone from impossibly far away, followed by the sonic boom announcing his supersonic arrival.

tactics: Stürm has zero problem with ambush or zapping someone from nearly out of sight, but in order to demonstrate his superiority, he eventually has to be *seen*, which requires him to be close up and personal. He will attempt to open with some 'shock & awe' ([page 5.8](#)) by zooming in with a sonic boom from far away and doing something gratuitous and violent, either blowing up a relief truck with lightning, lobbing some thunder into a crowd of NAOs (at only half effect it will merely injure a bunch and cause them to panic), or blowing an arm or leg off one of the heroes. He would probably generate a -10 on the easy(5) Will check the heroes have to make, plus any bonuses heroes get for friendly team members in sight. Mundanes will probably be frozen in place for the first two turns of the encounter, and only then start to flee in panic.

By playing to Stürm's notions of superiority and need to grandstand, a foe might be able to taunt him into a close-range duel, but Stürm will *not* let himself be manipulated into melee or coming down from the air, since he is more than smart enough to play to *his* strengths, not those of his opponent. Stürm will hang around as long as he is winning, maybe longer if he sees a chance to finish off a racially inferior hero. If given the choice between pursuing fleeing heroes and trashing the relief trucks and savaging the 'mongrel' NAOs, he will let the cowardly heroes flee and mock them as they depart.



One important thing is that he does not believe in chance. He has a very low Fate for an Ultra, and he will generally not do an action unless he feels it has a very high chance of success, which for his 'best five' roll probably means he will attempt tasks of difficulty 19 or less if he is rolling at least 5d+0. This actually works to his advantage. He has a reputation of never missing, and this is not so much a reflection of his amazing skill as that he simply does not take the shot unless he is sure he will hit. And if he does not take a shot, people simply assume he chose not to for reasons *other* than the chance of missing.

setting: Late afternoon, urban, residential, small business. Fairly narrow streets, three- and four-story brick buildings.

props: Cars, lots of NAOs, military cargo trucks, soldiers, police and/or aid workers.

scaling: If heroes are agents, then Stürm needs to be scaled back *quite* a bit. Otherwise, Stürm is a handful all by himself. If heroes need help, then set up the encounter as a conflict between heroes and villain supers, at which point Stürm shows up and starts blasting *everyone*. This gives a few extra villains to become temporary allies against a common foe (and targets for Stürm to hit without worrying about killing a player-controlled hero).

experience: This may be a test of heroes living up to their ethos and personalities. Being 'heroes' gets you experience. Failing gets you little or nothing. Do you risk yourself to protect the innocent? Do you stand up to a possible ethos foe even at the cost of your own life? Or do you cut and run, and hope that you can atone for it later? Good player actions in the face of a force they (probably) cannot defeat should be reflected in the experience given.

month 3: *Amnesty and lairs.* As mentioned in chapter 2, this is about the time the first amnesty for paranormals is offered, coinciding with the first registered and government-supported superteams in an area. Players who are interested in this can probably use some accumulated XP (including from the two months of downtime) to help pay for this, including contributing to a common 'lair' that will be their new home. If they do this, the government will chip in an equal number of points towards either the lair itself or a supporting Organization (mundane security guards and maintenance staff).

A registered supergroup has two levels of very limited Status(2S). Registered supergroups have the legal authority to carry military weapons, perform arrests and are protected by shield laws against civil liability for their official actions, provided those actions are officially sanctioned. They are about the same level of status as FBI agents, and will generally be under the direction of a higher status normal from the "Paranormal Power Enforcement and Response" branch of Homeland Security (known by villains and vigilantes everywhere as the "Peepers").

! Remember that unless players spend P for any government issue weapons, they will act at half effect vs. other paranormals. On the other hand, such weapons cost no points or cash.

The nature of paranormal powers gives heroes a little more leeway in terms of property destruction, but protecting the public in general is a high priority, and a team will not be *formally* recognized until all its members have acquired at least a +0d skill in Law, with an emphasis on proper police procedure. So, heroes wanting to formally be a sanctioned superteam need to accumulate sufficient points towards it *per hero*. Though, with gamemaster consent, some of this can be "on the job training", where they are on probationary status and all experience must be spent on the skill and status as soon as possible (including spare time training).



Until then, players would have to be under the leadership (i.e. take orders from) a civilian or military law enforcement professional (Agent-level of A and S points, possibly even with powers). The team HQ would have facilities and staff like an Organization, but until players have spent points on it, the Organization is under the sole control of the gamemaster. Players might eventually spend some of their experience to gain their own loyal sub-organization within it, however.

On the other hand, heroes who choose to go it alone or as a non-governmental supergroup need to start getting serious about having a safe place to live and keeping their identity secret if for no other reason than to protect friends and loved ones from reprisals and threats. *"It would be a shame if something happened to old aunt May. Isn't she the only family you have left?"*

Heroes can pool points for a common lair or Organization, or if one of them happens to be a Mastermind, become a part of his or her existing group (which does not cost the Mastermind player any points). Salaries are of course, negotiable. Remember that if a player controlled hero works for a Mastermind, the hero *will* get some of the Mastermind's powers.

The month 3 adventure is about either being a government supergroup or being hunted by the government for not registering.

! The default campaign takes place in El Paso, which by the beginning of year 1 is uncontrolled, disputed and on its own. This would mean that sometime between now and the start of year 1, any budding superteam with official government recognition will go from government 'supervision' to 'we're busy elsewhere' to 'sorry, you're on your own'. This would let a group of heroes effectively inherit whatever facility they were in and if they had the points, collectively buy the remaining (or surviving) staff as an Organization, especially if any government supervisor they had conveniently died in the line of duty.

the object: Followup on your month 1 decision about going with the law or going on your own.

the challenge: Work out the boring details of exactly how you are going to do this, and to demonstrate enough power, cleverness and resolve to make anyone opposed to your decision back off, at least for a while. This may involve cooperation and leadership tactics that the powerful go-it-alone heroes may be unfamiliar or uncomfortable with.

the duration: One major fight. Military forces with heavy weapons will be on the scene *regardless* of which way the scenario runs. If there is a particular hero that has already started getting a reputation as a bad-ass, a SWAT team may attempt to intimidate the hero into giving the required registration information. This could lead to a tense stalemate, a situation that would not be improved if someone let slip that heroes who refuse to register are to immediately be considered fugitives from justice, armed and dangerous.

major events: Dealing with twitchy troops on your side, fighting chaos while dodging curfew.

consequences: How heroes handle the start of government control of paranormals and the first restoration of normalcy will have long-term effects on their career. Actively helping the government (even if they are not registered) would be in their favor if they later changed their minds, while acting to prevent the capture of someone they considered a 'good guy' would place them under extra suspicion.



Adventure: It's the law

Because this is a scenario that could put heroes on *either* side, and could range from straight-up combat to just a lot of tense negotiations, there are no *specific* supers associated with it. Instead, you would select a sufficiently challenging group of heroes or villains from the rogues gallery and then add a **heavy weapons squad** of normal soldiers and a **Humvee with a TOW launcher**.

tactics: This scenario is all about teamwork. *Either* side will have several powerful entities, plus some normals who would be ignored at your peril. The government will have done its best to quietly clear all the NAOs from a few blocks in every direction, but there is no way that *anyone* is going to be surprised at what is coming. Government forces are there in a support role. Their instructions are to stay under cover, stay dispersed and try to pick off anyone who looks vulnerable as long as they will not catch good guys in the crossfire.

setting: Urban, probably semi-ruins, with a mix of rubble open areas, maybe a few intact buildings and burned out shells. Lots of rubble, wrecked cars. Probably no running water or electricity.

props: Big blocks of cement, steel beams, piles of shattered bricks and glass.

scaling: If heroes are Agents, then opposition should be Agent-level or one Mastermind and some Agents.

experience: Any bonuses should be for creativity and cleverness. The prior evacuation of the NAOs means that this encounter is talk or fight, and either one can be done in a way above and beyond the expected way of doing things. The gamemaster should read ahead to the month 6 encounter, as it is entirely possible to have rogue heroes get badly injured, captured and finally recover in time for the month 6 events.

Month 6: *The new normal.* Supers are now a part of daily life. The economy is still trashed, electricity might not be 24/7 and curfews and censorship are still in place in many regions, but daily life has integrated supers in much the same way that daily life in WW2 London integrated the possibility of Luftwaffe bombers raining down destruction on short notice.

The fan clubs, the official (and unofficial) merchandise, the whack-a-mole illegal video sites, the whole "real supers vs. big comic book companies" fracas, all of these are well underway at this point and can be the focus of short adventures or setting up some new relationships. If a player took an impoverished lifestyle and wants to change that, maybe they can spend some points or have a comic company as a minor 'Enemy' (working for them as a spokeshero constrains your public actions if you want to keep your job and you will have extra scrutiny by the media).

the object: As the world is adapting to your presence, so must you start adapting to the world and how it views you and those like you.

the challenge: Starting work on making your ethos real, while simultaneously dealing with the other responsibilities that your new life might have.

the duration: One major fight as a group, possibly several small ones as solo encounters.

major events: Pursuit, hostages, property destruction, death.

consequences: How you handle some difficult choices will make a difference for you, your friends and how the world views you.



Adventure: Breakout!

This is possibly a continuation of the month 3 adventure. Some 'bad guys' (by *someone's* definition) need to be transported from the hastily arranged deep subway tunnel with demolition charges that was the previous jail, to a newly constructed holding facility built *specifically* to contain paranormals. Heroes are either going to be tasked with escorting this prisoner convoy to some distance out of town where they will be handed over to a specially designed set of government transport vehicles, or the heroes themselves are the bad guys, having been captured at the end of the month 3 encounter. It is possible that not all heroes were captured and the ones that remain free are part of the effort to break the other ones loose. You could also have non-player heroes orchestrating the breakout to recover a hero, maybe even with the help of villains as a combined effort against a common foe (the government in this case).

Somewhere in this mess is a Friend, Enemy or Favor, along with a wild card or two. If heroes are the escorts, the prisoners are anyone they captured in the previous encounter, plus a new face or two, so long as the power balance is about right. If heroes are the prisoners, then someone else is with them, preferably a genuine villain or two.

The government does not have a foolproof way of keeping all paranormals sedated or confined in cases like this, but they do a pretty good job. Gas-based anesthetics and remote-control electric-zapping shackles, chained to the reinforced steel floor of a windowless armored shipping container with its own air supply, that is in turn bolted to a flatbed trailer and escorted by APC's and attack helicopters.

But all this is for naught if someone managed to substitute scented air for the anesthetic and hacked the access codes for the shackles.

The scenario will open with the prisoners waking up from sedation, something that it does not take a super-intellect to figure out is *not* part of the normal government routine. The power lights on the security cameras flicker and then go out, and then the leg shackles unlock. The wrist shackles stay in place, but at least the prisoners can move.

Then, things happen on the outside. Whatever attack force there is sets off two *large* high-explosive charges underneath the prisoner flatbed while it is moving at highway speed, tailored to blow open the container with minimal (read: survivable) harm to the paranormals inside. Describe it in graphic, slow-motion detail as befits a movie version of the scene. This will probably scatter the prisoners around the edges of the crater where the truck used to be. The gamemaster should feel free to do something like an 10d+0 half-lethal *mundane* attack on the prisoners just to see if it bruises any of them.

Simultaneously, a combined paranormal/normal attack will start against the escort force, normals attacking normals and the paranormals attacking paranormals. So, shoulder-launched missiles will go for attack helicopters, anti-tank rockets against APC's, and only once those threats are dealt with would these forces try to engage supers.

Somewhere in here is a clever escape plan. The prisoners are expected to help in their own escape, but the rescuers need a plan as well. Perhaps a prisoner got a secret message and once free, heads for a specific spot where an escape route is ready. This is a good scenario to start breaking out the weird science and bizarre gadgets. Agents with single use teleport belts. Storm sewers refitted with rails and rocket sleds, weather control machines that blanket the entire area in impenetrable fog (but you of course have sonar goggles to see through it). You can either *deus ex machina* it, or make up a few disposable gadgets of absurd power.



fog machine(disposable weird science gadget)

template: weird science	+6
gadget: obvious, immobile, mundane	+7
template: mental drain	-4
alter target: sight Awareness	+2
range: self only	+4
adjust effect duation: 8 minutes	-1
defense against: protects absolutely	+4
special: radius effect(350 meters)	-20
preparation time(1 minute, concentration)	+5
requires gestures(keyboard)	+3
energy bank(charges, 1 charge)	+6
gadget mass(4 tons)	+36
modifier total up to gameworld base(6/16)	+16
excess modifier/4	+8
bonus for disposable	+6
power level for 1P	+30

This is a weird science disposable mundane gadget, so by the guidelines on [page 4.60](#) it has a gameworld base of 6/16. So it gets a power level of +30 for 1P. This is more than enough to reduce even an ultra's normal vision to nothing, unless of course you have a visual awareness sense that is *not* based on light, like the aforementioned sonar goggles, or have whatever is the 'weird science' vulnerability of the power.

The downside is that it is a four ton gadget that cost someone 1P and once it is triggered, that 1P is gone forever (unlike a normal disposable gadget which can be replaced with cash). It represents several months of work by some rogue genius. It would be mounted inside a disguised vehicle somewhere near the breakout site, and the operator of the gadget needs to have their own escape plan. Since the gadget is obvious, anyone looking in that direction will know the effect originated from that specific spot (though they might not be able to find it anymore). It is not immediately obvious during the preparation time, but it is going to be generating some sort of paranormal energy field while it builds up to critical power, which might be detectable if a hero has the right sort of senses.

tactics: This scenario is all about improvising. Whether heroes are the escorts, prisoners or the rescuers, not everything is going to go according to plan, and everyone is likely to have a surprise or two. There might be two "prisoner vehicles" and the second one might be a giant turret-mounted laser cannon in disguise (huge gadgets can be employed by *both* sides). Or, the people trying to break the prisoners loose blow up the laser instead of the real prisoner vehicle and then have to manually pry open the tin can the prisoners are in. This scenario is designed to let *everyone* go wild.

To further complicate matters, the prisoners are not necessarily all good guys or bad guys, and there may be both some alliances of convenience and maybe a few "kick 'em while they are down" moments when an escaping villain blindsides a hero to help facilitate their own escape (*"I don't have to outrun the Peepers, I just have to outrun **you**..."*)

setting: Interstate highway going through mostly open terrain. Some high-voltage electric lines are nearby (maybe to power some übergadget?), and there are either underground storm drains, water pipelines or other buried tunnels to be exploited.

props: Steel guardrails, chunks of cement, bits of blown-up vehicles, fire.

scaling: If heroes are Agents, then opposition should be Agent-level or one Mastermind and some Agents. It might be Agents trying to break their Mastermind out of custody. If heroes are the ones held prisoner, then there should be a lot of normals with good but mundane weapons, a few Agent-level specialists with a power or two especially useful for this situation, and a few supers as escort. Hero prisoners should be somewhat groggy and should be exactly at the -1d threshold for non-lethal damage. This damage *can* be recovered with healing or regenerative powers.



experience: This could be one big fight, or turn into a number of running battles as the prisoners head in different directions and pursuit has to split up (reset each combat turn to zero and create an end condition for the getaway). Or, it could go amazingly without a hitch, one side mopping up the other in short order. Heroes who are detail-oriented in the planning stages without bogging down play should be rewarded, and those who make good intuitive leaps or anticipate their foes to good effect should also be rewarded. Some people may owe other people Favors. The gamemaster can consider awarding a full character point (A, S or P) to anyone who owes someone a really big favor, sort of the opposite of the trait. Instead of paying a point to be owed a favor, you *gain* a point for being uncomfortably obligated to someone else. Which could be *very* uncomfortable if it is a villain you owe the favor to.

The aftermath is the rest of the adventure. Politicking, transport of prisoners or prisoner exchanges, publicity, recriminations, making sure that any promises made are kept. Each hero will have their own little crisis to deal with, something that will come back to help or haunt them at the year 1 stage of the campaign.

Downtime - Heroes may accumulate some experience from being 'on the job' as a hero between the end of this stage and the beginning of the next (six months). However, unless they have sufficient passive income are willing to steal stuff or have powers that substitute for income, working as a non-registered super does not pay anything so living expenses for twenty-four weeks have to come out of savings.

This will be the last big downtime before the main campaign starts, so if a player wants to adjust a power or get a new skill or bump an attribute by a point, this will be the last opportunity they have to do it before regular, constant 'game time' begins.

Year 1: This is the start of the continuous campaign, where events happen with only minor downtime between them. The scenarios that led up to this point were merely the 'training wheels' for **Eschaton**. It gets you familiar with the world, your hero, the way powers work and the quirky and non-comic book aspects of the setting. It was the prequel to the main event, the origin stories that tell who you are and how you got that way. Now, we move on to the 'real' campaign, the world as outlined in **chapter 2**.

If you go from a '6 months' adventure to the 'year 1' point, this is more or less 6 months of downtime for hero improvement. Players should *definitely* use this opportunity to patch over any weak spots in their hero design, and the gamemaster needs to make sure the process is not abused. Gaining a brand new power should not be something that just happens 'off-screen'. Even if it is only a small one-on-one player and gamemaster session, there should be *some* role-playing involved. Whether an incident, accident or finding someone to train you, acquiring a power *other* than what you got from the Eschaton is a *big* deal. It is less of a big deal if it is in the form of a gadget rather than an inherent power, but even that is going to require some interesting negotiations. For instance, how do you 'pay' for something in-game when it has a cost measured in P? Is there an actual underground economy based on the psychic leeching and trading of paranormal power? Or do you just go the more plausible route and say the expenditure of points represents time, effort and becoming one with your new gadget so that it is an extension of your paranormal self (which would be the case if you had an otherwise mundane weapon bought with P).



Adventure: Heavy Metal Overdrive

As a change from some of the more angst-y adventure ideas and backgrounds so far, this is a straightforward knock-em-down and drag-em-out fight.

The tag-team of villains who call themselves Heavy Metal are Iridium and Cesium, like-minded individuals who have powers based around an elemental-like control of a particular element. Both of them slowly use up that element through use of their powers and have to periodically find new supplies. Because this is not an uncommon paranormal motif, supplies of rare elements and other power totems are under a lot stricter lock and key than they used to be. Heavy Metal are going to be assisted in this endeavor by a handful of sports, agents and normals. While a purely normal heist might involve a lot of subtlety and secrecy, Heavy Metal simply plan to go in, powers blazing, grab the loot and vamoose in getaway vehicles (neither of them can fly). Unless you want or need these two to hang around, this is their last big job in town. They plan on making their robbery and leadfooting their way out of what they see as a dead-end location. There is a villain-run city a few hundred kilometers south that has a Chaos Confederation affiliate. They want to join, and need some spare cash for the membership fee.

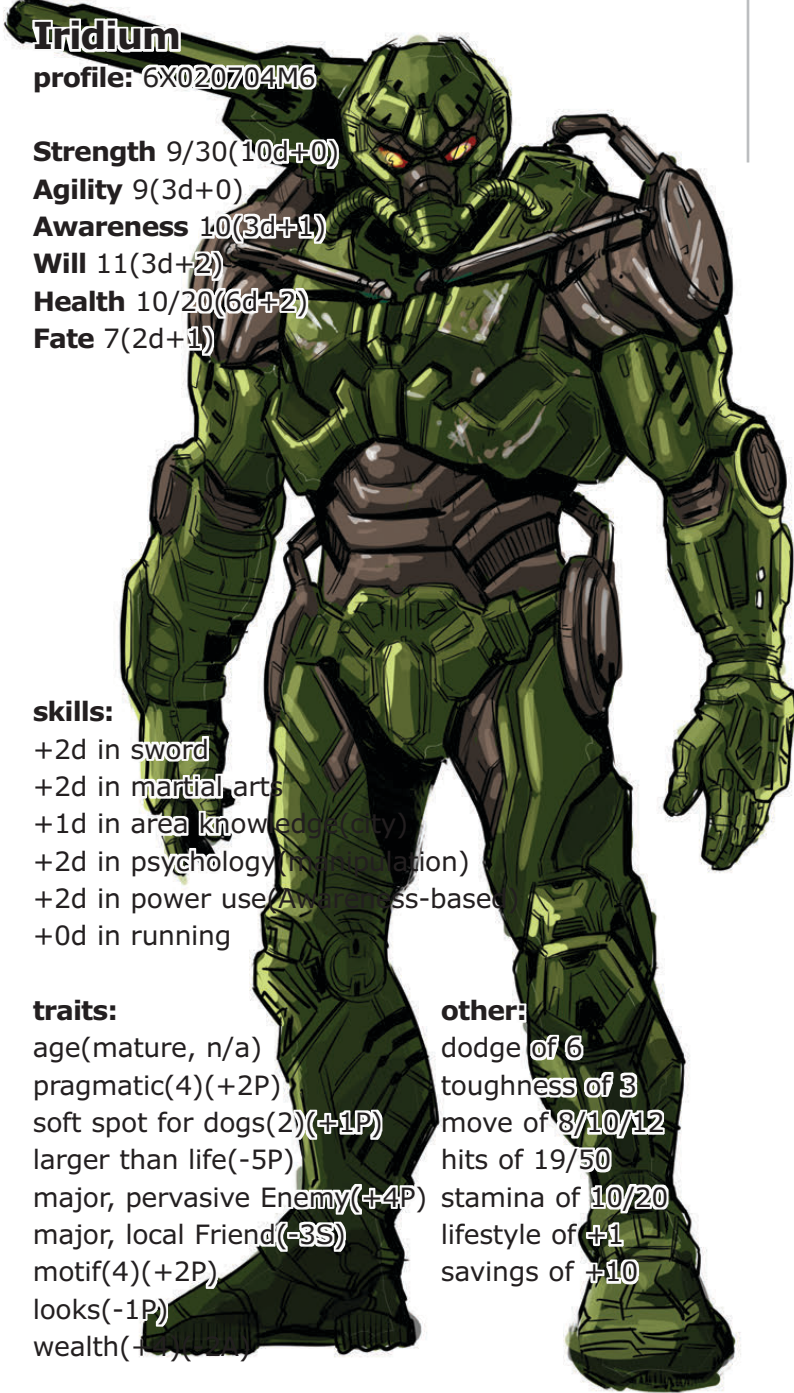
Iridium may be a new sort of villain for heroes to deal with. Unlike the ones presented earlier, he is a 'gadget villain', one whose powers come almost entirely from a weird science gadget, a suit of powered armor powered by an 'iridium reactor' and armed with a cannon firing iridium alloy shells. From a gameworld standpoint, the reliance on gadgets makes him a *lot* more powerful than a hero with inherent powers, but it means he is virtually powerless if you can get him out of it (or otherwise deactivate it). From a rules standpoint, extra modifiers for the gadgets and the beneficial modifiers he has for using **weird science** make him more formidable than a hero with inherent powers.

Cesium on the other hand is more of an 'elemental'. His empowered form is metal, a metal which is dense, conductive, violently reactive, flows at room temperature and has some very radioactive isotopes. And Cesium the villain has powers and vulnerabilities that reflect all of these. His powers that use energy must be recharged with cesium, which is part of the 'power replacement(+3)' in his weird science.

Cesium also takes advantage of the ability to design a single power to do many things. His 'metalloform' power is simultaneously an increase to his Strength *and* Health, a change to his body composition *and* weight *and* armor. This stacks up quite a few negative modifiers in terms of power design, but each +1P he adds after that increases *all* of the effects by +2. We are mentioning it here because even the shorthand description of powers for something like this is pretty complex.

In addition to gaining themselves several months of supplies for their powers, this robbery is also a sort of "competence exam" for the Chaos Confederation, a loosely allied group of villains based out of the autonomous territory of Turing, a region shielded mostly by the electromanipulation powers of Volta and organized and managed by the Mastermind known as The Nepotist (power to force loyalty on underlings).

The Chaos Confederation has its own code, binding members in a mutual assistance pact, loaning skills and underlings to each other, helping break members out of confinement, and so on. A cut of all booty earned, extorted or plundered goes into a common fund, which defrays costs, buys ammunition and helps to pay for a share of the civic expenses that support the civilian population of Turing.



Iridium

profile: 6X020704M6

Strength 9/30(10d+0)

Agility 9(3d+0)

Awareness 10(3d+1)

Will 11(3d+2)

Health 10/20(6d+2)

Fate 7(2d+1)

skills:

+2d in sword

+2d in martial arts

+1d in area knowledge (city)

+2d in psychology (negotiation)

+2d in power use (Advanced, class-based)

+0d in running

traits:

age(mature, n/a)

pragmatic(4)(+2P)

soft spot for dogs(2)(+1P)

larger than life(-5P)

major, pervasive Enemy(+4P)

major, local Friend(-3S)

motif(4)(+2P)

looks(-1P)

wealth(+1P)

other:

dodge of 6

toughness of 3

move of 8/10/12

hits of 19/50

stamina of 10/20

lifestyle of +1

savings of +10

Iridium is an energy projector brick with some enhanced senses and defenses. He is not exceptionally flexible in what he can do, and is not all that fast, but he is pretty tough. The suit adds to his Strength and Health, which *does* give him increased hits. But these increased hits are the suit's hits, not his. And penalties taken on the *suit's* functioning from hits taken to this extra amount will not affect him if he is not in the suit. His ethos is 'Power comes from what we make, not what we are'.

powers:

armor(6P): 12d+0 protection against lethal template:armor(+1), template adjust:no blunt trauma(-4), range adjust:aura(-2), prep time 4 min.(+4), obvious worn gadget(+3), 320kg gadget(+25). **note:** He has to buy his Strength high enough that extra weight is not encumbrance, and if Strength were inactive he would be immobilized.

enhancement(6P): +21 Strength & +10 Health template:boosted attribute(-1), plus derived(-2), weird science(+6), physical dependence(armor)(+1), energy bank: x250 energy(-9), energy replace in 15 min with special equipment and hard(11) skill roll(+8), obvious gadget(+2), 50kg gadget(+16). **note:** Iridium spends 3 energy + turn mod whenever he is actively using the suit.

hypercannon(9P): 10d+2 ranged lethal AP attack template:ranged damage(-1), weird science(+6), range adjust:1.4 kilometer(-2), armor-piercing(-2), autofire(-2), gestures(+1), dependent on enhanced Strength(+1), ±1 flexibility(-4), energy bank: 250 charges(-9), replace in 15 minutes with special equipment & hard(11) skill roll(+8), obvious gadget(+2), 64kg gadget(+18). **note:** has an Accuracy of 5. the flexibility means he can switch at will to variable spread, shotgun effect, or +1 to Accuracy. Remember that this attack is normally autofire **and** armor-piercing.

high-res radar(2P): see via radar at up to +7 template:enhanced sense(+1), drain adjust:no drain(-3), obvious worn gadget(+3), physical dependence on armor(+1), 2kg gadget(+3)

mindshield(2P): +8 defense on Awareness & Will template:mental defense(-4), weird science(+6), physical dep. on armor(+1), drain adjust: no drain(-3), obvious worn gadget(+3), 2kg gadget(+3)

sword(2P): strike+0 lethal melee(9d+0) template:lethal melee(-7), gadget:sword(+5). **note:** this is a paranormal attack in his hands, and is mundane if someone without powers uses it.

full comm suite(3A): up to +13 comm. rate template:transceiver(-3), obv. worn gadget(+3), 8kg gadget(+9)



Cesium

profile: 6X020704M6

Strength 10/26(8d+0)

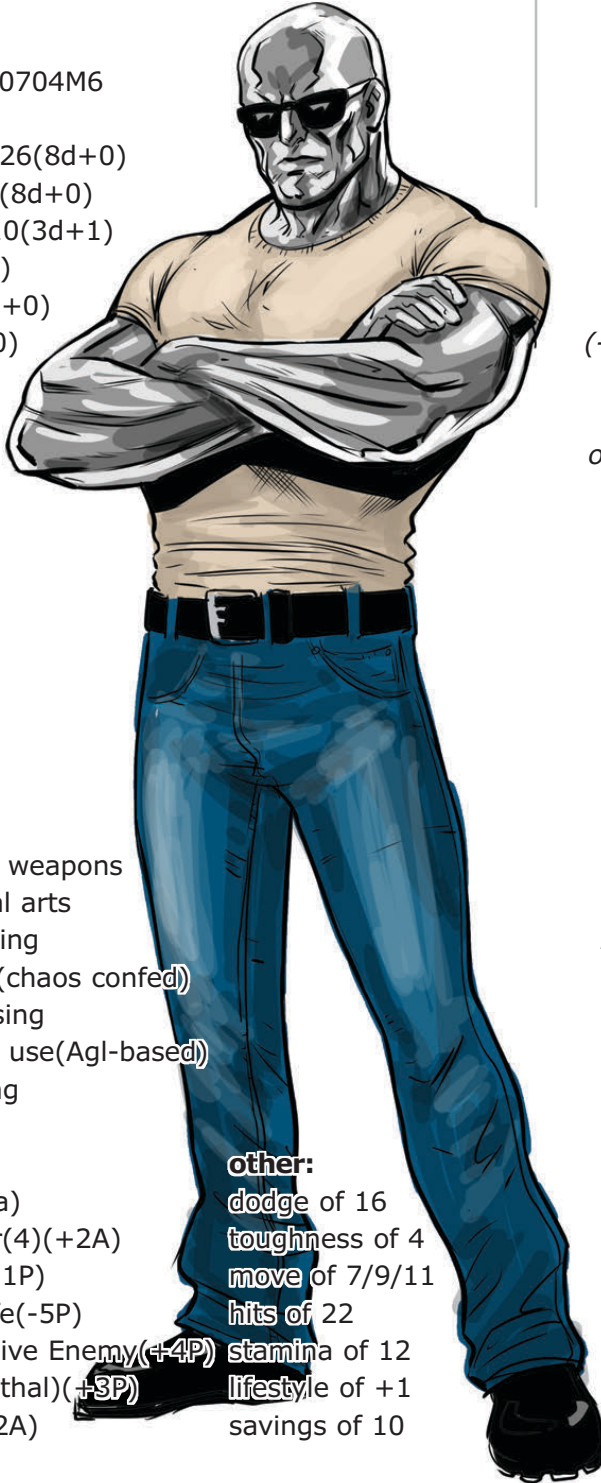
Agility 10/26(8d+0)

Awareness 10(3d+1)

Will 11(3d+2)

Health 12(4d+0)

Fate 12(4d+0)



skills:

- +2d in melee weapons
- +2d in martial arts
- +2d in gambling
- +0d area kn.(chaos confed)
- +2d in carousing
- +2d in power use(Agl-based)
- +0d in running

traits:

- age(adult, n/a)
- heavy drinker(4)(+2A)
- gambler(2)(+1P)
- larger than life(-5P)
- major, pervasive Enemy(+4P)
- bane(1d+1 lethal)(+3P)
- wealth(+4)(-2A)

other:

- dodge of 16
- toughness of 4
- move of 7/9/11
- hits of 22
- stamina of 12
- lifestyle of +1
- savings of 10

Cesium is a straightforward brick with a nasty ability he can only use at short range (defense is magnetic shielding). He has the benefit of regeneration and the ability to change his body shape to about anything (often a melee weapon), and can fit through tiny openings. He was drunk when the Eschaton gave him power, and his ethos is 'Do what it takes to make the most of the hand you were dealt'.

powers:

metallogenesis(1P): +8 transformation
template:costume(+1), energy reserve:23 energy (-2), replace in 1 minute(+3), weird science(+6).
note: Strength & Agility are 10 out of costume.

metalloform(15P): multiple effect power
effect:increase physical characteristic(-3), extra targets at full effect(-4), effect:defense vs. lethal (-4), effect:morph physical characteristic(+0), extra morph targets at full effect(-4), range of self only (+4), power duration:always on(-2), no drain(+0), operational dependence on costume(+1). **note:** this power is designed from the ground up and has no templates. The modifier total is -12 and Cesium gets +28 from spending +14P for a final power level of +16. This gives him +16 Strength, +16 Agility, +16 defense vs. lethal attacks(5d+1), +16 mass (mass level of+24, or 3.2 tons), and he can morph himself in terms of function, range and composition(body of cesium). Morphing function allows him to reshape his body into any sort of mechanical tool. He can reform his hand into a strike+2 sword that would do 7d+2 lethal damage on a hit, and can adjust his shape by a symmetric modifier of +16 (like +16 to height but -8 to width and depth).

metalloynthesis(1P): regen 6 hits per time level
template:regeneration(-4), drain adjust: 2 per +3 (+5), energy reserve: x32 energy(-3), replace in 15 minutes(+5), zero effect if replacement lacks cesium(+3). **note:** in effect, he has 8 uses of regeneration since each one takes 4 points from his energy reserve.

positron blast(10P): 9d+0 lethal bypass blast
template:bypass damage(+1), range adjust:23m (+4), gestures(+1), drain adjust: 1 per 3(+3).
note: this also works on inanimate objects, ignoring their armor value and going straight into their hits, so it can blow apart many mundane vehicles in one hit (damage limit still applies).

positron shield(5P): 3d+1 force bubble
template:force wall(+2), radius 2m(-5), drain adjust: 2 per 3(+5). **note:** the special effect is **not** the defense for the positron blast, so he **can** shoot through his own shield.



He has no special defenses and in paranormal identity takes damage from contact with large amounts of water, which his cesium body reacts violently with, scattering flames in every direction (fog and rain cause him to smoke and sparkle but do not do damage). He is, however, lucky as hell at avoiding such hazards. He cannot change from mere human to Cesium without having some of it in his system (he does not react to it like water does), and his abilities to change form and regenerate require cesium for replenishment.

! In the real world cesium ignites in contact with air, let alone water, but he is so far beyond what is 'real' that we can make allowances.

In a fight Cesium makes the most of his flowing metal body, which is also a nifty escape power as long it is not down a water drain. By thinning himself down, he can turn his hand into a sword and strike with it from several meters away, stretch thirty stories tall to grab a low-flying hero with his three ton body, and is more dextrous than people might give him credit for. And by transmuting part of himself into Cesium¹¹⁴ he can emit a directional blast of positrons (anti-electrons) that can blast apart any target without magnetic shielding.

Cesium is an imperfect villain. He is reliant on melee and short range attacks, but is not all that fast. He is lightweight for a brick, has no fancy senses, defenses or communication powers, has limited escape abilities and a very rough combat weakness with his vulnerability to water. But he is *really* hard to hit if dodging and can use his force bubble to deflect minor water hazards. He needs a teammate to cover for his weaknesses and is willing to make a few personal compromises to keep himself free and in supplies. He does not like to kill nor will do so deliberately, but he will *not* hesitate to use his bypass blast on anyone threatening his freedom. It is also really handy for wrecking vehicles or cracking open vaults or other targets with a high armor value...

Adventure: Blindsided

Not so much an adventure as a solo encounter or a between-scenes vignette. Virtually every super will have an Enemy or two who wants to make their life miserable. And these enemies might not have *overtly* shown themselves yet. *It is time that this oversight is corrected.*

One thing that most Enemies worth the name (and points) are fairly good at is information gathering. Heroes have secrets, sometimes Secrets, and figuring these out can be leverage or combat advantage. For instance, Cesium's vulnerability to water is not public knowledge (yet). He uses his force bubble to minimize exposure, and his Enemy keeps knowledge of it to themselves to give them an advantage to spring on him someday. Many enemies are individually less powerful than a hero, and are worth the points because *as a whole* they are more powerful. An enemy's power is often tempered by not wanting to overplay their hand, and they may do minor tests or operations against their target for the sole purpose of gathering more information.

Let's take our sample hero, Blur. She has the government as an Enemy, but she is not a 'dead of alive' priority item. Once it becomes clear that she is *not* going to register, some bureaucrat somewhere is tasked with figuring the way to bring her in, one way other the other, with the minimum fuss. Blur is going to have a decent amount of goodwill in the area she acts, so public opinion factors in. *So, how would you work this into an encounter?*

Well, she does not have an exceptionally good disguise, so a bit of mundane investigation and some covert security cameras should be able to track her back to her 'lair'. If the *player* has not taken precautions, her apartment could be bugged, her computer tapped, her contacts copied, and so on. Her normal schedule will be determined, and the fact that her brother is in the local police noted.



With all this, the government sets up a trap. Feeding information to the police from government sources, this information is carefully designed so that the police and/or her brother will pass it on to Blur, allowing government operatives to set up a situation designed to capture her with zero public exposure. A deserted location, a bypass attack that she does not have the defense for (like a knockout gas or electric zapper), and she will be in custody in no time. Once safely in hand, she can either 'join the team' or stare at cell walls until she changes her mind.

For dramatic purposes, there are any number of ways this can go. Maybe the *player* wants to have Blur join a government superteam, but secretly be resentful of it. You play the scenario out and let the chips fall where they may. Maybe it is just supposed to be a reminder to take Enemies seriously. So the government low-balled the electric zapper and it merely stuns her, giving her a chance to fight off or escape the net gun-equipped capture team. Or perhaps the government played its hand too soon. Her brother gets suspicious and finds that something is not quite right in the government story and radios Blur right before she walks into the trap. Does she go in anyway, but forewarned, or does she run away and go underground, abandoning her prior life as Asha Green and living solely as Blur or a nobody?

You could look at any of these possibilities and write a short story arc about it in comic form. They are *all* good fiction and advance the plot and character development. You can look at each hero's development up to this point and work in a short 'enemy' scenario for each of them. If you want to make it a little more intense, make it a double, where the hero being targeted has another hero who came along unbeknownst to the Enemy, giving the hero an edge against superior force and maybe someone to help them escape if things go badly.

The future?

Once you hit the 'year 1' point, a gamemaster should start looking at what a television show would call a 'story arc'. *Something* is going on somewhere. Something *important*. And the heroes are going to be the ones who have to deal with it, whether they are prepared to or not. It may not be the focus of *every* game session or even every adventure, but there *will* be hints and clues and foreshadowing. There is a pattern to a series of bizarre robberies, a group of villains who are known to hate each other have set aside their animosities (at least temporarily) and no one knows why. The great Pacific Trash Gyre has become sentient and is headed for California. Weird stuff that can *only* happen in **Eschaton**...is happening.

Because the campaign is *your* campaign, how it plays out will be unique, but here are some 'important things' that could be going on, possibly more than one at the same time:

evil experiments: Your government (and/or other governments) are experimenting on imprisoned paranormals, trying to find some 'essence' that they can extract or duplicate, allowing them to eventually create super-soldiers, super-spies, super-assassins and eventually become the *only* group with access to paranormal powers by the simple expedient of *manufacturing* enough loyal paranormals to overcome the ones created by the Eschaton. As part of this, they are creating a database that helps them predict which paranormals will have the 'essences' needed to create or duplicate a particular power. With this in hand, plausible excuses and manufactured evidence will be created to frame that paranormal for a crime and then send a team of government-sponsored paranormals to bring them in. This will gradually unravel if a hero is determined to be a unique source for something the government wants and a manufactured case against that hero goes awry, the 'innocent man hunted by the government for a crime they did not commit' combined with 'conspiracy worth killing for run by people in the halls of power' sort of plot.



puppet master: The President of the United States has not been seen by the public since the Eschaton arrived, which is mostly for his own safety. He is isolated from computer networks, he has body doubles, round-the-clock security and the best and most trusted paranormals that can be found to protect against as many means of assassination and influence as possible. There are quite a few of conspiracy theories out there involving the President and a few plots that are not in the public consciousness.

- the President has been replaced by a paranormal who absorbed his memories and who can even pass scrutiny by even his family and friends.
- the President and Vice-President died in the initial chaos and the Speaker of the House is the acting President, with the body doubles merely being bait to draw attention away from the real head of government.
- the President is a mutated paranormal who escaped his Secret Service handlers and is using power rather than politics...as a villain! The President is keeping his former identity secret, and the government is trying to figure out *which* villain he is, without letting on that this villain is of particular importance.
- a weird science gizmo has been smuggled into the television camera used for the President's pre-recorded speeches, and this gizmo allows him to be remotely manipulated with long-term suggestions.
- the President is being held prisoner because he is pro-paranormal and a cabal of political and military figures have pulled off a secret coup, waiting for an opportunity to use the President as the 'victim' of paranormal attack to generate outrage against heroes and villains alike.

More than one of these can be happening at the same time. For instance, the Speaker of the House might actually be a paranormal who was responsible for killing the President and now secretly rules the country.

force the change: There are villains who have good intentions, but are 'villains' because of the way they want to do things. If your goal is for the world to go 'green' but you are going to force the matter by contaminating or destroying the world's petroleum reserves, then you *are* going to be seen as a villain. Disruptions to the food supply, nanotech attacks on the microelectronics civilization relies upon, or cutting down on the number of wars by eliminating ninety percent of all the males on the planet are also examples of forced change in service of a perceived long-term good. In **Eschaton** terms most of these are going to be weird science gadgets of some sort or massively delegated powers, things that take a lot of time to come to fruition and which require unique elements or components that are hard to come by. It also gives you some classic tropes to play with. What better place to spread a microchip-destroying plague into the upper atmosphere... than from a secret lair in an active volcano!

playing the long game: By the beginning of year 1, the first children have been born with one or two paranormal parents. None of these infants have yet demonstrated any powers or paranormal damage resistance or healing (or at least, not publicly), but in many traditions, such powers do not arise until puberty or at least until the child can be taught a value system to use those powers with. While a few of these parents are public figures, part of registered superteams and such, some are leery of how society and government will view them. A few mundanes have wondered if paranormals will render regular humanity extinct, and anti-paranormal groups are starting to form. More than one paranormal couple has dropped off the map, and no one knows whether they merely seek to raise their child in anonymity, or whether their disappearance is something more sinister.



the quaking: One of the better kept government secrets in an **Eschaton** campaign is that the amount of destruction in the first few days of chaos, especially in urban areas, cannot be accounted for by 'natural' disasters, superheroes and supervillains, even when ultras are taken into account. While there are an extraordinary number of people with powers, those with an ability that can in a few minutes or hours bring down a modern steel-reinforced skyscraper are a distinct minority. And when a database of known paranormals is compiled, the numbers just do *not* add up. Nor does the record of seismic activity account for it. Which leads to the interpretation that dozens if not hundreds of entire city blocks were wiped out with few or no witnesses and no real explanation of why or how.

The general public simply assumes these areas of devastation were the result of battles between very powerful supers. This belief is reinforced by the government narratiave and the handful of cases in which this *did* happen and for which video records exist.

Paranormals, even those working with and for the government, are seen as part of the problem or at the very least are considered a security risk because their powers lead straight back to the Eschaton. So, no matter what skill or insight a super might be able to bring to the problem, they are very specifically kept out of the loop, and anyone who *does* know is kept as far from supers as possible.

Some government research and policies may be linked to this secret investigation, but never in an easily traced or investigated way.

GAMEMASTERING NOTES



The rest of this chapter is specific notes for gamemastering **Eschaton**, and some grubby details about the setting which may be of use. A deeper look at the default campaign location (El Paso) is in chapter 6.

How to run a campaign

You may know all this already. You might be a long-time player of **Hero System™**, **Savage Worlds™**, **GURPS®**, **DC Heroes®**, **Marvel®** or any other rpg or system with a superhero setting. *If so, skip ahead.* If not...

A superhero setting has some fundamental differences from most other rpg settings. In most non-super campaigns, adventurers may travel quite a bit and do a lot of mundane investigating, but big fights are often the *climax* of an adventure and while adventurers are a cut above normal, they are not so much of a cut above that they can ignore things like swords and guns and the normal weaponry and threats that other people have to deal with.

On the other hand, in a superheroic setting, the players take the role of elites who are literally an order of magnitude more powerful than normal people, with the possibility of powers to lift secrets out of people's minds, travel vast distance in minutes instead of hours or days, bypass physical barriers and do all kinds of things that normal people cannot do *nor* protect themselves against. It would be like a fantasy setting where the adventurers *started* play as high-level characters loaded down with magical loot and spells.

Normal people and antagonists *can* be a real problem for supers, but only if they are *very* careful, *very* skilled and often *very* well funded. However, much of a superheroic campaign is going to involve the supers interacting with other supers or dealing with plots instigated by supers.



And fights are going to be *quite* frequent and will deal with other supers or levels of force appropriate for supers. So, how *do* you handle campaign pacing and all the things that you do in a more mundane game setting?

First, consider just doing all the same stuff, but at a higher level. That is part of what agents and masterminds are for, to generate entire organizations where the henchmen have minor level of power and are not *quite* the walkovers that normals are. They have the potential for special defenses, weird gadgets, good armor *and* are less vulnerable to mundane damage just like player-controlled supers. So, trying to infiltrate an enemy base is like it would be in a mundane campaign, but with a bit more firepower being tossed around. You can go into a seedy bar and ask questions and use your mental powers, but then find that half the patrons are able to see mental powers being used and resent it, leading to a super-powered bar brawl. The moody melee brick just trying to have an angst-filled quiet drink (and failing) is almost a cliché. And of course, any attempt at super-powered subterfuge will require super-powered levels of investigative talents and powers.

Second, just be reactive. This is a lot simpler and comic-booky, but not as satisfying in the long run. Heros are centrally based and encounter villainy by accident or because they are alerted to it. The police radio reports a bank robbery, everyone zips out to the scene to intervene and surprise!, a superpowered firefight happens. Or the robbery was *designed* to get the heroes to come out, but is actually an ambush for them! Or, you go out on patrol in the bad part of town looking for trouble, and find it. Or, you find the location of a villain hideout and go in to bust it up as a frontal assault. If you are running a superhero campaign for the first time, you might want to go with this tactic to begin with until you get a feel for the level of skill and power needed to implement the first strategy.

Third, deal with both the travel, investigative, social and combat aspects of the genre in the way that matches how *you and the players* enjoy any comics that you read or shows or movies you watch. *X-Men* feels different than *Marvel Civil War* and that feels different from *The Boys* which is different than *Planetary*, and that is different from the television show *Arrow* which is different from the movie *Mystery Men* (*which is pretty much a superhero movie where **all** the good guys are Sports*).

EABA has plenty of advanced rules and options that allow you to streamline certain things that might be necessary for furtherance of the plot, but which you do not want to spend any more time on than necessary. Use the simple social interaction and dialog rules to get a feel for how conversations, threats and in-combat taunts might work. If you want to get into the meat of a fight quicker, start all combats on turn 3 or 4 to give more actions and higher turn mod. If heroes outmatch foes (or vice versa), simply state this and move on. If the heros take on a villainous ultra who is *totally* out of their league, tell the players '*you all wake up a few days later, there are police outside your hospital rooms and the mayor would like a word with you about the rubble formerly known as the Kennedy Center*'. If the result of a fight is a foregone conclusion, end it, make up some details and move on. Players may be a little unsatisfied about this, but you have created a mystery ("*how did we get taken out so fast and why don't we remember it?*"), and working on *that* mystery is itself a bit of plot leading to some *later* confrontation with that ultra.

If you look at some of the attacks the sample villains have, they are throwing around 10d lethal damage. And if you are a super who only has a 4d defense, that's an average of 21 hits getting through! *Which super or not, will kill you!* This is why the rules for Fate ([page 3.11](#)) exist. There are times when you will need to blunt a huge attack so that you can run away and live to fight that foe some other day. See also [page 4.74](#).



Motivations

Why are heroes and villains (especially villains) doing what they are doing? **Eschaton** is not an ordinary superhero setting, either in its origins or motivations. Everyone who got power, got it because somewhere deep inside they want to *change the world*. That is what motivates heroes, it is what motivates villains, and so *that* needs to be what motivates the *players* and the *gamemaster*. While you might "go on patrol" in hopes of stopping a bank robbery or finding a cat to rescue from a tree, the *players* should be actively working on projects related to their ethos, and the stuff like stopping the giant sea-beast that just lurched out of the bay and is chowing down on popcorn NAO's is just a sideshow.

Everyone with power has the Revelation in the back of their mind. That person's ethos is their reason behind everything. All their actions are ultimately related to spreading that ethos as wide as possible. Your costume, your tactics, your catchphrase, even your motif and your weaknesses are part of it. A villain will be part of a government and endure villainous city council meetings not because they *like* the bureaucracy, but because they see it as a necessary evil to spread their ethos and get others to align themselves with it. Most heroes and villains alike realize that many people will be happy with *any* system that meets their basic needs and can give their children a better life. This might be through a more pastoral lifestyle. Or it could be through the spoils of conquering one's enemies.

But it has to be public. In the end, your ethos has to be the one most people *accept*, which is *will* the same as being happy with it.

Whether someone is seen as a hero or villain is sometimes pretty clear, sometimes not. Doctor Apocalypse thinks that humanity is unworthy of survival, and the proof of that will be when no one is able to stop him from destroying the world. *Pretty clearly a villain.* And his plots are grandiose and in the form of "I'm going to do X and I dare anyone to try and stop me!". Because that is *his* way of publicizing his ethos. On the other hand, Volta runs a fairly benevolent dictatorship, and even though it does have some draconian laws, he has no problem recruiting people to move to Turing and work for him. While he is seen by the US government as a villain, there are plenty of people who do not. They may not *like* everything about his rule, but they have aligned themselves with his ethos as something that is preferable to the US government.

Some have all but forgotten their ethos. *Power has driven them insane.* They act on some combination of impulse and ethos, feeding immediate desires in an irrational way while simultaneously engaging in a twisted parody of their ethos. The villain Chance figures each of her contingency plans six ways, one of them bizarre, one of them ultraviolent, and rolls a die to see which one to do. She believes that we put too much structure in our lives and should be more open to opportunity. *Like your newfound opportunity to learn how to swim after the hydroelectric dam up the valley is blown up.* She has an ethos, but she is *also* totally bonkers.

Some heroes and villains need certain things to sustain themselves and their powers and these can be recurring plot threads. Iridium's powers are based around that element, and he uses up a tiny amount every time he uses a power. So, part of his plans and actions involve ensuring a steady supply of that rare metal. It turns out that the Son of Vlad turns *hates* the taste of fresh human blood, but he is stuck with it because that is how he subconsciously wanted his power to manifest. So, he has to either find willing victims or take them by force.



Heroes have a slightly different role. They want their ethos to flourish just like everyone else does, but odds are they want to harm as few people as possible while doing it. This means they will often have to work *within* the constraints of mundane laws that predate and could not anticipate powers like these. Instead of "*I will be supreme ruler of Earth!*" it is "*please vote for me to be President of Earth*".

In many circumstances, heroes will also be a reactive force, not an active one. They cannot stop a villain from *planning* to rob a bank or trash a military base, they can only try to stop it after it is already in progress.

Aggressive players will, with gamemaster help, be more proactive. They will try to infiltrate villain cities, capture villains, start underground resistance movements, try to figure out the ethos behind a villain's actions so they can predict the next move, try to raise awareness in the mundane community about the good that heroes do, and so on.

! While players can give their heroes whatever background they want, it is worth noting that the single most common demographic of heroes (or villains) is going to be someone who is between the age of 25 and 50, married, with one or more children still living at home. And what can make someone the most driven and committed of heroes or villains can derive from this ordinary circumstance. Someone who sees their spouse and children killed by a villain, or by a gang, or who accidentally harms their own family with their powers, or whose family life was as an abuser or victim of abuse. Not every person with powers is going to be ex-special forces, a genius billionaire or moody loner cursed with sideburns from the 1970's. Most are going to be ordinary working folk. The Eschaton choose people who are willing to make sacrifices for what they believe in, but most people do not think of the depth of sacrifice they *might* have to make. *Being a hero is not an easy path to follow...*

Ethos

Every hero will have an ethos. This is part of the judgement the Eschaton will eventually bring on humanity. As mentioned in chapter 3, an ethos is a special kind of Trait. It is *not* a Personality. It gives no bonus or penalties to rolls. Ethos is a core belief, what you feel is good and true and right, though one person's 'good and right' could be another's 'evil and wrong' (just ask a dedicated conservative and liberal about abortion and gun control...).

An ethos is the code of conduct or outcome that should it come to pass, humanity will be judged on. It can be generic and abstract, like "peace on Earth", more codified and specific, like "my country right or wrong", or insane, like "chihuahua are minions of the devil". Here's a generic example of an ethos.

A hero, whose ethos is to 'help the helpless', has gone undercover in Villain City. There, he sees the goons of Thugulus kicking little old ladies just for the fun of it. Our hero *wants* to 'help the helpless', but realizes that the greater good of his mission would be compromised. Not helping the little old ladies escape a savage beating does *not* compromise the hero's ethos. Failing to remember the faces of the thugs, and *not* coming back later to see if he can do anything for the victims *would* violate the hero's ethos. If the thugs called him over and insisted the hero join in the fun, and the hero did, just to avoid breaking cover, that *would* violate the hero's ethos.

Your ethos means there is something that you care about, something that in the end, is *more* important than your own survival, a code that you *need* to follow. Eventually, if not immediately. It may not be in your thoughts every moment, nor compel your actions, but it is *always* there in the background.

If you stick to your ethos for an adventure, you get bonus experience for that adventure. If you violate your ethos, even once, you get *no* bonus experience for that adventure. Obviously, this is a powerful carrot and stick.



What makes it interesting is when two people who are heroes have ethos that are not *quite* compatible. You have captured a sociopathic villain that the mundane authorities cannot contain, and one hero is a pragmatist, while the other believes that all human life is precious. The pragmatist cannot keep to their ethos and just release the villain, while the one who values human life cannot just let the villain be executed. Any resolution to the satisfaction of one will probably strain the relationship between the two. Sports and Agents may but do not *have* to have an ethos. Masterminds, Supers and Ultras do.

the/an Eschaton

While the Revelation is a secret between heroes and villains, the visitation by the Eschaton *can* be *partially* described. *And is*. The thousands of different encounters lead to endless speculation about the nature of the Eschaton. Is it one Eschaton, or a race of them? Are they super-advanced space aliens, or are they beings from another dimension? While it makes no difference *in play*, here are the answers to a few questions:

Are they watching? *Of course.*

Will they interfere/show themselves again? *No.*

Can they render the judgement they imply?

Almost certainly.

Are they called the Eschaton? *Not really.* Each culture seems to have its own term for them, or way in which the Eschaton has named itself. 'Eschaton' is a term restricted to predominately English-speaking cultures. Buddhists may know them by a term meaning "bringer of the sword-interval", Hindus may see the Eschaton as an aspect of the end of the Kali Yuga, and so on.

One common thread is that while people may see an Eschaton in the mental framework they are most accustomed to, none are *actually* visited in the guise of a named or identifiable religious icon. Some may later rationalize or convince themselves this is the case, but the Eschaton did not visit anyone in the guise of an angel, devil, prophet or deity.

The Eschaton did not appear in a way that would tend to *force* the decisions of the one granted power in a particular direction. The choices made by the individual are in the end, *their* choice. Whether or not the individual accepts responsibility for their actions or hides behind "doing the work of (insert higher being)" to justify what they do is up to them.

One interesting speculation comes from a feature of the post-Chaos world that is not immediately obvious. The powers granted to individuals are a facet of reality itself...*if you have power*. If a hero can create a pentagram to contain magical energies, anyone who spends P and follows the same procedure can make one (it might *also* require a specialized skill). If your "alien blaster rifle" is captured by foes, it can be reverse engineered by those with power. In game terms, any mundane effect can *eventually* be reverse engineered and any effect requiring P can potentially be duplicated by anyone else with P. So in theory, if you had enough spare points lying around you could recreate Iridium's power armor (assuming you had sufficient time to study the original). But even if you only had 1P to spend, you *could* make a small-scale version of his hypercannon. *And if you had several Agents with 1P to spend on something like this...*

Even if your power starts as a unique ability that just happens to be able to use processed uranium as fuel, if you design it as replaceable with money (costing A or S rather than P), it is a power that can *eventually* be copied and commercialized.

So the question about the Eschaton becomes "*did they give out powers, or did they merely alter reality and visit the people whom that alteration would naturally affect the most?*"

One thing that is true about Eschaton-supplied powers is that they did not create a new physical reality, only the framework of one.



So, if your conceptualization of your powers is that you are a crash landed alien from a distant star, your alien civilization does *not* actually exist, and you cannot have any Traits that would *require* it to exist. So, you can't be pursued by an alien bounty hunter... unless someone else visited by the Eschaton has chosen to be an alien bounty hunter!

Retcon

Shorthand for 'retroactive continuity'. This is used in television shows and comics to *un-explain* something that has supposedly already happened.

i In the original *Star Wars*, Han Solo fires the first shot at the bounty hunter Greedo, while in the special edition of the movie it is implied that Greedo shot first and Han merely returned fire. Not a huge difference, but it *does* change the nature of Han's perceived character.

Retcon can also be where you add new detail in the past to explain the present. If a hero gains a new power, *where did it come from?* Maybe you 'recall' some new snippet from your encounter with the Eschaton, or expand the original concept behind your powers so as to allow the new one you wanted to add.

i Your hero was captured and experimented on by Testro, but escaped after your friends busted into his fortress to rescue you. Four months of game time later, your fingernails start turning into talons. You are buying a new power, and explain it as some side effect of whatever Testro did to you. But now, *what* he was doing and *why* has to be inserted into the larger plotline.

In extreme cases, the gamemaster can even allow you take new traits (and their points) to go with the retcon, but this is not something that should be done regularly.

If you are just starting out as a player or gamemaster in the superhero genre, a little retcon is going to be expected until you have the setting and its quirks firmly in mind.

Banter

The shared secret of the Revelation is one of the few things that heroes, villains and vigilantes share. This and their powers will forever set them apart from the rest of humanity. Even the most anti-social of villains still wants and to some extent, *needs* to communicate with others, and often, those with powers are the only ones who *can* understand.

Sometimes this is deep philosophical matters, sometimes it is merely insults, innuendo and social, political or ideological barbs hurled at an opponent. This is part of the superhero genre, and also of Eschaton. *Talking, lots of talking.* It goes on in a firefight and even between punches. Dialog can be used as described in **EABA** (page 5.9), as a way for players to try and find out tidbits about their foes, or for the gamemaster to drop clues.

If the dialog is good, do not worry about the time it takes in the turn sequence. This sort of chatter is often vital to plots, so do not try to shoehorn it into the number of seconds in a particular round.

*"The frakking Eschaton ruined my life. Powers, powers to change the world? I got powers, I had dreams of doing the right thing. I guess the right thing wasn't to keep a steady job. I got fired. My wife left me, the judge gave her custody of the kids because I could not provide them with a 'stable environment'. Lost my house because I couldn't make the mortgage payments. Damn ninjas burned the place to the ground before the bank finished foreclosing and they said I **still** had to pay for it. Bastards. Insurance company would not cover it, said anything related to the Eschaton was an 'act of god'. Frak that. You want powers? I got powers. I got the power to fly up to the corner office of the bank and the insurance company and relocate me some executives to street level, if you know what I mean.*

- Inkarnate, final Facebook post



Battles

Eschaton is a superhero world, but it is not *really* a comic book world. Battles can be bloody, unfair, and have *huge* amounts of bystander casualties. One thing that heroes and villains alike realize is that there is strength in numbers. If there is a fight out in the open, any competent team will have a plan to concentrate fire on one target in hopes of *instantly* taking it out of the fight. Individual duels are *not* a standard procedure. Rather, both sides will be trying to *avoid* having any one person be in a position to be singled out and pounded, and a *side effect* of this is numerous one-on-one duels. Offense strategy is often about making alpha strikes, and defense strategy is about avoiding them. *Think about it.* If you and a fellow hero can combine force to knock a villain out of the fight in one stroke, you will certainly take it over merely reducing the effectiveness of two villains with separate strikes. *And villains think the same way about heroes.*

Human shields: In one form or the other, many (but not all) villains are more than happy to use NAOs as part of their tactics. This could be blowing the wing off an airliner high overhead, grabbing a hostage and simply holding them in front of them, or in a few cases, mind controlling innocent people beforehand and arming them as involuntary shock troops to use on the heroes.

How you deal with this depends on your hero and their powers. If you are good enough, you can shoot around the shields. If you are confident you can win the battle quickly, you can let the airliner plummet and catch it when the fight is over. If you have a non-lethal attack, you can mow down people with no worry about casualties. If you have none of these options, that is why the bad guys often get away. Government superteams *have* to work to preserve innocent life if possible, and villains *know* this.

Vigilantes often do not worry about bystanders, but any goodwill with local authorities will wear thin if their actions result in innocent lives lost. The government has an indemnity fund to deal with any loss of life and property caused by government heroes, and individual heroes are immune to lawsuits if actions were reasonable during their official duties. Independent teams try to have the same, if their budget allows. But remember that you simply cannot buy goodwill, and a cash settlement does not bring back someone's mother, father, son, daughter, brother or sister. These are the sort of things a good gamemaster can turn into long-term plot threads, whether because the player dealt with the situation well, or because they showed a callous disregard for the consequences of their actions.

A breakable world: Superheroes and villains alike tend to be hard on the scenery. The stats for big items will list any extra strike damage they do, like picking up a car and breaking it over someone's head the way a bar brawl in a movie might do with a beer bottle. And like the beer bottle, you can usually only do this once. You generally cannot do more damage with a non-weapon object than its armor plus its remaining hits. If used as a weapon, any damage they do is also done to the object, and if used as a shield, they will stop damage equal to their armor. Unless an item is brittle, small penetrating hits (bullets, etc.) on most items generally do no hits to the item, but *will* ruin its looks. However, penetrating damage *can* be used to selectively damage an object's functioning, like shooting the lock out of a door without destroying the door as a whole.

i If a chunk of cement wall has an armor of $4d+1$ and 9 hits, it could do no more than $4d+10$ if you break it over someone's head, which converts to $7d+1$. Even in half-lethal damage, this is enough to outright kill a normal person, and if counted as lethal damage, would kill *any* mundane human. Since the wall has an armor of $4d+1$, striking something for $7d+1$ would do $3d+0$ hits to the chunk of wall, probably breaking it into chunks.



item	d.lim.	armor	hits	strike	lift
interior door	3	1d+0	3	+2	-1
exterior door	3	1d+2	5	+3	+3
light sec. door	4	2d+1	5	+3	+5
heavy sec. door	6	3d+1	8	+4	+8
light vault door	9	5d+2	10	+5	+19
brick wall(1 hex)	6	3d+1	8	+4	+12
cem. wall(1 hex)	7	4d+1	9	+5	+15
fire hydrant	6	4d+1	8	+4	+13
guardrail(3m)	4	4d+0	7	+4	+4
light pole(6m)	7	4d+2	8	+4	+12
dumpster	8	2d+2	10	+5	+14
I-beam(10m)	6	6d+0	11	+6	+16
motorcycle	9	3d+0	8	+5	+14
compact car	11	3d+0	10	+6	+19
normal car	11	3d+0	11	+6	+21
pickup truck	12	3d+0	12	+6	+23
delivery truck	13	3d+0	13	+7	+28
city bus	14	3d+0	14	+7	+31
armored car	13	4d+2	14	+7	+31
APC	13	7d+1	15	+8	+32
medium tank	14	12d+0	16	+8	+36

The 'lift' column is the Strength you need to pick the item up, and any penalty you take to use it would be based on your encumbrance. Every time you double the amount of that item, add +3 to the 'lift' amount and +1 to its 'strike' rating and maximum damage potential.

i If it takes a Strength of 15 to pick up a 1 hex chunk of cement wall and it gives +11 to strike damage, then it would take a Strength of 18 to pick up a 2 hex chunk of wall and it would give +12 to strike damage and be able to do up to 7d+2 damage.

This table can also be used in reverse if a hero is slammed into something by knockback (or by being grabbed like a big meaty club and smacked into something).

i If a villain with a Strength of 30 grabs you and slams you into a hex of cement wall, even if their strike damage is normally 9d+0, they could do no more than 7d+1 damage to you, because after that they have slammed you *through* the wall.

POST-CHAOS CULTURE

The post-Chaos United States is superficially the same, but under it there is a current of tension that is far greater than the outward signs. At least through the end of year 1, the United States will be under a state of martial law. Police have a nearly unlimited right of what is *technically* called 'preventive detention', which in *practical* terms means 'we can lock you up and make up a reason for it later'. They are allowed to take full biometrics of anyone brought into custody, including DNA samples, and can hold you until it is clear there are no warrants outstanding for you. And because of the chaos remaining in many jurisdictions, this could take a while (unless you 'cooperate fully', hint, hint).

Because of the potential threat to mundane officers from paranormal criminals, resisting arrest or fleeing the scene of a crime is almost automatic grounds for using the maximum force available on you, and while it may be *technically* illegal for the police to shoot someone in the back, few if any police are ever called to task for shooting a fleeing criminal who was later found to be mundane and unarmed. This gives some bad characters among the police a lot of attitude, and does nothing to foster trust between the police and the general public. Police are also a lot better armed and armored. The average policeman on the street is now a *pair* of policemen, with military-grade body armor and assault rifles loaded with armor-piercing rounds. Sidearms are merely an afterthought. It is thought that one reason the police are more likely to shoot is that they are weighed down enough that they would never catch anyone on foot.

In addition to standard equipment, police generally have extra heavy duty handcuffs, leg cuffs, a powerful short range electric shock weapon and a sedative contact spray. Normal police cars have been replaced with armored Hummers mounting .50 cal machineguns. The entire United States is treated like 'occupied territory'.





Even so, all of this is only a threat to lightly armored paranormals because of paranormal resistance to mundane effects. Because most overt foreign military activities are less viable now, there is a *lot* of military hardware that can be freed up for domestic law-enforcement use. Police may have a shoulder-fired anti-tank rocket or two in the back of their car or have one mounted parallel to the roof-mounted machinegun. The other side of this is that many paranormal villains have a profound dislike of being shot at in this way, and if they get away will take out their wrath on random police and NAOs. So on one hand you have trigger-happy police with heavy weapons, and on the other hand police who want to live long enough to retire. *And as a super, you never know which type you are going to run into.*

There are only a small number of paranormal gadgets in government arsenals, and these usually go to government Agents, who are also quite rare. There are between two and six teams of government Agents with paranormal gadgets in the country (the exact number is classified). In terms of *actual* power, they are quite a bit less than a team of supers, but they tend to be current or former military or special ops types, are well versed in group tactics and of course have as much military hardware and support as they need (tanks, helicopters, spy satellites, NSA surveillance, etc.).

But for all this activity by heroes and villains, life goes on. Only one person in ten thousand is an Agent, one in a hundred thousand is a Super, and only one in several million is an Ultra. The damage from the first Days of Chaos is being repaired, and there is no way to tell the difference between a house that burned down by accident and one set ablaze by a blast of fusion plasma. People still have to commute, to work, to go to school and feed their families. Heroes and villains are far outnumbered by normal folk. Which feeds back into the Revelation and ethos. You may be genuinely better than most, but you cannot prevail without them on your side.

Attitudes

As both a guide and an in-game reference, people (and governments and government agencies) will have varying attitudes and opinions about those gifted with paranorma powers. Very few areas will have a monolithic opinion, but some smaller towns and culturally homogenous areas will come close.

very conservative: Those with powers are *evil*. Not 'bad people', but evil, in a 'possessed by demons and irredeemably corrupted' way. At best, they will publicly show a very limited tolerance for paranormals, but privately and in their actions they desire the imprisonment or eradication of *all* paranormals. The very few exceptions would be those with unimpeachable loyalty, who use their powers to bring to heel their corrupt brethren. This particular attitude is almost certainly tied to strong religious belief, but it is *very* important to remember that strong religious belief does *not* mean someone has this attitude. People or groups falling into this category are a small minority, but have a higher proportion of members who are willing to act on their beliefs. **in game terms:** will cooperate with any mundane authority or policy that is acting to restrict paranormals and would have a personality modifier of +8 difficulty or more in regards to skills or powers that would make them act favorably towards paranormals.

conservative: Those with powers are different, possibly a threat, and can be categorized and dealt with according to their willingness to obey and help uphold proper values, proper values being those considered 'traditional'. That is, a 'proper' paranormal is one who uses their ability to change things in a way that keeps things from changing. This is not *actually* a contradiction. It is akin to the genteel racism of many in the northern United States in the middle of the 20th century. As long as paranormals 'know their proper place', do not want to marry your sister and do not apply for membership at the country club, you have no problem with them.



Powers will be given to many people with this mindset, people who think that society has become dissolute and decadent, and these heroes or villains will use their power to foster or force a more conservative worldview. **in game terms:** will cooperate with mundane authority or policy that is acting to create 'reasonable restrictions' on paranormals and would have a personality modifier of +4 difficulty or more in regards to skills or powers that would make them act favorably towards paranormals in a situation demanding equality.

moderate: Believes in *most* civil rights of paranormals regarding legal protections and basic freedoms, but supports some mandatory oversight and regulation, along with separate legal penalties for crimes involving abuse of powers and use of criminal conspiracy laws against rogue groups of paranormals. May be uncomfortable around the paranormal, but is not willing to *admit* to any bias against paranormals. Opposed to both extreme liberal or conservative viewpoints, but agrees with aspects of both normal conservative and liberal viewpoints. Opinion is often swayed by highly publicized events involving paranormals. Moderates tend not to be doing much, but are a swing vote that is courted by both liberals and conservatives. **in game terms:** generally neutral and no bonus or penalty.

liberal: Views most powers like they were guns. They are something that most people do not need, and those that do have them should have them regulated for public safety. Favors registration and regulation of paranormals, up to and including restrictions on where they can go and where they can live based on the type of power they have. On the other hand, they also feel that paranormals should be afforded the full protection of the law, and should be protected by hate crime laws just like any other minority. **in game terms:** tends to act like a conservative in regard to regulation of powers, but opposes discrimination of any sort and would be the opposite of conservatives in this regard.

very liberal: Paranormal powers are to be embraced, yet strictly controlled. No one should be persecuted simply for possessing powers. However, those who refuse to use their powers for the public good are shirking their duty, and because power corrupts, those who have power should be directed by and under the authority of those who do not. Being unwilling to operate under such a system is a sign of mental problems, and paranormals like this must be confined for their safety and the good of society. People or groups that fall into this category are a small minority, but tend to have a higher proportion of their numbers in positions of political power. **in game terms:** feels as threatened by paranormals as the very conservative, but expresses this in demands for public service rather than eradication or incarceration.

This is a *very* one-dimensional spectrum of values and merely plays to common stereotypes. Actual people have much greater depth and variety to their beliefs, as well as their personal level of conviction and willingness to act on them. *But, it is the people willing to act on what they believe in that will be the ones most likely to help or hinder the heroes.* Ironically, the two extreme viewpoints *share* a belief that government power should be used to coerce paranormals, they just disagree on the final results of that coercion. Note that there is no genuine 'pro-paranormal' attitude listed. There *are* people like that, but by and large the average person is as intimidated by any sort of paranormal in the same way they would be by someone walking around with a lit flamethrower, and this fear lurks behind their nervous smiles. Those who sincerely accept paranormals as being just a different sort of human are few and far between.



Religion

In the **Eschaton** setting there are about a dozen Satans and about three Christs. To be more specific, there are about three Christs *left*. There used to be a lot more, but they were mostly killed by Satans, opposing faiths, and more than a few by Christian-backed groups who were unhappy with that whole 'tolerance of others' and 'give your goods to the poor' shtick that many of the Christs made the mistake of preaching. Of the remaining three Christs, one is a miracle-delivering figurehead for a Texas megachurch, one is a gun-toting combat medic and registered Class 2 Paranormal Government Entity, and the third is quietly living under an assumed name and is pastor of a small church in North Dakota.

The Satans do not like each other (they are of villainous demeanor after all), but *have* worked together. Two have radio or television talk shows, one on the east coast of the US, one on the west coast, and regularly talk trash at each other. A few are rogue Paranormal Terrorist Entities, one works for the Russian Mafia, one has styled himself Baron Samedi in Haiti, and one is the leader of the Infierno Party in Italy, is an elected member of the Italian legislature, married to a porn star and is a constant irritation and embarrassment to the Pope. For a short while, a group of Satans worked together as a death metal band known as the Four Satans and had a brief sojourn in the top 40 with their debut album *Open Legs, Closed Casket*. However, personality conflicts erupted into spectacular paranormal violence on their opening tour date, killing seventeen concert attendees, three of the Satans and putting the fourth into a coma from which he has not awoken. Bootleg video of the opening sets and subsequent combat were the world's most popular download for several days afterwards.

And this is just the *superficial* look at Christianity. Islam has multiple *madhi*, but since mahdi is a *singular* title, they generally do not get along.

Hindus have a number of supers, but since the vedas list thirty-three gods, there is room to maneuver. And of course, there are saints, demigods and figures from fictional or dead religions. So, there *can* be Thors and Odins and Mercurys and so on.

Sex

Eschaton as a game setting is as all audiences, teen, mature or adults-only as *you* want to make it. However, the gameworld is based on the *real* world, with real people who just happen to now have powers. As designed, the world *is* going to have super-sex. Power is an aphrodisiac, and it does not get much more powerful than superpowers. There is going to end up being sex in flight, sex on the sides of buildings, shapeshifting sex, sex on fire, and plenty of super-wardrobe malfunctions, with lots of cameraphone video posted online, not to mention fan fiction and superporn, which was a fetish even in the pre-Chaos world. To top it off, there is even a pair of adult entertainment figures who ended up with powers. One is a villain and one a heroine, but their personal ethos regarding sex has seen them alternately getting it on and walloping the bejeebers out of each other (and sharing the revenues from the videos of the former).

And then there are the super-predators. Any number of superpowers can turn a sexual criminal into a terror, turning their desires on a helpless populace, or perhaps powerful enough to try their hand against others with powers. At least one attempt has been made to do a live pay-per-view of a real superheroine damsel-in-peril situation. *As it turned out, the heroine got free, the villain did not swim very well and the laser-equipped sharks were much better with their teeth than they were with their lasers...*

Regardless of where you might go with this sort of thing, it is a subject that should be handled at a level *everyone* is comfortable with and everyone knows where the campaign will and will not go on this or other potential moral minefields.

Justice

Interestingly enough, conventional justice and bureaucracy has become *more* trusted and accepted in a world full of superpowered heroes, villains and vigilantes. While the extremely wealthy and well-connected have paranormal bodyguards and gadgets of esoteric origin and function, your average judge, prosecutor or functionary has no such luck.

So, if a judge makes a ruling that is obviously a result of a bribe, a favor to a campaign contributor, or a decision made based on ideology rather than justice or fact, there is now a reasonable chance that said judge will wake up to the sound of someone teleporting into his bedroom at four in the morning, followed by the sounds of his own screams as some vigilante turns his hands and feet into smoking cinders. Even in a city of several million people, this only needs to happen once or twice for people to get the hint, especially if the vigilante in question does something like set up an anonymous web page for people to send in tips about corrupt or otherwise malign officials. As a result, in many areas once notorious for corruption and slanted justice, prosecutors and judges now bend over backwards to make sure they follow both the letter *and* spirit of the law. Has corruption and injustice been eliminated? *Of course not.* There are still plenty of greedy and stupid officials out there, and only a limited number of supers with the will and talent to make examples of them. But, the threat of such retribution and the knowledge that those who *do* have super-powered protection are not going to extend it to the lesser ranks of officialdom has served to improve the quality of justice and service by public officials across the spectrum. How much improvement is really dependent on the quantity of super-powered individuals and how much effort they devote to the situation.

For instance, violating the tenets of a religion might be a sin, but it has not been much of a deterrent because any perceived punishment is both distant and unpredictable. On the other hand, if you have an anti-corruption hotline now manned by a vigilante with powers to both detect lies *and* cause your body to turn inside out, then local corrupt officials will make every effort to no longer be the subject of calls to that hotline...

The downside is that there are also ideological vigilantes and villains who want officials to rule on things a *certain* way, and work to punish those who fail to act according to that super's biases. A good modern example would be drug cartels in Mexico. A judge or prosecutor or mayor or police chief who tries to do their job and does not let the cartels get away with murder (literally) ends up with their body dumped on the street and their head dumped on a *different* street.

So, the high-level criminals end up being able to intimidate the justice system and have to be dealt with by heroes, and low-level criminals are more often held accountable, but only because of vigilantes and villains, who also can only be dealt with by heroes. If your ethos includes 'justice for all', the gamemaster can keep you busy for quite a while...

"Incompetent fools! I will deal with these meddling heroes myself!"

*- Famous Last Words, supervillain edition
(attributed to Justicar Thanatos)*



Distribution

The Eschaton distributed power only to those of adult age, which for practical purposes will be anyone of age 15 and up. This is the demographic breakdown of the United States according to the 2010CE census, percentages rounded. Actual numbers* will be somewhat reduced, especially at the lower power levels, as the initial casualties of the Days of Chaos will be harder on the less resilient.

US population:	≈330,000,000
sports*	≈330,000(.1%)
agents*	≈33,000(.01%)
masterminds*	≈3,300(.001%)
supers*	≈3,300(.001%)
ultras*	≈66(.00002%)

age	%	sport	agent	mast	super	ultra
15-19	7%	23K	2.3K	231	231	5
20-24	7%	23K	2.3K	231	231	5
25-34	14%	46K	4.6K	462	462	9
35-44	16%	53K	5.3K	528	528	11
45-54	13%	43K	4.3K	429	429	9
55-64	10%	33K	3.3K	330	330	7
65-74	7%	23K	2.3K	231	231	5
75-84	4%	13K	1.3K	132	132	3
85+	2%	6.6K	660	66	66	1

gender	%	sport	agent	mast	super	ultra
men	49%	165K	16K	1.6K	1.6K	32
women	51%	165K	17K	1.7K	1.7K	34

race	%	sport	agent	mast	super	ultra
white	70%	231K	23K	2.3K	2.3K	45
hispanic	13%	4.3K	4.3K	429	429	9
black	12%	40K	4.0K	396	396	8
native	1%	3.3K	330	33	33	1
asian	4%	13K	1.3K	132	132	3

family	%	sport	agent	mas	sup	ult
single	24%	79K	7.9K	792	792	16
married	52%	172K	17K	1.7K	1.7K	34
married w/children	24%	79K	7.9K	792	792	16

location	%	sport	agent	mast	super	ultra
urban	79%	261K	26K	2.6K	2.6K	52
rural	21%	69K	6.9K	693	693	14

educ.	%	sport	agent	mast	super	ultra
h.school	77%	254K	25K	2.5K	2.5K	51
college	23%	76K	7.6K	759	759	15

income*	%	sport	agent	mast	super	ultra
<25K	28%	92K	9.2K	924	924	18
to 50K	27%	89K	8.9K	891	891	18
to 75K	18%	59K	5.9K	594	594	12
to 100K	11%	36K	3.6K	363	363	7
to 250K	16%	53K	5.3K	528	528	11
>250K	2%	6.6K	660	66	66	1

*pre-Eschaton

religion	%	sport	agent	mast	super	ultra
protest.	51%	168K	17K	1.7K	1.7K	34
cathol.	24%	79K	7.9K	792	792	16
atheist	4%	13K	1.3K	132	132	3
mormon	2%	6.6K	660	66	66	1
judaism	2%	6.6K	660	66	66	1
muslim	1%	3.3K	330	33	33	1
buddhist	1%	3.3K	330	33	33	1
hindu	.7%	2.3K	231	23	23	0

politics*	%	sport	agent	mast	super	ultra
conserv.	40%	132K	13K	1.3K	1.3K	26
liberal	21%	69K	6.9K	693	693	14
moder.	35%	116K	12K	1.2K	1.2K	23

*Gallup(2009)

crime	%	sport	agent	mast	super	ultra
free	99%	327K	33K	3.3K	3.3K	65
in pris.	1%	3.3k	330	33	33	1
viol. off.	.25%	825	83	8	8	0

military	%	sport	agent	mast	super	ultra
civilian	99%	327K	33K	3.3K	3.3K	65
serving	.5%	1.7K	165	17	17	0
reserves	.5%	1.7K	165	17	17	0

orient.	%	sport	agent	mast	super	ultra
straight	96%	317K	32K	3.2K	3.2K	64
gay/les.	1.7%	5.6K	561	56	56	1
bisex.	1.8%	5.9K	594	59	59	1
trans.	.3%	990	99	10	10	0



From this, you can get an idea of how the Eschaton-granted powers are going to be distributed. Odds are exceptionally high that a paranormally-powered individual in the United States will be a civilian with no criminal record, an understanding of the world appropriate to a high school diploma and no excessive wealth.

What splits half of them into heroes and the other half into villains is how much they are corrupted by their power, the degree that they no longer feel constrained by law and custom, whether this makes them overtly criminal, whether they are righting something they perceive as wrong, or whether they are slowly seduced by the end result and forget the consequences of the means. If you think this unlikely, remember that the US is a nation where a major blackout is likely to result in looting, where we still have hate crimes, and elect governments that sanction torture. It may be cynical, but power corrupts, and the power given by the Eschaton is no exception. *And that, perhaps, is part of what we will be judged on.*

For the sake of drama, there probably *should* be heroes and villains who are the statistical oddities. The billionaire genius scientist, the high government official, the mass murderer, the terrorist, the famous actor, the elite soldier, the environmental activist, and so on. With a US paranormal population of about 400,000, there's room for a few statistical outliers for the sake of long-term plot development.

There is also a limited 'buddy' potential. If the number of people with power is about 1 in 900, then there is a small chance that any two people who know each other both received some measure of power. This could be friends, a husband and wife, a parent and a child or siblings. Because of the complexity of what it means for two people to 'know each other', the actual probability of pairings is difficult to quantify, but it is fairly low.

In a country like the United States there are probably only a handful of pairs of supers who had a close tie from *before* day 0. But if these pairs have powers that combine together or complement each other, they can be more powerful together than apart (see the 'requires 2 users' power modifier, **EABA** page 6.46).

We have mentioned how the governments of the world see paranormals as a threat that must be contained or co-opted. Another destabilizing influence is that the distribution of powers is no respecter of wealth or culture. Ninety-nine percent of the world gets by on a per capita income of less than 50,000 Credits a year. Half the world gets by on a per capita income of less than 3 Credits a day. *And half the world's ultras are going to come from that half of the population.* Expecting them to *not* have an axe to grind, or to *not* use their power to enrich themselves, their family, clan, tribe, town, city or nation is unrealistic. And whether the intent is noble or petty, using powers to forcibly redistribute wealth *is* going to be resisted, and violence *will* ensue.

Similarly, only one out of seven people in the world even pays lip service to the Christian faith, and only one person in twenty is an American. *How many of those non-Christian, non-Americans are going to be a super with an axe to grind because the United States accidentally bombed his or her family?* For a US-based campaign, there will certainly be adventures where heroes *and* villains have to work together to deal with outside threats that are bigger than either of them.

! It is also interesting to compare the distribution of US comic book heroes and villains to the *actual* population. It does not seem like nearly one out of three is non-white, that one out of eight is over 65 years old or that social conservatives outnumber social liberals two to one. Of course, this is a matter of *who* the comic books are aimed at, but it is one of those things where you may need to *consciously* remove comic book preconceptions from how you view **Eschaton**.



GOVERNMENT & HEROES



Government plays a huge role in a setting that is about individuals and their powers, because those individuals are in many ways a *threat* to government, and governments in any case have a need to categorize and regulate just about everything, if for no other purpose than trying to find a way to tax it.

Terminology

This is mostly for gamemaster reference and in-game flavor for commentary and briefings and such. Bad guys are officially 'Paranormal Terrorist Entities'. Good guys are officially 'Paranormal Government Entities'. Unofficially, bad guys are 'petes' and villains tend to call PGE's 'piggies' (visualize an enraged villain holding an NAO as a shield and bellowing "come out and play, piggies!"). Others are Unregistered Unknown Paranormal (UUP's) and Friendly Registered Paranormal (FRP's). Other countries have their own designations.

Paranormal Terrorist Entities

- class 1** criminals with demonstrated paranormal power, with outstanding warrants for misdemeanors
- class 2** criminals with demonstrated paranormal power, with outstanding felony warrants for crimes that do not involve loss of life, permanent disability or national security
- class 3** paranormals accused of or guilty of murder or national security violations

All PTE's are basically 'arrest on sight, use of force authorized if there is any resistance.' Class 3 PTE's are 'shoot on sight with the biggest gun you have'. Of course, mundane law enforcement has leeway on use of force. If shooting a PTE is just going to annoy them and get the officer killed, then calling in for heavier backup is the better course of action. Local law enforcement may use sport or agent-level class 1 PTE's as informants on the criminal paranormal community, allowing them their freedom in exchange for information.

class 1 PTE

minor Enemy: There are warrants for you or someone matching your appearance and tactics. Most law enforcement officers have body cameras linked directly to their cars and through this, to their precinct and national databases. It is only a matter of a seconds (time level of +6) for a cross-reference to come through after a clear sighting. However, since class 1 PTE's are usually only wanted on misdemeanors and most police generally do not want to tangle with supers, class 1's are often ignored ("*couldn't get a clear picture of him, sorry.*"). Unless strong backup is immediately available or there are local political concerns that make apprehension a priority, class 1 PTE's generally have no few problems with local police.

class 2 PTE

minor, pervasive Enemy: Your crimes are of sufficient concern that local police will call in a sighting, even if they are not equipped to deal with the super themselves.

class 3 PTE

major, pervasive Enemy: A confirmed sighting is sufficient grounds for roadblocks, public alerts on radio and television, grounding air traffic and putting military and PSWAT teams on full alert.

The level of response is also proportionate to the power level of the PTE in question. A PTE who is only a sport might have local TV news break into a show saying that if you see this person call the police and keep your distance, while if they are an ultra the alert will be to get off the streets and get to the center of a basement level of a sturdy building.



Unregistered Unknown Paranormals: Or UUP's (pronounced 'Oops' and sometimes called 'oopsies'). These are the vigilantes, individuals who act for the good of society, but who refuse to register and frequently break the law in the course of their actions. These are:

class 1 UUP

Does not count the government or law enforcement as an Enemy or Friend. Vigilantes who mostly act within the proscribed limits of registered heroes, but simply refuse to register themselves. Local law enforcement tends to look the other way and give class 1 UUP's a bit of leeway, though the federal authorities have open case files and will be trying to find the actual identities and addresses of these individuals in order to pressure them to register. Technically, all UUPs are to be apprehended on sight, but force cannot be used against them unless they are witnessed committing a crime and then resist arrest.

police: "Stop! You're under arrest for violation of the Paranormal Fugitive Act. Turn around, kneel and put your hands on your head!"

vigilante: "No."

police: "Okay...then I'll have to let you off with a verbal warning..."

class 2 UUP

minor Enemy: You are on someone's watch list for suspected activities, but because there are plenty of paranormals of higher priority, no one 'out to get you'. Yet. Paranormal vigilantes who tend to bend the rules if not break them on a regular basis. They will rough up normals, do breaking and entering, and while they may nab a lot of bad guys, the way they do it involves methods that will not hold up in court, so they are often as much a hindrance as a help in dealing with mundane criminals. But against PTE's the legal standards are less, and if they bring in a PTE, the warrants for the PTE mean that the PTE is probably going to stay in custody (provided a secure facility is available).

Local law enforcement will have a mixed attitude towards class 2 UUPs. Some will realize they are doing things the police might like to do, but cannot, while others view them as dangerous vigilantes that need to be rounded up. Class 2 UUPs are almost certainly living like fugitives and have little chance of a normal life outside their vigilante activities. The most successful class 2 UUPs do their work in areas where the police are outclassed, need all the help they can get and are willing to look the other way. As rebuilding progresses and order is restored to an area, class 2s have to go elsewhere, go completely underground, alter their tactics to class 1 levels or become legit, registered heroes.

class 3 UUP

minor, pervasive Enemy: As an unknown quantity you have drawn enough attention to be on a national watch list, and all reports of your activities are being correlated pending reclassification of your status. Orders are that you are encouraged to register, and official cooperation with or sanction of your activities is denied unless absolutely necessary. You are to be detained if possible with minimum force. These are the 'end justifies the means' vigilantes. They believe in righting wrongs, and the law is merely a speed bump. Class 3's are the ones who are willing to act as police, judge, jury and sometimes executioner. If the police cannot or will not deal with a problem, the class 3 UUPs *will* do it, not think twice and not worry about the consequences. A class 3 will probably try to avoid killing innocents or well-intentioned law enforcement, but will not hesitate to incapacitate them, possibly with lethal weapons, if they get in the way of the objective or escape. The only way local and federal authorities will tolerate a class 3 UUP is if that individual is currently the only means of containing a threat that they cannot deal with on their own. An example would be a class 3 UUP acting in a region controlled by a PTE organization.



Federally Registered Paranormals: FRP's, or 'Fraps'. These are all individuals who have chosen to or been 'convinced' to register themselves. The difference between an FRP and a PGE is that a FRP is a civilian who is willing to use their talents for the government, and a PGE is a full-time government employee that is somewhere between an FBI agent and soldier.

i Your powers and worldview lead you towards introspection, and until you figure out where your heart truly lies you are loath to use your powers to see into other's hearts. However, you can be persuaded to look outwards if the reason is compelling enough. You are not a hero on government pay, nor a vigilante, but neither are you a villain.

class 1 FRP

minor Enemy: You know that someone in some branch of government is monitoring part of your life. You might find your credit score has suffered because someone unknown repeatedly keeps checking your score. Your mail may be delayed, packages sometimes look they are tampered with, and you can't be sure if your phone or internet connection is secure. Class 1 FRPs are individuals who have powers and choose to not use them in any professional or legal capacity. A sport who has the power to levitate cats would be an example. Or, it could be someone who could levitate tanks, but for one reason or another chooses not to use their power like a crime-fighting hero, but *is* willing to help out in emergencies or maybe even as a contract worker where compact, super-strength cleanup work is needed.

class 2 FRP

minor, pervasive Enemy/Friend: Like a class 1, but because the government may request your talents on occasion you are also cut some slack and you have added real and cyber-security to warn you of possible threats. Class 2s are individuals who regularly use their power in a professional sense, and who are willing to use their power for the public good if required, within the limits of their ethos. Using a power in a professional sense means that its use is subject to the same legal restrictions as other actions in that profession. So, a doctor who has the power to heal can be sued for malpractice if their power turns someone inside out. Government subsidized liability insurance is available for Class 2s and they are immunized against actions resulting from their powers if these powers are used at the request of the government.

class 3 FRP

These are legally deputized paranormals who have the same legal standing as police, and whether as a profession or a side case, act as law enforcement. This *requires* some knowledge of the law, and their actions are for the most part, limited to the same legal strictures as the police. However, in the post-Chaos world, those legal strictures are a little less confining than they used to be. There are a very small number of solo class 3 FRP's, but most of these are *technically* part of a superteam. They just happen to never be there, have talents not usable in the field or are 'good guys' who are just anti-social or do not work well with others. The advantage of a class 3 registration (and to some extent class 2) is that if you are acting under government or law enforcement guidelines, the havoc your powers wreak is not something you can be arrested for or held financially liable for.



The problem with being an FRP is that, to be blunt, the government still does not *really* trust you. To be an FRP, you have to declare the full extent and scope of your powers, give fingerprints, DNA samples, photographs and retinal scans. Basically, you are giving the government everything it needs to know in order to track you down or develop counter-measures in case they someday need or want to capture or contain you.

On the other hand, being a class 2 or class 3 FRP comes with a paycheck (individual contract basis for class 2's), and a passably generous one at that, plus the best health plan you can get. Class 3 FRP's also have the same privileges as federal agents when it comes to carrying weapons (a Permit for conventional firearms). You still have to spend points for the original outfitting unless the gear is supplied expressly for a particular mission, but replacements due to loss in action are covered by the government.

Class 2 and class 3 FRP's are almost always under nominal 'control' of a law enforcement or military officer, who is not paranormally talented, but may be equipped with sufficient gizmos to allow them to handle themselves in a pinch. And coincidentally enough, the gizmos often have some capability to exploit any weaknesses in the hero's defenses. The idea is that the top of the authority chain is never a paranormal, and that ultimate decisions on funding and missions are made by normal authorities. Input from the FRP's is valued, but the final decisions are too often made by people who will be tempted to use the FRP's as proxies for power that they themselves do not possess.

Rating scheme

Every country has its own standard for placing the 'type' of a paranormal into some sort of bureaucratic cubbyhole. The model used by the United States (or your home country, whatever it might be) runs along these lines and is called the SPP (Standard Paranormal Profile):

nXooppqqPa

n: A single digit that represents the official estimate of the hero's power. Part of this is based on the game mechanics for heroes, and would be 1 for Sports, 3 for Agents, 6 for Supers and 9 for Ultras, and this is further adjusted by ± 1 based on subjective assessment of the power. So, a super would range from 5 to 7 on this scale.

X: Gender. X is female, Y is male, Z is 'other', but may eventually be expanded to cover robots, transgender, multi-gender or non-gendered paranormals.

o: Primary power type. This is a number corresponding to the position on the list of **hero types** on **page 5.10**. For entries at less than 10th place, a leading zero is used. Primary power means whichever one has the most dice or levels to it or is the most obvious and flashy. So, if you have slashing blades at 5d+0 and armor at 6d+0, then armor would be what is used to classify your primary talent unless you are really showy with the blades. Unknown powers are marked '00'.

i The very first entry on the list is 'Blade', so a hero whose primary power was this would be listed as '01'.

p: Secondary power type. Determined the same way as primary.

q: Tertiary power type. Determined the same way as primary.



P: A letter code representing a very broad personality type. *Some* of these are:

H: honorable	G: pragmatic
D: duplicitous	J: justice-oriented
P: proud	C: community-oriented
V: vain	M: mercenary
A: amoral	E: eccentric
S: samaritan	N: vengeance-oriented

a: A numerical code representing the observed aggression of the hero, some measure of whether the hero is likely to attack, resist legitimate authority, flee if outgunned, that sort of thing. A value of 1 means the hero is very likely to be defensive and retreat rather than get into a protracted fight, while 9 means the hero is very likely to initiate attack and has little sense of self-preservation or concern for life or property.

*"Unit 7, this is Dispatch. Records show the pete you have ID'd is a class 3, rating 7X010411A9. I repeat, a 7X01 with an A9 personality. Do **not** approach. Unit 7, respond. Unit 7, please respond..."*

The rating scheme has no game mechanic associated with it and is entirely an in-game item. It is something that would be used in radio codes by police and law enforcement, at the top of villain, hero or vigilante dossiers, in computer databases, and so on. You may have noticed it on all the sample heroes and villains presented so far.

i Our sample heroine Blur would probably be a 6X150110S3 on this scale. And some government bureaucrat has probably written an app detailing the approved policies for dealing with exactly that combination of stats...

Artificial powers?

The actual energy given by the Eschaton is *not* something that can be copied and mass-produced. It is something that an individual has and can increase with experience. In the case of a Mastermind, they can delegate it. It also seems that parents can bequeath some of it to their offspring, though how that will turn out in the long run is anyone's guess.

But if you want to add a grisly plot going on in the background, you *might* say that power can be extracted from someone who has it, probably with some esoteric tech and someone with the right combination of powers. Through stealing and concentrating the life essence of imprisoned people with power it may be possible to create a 'superserum' that can be given to a normal person to turn them into a person with powers.

Of course, this is fraught with peril, as you never know how well it will work or what it will do to you. *And what do you do if you find out your own government is doing this, and not caring about who they do the extracting from?*

In campaign terms, this sort of thing would not happen until well after the first year. A general idea of what will happen is known, based on whose blood or tissue the serum was created from, but the *exact* effects will be unique. Even though each shot costs several million credits, results are not guaranteed in the least and possession is a violation of national security regulations, there will be a black market for the stuff, and in game terms it can probably turn anyone into someone with an Agent level of power and some degree of extra points for attributes. If given to someone who already has power, the results are either zero or bad, so there is no way for someone who is *already* powered to juice up on the stuff. What it *does* do is generate a long-term background plot and give large mundane organizations a way to independently generate Agent-level operatives.



The law and paranormals

The following is written from the viewpoint of post-Chaos law in the United States, but the concepts can be adapted to other countries that still work mostly under the rule of law. Those that do not operate under the rule of law? *Rule and decision-making by the strongest.*

The law has adapted to include paranormal powers, much like there is 'robbery' and 'armed robbery' Any use of paranormal powers in the commission of a crime automatically bumps it up a level in severity, and turns a misdemeanor into a felony. The government tries to put on a good public face, but privately it is absolutely terrified of people with powers that cannot be controlled or taken away. Governments, all of them, continue to exist because they have a monopoly on the ultimate use of force. Armies, nukes, warships, that sort of thing. *Anyone who has **any** form of force superiority to a government is an inherent threat to that government.* That force *must* either be contained or co-opted into government service. All laws regarding superheroes will ultimately serve one or the other of these goals.

Some heroes and quite a few villains see government itself as the problem, and there are quite a few well-meaning and quite moral 'villains' whose only real crime is setting up a power structure that does what government does, but *better*. That of course, is *not* how officials will portray such PTE-controlled areas of the country. It is true that these PTE-controlled areas have PTE's as the source of ultimate force, and some of them are less than benevolent in nature. But some are actually *supported* by their inhabitants, and the mundane law-enforcement and military forces there work in concert with the PTE government, making it difficult for a mundane government to invade without causing itself a major public relations disaster. This is easily the possibility for a series of adventures.

A group of heroes is tasked to go into a PTE micronation to destabilize it, only to find out the people who sent them lied and the PTE's are actually doing a good job of running things and their only crime is making the government look bad by comparison. This could be a lead-in to a change of pace for the campaign, where independent heroes join a government superteam and then defect from the team to become semi-independent in some superhero-controlled enclave.

Prison

PTE's and other uncooperative paranormals need to be housed *somewhere*. There will be a handful of paranormals whose power lets them negate someone else's power for a significant duration, some PTE's who can be contained by mundane but strong physical barriers, some who are virtually powerless without some sort of paranormal gadget, others whose powers can be limited by the very nature of their confinement (surround a water elemental with fire), but there are a few that simply cannot be held or prevented from acting by *mundane* barriers or precautions. There are only two options in this case. The first is an induced coma. The PTE is drugged to insensibility and kept on life-support. There is a question of how long this can be maintained without permanent damage or death, but it is better than the alternative. *Which is execution.*

In the United States, China and a few other nations, a class 3 PTE who it is judged *cannot* be contained is subject to judicially sanctioned execution. A panel of three federal judges has to authorize it, and they are kept apprised of all potential class 3 cases that *may* require their attention, so they can issue such an order on an hour's notice at any time of day or night. The identity of these judges is either kept secret, rotates among a selection of judges, or both, with designated alternates in case one or more is not available. The method of execution is *supposed* to be as humane as possible, but surety of result trumps everything else.



It is possible for this sentence to be passed *in absentia*, and the files for such a villain will have the ominous notation 'DO NOT CAPTURE'. Battles involving these individuals are generally not pretty, and the target of such an order usually gets the +10 self-preservation bonus on their Will rolls vs. anything that would make them vulnerable to being taken out.

PTE prisons are usually small affairs, typically holding no more than a hundred PTEs, in 'supermax' conditions. This means confinement in a windowless cell virtually 24/7, with no human contact, and interaction with the outside world limited to things that cannot be exploited by the PTE's power. For instance, someone who could manipulate metal would have staples removed from their magazines. Some might have a TV behind a bullet-proof barrier, others might have radio piped in through a tube, some might get a daily newspaper. PTE's have limited legal rights and only get time with mundane legal counsel *if* they remain on good behavior. Other visitors (even family) are usually prohibited if for no other reason than the PTE's actual location is usually a secret as well. If practical, PTE's get to leave their cell twice a week for a shower and a one hour exercise session in an area they cannot exploit. Some will get open sky, others will not. Even this limited excursion requires good behavior, and being manacled to the extent required to contain their powers.

Many PTE facilities are built with sections specifically for a *particular* at-large PTE, so that if the PTE is apprehended, a secure facility for *that* PTE is ready. This might have lead-lined walls, a lack of electrical wiring, built with blessed cement, deaf-mute guards or whatever is required to keep the PTE in question safely confined.

LIVING THE HEROIC LIFE



This is about the nuts and bolts of being a paranormal in a mundane world, rules, tips and notes on things important to players and gamemasters alike.

Anonymity

Being unknown or unfindable has become *very* important. If you are mundane and have no protection against powers, then not drawing their attention or ire is good, but if your job or position *does* draw attention, then being able to stay hidden is good.

For instance, the current President of the United States does not make live appearances nor is seen in public. Because of superpowers, he does not even hold live televised events, lest a hostile super somehow follow the signal back to its source. Instead, reporters can ask questions from the White House press room. These are recorded on video, the President is given a hand-written transcript of all the questions, and chooses which to answer. He does this from a podium in a duplicate of the press room at some undisclosed location. The resulting video is hand-carried elsewhere, merged with the video of the questions, and the result given to the networks for broadcast, and it *looks* like a genuine press conference. This video subterfuge is an open secret, a fiction that is useful in maintaining public order and the image of leadership, much like press photographers in the 1940's did not portray polio-stricken President Franklin Roosevelt as wheelchair-bound.



Congress has to meet in order to actually get any business done, but now does so in separate groups that are video-conferenced together, in a handful of rotating, high-security facilities. The actual halls of Congress are virtually deserted, but still kept under high security simply because of their symbolic importance. High-profile events like important funerals may still use the Capitol rotunda, but security for such things is *extremely* tight.

Members of Congress are usually sequestered from all public contact at all times, as are Supreme Court justices, more or less under 'house arrest' for their own safety. Until a strong enough paranormal security force is available for Congress, this situation is likely to continue, and similar situations exist in any other country with a legislature and executive branch small enough to be protected in this way.

Individuals have no such luxury. Mundanes and the powered who wish anonymity have to work at it. The internet is extremely useful in this regard, but there are supers who *can* see through networks like other people see through air, and even tor browsers and other anonymizers merely make things difficult for such supers, rather than impossible.

Those striving to remain genuinely anonymous in the face of government surveillance and superpowers have to work at it. Disposable cell phones, only using public hotspots, hiding coded messages inside other messages, or even paying for one of the super-based protection services. Being able to maintain communications while remaining anonymous takes time and money. Anyone at *any* lifestyle can manage it (a homeless person with no ID is about as anonymous as it gets), it just takes more time at the lower income levels and more money at the higher ones.

Players do not need to know all the technical details of the subject. Any modifier they have for how well a costume conceals their identity reflect this, and the parameters of any lair they might have represent the hero's attention to this sort of security. What the *player* has to deal with is the in-game consequences of this. Do you have to give up your previous mundane life, friends and family for *their* protection? Do you have to constantly change where you live because your security is constantly getting breached?

Remember that the full anonymity shtick is for the 'justified-paranoid-the-government-and-supervillains-are-hunting-me-all-the-time' level of anonymity. If you are just an average person (or hero) who is merely trying to stay low-key, conventional anonymity is a trivial expense that merely requires a little mental discipline to maintain. Those who *really* want to find you or 'out' you can do so, but if you as a hero do not really care and do not have anyone vulnerable, this is not leverage that can be used against you.

In game terms, if your lair is compromised, you can spend character points to represent the time and effort to make an upgraded lair at the same spot or somewhere else. That is, you spend enough to get +5 'lair points' and rebuild in a new, more secure location. Or if you had spent points on a lair and do not really need it anymore, you can get the points back for other purposes (like points you might need to be part of a government superteam or a multi-player Organization of some kind). This sort of thing can be worked into the storyline if the gamemaster sees it coming ahead of time.



Costumes

There are a fair number of supers with the power to manifest a **costume** at will. For game purposes, we *highly* recommend it because it makes you faster to get to the action in a crisis. Superman would be a lot less interesting if Clark Kent had to fly back to his apartment every time he needed to change into tights and cape. Villains can get away with this more for plot purposes. They are simply not out and about unless they are prepared. At "home" they can afford to be a little more vulnerable. Even Doctor Doom has to take off the mask to brush his teeth and shave.

By and large, people with showy and instant costumes are people who were and are very big into the image they present to the world, and tend to be flashy and a tad narcissistic. A costume is after all, an expression of your personality and maybe even your ethos. If you are wearing red, white and blue with a big white star on your chest, it is a good bet your bias is towards a particular national ideal. If your outfit is a swimsuit/corset, fancy jewelry, a gold crown and an attitude, then you *are* bragging about your physique *and* making a statement about self-worth and body image. If your outfit has a giant cleavage-showing window or diamond-encrusted titanium codpiece, you presumably put it there for a reason and your complaints that people are staring at it ring a bit hollow.

However, many of those given power by the Eschaton did *not* think about this, either by oversight or they were *not* that shallow (or Agent or Sport who simply could not spare the points for a costuming power). So, some guy might have decided he wanted the powers of someone like a comic book speedster. And he got them, but *without* the costume and he still has the *body* of an acne-ridden, sedentary geek. This *can* play into personality Traits. You could be self-conscious, defensive or insecure about your image, taking penalties if you had to act as a hero out of costume because someone would recognize you.

What is a person to do when they want to remain anonymous when using their powers in public but do *not* have a presto-chango instant costume power? *Save up money to buy a professional costume!*

There are plenty of supers and especially agents and sports who just go the budget route and look like someone who is ready to rob a convenience store, but it is a sign that you are 'someone' if you have an outfit. If you do not have the power to manifest an outfit at will, then this is a *very* specialized bit of tailoring. It needs to be something you can wear under normal clothing, and this normal clothing needs to be tailored so you can remove it quickly and stow it away for later. Some heroes have entire wardrobes of tear-away clothing, with weak stitching, hidden clasps, velcro or other things that allow a two-handed grab and tear to pull the whole mess off as a single action. Maybe it even has electrically-active cloth so it turns itself into a fanny pack. None of this requires any 'weird science', which means you can buy a fairly quick costume change with A or S rather than P. However, there will be limits as to what you can have as operationally dependent power effects if the costume is mundane (e.g. no force fields or teleporters or such).

If you have a secret vermin-ridden cave or some other power (like a long range teleport) that allows you to come and go kitted out in full costume, this makes it somewhat easier to be a mundanely-caped hero.

A costume should be physically flattering if at all possible, with a little strategic padding here and there, to give some illusion of physique for the self-conscious. And if needed because you lack defensive powers, a costume can make up for *some* of this with some strategic armor plates and ballistic fabric.



But in the end, many of these are *mundane* costumes and will get torn and blasted up and suffer 'wardrobe malfunctions' and routinely need repair and replacement, which is usually not the case for costumes that materialize out of the mystic ether. And your lifestyle and personal connections will need to be able to accomplish this. As a power they would be some variant of the 'costume' power on [page 4.9](#), probably taking at least 4 seconds and having a small energy bank or number of charges, bought with A or S instead of P. All of this is *not* cheap, and every costume is a *custom* job. There are a couple ways to get a costume.

make it yourself: If you have appropriate skills and access to materials, you can make your own outfit. Even if you have no skills, you can buy a mish-mash off the rack, scribble a logo onto your hoodie and away you go. This is known disparagingly as 'ghetto garb', and does not get you much respect. The 'pull a pair of pantyhose over your head, put on a fedora and a trench coat' might protect your anonymity, but people *will* question your originality.

On the other hand, you can see on the internet that individuals are capable of hand-crafting amazing superhero costumes, and when they have the physique to go with it, they are very, very impressive indeed. This requires a skill level of +1d in some sort of fabrication skill, which can be a 'hobbyist' level of skill for 1S (**EABA v2.01**, page 3.25). Replacing/repairing it is just a matter of time and materials. You can take the 'cheap(-2)' or 'expensive(+1)' modifiers to reflect the quality, sophistication and cost and time to replace it. If you have the skills, you can have a usable outfit within a day or two of day 0, and have most of the bugs worked out and a few spare suits by the end of the first month. In practical terms, it means that the points you spend on the costume are in a state of flux for a while and you can adjust the power until you are happy with it or the gamemaster gets tired of your tinkering.

buy quality: There are a handful of discreet and *very* expensive tailors who can do this work. Some of them are even paranormally talented at it. Because governments would love to have their client list and would have no qualms about keeping these tailors under surveillance and tracking every package they send, these specialized tailors have to be *very* secretive, discreet, and go to *extraordinary* measures to protect both their anonymity and that of their clients. This goes to the extent of having secret facilities, leading double lives and hiring supers with specialized powers to do pickup, delivery, repairs and alterations.

If you are lucky enough to obtain the services of one of these costume makers, you might find the finished product oozing out of your bathroom faucet, appearing with a teleported 'bamph!' or unfolding itself from an ordinary-sized envelope that you thought was your electric bill. If you have the money and know who to talk to, it is even possible to have some other super imbue your costume with powers beyond those of conventional materials, with the most prized being self-repair and materialization/dematerialization ability.

Because of the cost, far more villains than heroes have costumes like this (villains have no qualms about robbery to come up with the cash). A quality costume made by someone else is probably restricted to upper class and higher lifestyles. Even if you are *technically* buying it with cash, if it has paranormal power then it costs P and is one of *your* powers. If it is a mix of mundane and paranormal, you can pay for it with A, S or P as appropriate. You can have spares, but loaning the powers in them to someone else is a special case plot device rather than something you can normally do (you cannot buy ten spares and then issue them to your agents). In game terms, having the services of a top-level costume maker would be a Friend or Favor, and a gamemaster can say that certain types of mundane costumes require this as a pre-requisite.



buy cheap: Even with tens of thousands of supers, there are still hundreds of thousands of wanna-be supers. And the sweatshops of the far east are more than happy to sell to this market, and to *genuine* supers or agents who cannot afford the good stuff. You can go to any of dozens of web pages, input your measurements, select colors, fabrics, custom logos, and upgrades like composite plates, ballistic fabric, taser gloves and other minor mundane functions, and in several weeks, plain boxes from different overseas/domestic addresses will arrive at whatever address you specified. Usually, this will be someplace the super can arrange to be at, but which is not directly traceable to them. If all else fails, for a significant extra charge the company can arrange for a courier to meet the recipient.

These costumes are serviceable, but nothing special, and the sites recommend you buy extras to replace ones that get damaged. One of these outfits that is not too fancy or requires specialized tailoring is accessible to middle class lifestyles, as is piecemeal replacement of damaged bits and a spare or two of the basic fabric parts.

be the costume: It is possible that the powers you were granted by the Eschaton came in the form of a costume of some kind, a bunch of powers that are all operationally and/or physically dependent on the costume. *You are merely the operator of a costume-shaped set of powers.* A suit of powered armor would be an obvious example. How you change into and out of this costume is as much a part of how you operate as a hero as the powers themselves. More than one super has had their life upended or ruined by things like this. If your powers are in the form of a two-ton suit of armor and you live in a quiet suburban neighborhood, it is going to be hard to shuttle it back and forth to battle evil without *someone* noticing. That's why you have a 'power ring' that teleports the suit around you when you make a fist and say 'its hammer time!' (i.e. a 'costume' power).

Mundane costume options

A mundane costume can be a worn gadget that embodies any power that pre-Chaos science can replicate. If your power as a costume is one that you designed so that *you* can replace it (like a Jedi making their own lightsaber), then the mundane guidelines do not apply unless the power itself is mundane. Mundane costume options are all mundane gadgets and have to have a weight, which both limits the points you can put into them *and* makes you worry about encumbrance.

Supers and agents often end up with holes in their concept that require gadgets to fill. Plenty of heroes forgot to include armor in their Eschaton-granted powers, and the Eschaton does not give do-overs. So, things that you can easily do with a mundane costume:

armor: Worn armor, either obvious or subtle, depending on whether you can wear the costume under street clothing. Pre-Chaos science can do concealable form-fitting armor at a level appropriate to the weight of the gadget, covering whatever parts of the body you want. Encumbrance *is* going to apply. You cannot wear more than 2 kilograms of armor under clothing (modifier of +3, up to a total of 3 points in the power). External armor can be as much as you can carry and you could justify an expensive mundane augmentation system to offset its weight (lithium batteries, computers, electric actuators, etc.).

Armor will have to have either the rigid or flexible modifiers. Rigid armor is going to look rigid when it is revealed, even if it is concealable. You do not get the skin-tight spandex look if you want the rule benefits of rigid armor as compared to flexible armor.

Mundane *flexible* armor cannot be worth more than 1 point and still give you that skin-tight 'I can tell that you're cold' look, *if* that is what you are trying for. Armor costing 2 or 3 points ($\leq 2\text{kg}$) can *still* be skin-tight but is in the realm of 'four layers of long underwear' bulky.



special defense: Mundane protection for the ears or eyes against sense-targeting attacks is fairly trivial to do up to 1 point, as is the equivalent of a gas mask. The special effect modifier in your power can often be tailored to be a special situational defense. If your concept as a hero is worried about electricity, you might say your armor is 'gold-plated' and thus counts as metallic (for better or worse).

claws: Or other inherent melee weapons like elbow spikes or forearm blades. These would follow the guidelines for mundane melee attacks on [page 4.58](#).

movement: Minimal enhancement to running or leaping (1 point) should be possible using pre-Chaos tech. The gadgets known as 'power stilts' (do a search for it) would be a good example and can give a real-world mundane person a sprint move of +11 (16 meters) and the ability to get their body over a 3 meter hurdle. If you look up 'Russian rocket boots' it might also give you a few ideas.

climbing: Grappling hook shooters and similar tech is possible. This would be a clinging power that requires a ranged combat skill roll to place a grappling hook or harpoon in the right spot to facilitate the climb.

attack: Guns, electrical shock gauntlets and other mundane attacks can be built into a costume, though most of these require a hand-built costume. Professional costumers generally are not weapon dealers of that sort, though they can incorporate the *mountings* for a weapon if you provide the specs.

flight: Possible as a mundane gadget, but probably bulky and with some degree of inconvenience. Since this is a superhero genre and post-Chaos science does have trickle-down effects to mundane science, we can fudge things a bit and say you do *not* need a fifty kilogram backpack in order to fly for a few minutes. But keep it reasonable if you are trying for 'mundane' flight.

Lairs & headquarters

The big difference between these two words is concealment. A 'lair' is a place not everyone knows about, while a 'headquarters' is a spot you can locate by asking directions on the street. Both serve the same function, a place to rest, recuperate, store things and make plans.

If you are part of a government superteam, then you have a headquarters to go to and live at if you choose. And the government would prefer that you do, simply to protect NAOs in case someone decides to truck bomb you in your sleep.

If you are a villain or vigilante or group of such in a government controlled area, then you have a *lair*. This is a lot harder to find, and you work hard to keep it that way.

The Days of Chaos make it easy to have either, at least to begin with. Uncontrolled or partially controlled regions, multi-block regions of collapsed buildings, plus a potential to have a place that you can only get to with a special movement power like teleportation, all this means that if a player wants their hero to have a secret identity and a lair, it is doable.

However, it is going to be quite difficult to be part of a team if you are trying to juggle the needs of a normal life. You cannot just get up from your desk and answer the summons when duty calls without raising a few eye-brows. You cannot store your powered armor in the garage and hope no one is looking when you take it out for a stomp around the bad part of town. Part of being a superhero is that it puts a crimp on your social and professional life. Being a superhero is likely to become *what you are*, rather than something you do.

And you need to find a way to make this pay the bills.



The first superteams will be matters of geography and coincidence. Heroes or villains who ran into each other and worked well together form bonds and formalize them later on. However, the notion of ethos and Revelation mean that over time, the super-powered will tend to associate with like-minded individuals. Those who share an ethos are going to want the same thing, and are more likely to work in the same way to see it happen. In a larger sense, those who share some or all of an ethos will work more closely together than those who do not. And those with a common *external* characteristic may work better with those who also have it.

So, the world of **Eschaton** will eventually develop supergroups or umbrella organizations like the Injustice Cartel, the Tattooed Titans, the Nude Mutants or the Tourette's Five.

Groups of PGEs who have a good working relationship can apply for status as a team. As long as there is not any real controversy about the members, this is seen as a good public relations move and the applications are a formality. So a group of player heroes can become formally recognized and in exchange for some government oversight, get paid for what they were going to do anyway.

Superteams get a budget, a headquarters, a staff for the HQ, civilian and government liaisons, dispatchers, the works. In game terms, if you pay the 4 points necessary for a government superteam, the government throws in a basic lair(HQ) and will match any points the team uses to improve it with. A team HQ is effectively a small police precinct (or military base), exerting influence over the surrounding area, maintaining order, averting disasters, responding to requests for assistance, and so on. The more powerful the PGE's, the bigger the radius they are expected to operate in. These areas can overlap, so on occasion players may find that some other group of heroes is at the scene of 'their' action.

Registered heroes on a government team get a stipend, but vigilantes have to find their own way. But in practical terms, you can define your income any way you like, so long as you back it up with the wealth and income you bought for the hero. We *do* recommend having enough passive income to pay the bills and give you a little left over.

Once an area becomes stable, a superteam is mostly going to be related to a civil role, helping firefighters, rescuing kittens from trees, catching people who try to jump off a roof, and so on, though there will be plenty of hot spots in the world where the federal government will want to fly them as adjuncts to friendly local heroes or to deal with potential threats to the nation. And of course, as long as they are supporting the current government policy, they are free to pursue their ethos.

income: Government superteams are technically federal employees and are shoe-horned into the federal pay grade schedule. Pay is pretty good, sufficient for a personal middle class lifestyle but perks and benefits more appropriate to an upper class one, with lodging, food, clothing, extra security and medical care as part of the package. And of course, job-related travel and such is free. Any status above that necessary for a superteam and equivalent to two levels of limited Status is worth +1 level to lifestyle, and this includes increases to Status that are acquired in play. That is, if you buy extra Status for your hero and you are on a registered superteam, you are automatically at a higher government pay grade.

In some cases, income and lifestyle is maintained by something other than cash. It might be in goods or services rendered. For instance a team in El Paso is in a part of the country no longer under government control. Their 'income', if they can get any at all, might be in simply having a staff and reliable food supply.



This is provided by roundabout negotiations and deals with Fort Bliss, the local government and involving some portion of the food aid that is about the only government assistance that gets into El Paso. There might be actual money deposited into external accounts for heroes, but that does not put food on the table in El Paso. Doing things in-game to make external funds available and change the situation in El Paso is part of what adventures will be about. You are trying to make a difference, to make the world a better place and do so in the way that you think means 'better'.

status: A member of a nationally recognized superteam has a certain mandatory package of traits and skills:

global status(1)	-3 points
major, pervasive Friend	-3 points
minor, pervasive Enemy	+2 points
personality(4): code of conduct	+2 points
permit: class 3 gizmos	-1 point
skill: law enf. protocols(+0d)	-1 point
total cost	4 points

Remember that Status only applies if you are recognized. Within your region, this is almost automatic. Within your country, it is fairly easy to confirm, since you carry an ID that can be referenced in virtually any civilian, law enforcement or military database. You cannot start play with more than one level of global Status, but you *can* add onto it with lesser forms. Outside your country, the Status is dicier, but because of reciprocity agreements and your general fame, it will usually apply.

Note that superteams from lesser countries would probably have limited Status instead of global Status. Within your country, a level of global Status in a superteam gives you no *actual* authority over police or military forces, but you do get deference and the +2 from your Status on any social, negotiation or leadership tasks involving local police or the military.

You are also a celebrity of sorts so it likely gets you better seats at a restaurant or concert. You may buy limited status within the military to have a specific authority (and rank), but this means your hero is technically active duty military, on detached assignment to your superteam.

Your Friend is the government, who gives you a secure place to live, a good paycheck and benefits package, and in return expects you to operate within the guidelines set for all superteams, and to occasionally take orders, do photo ops and other things that generally get on the nerves of the independent-minded supers.

Your Enemy is *also* the government. You are expected to adhere to a lot of rules and regulations, like filing flight plans, carrying a tracking and IFF transponder. The government is not 'out to get you' unless you turn on them, but there will generally be something annoying that you have to put up with on a constant basis. Surveillance, an annoying control officer, restrictions on the ways you can use your powers, boring Friday staff meetings, photo ops with local politicians, doing public service announcements, etc.

The code of conduct will vary with nation, but to violate it requires a Will roll with a difficulty of 7, +2 per level in the code, for a usual difficulty of 15. You *can* have a stronger code to reduce the cost of your inclusion in the superteam, but not a lesser one, though you can spend later experience to reduce your commitment or just have a Will roll high enough to ignore it or have other personal codes that are more important. Remember that the 'code of conduct' is not brainwashing, it is something you *believe* and that is why you were accepted into a government-sponsored team. The code is pretty simple:

1. stay within the law
2. protect civilians
3. catch the bad guys



The priorities on these may vary from team to team and what 'the law' is may be subject to personal interpretation. And one of the things that could be an 'enemy' influence from the government is 'off-the-record' orders to 'accidentally' violate some of these.

"Note the part of your security briefing where DHS has expressed strong reservations about their ability to contain Jihadi if you are successful in incapacitating him. I trust you understand the unfortunate political ramifications and civilian casualties that would be caused if a villain of this power were to be captured and then escape from DeepCore 2."

permits: Part of being on a registered superteam is that you have government permission to use just about any gizmo you want, captured, reverse engineered, whatever. There are exceptions, of course. Unique villain gadgets usually get locked up somewhere, things embodying new science or powers are sent somewhere for study and you might never see them again, and some things are just so dangerous they have to be destroyed. A big part of what happens with gadgets depends on whether or not a *player* wants to keep it, and do they have enough experience to 'buy' it and add it to their powers. *This could be part of a long term adventure.* For instance, a player says "I want to get a gadget that does X for my hero, but I've got no skills or contacts to justify it." So, the gamemaster makes up that sort of gadget and gives it to a villain. Now the hero has a gadget to lust over *and* a challenge to acquire it.

skill: All members of a registered superteam have police powers in their home country as part of their status. They will have also taken an abbreviated course in law enforcement tactics, how to arrest someone so that it is not thrown out in court, how to secure a crime scene, and so on. It is expected that regular law enforcement will be doing the bulk of the *actual* work, but since heroes will be called on to testify in many cases, doing it by the book is important.

Players do not have to know the details of securing a crime scene and all the minutia of mundane investigation, but having their heroes do things 'by the book' can be important, and having things happen in the middle of the process to muddle things up *can* be important later on. That chance comment you made to a bystander might have been caught by a reporter and then used by the villain's defense team to show that you have a bias against the villain's race that discredits your testimony and gets him or her off on a technicality. Having a sufficient skill roll and paying attention as a *player* to your in-game hero actions helps reduce the chance of this sort of thing.

Independent superteams

There are no independent teams operating *openly* in government-controlled areas, though there *are* groups of like-minded vigilantes who have pooled resources. Their income, facilities and such are only what they have managed to cobble together, and can be represented by an Organization and a lair made with pooled points. Because this is a precarious existence, the gamemaster needs to have contingency plans should the organization be shredded by outside forces. That is, the heroes will have some spare points to put into something else, since the organization is no longer there. Within hero-controlled regions of the country, there are both superteams and occasional lone operatives. In general, there will be an 'alpha team' that is powerful enough to set some rules and enforce them if necessary, but otherwise it follows the other notes on independent superteams.



Loners

This is not common except possibly at the start of a campaign, since trying to weave a plot with people going in several directions is next to impossible. However, heroes *will* have to deal with loners, who are going to be very careful individuals, or individuals with a small organization of people providing a support structure. It is easier for the gamemaster to deal with a loner as an extra than as a player.

i You have a butler to manage your estate and tend to your wounds, and a gizmo maker to build and repair your stuff.

Ultras

If supers are normal men in a world of pygmies, ultras are giants. They can range from god-like in a single ability to merely the equal of several supers in a conventional fight. The most public of ultras are fairly typical in terms of what you think of as a superhero: immune to virtually all mundane attacks, resistance to unusual ones, with extreme amounts of movement and a lot of flexibility in how they use their powers. The private ones are more problematic. Eschewing superteams and publicity, some of them appear to be ordinary people. *Ordinary people, who after an ordinary day, sit down at the kitchen table and make something happen on the other side of the world.*

Most supers, even heroes, try to avoid tangling with ultras. Government-sponsored ultras generally have their hands full trying to deal with villain ultras, but there is one small ultra-team, and several teams led by an ultra and backed by several supers.

i Enigmachron specialized in killing criminals who preyed on children, or in a few cases, people who were merely accused of preying on children but who were posthumously found to be innocent. Their victims would burst into flames and burn to ash in a matter of seconds, with no trace of power used, and no apparent limit on his range. He got his leads through the internet and television news. By cross-referencing blogs, video sites and news feeds, investigators were able to figure out what part of the country he was in by the timing of when a story appeared and when a victim died. By planting false stories and monitoring them, they were able to pin down his suburban address and send in a super-powered assault team, most of whom survived, some without even needing regeneration therapy. Enigmachron was captured, and is currently being held in a news-free isolation cell, with his only allowed reading material being romance novels whose author is dead. He is said to be hopelessly insane, though there is no telling whether this is from isolation or his selection of reading material.

If the government is leery of the powered and worried about supers, the mundane forces of government are genuinely *terrified* of ultras. It is suspected that most government ultras have nuclear self-destructs built into their government-constructed bases. It is also suspected that such measures would be insufficient to take out many ultras. It is also no surprise that most ultras will not work for the government unless their sponsored base is in the heart of a major city. Neither side actually accuses the other of anything, but there is tension between the government and even the most patriotic of ultras, though neither will publicly admit anything other than admiration and support for the other.



In terms of play, a balanced ultra should be very difficult for even a team of experienced players to deal with, unless the ultra has a weakness that can be exploited or the heroes controlled by the players have a significant edge. Most ultras are pretty good at covering for any weaknesses, either with friends or gizmos, and are also good at identifying the strongest threat and dealing with it first.

An ultra designed towards optimum combat power in a straight up fight with a group of new supers would generally end after about one action by the ultra for each super. *Wham!* Hero one down. *Wham!* Hero two down. *Wham!* Hero three down. *Wham!* Combat is over in four *actions*, four superheroes are incapacitated, crippled or dead.

This means that for a campaign involving ultras to actually be fun (and survivable), ultras need to be designed or tweaked to match the abilities and defenses of the heroes. An ultra should be able to repel anything that *one* super can throw at them. It should require teamwork, planning, clever combinations of powers, good tactics and a bit of luck to deal with an ultra. It should be a hell of a challenge and the players should probably not succeed on the first try. *But neither should you slant the situation to keep that from happening.* Never penalize players for being good at what they do or getting lucky on occasion. But do remember that ultras have Fate to use for luck just like player heroes do, but an ultra gets **triple** benefit compared to a super's double benefit.

Ultras are spoken of in hushed terms, like 'he who shall not be named', lest the Ultra hear about it. *Because there are a few who **can** do that...*

Lookalikes & copycats

A unique and bizarre side effect of the way the Eschaton granted power is that in the United States there will be a lot of people who model their heroic paranormal persona on comic book heroes. *So, it is possible a comic book super-team could be mirrored in the real world.* Even stranger, exceptionally popular comic book heroes could have *multiple* avatars in **Eschaton**. So, there could be a team made *entirely* of red and black web slingers, bullet-deflecting amazons, green power-ring guys or smarmy ultra-rich geniuses in flying power armor.

"What say you, old chaps? Shall we jet to the Riviera and see if the Black Madams are still up to their kinky evil ways?"

Sometimes these nearly identical heroes work well together, other times they view each other as rivals. After all, how likely is it that a bunch of arrogant Norse gods of thunder or Amazon drama princesses will work well together?

*"Look you brainless hussy, that's **my** invisible plane you're sitting in! It's not my fault you're not smart enough to remember where you parked **yours**. Yeah? Step down **here** and say that. If I want your opinion I won't use a lasso of truth, I'll just beat it out of you with the can of whoop-ass."*

Over time, groups will also form centered around common methods and sorts of power. For instance, the 'The Secret Santas' is a group of vigilantes who specialize in infiltration and mental powers to uncover and publicize the dirty secrets of various governments. Their individual ethos differ (but do not conflict), but they all agree that what they are doing is the best way to accomplish them, and their powers work well together.



EXPERIENCE

One thing that is true about the comic genre is that heroes and villains change and often gain in power at an *alarming* rate. From a practical standpoint, defeating foes of the same power level time after time stops being interesting. New challenges are needed to keep readers coming back for more.

Eschaton does not *quite* fall into that mold, but experience can be gained faster than normal for more mundane game settings. The normal exchange rate for **Eschaton** will be 10XP to 1A, S or P, which means that a few game sessions may be all you need to expand a power or pick up a new skill or buff an attribute.

As a *special* case, there is also an exchange rate of 2XP = ±1 power change. You cannot fundamentally alter what a power *does*, but for 2XP you can alter an existing modifier by ±1. So, if you wanted a power to have a bigger energy reserve, or a longer range, or you wanted to give it better Accuracy or make it armor-piercing, you could spend XP to do this without otherwise altering the power. Any time you spend 1P to increase the power level of a power, you get a free ±1 change as well, which can be added to a bought change.

i You could spend 12XP to get +1P on a power *and* ±2 on a power modifier (±1 modifier for spending 1P to improve the power level and ±1 modifier for the extra 2XP spent.

Time between adventures can be used for self-improvement as per the normal rules. Note that if you have a skill or ability that no one else is better than you at (or is not willing to teach you), you can only do self-study.

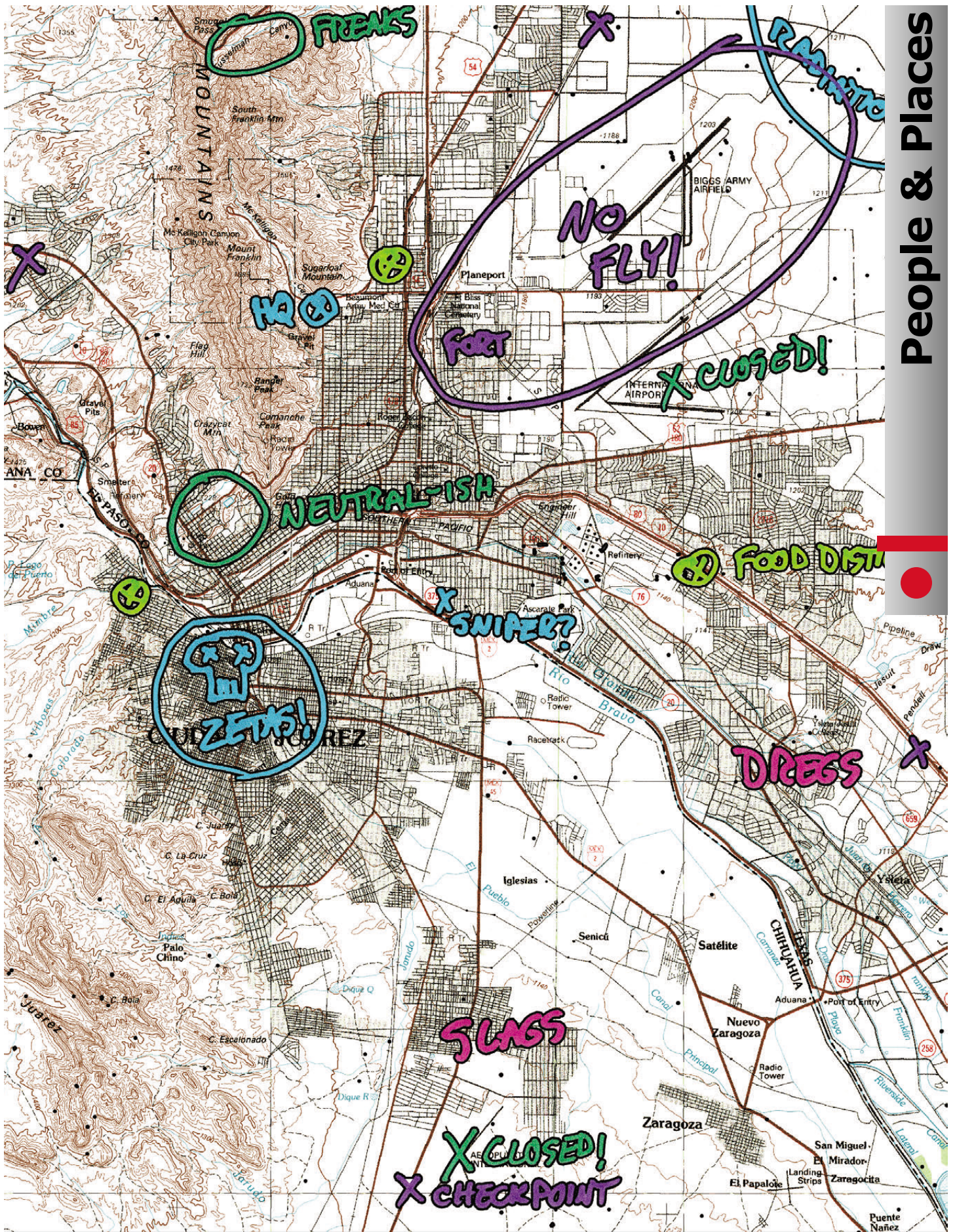
i If your hero describes himself as 'the world's greatest sorcerer', then even if there *is* a better sorcerer out there, they probably would not be willing to teach you just because 'what could I possibly teach the world's greatest sorcerer?'

The normal **EABA** scale for experience points is below, with additions for **Eschaton**:

item	experience
short adventure	+0
medium adventure	+1
long adventure	+3
very successful adventure	+3
successful adventure	+1
failed adventure	-1
epic fail of adventure	-3
acted out of character	-2
stayed in character	+0
increased depth of character	+2
'best of adventure' vote	+2
'epic win' vote	+2
'best supporting role' vote	+2

special	experience
violated ethos	-special
maintained ethos	+0
maintained ethos in face of adversity	+2
advanced ethos in eyes of public	+2

'Violating your ethos' means that as a *player*, you *deliberately* chose to have your hero act contrary to that hero's ethos, regardless of whether or not it was justified in terms of practicality, plot or whatever. If you have an ethos that places a high value on human life and you cram a utility pole through a villain's skull because he just killed your mother and ran over your cat, you may have been justified and it may have been good fiction and emotionally satisfying, but it violated the core concept of what that hero *is*. If you violate your ethos, you do not get any 'increased depth' or 'vote' experience. On the other hand, if you are able to work out a way to maintain your ethos in a difficult situation and make it 'play' in a fashion that feels real, you get a bonus, and if you accomplish something that will generate a more positive public impression of your ethos, you also get a bonus. There is no in-game mechanic for making your ethos succeed over everyone else's (it would just be gamed), but the gamemaster *can* reward players for working in that direction.



People & Places





"There will be no end to the troubles of states, or of humanity itself, till philosophers become kings in this world, or till those we now call kings and rulers really and truly become philosophers, and political power and philosophy thus come into the same hands."

Plato

INTRODUCTION

The previous chapter was an intro to an **Eschaton** campaign, with only a little specific detail. *This* chapter is more about specific campaign locations. Details of the previously mentioned contested city of El Paso as a nicely chaotic campaign location is in this chapter as well.



PLACES OF NOTE

Specific installations, gadgets and groups that you can site where you need to for campaign purposes.

Deepcore 2

This is the United States' main paranormal detention complex. Its full details, even its location are classified, but some information has leaked out. Meaning the gamemaster can do what they want to adjust it to fit who it has to keep secure.

Deepcore 2 is located in a deep gold mine somewhere in South Dakota. The holding areas are under approximately 2 kilometers of solid rock, and spread over several levels and several kilometers of tunnels. The main security is the sheer distance to the surface and isolating detainees from anything necessary for use of their powers. Multiple blast doors, a wide variety of heavy weaponry, the best scanners that pre-Chaos science can make and some scanners it cannot mean that any breakout by force is next to impossible. And in the most desperate case, varying levels of nuclear devices are available to seal the prison *permanently* (by the start of year 1 there is no Deepcore 1 anymore, which can be its own bit of backstory or origin for a villain).

On the surface there is a dedicated military force with tanks, helicopters, heavy gun and missile emplacements and designed from the standpoint of minimizing its vulnerability to powers. For instance, there are protocols to prevent the commander from standing down security because he was mind controlled. It is difficult for weapon emplacements to be turned around and pointed directly at other emplacements. The measures are not fool-proof, but they *are* thought out pretty well. When all else fails, they just use a 'kitchen sink' approach (i.e. use a little bit of every mundane measure that powers are known to be reduced by). Some have metal guns, some have non-metallic guns, armor likewise, everyone has eye shields and hearing baffles, that sort of thing.

Methods of detention range from simple confinement for people who are determined to be more or less mundane after being separated from a gadget of some type (like power rings, suits of armor, mystic swords and the like), isolation for those with inherent powers, *special* isolation for those able to interact with their environment in unique ways (tunnellers, teleporters), robot guards for those with mental powers, and so on. Those whose powers cannot be fathomed or easily countered are kept in drug-induced comas and on total life support.

The Paranormal Security Act gives government *wide* leeway in interpreting individual rights when it comes to paranormals. Lawyers can only meet with their clients through video links, and especially problematic detainees can only communicate with counsel by writing, and only after the message is copied, examined and the original destroyed in case it has some hidden power embedded in it.

Sunforce Tower

This is the headquarters of the Sunforce superteam, led by the ultra Sunforce (of course). It used to be the Ivanpah Solar Power Facility, a concentrating array of 180,000 mirrors covering several square kilometers that produced 400 megawatts of electric power from a site in southern California about 65 kilometers southwest of Las Vegas. Now, the focal point of one of the mirror arrays is Sunforce's personal recharging sanctum.

All three of the mirror arrays have been modified by means not fully understandable and can be used as solar-powered weapons *and* as a massive force dome (in game terms, you can make some *really* powerful gadgets that cover a large area for only a few points... if they weigh tens of thousands of tons). By means of stored heat energy, they can even provide these functions at night, though for a limited time and at reduced power.

While its range against low-altitude targets is constrained by surrounding hills, it *has* been used against orbital threats several hundred kilometers off. The full-time staff is linked to NORAD and the former private facility is now *technically* a government installation, but in practical terms it is Sunforce's HQ and the US government is merely the maintenance and security staff.

The Sunforce Seven are heroes who have a general environmental leaning, and a long-haul sustainable lifestyle outlook to their respective ethos. The government is happy to have them on their side, but is also happy they are on the west coast rather than in Texas oil drilling country or West Virginia mountaintop-removal coal country.

A desert community has sprung up outside of Sunforce Tower, mostly like-minded individuals but with a handful of protesters. At least one of the Seven lives there and most of the Seven have used one power or another in support of the community, which left to its own devices would not be sustainable in this location. Electricity they have in abundance, but work had to be done to supply water. In this case, the 'power' involved was 'requesting' the government shut down a nearby golf club, whose water use in the middle of the desert was sufficient to supply a small city.

For campaign purposes this could just as easily be a *villain* HQ, with massive gadgets, a local population of hostages/NAOs, a bad guy ultra and a bunch of supers and agents, the isolated and well-defended fortress, the whole deal. The giant force dome and nearby civilian population mean nuking it is not an option, so other means (i.e. superheroes) are required to deal with the problem.



Zweibolt

Both the name of a villain enclave and the name of an openly bigoted and not very subtle supergroup that acts as the enforcers for this disputed region in the midwest United States. That is, they do not run (or want to run) the local government, but they *did* assist in a local *coup d'etat* that overthrew elected officials and replaced them with ideological hard-liners who have very strong ideas about national identity and who has the right to rule.

As with the more mundane cases of 'ethnic cleansing', those on the unwanted side have quickly left, been forced out (or killed), and those who share the beliefs have moved in, considering it a new homeland. Those with power and this ethos are encouraged with promises of secular power and wealth, and the local government has grandiose plans about expanding their reach and influence.

Unlike many villain enclaves, the Zweibolten civilians are there because they *want* to be there, and they are willing to make some sacrifices for the good of their community and ethos, giving Zweibolt a passable conventional defense force, putting the overall United States government in a bind. That a group like that could find enough support to take root in 'the land of the free' is an embarrassment to *both* political parties in the United States, but this has not kept blame from being thrown by both sides, and the political animosity has meant that useful solutions from both sides have been opposed simply out of spite.

The government cannot just go in with a heavy superteam and try to take out Zweibolt, because it would entail massive civilian casualties (and consequent negative publicity for the party in power) and would involve dealing with lots and lots of conventional weapons, with the possibility of some serious military hardware in there. Stürm has visited several times and his implicit support of the region is one reason the government has not taken a harder stance against it. If Stürm were out of the picture, superheroes backed by troops might be able to subdue the area or come up with a plan to.

So, the current strategy is containment and isolation, hoping to 'starve them out'. Unfortunately, cooperation with other villain enclaves like Turing gives Zweibolt a lifeline and the talents of the Zweibolt supergroup allow them to do some pillage and plunder within a few hundred kilometers of the enclave, though conventional forces are getting better at defense through lots of painful experience. Two paranormal vigilante groups are acting as mercenaries to protect communities that can afford it, and since the government cannot fully protect the region, officials look the other way at these unregistered supers. *For now.*

For campaign purposes, Zweibolt is a minor campaign goal, a mid-term exercise in dealing with villains and lots of ideologically aligned henchmen. Taking down Zweibolt as a villain group and villain enclave is one of those campaign events that could 'uncover new information' about something even more sinister. And if Zweibolt fell because an ultra like Stürm was deliberately distracted and elsewhere, well, he would have a lot of grudges to settle and that could make things *interesting* if player heroes were involved.

My conscience is vestigial. It's only good for giving me twinges of guilt when I'm being really effective.
- Kowalski, *Schlock Mercenary*(2015)



Nemosia

A hidden community of those whose powers allow them to live underwater indefinitely. It is only a few hundred individuals, only one of whom is an ultra, but it has the advantage that most who have chosen powers of this type have a shared ethos regarding protection of the oceans. The inhabitants of Nemos generally operate in teams within a thousand kilometers or so from home, and work to fight pollution, overfishing and waste dumping. They make life extremely difficult for surface ships that violate their demands, and influence land-based governments by the ease with which they can threaten undersea power and communication cables, as well as shutting down undersea drilling operations at their source. Surface-based heroes or governments are generally ill-equipped to deal with the Nemosians, but they are not a major threat and only have a limited geographical range. They remain in regular contact with the surface government(s) closest to their homeland in international waters and may have friendly trading relations with a surface community that either has the same ethos or has agreed to share that ethos as a means of bettering its own situation. For instance, the surface community agrees to clean up its act regarding runoff and fishes sustainably, and the Nemosians steer fishing boats unerringly to the best spots and also provide accurate knowledge of the maximum sustainable level of fishing in each area.

For campaign purposes, Nemosia is a sideshow or place where things occasionally happen just to make life difficult for land-bound heroes. Speedy runners, fliers or teleporters are likely to have problems, ranged weapons likely have a special effect that limits their use, and of course most heroes will require special gadgets just to survive prolonged periods underwater.

Überstan

The chance of an individual president, prime minister, king or dictator being an ultra, super or mastermind is very low, but it *is* possible. More likely is the chance of someone in a legislature or other position of power like a general getting power and then using it to leverage a *coup d'état*, creating a nation led or ruled by someone with power, who possibly cements this rule by recruiting people with power. This would generally be considered a villain state. The gamemaster can set up the details of one or more such minor nations, and how they are going to interact with their neighbors. We recommend eastern Europe, the Balkans or one of the near-East nations like Uzbekistan, Kazakhstan or Chechnia. Someplace that is inconveniently far from where the heroes are based, but *not* so isolated from its neighbors that a stray nuke or three against it would be overlooked. And having a historical grudge against its neighbors is a plus.

Related to this, while national-level leaders are unlikely to be amongst the powered, it is near certain that some number of mayors, police chiefs, local national guard commanders or other prominent local officials will have powers. Ninety percent of them will be sports, but that leaves ten percent as agents or better. In a small town or minor city, this could make them 'the law' and the only person able to handle a local villain. Such a person would be well placed to know information the average person would not, and they might have a secret identity, doing their normal job by day, and using their information at night to be a vigilante, investigator or enforcer. Or, they might be the *villain*, using knowledge gained from their day job to enrich or empower themselves at night. A mastermind could easily be the beleaguered mayor *and* the crime boss taking control of the city.

For campaign purposes there are plenty of ways to make this sort of thing interesting when the heroes visit a new area and are trying to get the lay of the land.



Mutopia

Formerly known as Topeka, Kansas. *Also known as the Topeka Crater.* On the seventh day of Chaos, a several megaton nuclear blast went off at or near ground level somewhere near the center of this relatively small ($\approx 120,000$ people) state capital. The 'official' story is that it was a suicidal rogue ultra who detonated himself rather than be defeated and captured, but over the past year evidence has been accumulating that the blast was a deliberate decision by the US government, sacrificing the city as an acceptable cost to deal with the power of this unnamed ultra.

The area was completely flattened and burned, with only a circular lake and the stubs of some of the more robust structures remaining. The few survivors moved out, and the radiation has lingered longer than expected, making the area permanently uninhabitable. *Unless you have a power that makes you immune to low levels of radiation.* Several hundred of those have that power have moved into the area and started rebuilding. They mostly have compatible ethos but even those who would normally be antagonistic use Mutopia as a neutral ground where 'their kind' can act free of the interference of the non-powered.

At the moment, Mutopia has the population of a small neighborhood, spread out over a considerable area. Its inhabitants mostly use it as a base of operations. Its proximity to nearby Kansas City (government controlled) makes it a problem for mundane authorities, none of whom want to tangle with heros, villians or vigilantes who stand a good chance of being radioactive. Current public sentiment and suspicion the government nuked Topeka makes the notion of going in with excessive force (and radiation-shielded tanks) non-viable at this time.

! Radiation would be a hostile environment and the power that protects against this and rules for handling it are on **page 4.45**.

Mutopia has a secret. While excavating for a building foundation near the lake, three paranormals came across a body. *Or a thing like a body.* It looks human, but with feathered wings on its back, badly scorched. Its chest can be seen to rise and fall, and examination of its veins shows the pulse of blood, but the body cannot be touched. Only with delicate use of gravity manipulation powers were they able to move it somewhere else. It is *intensely* radioactive. The 'angel' or whatever it is actually absorbed most of the radiation of the blast and is releasing it slowly over a limited area, containing what would have been a massive fallout event. However, no one knows this is what is actually happening here.

Since its discovery, a very small cult of paranormals has arisen around this unknown being. They call themselves the Seventh Day Angels. They bask in its radiation as much as they can stand to, and it seems to give them powers or increase the powers they have, at least temporarily. Who the 'angel' is remains unknown, and any actions it may have taken in the first few days of chaos either have no living witnesses or are under some high-level classification. Some of the supers of Mutopia have recently been associated with the word 'angel' in reports by Kansas City authorities and this has caused a number of government agents to start snooping around, briefings to Heartland (the government-sponsored super-team in Kansas City), plus an increase in drone flights over the area.

For campaign purposes, this is one of those background plots that may be nothing or could be everything. Something important may be happening here, enough so to investigate it, control it, or failing that, destroy it. It could be one of those things that comes in from out of nowhere to either save the day, or turn a victory into ashes.



Turing

Formerly known as Saratoga, New York, an independent enclave that now encompasses much of Saratoga County. Its proximity to the state capital and fairly short distance from a number of major cities in the US northeast makes it a real thorn in the side of the US government, which at the moment cannot do anything about it.

Turing is not really governed by villains. It is sort of held together by the aligned wants and needs of a handful of major villains, and everyone else adds to it in their own way. The three big players are:

Turing: The artificial entity that gives the enclave its name. Created by a rogue genius now deceased, Turing is an AI with its own paranormal ability to interact and communicate through any form of electrical technology. There are rumors that Turing's intelligence is that of its creator, who discarded his physical body after transferring himself into the machine. Turing is a benevolent Big Brother who really just wants to be left alone so he can think deep thoughts. But part of being left alone means that he monitors *everything* in his sphere of influence *all the time*, to make sure nothing is going on that might interfere with him. *Your toaster is spying on you.* Turing's reach is limited, and while it can directly manipulate electrical technology (a form of animation) close to its core, the boundary of its ability to spy are pretty much the limits of the enclave. When Turing perceives a possible threat, the information is communicated to whoever or whatever is most qualified to deal with the threat. This is one of the few membership requirements of the Chaos Confederation, that you deal with potential threats identified by Turing.

Volta: Master of electricity. Because of his nature, he is almost psychically linked with Turing, and the two are as close to friends as is possible for their different natures. While Turing can manipulate devices in limited ways, Volta can do just about anything that is possible with raw electricity...or the removal of electricity. In addition to hurling extremely powerful lightning bolts, Volta can shut down or overload just about anything that relies on electrical power. And since he is not limited to technology, this includes electricity-using things like the human nervous system. Oddly enough, Volta cannot (or will not) influence Turing in this way. Volta has created and set up an 'electronic fence' gadget that matches Turing's perceptive radius. This tends to fry anything over a certain electrical complexity that crosses it, as well as alerting the guards monitoring the system about any unauthorized crossing. Access in and out of Turing is by a handful of monitored gates and the central Turing Teleportal.

Nepotist: He is the mastermind who is the unelected 'mayor' of the enclave. His power is rather simple: You *are* loyal to him. While it has numerous limits, within these limits it is sufficient to overwhelm all normals and many heroes. He has filled all the key infrastructure and security positions with 'his' people, up to the fairly substantial number his power can manage. However, being Nepotist's mind-slave is not that bad a gig. The pay is good, the benefits are excellent, and aside from the absolute loyalty and obedience to Nepotist, you retain free will in all other matters. He has been able to *voluntarily* hire some of the best people to fill slots in the civilian government, with potential employees knowing that the enforced loyalty is part of the contract if you take the job. As a mastermind, part of his ability is shared by his 'managers', so the lower tier of employees are *also* more loyal than normal. Since part of the loyalty is being efficient and incorruptible, it is actually a well-run local government.



A medium-sized manufacturing town, Turing has become a one-stop villain supply center. They have managed to reverse engineer a number of weird science technologies, and the shut-down manufacturing plants have been re-opened and turned into gadget factories. By use of the expensive (but worth it) Turing Teleportal, other villain enclaves can receive untraceable shipments of goods, and of course, pay for them. Part of Turing's villain-based economy is recovering gadgets from fallen foes and turning them into commodities. So, force field belts, psychic defense helmets, power armor for henchmen, blaster rifles and electrostunners are all available for sale, individually or in bulk. From villains down on their luck, unique trophies captured from fallen heroes also turn up for sale on occasion (*"one day auction only, the power crown of LunaGirl!"*). Interestingly, the US government is often a bidder for such items, as are other governments. As long as the money is good, Turing does not care and takes their cut for brokering the sale.

The local mundane population is not forced to work in the factories, but those who do are paid well and get decent benefits (including a company healer and employee gadget discount). As Turing was originally a city "written off" by the US government, local loyalty to Washington is not as high as it is elsewhere. There *is* a resistance to Nepotist's rule and there *have* been assassination attempts and sabotage, but some psychic interrogation and more than a few grisly public executions have cowed most potential dissidents into conformity. The few remaining resisters are extremely careful, and have powers that help them keep a low profile. This means that most of their active efforts are not done with personal powers, but with tools and gadgets. Their powers just help them get away and stay free afterwards.

Turing's villains, whether freelance or teams, are all members of the Chaos Confederation (**page 6.9**). Some are purely ideological villains, but many are quite mercenary (living in Turing is not cheap if you are super-powered). They will rent teleportal time to send teams far and wide, stealing, raiding, attacking, and then bring any loot back to Turing as a means of paying the bills. Hero and government groups are constantly working on countermeasures to the Turing Teleportal, but each counter is quickly evolved around by Turing and portals are constantly upgraded.

In addition to this, there is a small but steady amount of legal, or at least 'not-illegal' ground traffic in and out of Turing. The government would like very much to simply surround the place with barbed wire and gun emplacements, but the Chaos Confederation has made it known in no uncertain terms and through demonstrations of power, that anyone who wants to enter (and sometimes, leave) shall be free to do so with no hindrance. The radius in which the Chaos Confederation can (or has chosen to) enforce this is too large for the government to physically contain it. The next best thing is an unofficial 'border' at varying distances well outside the enclave. Vehicles are searched, papers checked, flights diverted around Turing and so on. For those living inside the exclusion radius, it is not bad. The Chaos Confederation finds little in this region worth stealing or blowing up (or has a policy about not fouling the nest), and the government works with a lighter hand to avoid causing a bad situation to get worse. Getting in and out of the exclusion zone is often a hassle. Those who have to commute across the boundary need special permits to do so in a usefully short amount of time. It is very much like a pre-Chaos crossing to or from Canada, except with distintegrator-equipped border police.



The Turing resistance group is known as the Chessmen, currently led by the Black Knight. The former leader, Rook, got castled. *Literally*. He got caught and the Chaos Confederation thought it would be appropriate to drop a hundred tons of stone blocks on him. They have a Python-esqe plan for the Black Knight if they ever catch him.

Lest you think that Turing is more militantly neutral rather than villainous, remember that their entire economy is based on theft, of both real and intellectual property, and that theft allows them to be arms dealers to anyone who has the money, with no scruples. Within Turing, there is no dissent from the populace with the policies set down by Nepotist, Turing and Volta, not because Nepotist can force the loyalty of that many people, but because *dissent is punishable by death*. You are free to leave if you do not like it, but if you stay, you shut up and like it.

Chessmen

The Chessmen are an underground hero group in the villain enclave of Turing. Originally composed of Rook, Black Knight and Red Queen, they took the name 'Chessmen' as a lark, and it stuck. Other members include Bishop, Frost King and Fortress. They are not all perfect matches for the chess theme, but you take what you can get. Rook is a recent casualty, captured by Turing forces and publicly executed. In general, their powers are:

Black Knight: armor, melee attack, regen, leaping

Red Queen: mentalist, speedster

Bishop: mystic gunslinger, shapeshifter

Frost King: anything you can do with cold/ice

Fortress: man of many defenses

The Chessmen are somewhat unusual in several respects. *The biggest one is that most of them are ex-villains*. It is unfortunately common for would-be heroes to be corrupted by power and go bad, but it is less common for it to go the other way.

Most of the Chessmen are former members of the Chaos Confederation, who decided that they did not just want to leave the Chaos Confederation (which is not a big deal), but that they wanted to fight it (which *is* a big deal). For the latter, the Chessmen are hated by all the villains in Turing, and thus their operations are meticulously planned and generally have modest goals.

The other thing about the Chessmen is due to the nature of Turing. All the Chessmen have powers that are free of electricity and do not use gizmos that use electricity, since Turing can sense through any electrical device, and Volta can mess with electricity. Their lair and all access routes to it are free of electrical wiring and devices, and simply moving from public areas to their lair is a tricky effort, lest Turing 'see' someone regularly drop off the map. All the Chessmen have secret identities in Turing, as workers in gadget factories, and all of them can appear completely normal to any form of scanning when they are not manifesting their powers. As an attempt to rehabilitate themselves, they have covertly contacted the Peepers, and while neither group trusts each other all that much, they *have* exchanged information to their mutual benefit. On at least one occasion, a government hero group was able to infiltrate Turing and grab some useful intelligence (and a minor villain) due to assistance from the Chessmen (plot hint!).

Chaos Confederation

A loosely allied group of villains operating out of the autonomous territory of Turing, a region shielded mostly by the electromanipulation powers of Volta and organized and managed by the Mastermind known as The Nepotist.

The Chaos Confederation is not so much a villain group or ideology as it is a club with membership requirements and benefits. Members pay quite steep yearly dues (on the order of a million Credits per person for full status, and a mere hundred thousand for the less useful 'associate' level.



In game terms, the 'millionaire x 10' and 'millionaire' income levels, respectively, and even this takes up most of your discretionary funds.

Membership gets you a certain amount of scheduled time with the Turing Teleportal, access to the ultra-power shooting range (weapons up to 100 megajoule delivered energy (say 18d lethal)), tactics practice fields, a twenty-five percent discount on all gadgets produced in Turing, and a ten percent royalty on the retail cost of any *new* technology you acquire that can be reverse-engineered and produced by Turing's factories. There is a mandatory but very limited code of conduct, which mostly involves not blowing up valuable stuff in Turing or the immediate vicinity if at all possible. There is also the fact that Turing itself can eavesdrop on just about anything you do, but experience has shown that as long as you do not plan to do anything that harms Turing, then Turing really does not care.

The Chaos Confederation has somewhere between five and seven hundred members, in approximately thirty villain groups, a dozen pairs and a score of loners or freelancers.

The Turing Teleportal

This is a fabulous piece of technology of unknown nature, designed by Turing and built by crew of skilled technicians from seemingly mundane components. *All these technicians have since disappeared.* The teleportal can project a significant quantity of matter to just about any open area on Earth (or in the atmosphere), and with a teleportal beacon, can snatch and grab an item back to a central location (all objects within a small radius of a beacon). Technically, it has a 'send' range of 5600 kilometers and a 'snatch' range of 4700 kilometers. This makes it amazingly useful for delivery of goods, and the insertion and retrieval of villain teams, making it the centerpiece of Turing's economic ecosystem.

The teleportal uses prodigious amounts of energy, which it apparently pulls out of some other dimension, and the machinery of the teleportal is not quite in phase with reality as most of us know it, making it all but inaccessible and not coincidentally, almost indestructible. *Only Turing and Volta can actually operate the thing.* To further shield it from interference, the staging area is not the machinery itself, which is nearby but hidden and/or shielded.

The limits of the teleportal are that it uses energy proportionate to the power level, it cannot teleport *into* a solid object, and it cannot teleport through a suitably pure barrier of a lanthanide-series element, even if that barrier is only a few atoms thick, nor teleport a significant quantity of these elements. This particular limit used to be secret, but word got out somehow, and now most government lairs, facilities and villain containment tech incorporate this into their design. There are other things that can temporarily interfere with sending or receiving via the teleportal (i.e. plot devices), but Turing has always managed to evolve the design just enough that these tactics are only a temporary setback.

The 'teleport belts' which are sometimes seen are simply single-use locator beacons required for the Turing teleportal to pick someone or something up from a distant location and return it to the central teleporter. These are available on the black market, and Turing does not care. If a beacon is out there, it has been paid for, and nothing is allowed outside the teleportal arrival zone without being scanned, so no one can strap one to a nuke and then push the 'send' button (in game terms, they just have a huge force wall around the arrival zone). *Even heroes can use the beacons.* Unless the hero has the Chaos Confederation as an Enemy, once they arrive at Turing they are free to leave, or buy teleport services to be sent elsewhere.



In general, say it is a lifestyle expense of one-quarter the distance level for an outgoing teleport, or a cost level of +6 for a beacon. Beacons do not have any inherent 'power' and the power is being used by Turing, so player-controlled heroes do not have to spend *points* for one. But, you can only get one through Turing and because of the nature of Turing, they are prohibited gadgets outside of Turing unless you have a permit.

Turing teleportal(weird science gadget)

template: immobile weird science gadget	+10
effect: extradimensional movement	-6
range: 5600 kilometers	-21
defense against: esoteric, protects absol.	+0
circumstance: only to and from teleportal	+3
special: radius effect .7 meters	-2
password: beacon	-1
power duration: instant	+2
effect duation: as power duration	+0
usage: preparation time(1 minute)	+3
usage: concentration(prepare)	+2
usage: heroic(15) skill roll	+3
drain: 1 per +9	+4
stored power(energy bank)	-1
power quantity(6 energy)	+3
recharge 1 energy per 15 seconds	+2
requires grid power for recharge	+1
gadget mass(25 tons)	+44
modifier total	+46
modifier up to gameworld base(0/10)	+10
excess modifier/4(round down)	+9
power level for 1P	+19
power level for total of 15P	+47

Hench.com

Got some talent? Want to cause mayhem and get paid top dollar for it? Looking for an organization that shares your lack of values? Then log on and register at Hench.com!

This is the first and still premier site for Sports and Agents and even mundane but talented criminals to find employment and employers that meet their needs, and for villains and masterminds to recruit qualified lackeys.

Naturally, the government and every super-team with cyber-intrusion capability would like to track down, infiltrate or shut down the site, but none have managed yet. The servers are in villain enclaves, the routing is through a rotating bank of legitimate anonymizers and half the external computer power is hired botnets, leading would-be trackers down endless rabbit holes. The whole mess is managed through AI-generated encoding out at Turing, and the preferred method of access is disposable pre-paid smartphones. Toss in some odd super-cyber-powers and Hench.com has their bases covered pretty well.

Would-be henchmen can browse job offerings, pay and benefits, fill out applications online, post resumes and talent videos and do just about everything else a regular employment site would offer. However, it is costly. All that security does not come cheap, and registration and fees add up to a weekly lifestyle cost of -4 during your membership. Some employers will offer a signing bonus to offset this, but quite a few potential henchmen are out committing crimes just to pay for their accounts and pad their profiles in hopes of getting hired.

Bad Boy in Brooklyn

Seeking employment in: *Armed robbery*

Special skills: *Intimidation rhetoric*

Most recent job: *Manhattan jewel heist(link)*

Other qualities: *Good with children, bi-lingual*

The actual hiring and getting to an employer is dependent on the employer. Turing does offer a snatch-n-grab teleport service for employers in good standing, but this requires getting one of their lock-on beacons to the prospective employee (discounted cost of +4), something that is becoming more and more difficult as the mail and delivery services have scanners to pick up that sort of thing in transit. Some of the paranormal costume outfitters are offering their paranormal delivery services to send out job acceptance letters and teleportal beacons via the same channels they deliver costumes.



EL PASO/JUAREZ

As a recommendation, a starting **Eschaton** campaign is going to take place in the dual city of Juarez(Mexico) and El Paso(USA), one city divided by culture, law and an international border. After the Days of Chaos, the dual city took on a character closer to the Juarez side of the border, so for the post-Chaos days we will just call the area the Juarez region.



Before the Days of Chaos, Juarez was almost a stereotype of American views of Mexico. Corruption was rampant in government and law enforcement, with the few good actors being underpaid and often under threat of death. Life was cheap, and with sufficient money or force, anything could be bought. Mexico's strict gun control meant that only criminals had guns, if for no other reason that owning any type of effective firearm was illegal and made you a criminal. So, while the population did occasionally engage in vigilante justice when the police would not, the only big shootouts were between criminal elements. As a simple comparison, the 2010CE murder rate in Juarez was three times higher than the worst city in the United States and eighty (yes, *eighty*) times the rate of neighboring El Paso.

This is the fractured metropolis that like the rest of the world, was visited by the Days of Chaos. *And chaotic they were.* By the time the dust settled, the casualties were in the tens of thousands, parts of both sides of the border had been rubble over areas from the size of a single building to as much as several square blocks of twisted steel and cement. Much of Fort Bliss was destroyed, the nearby El Paso Airport was ruined and quite of bit of region's infrastructure was destroyed. The border was effectively erased, with enclaves and power blocs of various types on either side of the former border. The United States side was still mostly controlled by US-aligned individuals and forces, and the Mexico side by its forces, but it is not nearly as clear-cut as it used to be.

Because of its near-total ungovernability, the Juarez region is effectively closed. Attempts at rebuilding and stability elsewhere in the United States and Mexico preclude the massive effort in conventional and super-powered forces it would take to *enforce* any sort of outside government on the region, and the strained diplomacy between the US and Mexico makes for an intractable mess in terms of jurisdiction and prosecution for crimes. Worse, the Chaos was such that there is a question of whether or not the city is in *exactly* the same place and orientation as it was before (and no one can **explain** how this happened). Neither nation is willing to formally agree to where the border actually is (and thus limits of jurisdiction), without detailed measurements that are impossible under current conditions.

Supplies make it into the Juarez the same as they do to other independent or isolated cities. *Where there is demand, supply happens.* Prices are high for the basic necessities of life. Food, fuel, electricity, guns, medicine and electronics all trickle in at just enough to keep the city going and not quite enough to keep people from fighting (much) over the supply. Most of the smugglers have the assistance of a sport or agent, and may themselves be supers or masterminds. Heroes who rely on something uncommon or esoteric may have to rely on a supply chain run by a villain, which is its own subplot and adventures...

demographics: The current population of Juarez runs the ethnographic spectrum from north to south, with minimal amounts of other minorities. Religious beliefs are mostly Christian, divided fairly evenly between Catholic and Protestant. At this point, almost everyone speaks Spanish *and* English, even if they have very limited fluency in the second language. The population is younger than the average for either Mexico or the United States, in part because many of the elderly relied on support services that are no longer there.



economy: The pre-Chaos Juarez economy had quite a bit of manufacturing, including electronics and aerospace components, specialized factories that were important to their parent corporations, and too big to be moved. More importantly, after the Chaos, *unable* to be moved.

So, the economy of Juarez is based on several things: high-tech manufacturing, drugs, and smuggling. Interestingly enough, the best employment opportunities in all of these fields are on the Juarez side of the region. Most of the US-based economy collapsed during the Chaos and never really recovered.

Because Juarez/El Paso is technically a closed region, just about all imports and exports have to be smuggled. However, the sheer quantities involved really just mean this is an increased cost of doing business. Stuff flows freely south from Juarez into Mexico with the assistance of cooperative and well-paid Mexican officials, allowing the high-tech exports of the city to continue to be manufactured. Similarly, food and other raw materials get into the city the same way. The only thing really restricted from getting in and out of Juarez from the south are poor people and anyone on the Mexican government's blacklist.

The Zetas have a hand in all drug trafficking in Juarez, and use their leverage and power on the firms with factories there. This does two things: first, it gives them extra cash from protection money, and second, they use high-tech shipments going out of town as part of their drug smuggling. For their part, all the corporations doing business in Juarez deny *any* sort of illegal activity, and blame any and all problems with corrupt, low-level employees. Since there are plenty of these to go around, an occasional scapegoating of greedy or incompetent ones gives the illusion that 'something is being done' about the problem.

Border controls on the US side are a bit stricter, but are not impervious. Vehicle traffic is generally intercepted, but individuals and small groups can hike (or fly or tunnel) north with little chance of detection if they are careful and their powers do not have obvious side effects. *If you are on fire when you fly, do not try it.* There is one registered checkpoint for commercial traffic entering or leaving from the north, and this is solely for humanitarian supplies. It is a tenuous compromise between competing interests in the area. The Zetas realize this sort of stuff is needed, and there is not a lot of profit for them to try and exploit it, so they allow it so long as they can be sure that arms are not getting smuggled to Fort Bliss. The US does not want to be seen as accepting the independence of Juarez at any official level, but they do want to maintain ties to the region. Trucks from the north arrive at a border warehouse, where they are unloaded and searched by suspicious US officials for anything that might be smuggled to the Zetas, and the contents transferred to Juarez trucks and escorted south by suspicious Zeta guards to hospitals and relief centers.

In short, the border is easier for *individuals* to cross in the north, and easier for *goods* to cross in the south.

weather: *In a word, dry.* Hot and dry in the summer, cold and dry with a few snows in the winter. Any activity during the day in the summer is sufficient to take a heat penalty on stamina use (say +1 per +1 used for turn mod on an exerting activity), and cold winter nights are chilly enough to freeze you to death if you are relying on spandex tights as your main costume. A hero whose power or identity requires lots of available water is *not* going to be happy, and in the summer, someone in a thick ballistic body stocking is going to feel and smell like used gym socks unless they wash that funk out on a *daily* basis. If the intent is to start a campaign here, the players should know the weather ahead of time so their heroes can be designed appropriately.



Major players

These are individuals of note in the Juarez region, but who for various reasons operate behind the scenes. We are not designing them up as full-fledged heroes or villains, but will provide a full design for their signature power so that you can use it in play.

Karma: No one knows who Karma is. Half the population wants to thank him, the other half wants to kill him. The scope of his or her powers makes it clear that Karma is an Ultra, one of possibly two in the region. Karma's powers deal with the manipulation of the electromagnetic spectrum and Karma's methods show evidence of a very high level of intelligence and a reasonably fair moral stance. However, this moral stance is arbitrarily and ruthlessly applied. Once every several days, Karma will interrupt a broadcast of Radio Free Juarez with his powers and announce that a particular individual will confess to something within twenty-four hours and provide evidence to corroborate that confession. Or, that person will spontaneously combust exactly twenty-four hours after that announcement is made. Karma's threats have been made to everything from taxi drivers cheating on their wives, to corrupt policemen and politicians, all the way up to misbehaving supers. Karma levies no punishment for the crimes his targets confess to. That is left for others, though Karma has given notice to more than one corrupt prosecutor or judge for failing to act on clear wrongdoing that was within their power to deal with.

Karma almost always chooses a target that can be brought low by *someone*. Criminals can be apprehended by mundane authorities, and super-powered offenders almost always have some super-powered opponent who has a keen interest in using the information confessed to help bring the offender to justice, or to see them punished if conventional justice is not an option. Karma does not insist you surrender to authorities, merely that you confess your misdeeds.

Thus far, no amount of distance, mundane or paranormal shielding has prevented Karma from making good on his threats, though one supervillain who refused to confess smoldered for several minutes before finally bursting into brilliant yellow flame and burning to ash in a matter of seconds. Karma was silent for nearly two weeks after this incident, implying there are limits and costs on the powers used.

Efforts by super and mundane investigators have been unable to localize the source of Karma's powers. Because of his moral stance and his accent, Karma could come from either side of the border. He or she is educated, and quotes law, scripture, philosophy and pop culture with equal ease. More than a few intellectuals and religious figures have been assassinated in hopes that this was Karma's secret identity, but Karma remains. To evil-doers, Karma is like a lottery where you do not *want* to win the prize. To everyone else, Karma is a force of justice, and some even think him the manifestation of Saint Francis and pray to him. Even Karma's detractors admit that he only compels people to admit a wrong that they have done, and no confession has ever been found to be false.

Karma(ultra power)

template: conventional lethal damage	-1
range adjust: 360 kilometers	-10
range: unconventional	-4
power duration adjust: until stunned	-4
defense adjust: absolute(public confession)	+4
defense adjust: only use highest	-1
visibility: undetectable	-5
special effect: fire	+1
usage: preparation time(16 hours)	+8
usage: superheroic(17) skill roll	+4
usage: failure side effect	+2
usage: warmup(+2 per time level)	+2
usage: opposed combat roll(Will)	+4
modifier total(power level for 1P)	+0
power level for total of 25P (16d+0)	+48



Karma's reputation with the power comes partially from its intelligent use, so that people do not know its limitations. The power *does* have a limited range, it is just that in the Juarez region, no one has ever found what that limit is. The one time that a potential target *did* get past Karma's range, he later came back and Karma targeted him again *without* making a public announcement about it, and the villain burned to a crisp.

The targeting of the power is special. *The victim has to know they are being targeted (the unconventional range)*. This is the entire reason for hijacking radio broadcasts to make the announcement. Either the target will hear it, or someone will tell them about it. After that, it is simply waiting until the power is ready to use and making an opposed Will roll against the target. If Karma succeeds, the target takes a 0d+2 conventional lethal attack, for which normal defenses apply. Each cumulative time level after that (a time of 2 seconds, 4 seconds, 8 seconds, etc.), the damage increases by +2 and is applied again (the 'warmup' modifier). It takes a few hours to reach the maximum effect of 16d+0 lethal damage. Like range, he has never run into a target capable of resisting this much damage, so the public perception of his power is that it is irresistible. He has a huge amount of stamina for running this power, but a very formidable target will cause him to take quite a bit of damage to himself and he *has* pushed himself to the brink of unconsciousness more than once to see an attack through to its completion.

Villains like the Zetas are generally not targeted by Karma. They will cheerfully confess to just about anything they have done, or even brag about it, and no one in the region has managed to bring them to justice, so the power would be wasted on them.

Leveler: Leveler is another powerful super, or possibly an Ultra who remains secret but has powers with a clear effect. There is an irregular area of five city blocks straddling the border where everyone who has no powers gains 1d of power that they can use at will, and everyone who previously had powers loses 1d off the effect of whatever they do best.

Normally, this would not turn a normal person into a threat for a super or event a talented agent, but the locals quickly figured out that with their 1d of power they could have a power that loaned their power to someone else. This ability is *not* cumulative (see **EABA v2.01**, page 6.19), but if you can give a whole bunch of people a 1d attack that your foe has no defense against, it adds up. Since all the local heroes and villains are known, the powers of a neighborhood defender can be tailored to fit, with custom defenses against an attack and custom attacks to bypass defenses!

Because this area of town has no strategic resources and its location is nothing special, anti-social supers generally find it is not worth their while to cause trouble here.

This region of the city is called Sanctuary (or *Santuario*), and its little sub-government generates a modest income by hiring out a small park as a neutral location for talks between warring parties or superpowered antagonists. Sanctuary-boosted guards or mediators keep things on an even keel, and everyone knows that causing trouble means that every person they meet on their way out of Sanctuary will be a brand new threat.

Money raised by the Sanctuary Council is used to fund teachers and provide food, shelter and clothing to the needy. A Leveler-enhanced doctor runs a free clinic once a week. While no one ever says it, most people use the power once in a while for spying, so there are very few secrets about who is sleeping with whom in Sanctuary...



It is presumed that Leveler lives in Sanctuary, but other than that, no clue to his or her identity has been unearthed or detected. On the whole, the residents of Sanctuary love Leveler, whoever he or she might be. Having 1d of anything you want at any time is an amazing convenience and it is especially popular with teenagers, many of whom will come in from other parts of Juarez just so they can do amazing skateboard tricks and the like. It is the most desirable and safest neighborhood in Juarez.

Like Karma, Leveler is not statted out. His or her powers are simply a radius effect power drain and a radius effect omnipower with huge amounts of delegation.

Level up(superpower)

effect: omnipower	-12
flexibility: once per action	-2
range: touch	+0
power duration: continuous	-4
effect duation: as power duration	+0
effect duration: range-limited	+2
circumstance: only works on normals	+6
circumstance: limited to ±1d effect	+3
circumstance: cannot be used in anger	+3
special effect: blue aura	+1
delegation: shared 125x	-14
delegation: severable	-1
visibility: undetectable	-5
usage: preparation time(16 hours)	+8
usage: concentration(prepare)	+2
usage: heroic(15) skill roll	+4
usage: failure side effect	+2
special targeting: radius(175 meters)	-18
drain: none	+0
modifier total(power level for 1P)	-25
power level for total of 15P	+3

This is bought at the maximum limit for a *starting* superpower, but you could increase it by several P to increase the radius or number of people affected. The way it would work in play is pretty simple. Up to 125 mundane people in the area can be using the power at the same time.

Leveler has to take the time to set up the power, but those who get the benefit from it do not have any modifier in the purple block. Leveler has to stay within the defined radius when the power is turned on, but can move around freely without the area of effect moving as well.

Those who take advantage of the power start with a modifier total of +3, to which they would apply any modifiers they want, to get an effect that maxes out at a power level of +3. So, if someone says 'I want to give my friend an armor of +3', you might do something like this:

Armor up my buddy(superpower)

Level up power	+3
alter: increase	-1
alter target: lethal defense	-4
range: self only/touch	+2
delegation: exclusive	-1
drain: +1 per +6	+5
drain: rounds to zero	-1
modifier total	+3
power level(1d+0)	+3

The person with the delegated power does not need to nor can they spend any P on it, so they touch their friend and any lethal defense that person has is increased by +3, and this costs the person who was granted the power a drain of +1 per +6 in the power (which rounds to zero). Imagine each hero or villain visiting the area being escorted by half a dozen people with a bypass attack against *that* super...

The power granted by Leveler cannot be used in anger. Each and every power or addition to a power will vanish if they try to use that power in anger or unwarranted aggression. Those who wish to be neighborhood defenders who are boosted by numerous others have to go through training to test their ability to stay cool under pressure and it is a mark of great pride to pass these tests, and makes the defenders (mostly young) *extremely* popular with members of whatever gender they find attractive.



Military

The El Paso side of the Juarez region is home to the Biggs Army Airfield and Fort Bliss. Both of these were badly damaged during the Days of Chaos, as the military and heroes defended Fort Bliss against villains with an axe to grind or a hankering to get a hold of the nuclear warheads rumored to be stored there (or if you wish, nerve gas or biowarfare agents).

The remaining garrison at Fort Bliss has a handful of tanks, APC's, artillery pieces, anti-aircraft weapons and plenty of wrecks to provide spare parts for the foreseeable future. The Fort Bliss garrison is still considered part of the US armed forces and gets irregular shipments of supplies from outside. Leaks or super-powered snooping make resupply flights hazardous unless one or more super-powered flying escorts are available. Villainous forces in Juarez can overcome individual conventional weapon systems without too much trouble, so attempts to shoot down resupply flights are aggressive and too often successful. There are hundreds of ways to make a plane fall from the sky, and poking holes in it is merely the most obvious. Pilots have been mind-controlled, key structural components have been transmuted to mush or teleported out, fuel ignited in its tanks, carried explosives spontaneously detonated, and even the properties of the air the plane was flying through have been affected.

Ground convoys fare little better, mostly because the US has bigger problems than stabilizing Juarez. An armored battalion could certainly get a major convoy through with acceptable losses, but armored battalions are scarce. enough that using them for escort duty is out of the question. The equivalent of a cargo flight is a single large cargo truck, which is pretty easy pickings, no matter how many escorts it has.

The Zetas and Fort Bliss are in a constant state of low-grade war, one which both sides would have difficulty intensifying. For the part of the Zetas, it is expensive. They have to engage in super-powered monitoring of the region, and have enough force in place or ready to deploy to make life difficult for supply convoys. This means being able to spot air traffic, ground traffic and even tunneling traffic. There does not appear to be any major teleportation traffic in and out of Fort Bliss, but if there was, it would certainly be kept secret. On the Fort Bliss side, they are hindered by the US government being stretched extremely thin by trying to maintain order in places that are not chaotic, which limits Fort Bliss resupply, and by a political situation that makes it untenable to try and mount a major operation into what is clearly Mexican territory.

Fort Bliss is now a real fort with watchtowers, walls, gun emplacements and full military discipline 24/7. *Anyone* approaching the base is treated as potentially hostile. Vehicles must stop well clear of the gates for search, and there is a restricted airspace around the fort, where there is a 'shoot first and ask questions later' policy. They learned early that most supers can ignore assault rifles, so if they are feeling generous, 'warning shots' will be 4d+2 lethal armor-piercing attacks aimed directly at the target. If that does not get someone to stop and pay attention, they go straight to the Hellfire missiles and call for backup.

All dependents and non-combatants who survived the Days of Chaos have either left the Juarez region or live a safe distance from the base.



The old Fort Bliss was a *huge* area, with firing ranges, storage bunkers and lots and lots of open space. The current Fort Bliss is less than a square kilometer. Everything else, with the exception of a few remote sensors and occasional patrols, has been abandoned. Squatters have taken over old ammo bunkers, and desperate gleaners sift through the old firing ranges, looking for unexploded munitions that they can sell for salvageable explosives or electronics.

There is a mutagenic, radioactive, super-power tweaking fallout zone northeast of Fort Bliss, where *something* happened during the Days of Chaos. The exact boundaries and effects of the region shift slightly from day to day, and everyone except the suicidal gives this region a wide berth. This exists solely to give players an excuse for modifying their powers or eventually gaining new ones. It is also a place to hide something or have an abnormally powerful group of paranormals, but one whose powers are only at their peak within that area.

Attitudes towards supers vary among the soldiers at Fort Bliss. There is one military super, and a handful of agents and sports in the command structure, and they operate within the normal structure according to their talents. Outside supers are classified on a scale of usefulness and loyalty. At the top of the list are those who helped defend the base during the Days of Chaos, but even these heroes are still 'civilians'. While they may be on a first name basis with the commander, they are still not part of the government or the military, so there are plenty of things they will never be told or information that will remain classified and out of bounds to them. But at the same time, Fort Bliss often needs their talents and cooperation, so there is a constant tension of 'we need you but we won't tell you exactly why'.

A possible exception to this is if during the lead-in to the start of year 1, players became part of a government sponsored supergroup before the region went into its current semi-controlled status. In this case heroes would be 'part of the government' and would be on better terms with Fort Bliss and know more, but the heroes would still be civilians who will not always be cleared to know 'military secrets'. Knowledge is its own power in some ways, and Fort Bliss uses every power it can get its hands on. Including intimidation and blackmail if they have to. They are the "good guys", but they feel they are in a "desperate times require desperate measures" sort of situation.

Supers or agents with useful talents and a presumed loyalty to US interests may be contracted by Fort Bliss, either openly or secretly. For instance, a hero with healing talents might be on call for special medical needs, or a special forces mission might need a particular talent to counter an enemy threat. These jobs are paid for with whatever can be negotiated. If appeals to patriotism or IOU's for US currency are not sufficient, then information or materials or services might be the coin. The small intelligence corps at Fort Bliss is not above extortion. Knowing a secret about a hero is a valuable commodity, and agreeing to keep it a secret can be used to gain the cooperation of a hero who might not otherwise be inclined to assist.



Faithe

Strength 8(2d+2)

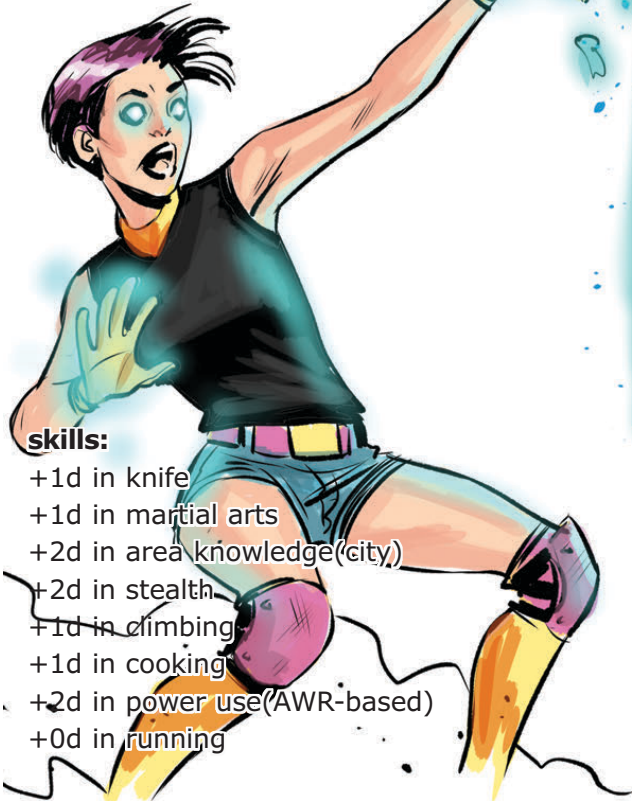
Agility 13(4d+1)

Awareness 13(4d+1)

Will 11(3d+2)

Health 10(3d+1)

Fate 10(3d+1)



skills:

+1d in knife

+1d in martial arts

+2d in area knowledge(city)

+2d in stealth

+1d in climbing

+1d in cooking

+2d in power use(AWR-based)

+0d in running

traits:

age(young adult, n/a)

shy(6)(+3P)

compassionate(2)(+1P)

larger than life(-5P)

major, pervasive Enemy(+4P)

minor, local Friend(-1S)

poverty(-4)(+2P)

secret(+3P)

other:

dodge of 8

toughness of 3

move of 6/8/10

hits of 18

stamina of 10

lifestyle of -3

savings of +6

Faithe is not a fighter and has survived on her wits and caution. She was exceptionally shy, but is now only very shy. She likes to help people, but does not like to be seen helping people. She steals to get by, but only from people 'who deserve it' and only for her own needs or to help someone else in need.

powers:

invisibility(13P): +23 invisibility
template:invisibility(+3), template adjust:
(sight + normal hearing + normal smell)(-4)

danger sense(10P): Awareness of 11 vs. threats
template:danger sense(-4), drain adjust:no drain
(-3). note: remember that the power can only see
threats up to 23 seconds into the future.

luchador grande(10P): animated object at +22
template:animation(+6), add morph effect(-2),
drain adjust:1 per 12(-1), usage:preparation(4
seconds)(+1). note: Faithe can create Luchador
Grande out of any sort of loose debris and uses
the morph effect to create his appearance and if
necessary a temporary manifestation of blood. If
Luchador Grande is made of loose brick the residual
power level would be +12, so he would act with
a Strength, Agility and Health of 12 and would
have the 3d+1 armor of a brick wall and 8 hits
(technically, he also has the damage limit of 1 hex
of brick wall). Since 'he' is not Faithe, he only uses
'best three' on his rolls.

force field(5P): 2d+2 defense vs. lethal
template:force field(-2), visibility adjust:hidden(-3),
drain adjust: 2 per 3(+5). note: while you cannot
see it, the force field sounds like you are touching
thin metal when things strike it (this is a possible
hint to clue players into her existence/presence).

hammer(2P): strike+3 half-lethal melee(2d+2)
template:melee damage(-7), template:sword(+5),
damage adjust:half-lethal(+3)

utility belt(2A): up to +6 mundane effect
template:utility belt(+6), visibility adjust:subtle(-1),
energy adjust:6 uses(-1)

police radio(1A): +6 first responder radio
note: see page 4.19 for details

Her big secret is a group of people she is very attached to, but who are very vulnerable and could be used as a leverage point against her if her connection to them were known. Her ethos is "If you're only doing it for the reward, it's not really a good deed."



Luchador Grande: A comic, near-caricature of a Mexican wrestler, complete with tights, mask and a bit of a beer belly, Luchador Grande is often seen wherever villainy is afoot. Aside from a mean right hook, an ability to strike impressive but useless poses and an amazing amount of circumstantial luck, he has no powers aside from pretty good durability and a lot of mass. He also has no real existence, being a programmed creation of Faithe, made out of local debris and morphed into temporary life. Luchador Grande is merely the distraction created by an adolescent girl named Faithe, whose other powers are invisibility, stealth and precognition. While people are paying attention to the comic but fairly intelligent antics of El Luchador Grande, Faithe is infiltrating and causing 'accidents' to foes, or making off with info or loot. Luchador Grande's ability to avoid harm or capture is to date, simply attributed to some combination of powers he has. He has been buried in rubble and blasted through buildings, sliced in half and burned to a crisp. He might go down, but he never fails to show up again elsewhere, and no one has ever managed to capture him for obvious reasons.

Faithe is a hero, but she has to eat and keep a roof over her head like everyone else. She does not like the Zetas or the Fort Bliss heroes for personal reasons. She technically works alone, but is connected enough to the rumor mill to often be at the right place at the right time.

Xorro: A mastermind rather than a dedicated super, Xorro is superhumanly competent but not fearsome. What makes him effective is that he has an organization behind him and a great deal of public support. He is incapable of taking on the Zetas, but he is constantly a thorn in their side, disrupting operations, passing on intelligence gained to other groups and so on. Xorro's biggest power is immortality...of a sort. There is always a Xorro. If Xorro should be killed, *all* his powers will devolve to someone else.

So, while the Zetas have captured and executed Xorro more than once, they are convinced that it was merely an imposter, since the *real* Xorro continues to show up and cause them grief. Xorro's immortality does not apply to his underlings however, and the casualty rate among them is sufficient to discourage all but the most devoted to his cause. However, the new Xorro is always one of the old Xorro's agents.

Mantle of Xorro(superpower)

effect: increase	-1
increase target: Str, Awr, Agl, Wil, Hlt	-11
range: self only	+4
power duration: always on	-2
power duration: triggered	-2
effect duation: as power duration	+0
circumstance: only to agent of Xorro	+9
delegation: exclusive	-1
delegation: at range of 23km	-8
visibility: undetectable	-5
stored power: charges	-2
power quantity: 1 charge	+7
modifier total(power level for 1P)	-12
power level for total of 10P	+6

The new Xorro is whoever they were before, but with +6 on each attribute and a triggered ability to grant this power to someone else upon their death. Xorro has more than one power like this, one to grant the new Xorro some defenses, another to increase his skills and pass on his knowledge.

! The original Xorro would have had the full points of a Mastermind, but the stats on the next page are those of a merely average person who has inherited the mantle of Xorro.



Xorro

Strength 14(4d+2)*

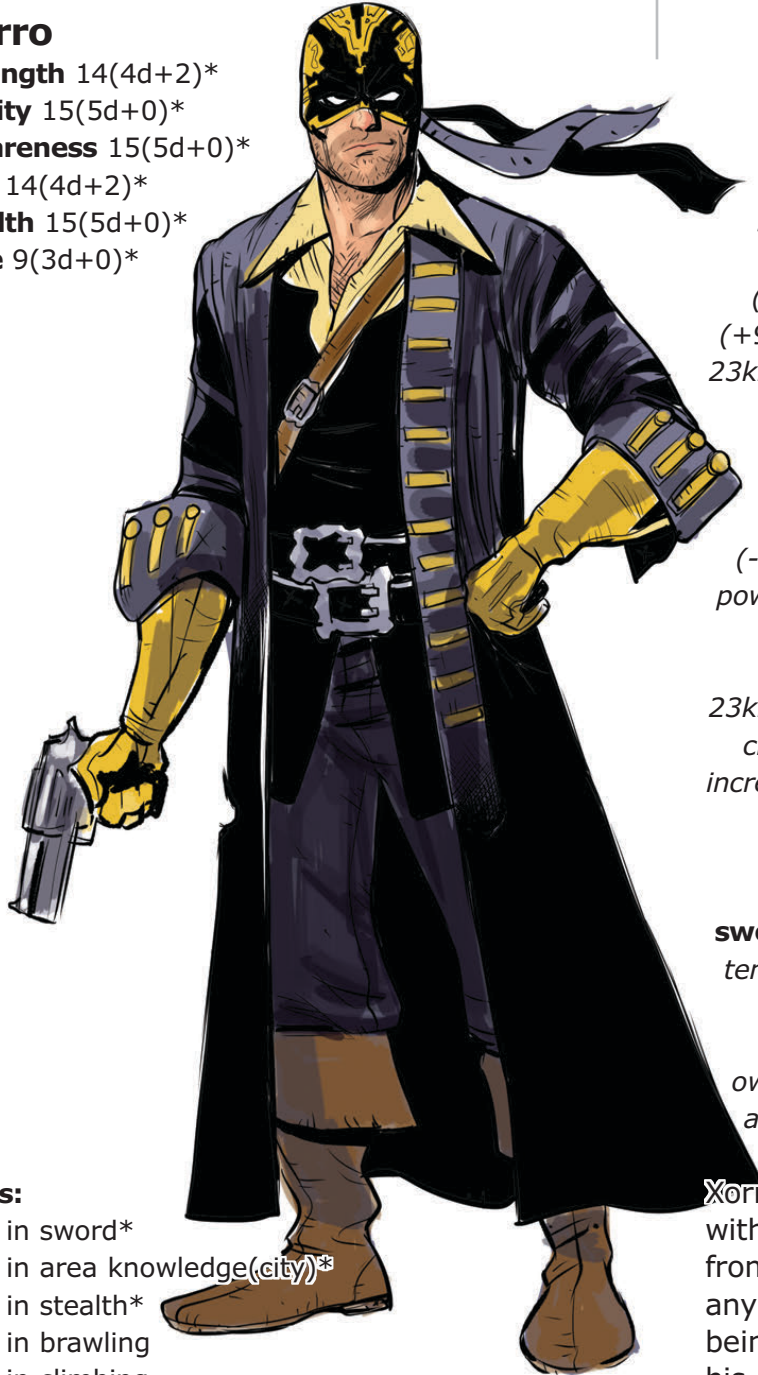
Agility 15(5d+0)*

Awareness 15(5d+0)*

Will 14(4d+2)*

Health 15(5d+0)*

Fate 9(3d+0)*



skills:

+2d in sword*

+2d in area knowledge(city)*

+2d in stealth*

+1d in brawling

+1d in climbing

+2d in power use(Will-based)

+0d in running

traits:

age(n/a)

flashy(1)(+1A)

larger than life(-5P)

organization

major, pervasive Enemy(+4P)

favors(-2A)

motif(4)(+2P)

other:

dodge of 10

toughness of 4

move of 7/9/11

hits of 29

stamina of 15

lifestyle of -3

savings of +10

powers:

mantle of Xorro₁(10P): +6 attribute boost
(see previous page)

mantle of Xorro₂(10P): +2d on five skills
effect:increase(-1), target:two AGL, three AWR skills(-11), range:self only(+4), duration:always on/as power duration(-2), duration:triggered (death)(-2), circumstance:only to agent of Xorro (+9), delegation:exclusive(-1), delegation:range of 23km(-8), visibility:undetected(-5), stored power: charges(-2), power quantity:1 charge(+7)

mantle of Xorro₃(10P): +7 on three defenses
*effect:increase(-1), target:three broad powers (-10), range:self only(+4), duration:always on/as power duration(-2), duration:triggered (death)(-2), circumstance:only to agent of Xorro (+9), delegation:exclusive(-1), delegation:range of 23km(-8), visibility:undetected(-5), stored power: charges(-2), power quantity:1 charge(+7). **note:** increases any existing defense for conventional lethal damage, attribute defense(Will) and attribute defense(Agl).*

sword of Xorro(2P): strike+1 lethal melee (4d+0)
template:melee damage(-7), template:sword(+5), drain adjust:1 per +3(+3), armor-piercing(-2).

note: The sword of Xorro dies with its current owner. Each new Xorro must make his own sword and have 2P worth of experience points to do so.

Xorro's stats are those of a normal-ish person with a permanent and undetectable boost* from the mantles of Xorro, which supercedes any boost that person may have had from being an agent of Xorro. This allows Xorro and his agents to blend in as perfectly mundane-looking residents of the Juarez region, in which guise they are constantly waging guerilla actions against the Zetas. Xorro's weakness is that none of his 'inheritable' powers are that strong and if someone shields Xorro at the moment of death, Xorro will truly die. His ethos is 'Life is fleeting. Only the good you do with it endures'.



Franklin Mountains State Park

This is a narrow strip of land that runs north-south from the outskirts of El Paso. A few stretches were scorched by fires set during the Days of Chaos, but it remains largely untouched. Much of the game was hunted out during and right after the Days of Chaos, simply for food, but that has largely stopped due to a handful of paranormal eco-vigilantes who live in and patrol the forest. None of them are exceptionally powerful and they rarely work together, but they are all on good terms with each other and most of their goals are the same. Woe to any non-superpowered poachers they catch. A few of the forest guardians take their job a bit too seriously, and will attack virtually any human intruder, regardless of their intent. In addition to direct use of various superpowers, the guardians will also use their abilities to make pit traps, deadfalls and other mundane hazards, which may or may not be detectable with normal senses. A few of the local guardians are shapeshifters who at first glance simply look like some of the local wildlife and who forage or hunt for food in that form.

The park guardians (who collectively refer to themselves as 'Guardians') are not much of a threat to most supers and generally will not risk themselves if a high-powered fight moves into the park. But, they do have very long memories if a chance for payback for that damage comes their way and they will make alliances of convenience with anyone who can help them protect the park.

the Zetas

These are members of the Juarez Cartel who gained powers, and formed their own group, naming it after one of the original member's allegiances. The Zetas are violent, remorseless criminals who desire power, wealth and fame, and have few or no scruples about how they acquire it. Their *normal* methods include kidnapping, extortion, murder, and drug smuggling, and this was *before* they gained powers. Working together, they quickly took control of the local cartel's operations by the simple expedient of killing everyone who tried to stop them. Since then, they have run the local underworld with an iron fist, and none, not even the heroes of Juarez, dare confront them head-on.

The Zetas are responsible for the creation and manufacture of Oro, a synthetic drug that is both addictive and which does what the Eschaton did, but to a far less powerful level. Under the influence of the drug, you are what you want to be, gaining a minor but useful amount of paranormal power, by means whose details are unknown, but which seem to involve the abilities of The Chemist. The effects are euphoric in a way that no mundane drug can match, but they wear off in a few hours. Worse, most people build up a tolerance to Oro and have to take more and more of it to keep experiencing the effects. Eventually the user either becomes immune to it and goes into a state of severe withdrawal and depression, or takes too much of it and dies of an overdose. There are always a handful of Juarez residents willing to try Oro, but the local population of users has naturally thinned itself out. Most Oro production leaves Juarez on the Mexican side and makes its way into the US or other countries from there. In the US, Oro is a class 3 gizmo, making it automatically illegal to possess or use outside strict government control. However, the only way to tell if a glowing white pill is Oro is to swallow it, since a strict chemical analysis shows it is nothing more than cane sugar with a bittering agent to keep it from tasting like candy.



Oro(superpower)(5P)

effect: omnipower	-12
range: self only	+4
power duration: triggered gadget	-2
effect duation: 1 hour	-4
circumstance: only on mundane person	+9
success on 3d: ≤13 ablative	+2
failure side effect: permanent reduction	+2
delegation: shared x 256	-16
visibility: normal	+0
usage: gestures(swallow pill)	+1
stored power: charges	-2
power quantity: 256 charges/256 sets	+7
power replacement: 3 days	+9
power replacement: heroic(15) skill roll	+3
replace. contingency(captive paranormal)	+4
power replacement: full replacement	+1
gadget: obvious, carried, .25kg(256 pills)	-2
modifier total(power level for 1P)	+4
power level for total of 5P	+12

Oro is an omnipower in a pill. You get what you want when you swallow it, and the effect lasts for an hour. It is like the effect Leveler gives, but more powerful. Because of Leveler, Oro is not all that popular in the Juarez region (Leveler's version is free and has no side effects). If multiple doses of Oro are taken, each one gives +2 effect, but each extra dose also rolls a reduced activation chance. Oro takes the form of a gadget, but the pill is merely symbolic for a delegated power from the Chemist. The circumstance modifiers simply mean that if you fail the activation roll, the power level *permanently* drops by -1 for *that* user. The only way to maintain the level of effect you are used to is to take more of it. However, the first use always works at full effect. Oro is not addictive, but the effects are. Many of the doses of Oro are sold not for money, but for influence and favors outside the Juarez region. It is suspected that any Oro confiscated by the US government is kept for possible use. A lot of things can make a sugar pill glow white, and only one of them is Oro. A fake Oro made from PCP and LSD has resulted in the deaths of many people.

relations: The Zetas are always recruiting, in a super-powered and mundane sense. Ensuring loyalty is by two simple means: You let Priest get inside your head, and you commit an act heinous enough that there is no going back. It is effectively impossible for a 'good' person to directly infiltrate them. Aside from that, the pay is reasonable, and the Zeta tattoo on your right hand gets a lot of respect (or fear and hatred) from everyone outside the Zetas.

The Zetas have no known alliances with other villain groups. They very rarely deal directly with Turing or other villain enclaves. They are absolutely *hated* by other Mexican drug cartels. But the Zetas are more feared by the Mexican government than the other cartels are, and the Zetas have the cream of the crop when it comes to cartel villains. So, the hatred mostly keeps the Zetas in the Juarez area and keeps the influence of other cartels out. The big names in the Zeta roster include: Guerro, Chupacabra, Ocho Diablo, Priest, Underboss, the Chemist, Bombshell and Jazz Hands. They have their differences, but they also recognize that they are a lot stronger together than they are apart, and their respective crimes and the enemies they have made have given them little recourse except each other. They are fiercely loyal, not so much to each other, but to their own self-interest. The capture or loss of any one of them weakens the power of the rest, so any offense against them will be met with the most severe and vicious retribution possible, just to discourage actions against them. They have gone as far as contracting outside assassins to hit the distant families of people, from mere enlisted soldiers at Fort Bliss up to several high-ranking members of the Mexican armed forces. People know that if you hit the Zetas, they hit back and they hit where it hurts.

! Obviously, the Zetas are *not* ambiguous villains or victims of circumstance. They are absolutely 'bad guys' that adventurers do not have to pull any punches with, but whom will exact a very heavy price for any harm done to them. Starting heroes should *not* take them on directly.



Guerro

Strength 14(4d+2)

Agility 12(4d+0)

Awareness 11(3d+2)

Will 11(3d+2)

Health 12(4d+0)

Fate 4(1d+1)

skills:

+2d in sword

+2d in martial arts

+1d in area knowledge(city)

+2d in leadership

+3d in firearms

+0d in running

traits:

age(adult, n/a)

ruthless self-interest(4)(+2A)

devoted to Bombshell(6)(+3A)

larger than life(-5P)

major, pervasive Enemy(+4A)

organization(-6S)

looks(-1P)

wealth(+8)(-4P)

other:

dodge of 8

toughness of 3

move of 6/8/10

hits of 26

stamina of 12

lifestyle of +5

savings of +10



powers:

armor(8P): 5d+0 armored skin

template:armor(+1), hardened(-1), visibility adjust:obvious(+1). note: the obvious visibility is that his skin has an urban camoflauge pattern to it.

mindblock(7P): +5 vs. Awr & Will control
template:mental defense(-2), always on(-2), drain adjust:no drain(-3)

regeneration(3P): +5 hits per action
template:regeneration(-4), drain adjust:2 per 3 (+5). note: as long as he has stamina, he is almost unkillable. Note that he cannot regenerate lost stamina or damage taken from using this power

truesight(4P): Awareness of 6 vs. superpowers
template:enhanced sense(+1), drain adjust:no drain(-3). note: Guerro can see anything defined as a 'superpower', even if it is subtle or hidden, so long as it is active. He may not be able to tell what it does, and he cannot see 'magic' or 'psionics'.

powerblade(3P): strike+4 lethal melee(5d+0)
(template:melee damage(-7), template:two-handed sword(+7)

undertaker(3P): 4d+1 armor-piercing pistol
(template:ranged damage(-1), range adj.:90m(+2), armor-piercing(-2), obvious, carried gadget (+4), 2.5kg(+4), charges x 15(-1), replace at lair(+3)

Regeneration, marksman, blade expert, mental defense. A fighter, strategist and leader, he founded the Zetas, recruited its most powerful members, and then took control of the Juarez Cartel. He is bulletproof, resistant to mental powers and can regenerate almost any wound in a matter of seconds. Offensively speaking, his powers are paranormal but mundane in form. He is an expert marksman and is capable of amazing feats of accuracy. His strength is not astounding, but it is sufficient for him to carry and use a custom pistol that fires bullets normally used in assault rifles. He usually is escorted by a heavy weapon team or armored vehicle and he has ready access to heavy (albeit mundane) weapons.

Guerro is a mastermind who does not mind going into the field and getting his hands dirty. Unlike most of the other Zetas, he is not cruel, merely ruthless and pragmatic. Letting the others play their sadistic games does him no harm and serves a purpose, so he does nothing to stop it unless a more useful tactic comes along. He has sufficient Eschaton-generated wealth that he does not *need* to work, but he *likes* what he is doing. His ethos is 'fake it, take it or break it'.



Chupacabra

Strength 20(6d+2)

Agility 13(3d+0)

Awareness 11(3d+2)

Will 11(3d+2)

Health 12(4d+0)

Fate 4(1d+1)



skills:

+3d in claws

+2d in flight

+1d in area knowledge(city)

+2d in psychology(intimidation)

+2d in power use(Will-based)

+0d in firearms

+1d in area knowledge(local heroes)

traits:

age(adult, n/a)

sadistic(4)(+2P)

holds grudges(2)(+2A)

larger than life(-5P)

major, pervasive Enemy(+4A)

bane(holy water)(+2P)

Looks(+1P)

wealth(+4)(-2S)

other:

dodge of 6

toughness of 3

move of 6/8/10

hits of 32

stamina of 12

lifestyle of +1

savings of +10

powers:

armor(12P): 7d+2 armored skin
template:armor(+1), hardened(-1), visibility adjust:obvious(+1). **note:** the obvious visibility is that his skin looks like stony scales.

claws(7P): strike+1 lethal melee(6d+0)
template:melee damage(-7), shotgun effect(claws) (-2), armor-piercing(-2). **note:** He will normally attack soft targets at 4d+0 x 3, but can combine claws into a single 6d+0 attack if needed. And remember that if he needs to he can push the power up to +6 power level.

wings(4P): +14 flight
template:flight(+2), range adjust:self only(+2), gestures(+3), adjust:no out of combat use(+1).
note: his leathery wings are separate from his arms, but anything that would inhibit gestures will impede use of the power. He can use his claws while flying and this is a common attack mode (swoop & claw).

strength through fear(8P): +15 Strength transfer
template:direct transfer:Strength to Strength(-8), range adjust:touch(+9), circumstance:only vs. damaged target(+2), circumstance fail:zero effect(+0), triggered(-2). **note:** only works on someone he has made bleed and only at the time of a successful attack. Maximum total benefit from all targets is +15. Remember that his claw damage will go up if his Strength is increased.

Chupacabra is closer to a vampire than the traditional description of the chupacabra. He has no 'secret identity' and *always* has scales, leathery wing membranes, spines down his back and sharp claws. He feeds on pain and gains strength from fear. Strong as a team of horses and tough as a light tank, he is the Zetas go-to guy when someone has to go in and take one for the team. He will cheerfully use bystanders as shields, holding one by the neck in each claw and daring heroes to attack him, and then using them as squishy clubs before discarding them and going in with his armor-ripping claws. His ethos is '*being feared is the greatest power of all*'.



Ocho Diablo

Strength 9(3d+0)

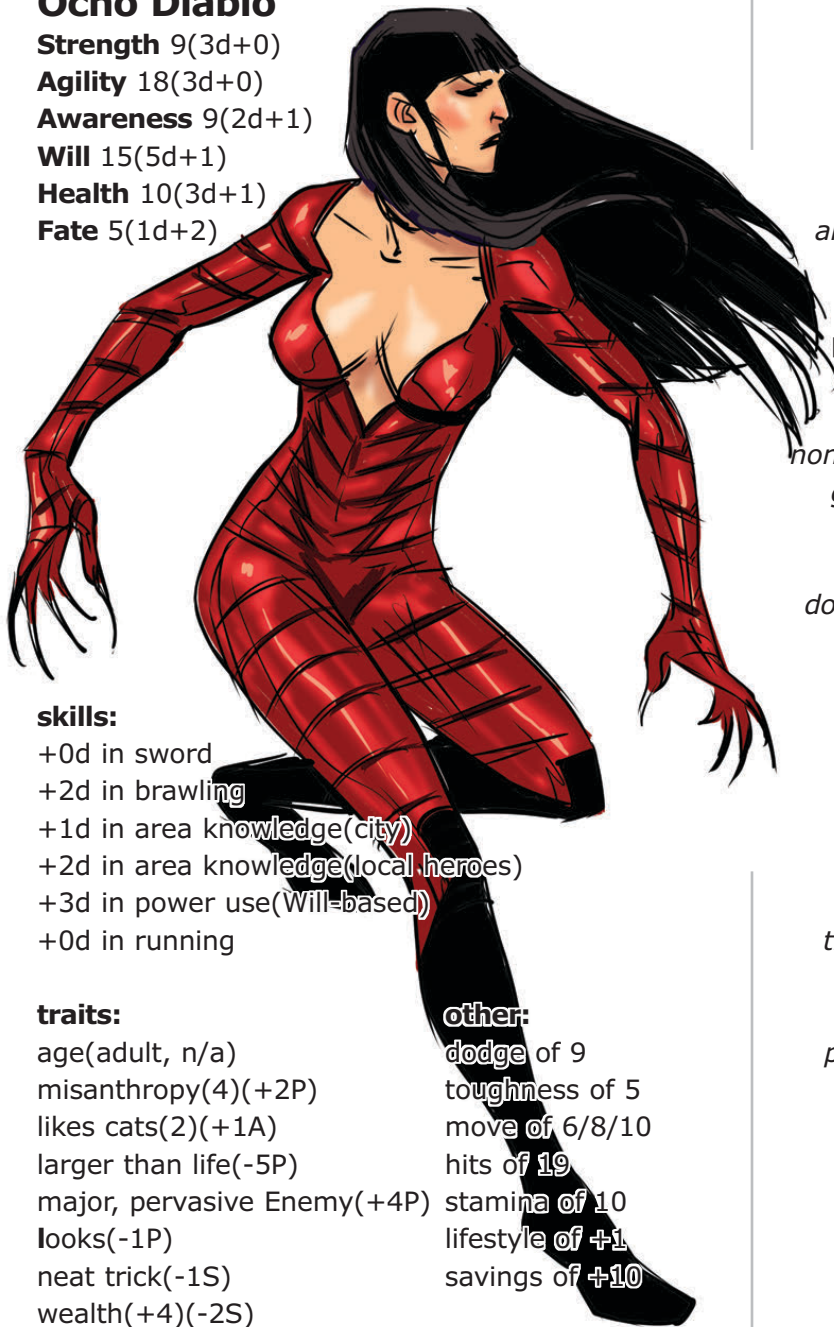
Agility 18(3d+0)

Awareness 9(2d+1)

Will 15(5d+1)

Health 10(3d+1)

Fate 5(1d+2)



skills:

+0d in sword

+2d in brawling

+1d in area knowledge(city)

+2d in area knowledge(local heroes)

+3d in power use(Will-based)

+0d in running

traits:

age(adult, n/a)

misanthropy(4)(+2P)

likes cats(2)(+1A)

larger than life(-5P)

major, pervasive Enemy(+4P)

looks(-1P)

neat trick(-1S)

wealth(+4)(-2S)

other:

dodge of 9

toughness of 5

move of 6/8/10

hits of 19

stamina of 10

lifestyle of +1

savings of +10

Ocho Diablo knows what frightens you, and can make it real. Not an illusion, but a reality that exists only for you and is capable of killing you as dead as any bullet. Her long nails drip magical venom that leaves bruises which heal unnaturally slowly. Her main defense in a fight is to simply not be there, phasing out of reality to where she barely interacts with matter at all, then rematerializing when it is time to strike. Her ethos is 'You get what you deserve, either by your action or inaction'.

powers:

force field(7P): +10 conventional lethal defense
template:force field(-2)

phasing₁(9P): +16 phasing/5d+1 lethal defense
template:phasing(-1), drain adjust:1 per 12(-1), suite(+2). **note:** the suite is phasing, poisonclaw and nightmare, only one of which can be used at a time.

poisonclaw₂(1P): 5d+2 non-lethal melee bypass
template:bypass damage(+1), skill adjust:melee (+2), range adjust:melee(+8), damage adjust: non-lethal(+4), suite(+2), drain adjust:1 per 12(-1), gestures(+1). **note:** The power is stopped by any form of lethal defense that has a range of more than 'self', but toughness does apply. The effect does non-lethal hits but it heals at the rate of lethal damage. The power does not add strike damage but does require a melee hit to have any effect

nightmare₃(10A): 7d+1 mental damage
template:mental damage(+1), range adjust:90 meters(+2), circumstance:must have exploitable personality(+3), circumstance fail:1/2 effect(-2). **note:** the power requires you have a personality trait that can be manipulated and the damage has the special effect of appearing to the target as something that they are afraid of. For instance, a person in the desert with a fear of water would be hard to convince they were drowning unless they were in a spot where a flash flood could catch them. Ocho Diablo uses her knowledge of local heroes to decide who is a good target for this power. This is her main offense power and she can make even heroes drop dead in their tracks without leaving a visible mark.

zweihand(3P): strike+4 lethal melee(3d+1)
template:lethal melee(-7), gadget:two-handed sword(+7)

utility belt(2S): up to +6 mundane effect
template:utility belt(+6), energy adjust:6 charges (-1), visibility adjust:subtle(-1)

police radio(1S): +6 voice radio
template first responder radio(+6), see [page 4.19](#) for details



Underboss

Strength 15(5d+0)

Agility 11(3d+2)

Awareness 9(3d+0)

Will 10(3d+1)

Health 12(4d+0)

Fate 7(2d+1)



skills:

+1d in firearms

+2d in martial arts

+1d in area knowledge(city)

+2d in leadership(group tactics)

+3d in power use(Agl-based)

+0d in running

+2d in superhero comics(hobby)

traits:

age(mature, n/a)

ambitious(4)(+2P)

claustrophobic(4)(+2P)

larger than life(-5P)

major, pervasive Enemy(+4P)

motif(4)(+2P)

looks(-1P)

wealth(+4)(-2A)

other:

dodge of 6

toughness of 3

move of 7/9/11

hits of 27

stamina of 12

lifestyle of +1

savings of +10

powers:

instant change(2P): +5 disguise instant costume
*template:costume(+1), charges:4x per day(+3),
 gesture(+1)*

force field(11P): 6d+0 lethal defense
*template:force field(-2), operational dependence on
 costume(+1), drain adjust:1 per 12(-1)*

electricbolt(13P): 9d+0 half-lethal ranged attack
*template:ranged damage(-1), half-lethal damage
 (+3), gestures(+1), operational dependence on
 costume(+1), drain adjust:1 per 12(-1)*

flight(8P): +18 flight
*template:flight(+2), operational dependence on
 costume(+1), adjust:no out of combat bonus(+1)*

utility belt(2S): up to +6 mundane effect
*template:utility belt(+6), energy adjust:6 charges
 (-1), visibility adjust:subtle(-1)*

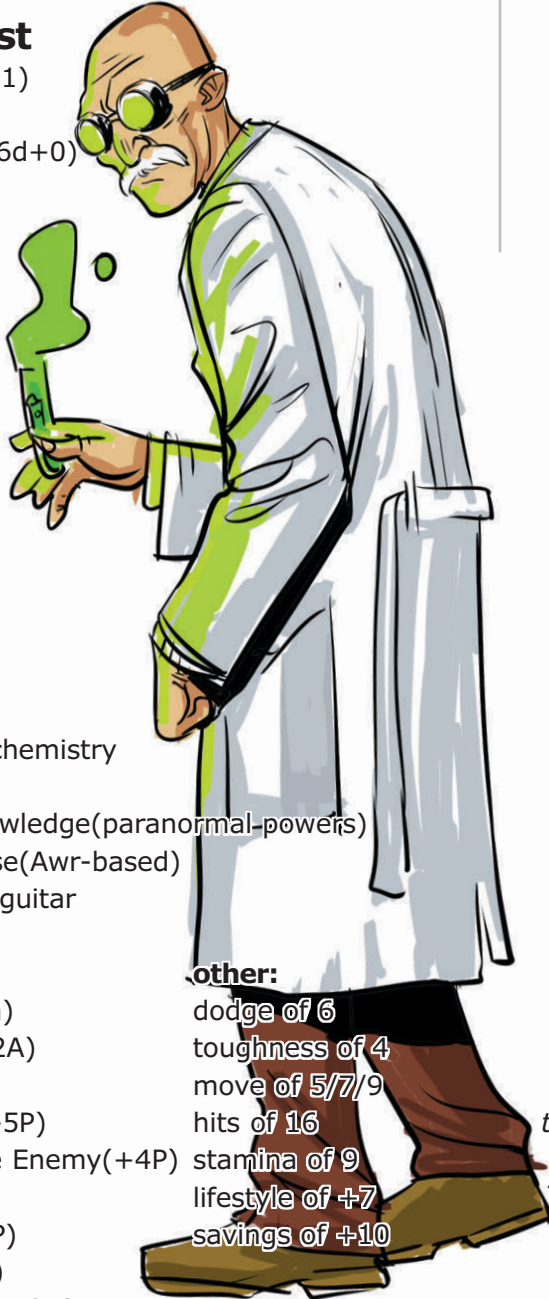
police radio(1S): +6 voice radio
*template first responder radio(+6), see [page 4.19](#)
 for details*

A lieutenant in the Juarez Cartel, he dreamt of being a big boss. While he was technically more powerful than Guerro, he was not as smart, ruthless and imaginative and was lucky to stay alive after ending up on the wrong end of the power struggle. He is a fairly standard comic hero, with flight, energy blast and resistance to damage. His appearance and costume *is* his own design, but has elements clearly recognizable from several comic book sources (he is expert on superhero comics and has an extensive collection). He was originally called 'Underboss' as a term of mockery because his ambition was transparent and utterly unrealizable. He has taken it and made it into a source of pride, offsetting average abilities with a high degree of ruthlessness and a keen grasp of tactics, to the point where the more powerful Zetas actually respect him now and he is content to follow Guerro's leadership rather than plot against or challenge it. His ethos is 'Anyone can be a maker, but the world is run by takers'.



The Chemist

Strength 7(2d+1)
Agility 9(3d+0)
Awareness 18(6d+0)
Will 12(4d+0)
Health 9(3d+0)
Fate 5(1d+2)



skills:

+3d in organic chemistry
 +3d in medicine
 +3d in area knowledge(paranormal-powers)
 +2d in power use(Awr-based)
 +2d in classical guitar

traits:

age(mature, n/a)
 inquisitive(4)(+2A)
 amoral(6)(+3A)
 larger than life(-5P)
 major, pervasive Enemy(+4P)
 motif(4)(+)
 wealth(+10)(-5P)
 organization(4S)
 (8 Agents, +2 loyalty)

other:

dodge of 6
 toughness of 4
 move of 5/7/9
 hits of 16
 stamina of 9
 lifestyle of +7
 savings of +10

Despite being rarely seen, the Chemist is not a slouch if he has to defend himself. He does have an omni-power after all, and pretty good intelligence on most heroes in Juarez. Any lone hero is likely to find that the Chemist can bypass their defenses, or resist their attacks. He also has a handful of drug-altered bodyguards who are fanatically loyal to him, and his intellect and will make him resistant to most forms of mental attack. His ethos is 'Knowledge is worth any price, but it is better for someone else to pay it.'

powers:

will made manifest(10P): +15 omnipower
omnipower(-12), drain 1 per 9(+4), heroic(15) skill roll(+3), failure side effect(+2)

triumph of will(9P): +9 Awr & Will vs. mental
template:mental defense(-2), always on(-2), drain adjust:no drain(-3)

soul mirror(5P): +14 copying omnipower
omnipower(-12), drain 1 per 9(+4), heroic(15) skill roll(+3), failure side effect(+2), circumstance: only copies last power used(+9). note: this power copies the last power anyone used on him, and he uses his own 'power use' skill with it.

Oro(5P): +12 omnipower in a pill
note: see page 6.23 for details

utility belt(2P): up to +6 any effect
(template utility belt(+6), subtle rather than obvious(-1), 6energy adjust: 6 charges(-1)

agent powers:

power of the lesser will(3P): +7 omnipower
omnipower(-12), drain 2 per 3(+9), hard(11) skill roll(+2), failure side effect(+2), gestures(+1), voice(+1)

triumph of will(3P): +5 Awr & Will vs. mental
template:mental defense(-2), drain adj.:1 per 3(+3)

The Chemist is mostly a stay-at-home kind of mastermind, with a supreme intellect, an overwhelming curiosity about drugs and humanity, and a total disregard for the effects of his curiosity on others, whether it is those who partake of his creations, or those he tests them on before releasing them to the public. Oro is his finest creation to date, and it is not so much a drug as a distilled essence of the Eschaton, pulled unwillingly from paranormally powered captives, who are mystically drained of power as frequently as they can survive it. Their essence fuels the Chemist's own power, giving Oro its potency. Any player heroes who are captured can probably use the Chemist's 'experiments' as a rationale for new powers.



Bombshell

Strength 9(3d+0)

Agility 13(4d+1)

Awareness 9(3d+0)

Will 10(3d+1)

Health 15(5d+0)

Fate 9(3d+0)



skills:

+2d in knife/sword
 +1d in security systems
 +1d in marital arts
 +1d in disguise(Awr-based)
 +2d in computer use
 +1d in area knowledge(city)
 +2d in power use(Agl-based)
 +0d in running

traits:

age(adult, n/a)
 insecure(4)(+2P)
 vain(4)(+2P)
 repressed anger(4)(+2P)
 larger than life(-5P)
 major, pervasive Enemy(+4P)
 looks(-1P)
 wealth(+4)(-2S)

other:

dodge of 8
 toughness of 3
 move of 8/10/12
 hits of 24
 stamina of 15
 lifestyle of +1
 savings of +10

powers:

instant change(5P): +9 costume
 template:costume(+1)

dreamgirl(6P): +11 shapeshift
 template:shapeshift(+3), additional effect:function
 (-2), additional effect:composition(-2), range
 adjust:self only(+2), circumstance:only to human
 female form(+3), circumstance fail:zero effect(+0),
 drain adjust:no drain(-3). **note:** she can turn her
 fingertips into lockpicking tools, her hands into
 strike+4 blades, or give herself a specialized armor
 bonus of +7 vs. a particular special effect.

steelskin(7P): 5d+2 ablative armor
 template:armor(+1), ≤13 ablative activation(+2),
 circumstance:zero effect vs. fire(+2)

bombshell(12P): 8d+2 half-lethal sonic explosion
 template:ranged damage(-1), range adjust:90
 meters(+2), half-lethal damage(+3), explosion(-8),
 voice(+3), drain adjust:2 per 3(+5)

earbleed(4P): 6d+2 half-lethal bypass attack
 template:bypass damage(+1), half-lethal damage
 (+3), range adjust:90 meters(+2), voice(+3), drain
 adjust:2 per 3(+5). **note:** defense is any outside
 barrier(defense vs. normal damage outside an aura).

Emotionally insecure, her self-worth is based almost entirely on the value others give her. She is 'Guerro's girl', and her primary talent is the ability to change her look and mannerisms to be what others (specifically Guerro) want her to be. A movie star, beauty queen, super-model, and occasionally, herself. She hides her insecurity beneath a casual cruelty, but if this is truly her or merely being what she thinks other Zetas want from her is anyone's guess. In combat, she can confuse the issue by taking on the appearance and costume of any female hero. She can also reshape parts of her body into tools or weapons. Her other main power comes from repressed anger, and is the ability to shout a concussive pulse that detonates like an explosion, and she can also do half-lethal damage to a single target in the open. Her ethos is 'Your appearance is what you are, the illusion is what you hide beneath it'.



Jazz Hands

Strength 9(3d+0)

Agility 21(7d+0)

Awareness 9(2d+1)

Will 14(4d+2)

Health 10(3d+1)

Fate 4(2d+1)

skills:

+1d in throwing

+3d in martial arts

+1d in area knowledge(city)

+2d in psychology(seduction)

+1d in power use(Agl-based)

+0d in origami

+1d in electric guitar

+1d in soccer

+1d in firearms

traits:

age(adult, n/a)

showoff(4)(+2P)

gallant(2)(+1P)

larger than life(-5P)

major, pervasive Enemy(+4A)

motif(4)(+2P)

wealth(+4)(-2A)

other:

dodge of 14

toughness of 4

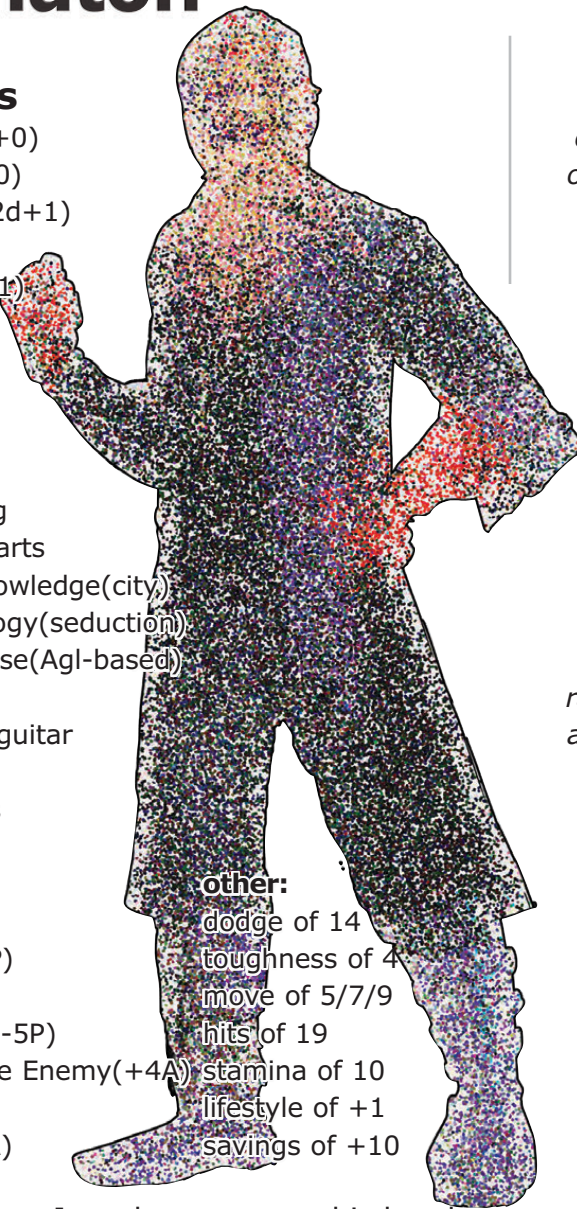
move of 5/7/9

hits of 19

stamina of 10

lifestyle of +1

savings of +10



Simply known as Jazz, he can move his hands so fast that they cannot be seen, to the extent that he can saw through most substances with his super-hard fingernails. The rest of him is just as fast, and he can run at amazing speed, catch bullets and dodge just about anything he wants to. Normally flamboyantly dressed and with bright red hair and mustache, but at full speed, he is hard to see, let alone hit. In combat he always tries to take a path and a role that maximizes his mobility. He is the odd man out personality-wise for the Zetas. He has no problem killing and is loyal to Guerro, but he also opens the door for ladies, rescues kittens from trees and does not go for the cruder methods some prefer. His ethos is of course 'Live fast, die young and leave a beautiful corpse'.

powers:

omni-speed(6P): +10 speed-based omnipower *omnipower(-12)*, *drain 1 per 6(+5)*, *gestures(+3)*, *only super-speed mundane tasks(+4)*. **note:** *this is an omni-power based around the idea of doing mundane things really, really fast. So, he could entangle someone by finding something flexible and wrapping it around them, temporarily blind someone by wedging a bucket over their head, that sort of thing.*

samples:

5d+1 entangle: *omni-speed(+10)*, *reduce Agility (-2)*, *dur:action/8 sec declining(+0)*, *opposed combat roll(+4)*, *requires nearby focus(+2)*, *obvious*, *carried gadget(+4)*

5d+2 gravelstorm: *omni-speed(+10)*, *template: ranged damage(-1)*, *half-lethal damage(+3)*, *range adjust:23 meters(+4)*, *autofire(-2)*, *ranged combat roll(+2)*, *requires nearby focus(+2)*, *obvious*, *carried gadget(+4)*

buzzsaw(10P): *strike+8 lethal melee(5d+1)* *template:melee damage(-7)*, *armor-piercing(-2)*, *autoburst(-1)*. **note:** *This power gets extra melee hits in the same way as a ranged weapon. The listed damage includes a +2 bonus for use as part of his martial arts.*

dash(6P): +18 superspeed running *template: pseudo-running(+5)*, *gestures(+3)*. **note:** *out of combat he can run at about Mach 2. In combat he can use his speed to enhance his buzzsaw damage as per the note on [page 4.17](#).*

elsewhere(9P): 7d+2 force field *template:force field(-2)*, *adjust:opposed combat roll(+2)*, *duration adjust: instant(+4)*, *gestures(+3)*. **note:** *as long as he is mobile and not stunned, he can push incoming physical attacks out of the way so they do not hit him. The skill rolls to do this are minor actions and since the power is not limited by arc it is assumed he can see in all directions to use the power even against attacks from behind.*



Priest

Strength 9(3d+0)

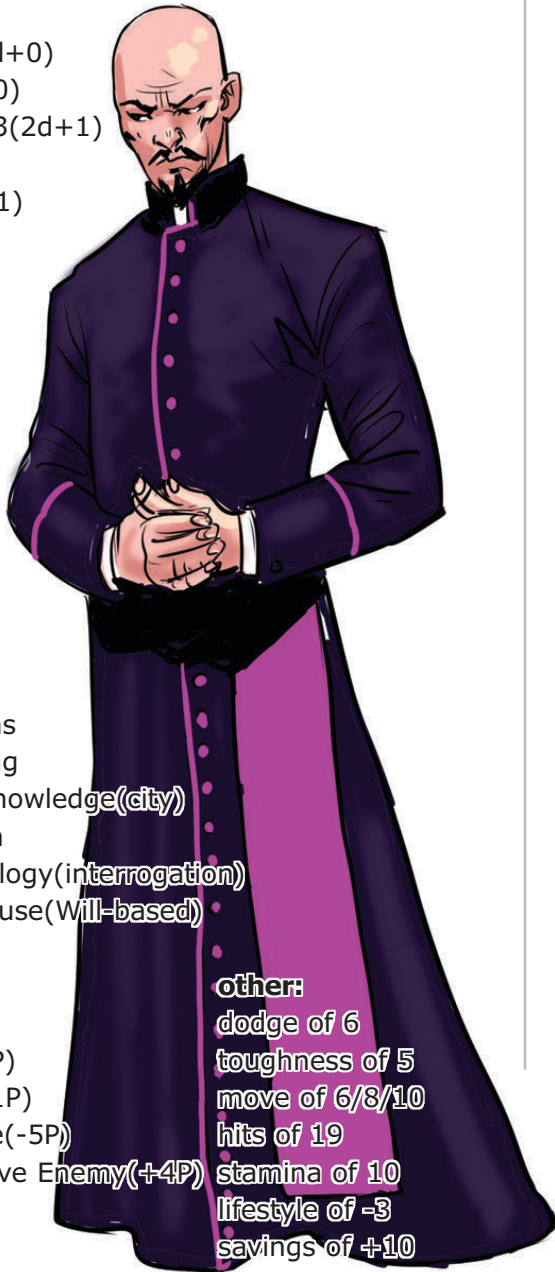
Agility 9(3d+0)

Awareness 13(2d+1)

Will 16(5d+1)

Health 9(3d+1)

Fate 9(2d+1)



skills:

+1d in knife

+1d in firearms

+1d in brawling

+1d in area knowledge(city)

+3d in religion

+3d in psychology(interrogation)

+3d in power use(Will-based)

traits:

age(n/a)

cynical(4)(+2P)

merciful(2)(+1P)

larger than life(-5P)

major, pervasive Enemy(+4P)

other:

dodge of 6

toughness of 5

move of 6/8/10

hits of 19

stamina of 10

lifestyle of -3

savings of +10

A lieutenant in the Juarez Cartel who had considered the seminary at one point, Priest's powers derive from some subconscious part of him that wanted to return to that path. However, that return journey got corrupted, and Priest is now more of an inquisitor. He can read thoughts, heal with a touch, and kill with one as well. He has seen into enough minds to convince himself that few are innocent, and so he feels no remorse about sending them to whatever judgement awaits them. His ethos is 'You can be a judge, or you can be one of the judged'.

powers:

soulgaze₁(9P): 10d+0 mindreading
template:mindreading(+2), range adjust: 6 meters(+6), gestures(+1), voice(+1), drain adjust:1 per 6(+1), suite(+3). **note:** the power uses verbal questions to bring up the thoughts to be read. If the power overcomes a target's Will, then Priest gets a fully accurate answer to the question being asked.

untouchable₂(9P): 9d+1 subjective control
template:compulsion(+7), undetectable(-5), range adjust:self only/subjective(+7), only vs. aggression (+3), drain adjust:no drain(-3), suite(+3). **note:** the power simply turns off all aggression towards him by anyone who can see him. People whose Will is overcome simply shoot at someone else or let him pass unopposed.

deathtouch₃(7P): 9d+0 lethal bypass blast
(template:bypass damage(+1), range adjust:touch (+7), circumstance:requires grab(+2), skill adjust: opposed combat roll(+2), suite(+3). **note:** the defense is rather simple. If you have more levels in positive character traits than negative ones, the power has no effect on you (i.e. you are a good person). If you have to make an argument as to why a trait should be considered positive, it likely is not.

healing₄(6P): 4d+0 healing
template:healing(-1), suite(+3)

Priest's powers are a single suite, so he can only use one power at a time. Priest seldom goes out and does not take part in most of the day-to-day operations of the Zetas. However, his reputation is such that when he does go out, few connect the fearsome reputation of the Zeta's inquisitor with the mild, soft-spoken man in clerical garb. He does not openly advertise who is, but neither does he deny it if confronted. At the start of year 1 there are still plenty of areas in Juarez where his identity is unknown. He is useful to the Zetas as a means of measuring loyalty, a medic for injuries, an interrogator for prisoners and a relatively benign executioner for those still alive after the other Zetas have had their fun.



Enforcer

Strength 10(3d+1)
Agility 10(3d+1)
Awareness 9(3d+0)
Will 9(3d+0)
Health 10(3d+1)
Fate 3(1d+0)



skills:

+1d in knife
 +2d in firearms
 +1d in brawling
 +1d in driving
 +1d in area knowledge(city)
 +0d in running

traits:

age(prime, +5A/+3S)
 loyal to Zetas(4)(+2A)
 major, pervasive Enemy(+4A)

other:

dodge of 6
 toughness of 5
 move of 6/8/10
 hits of 20
 stamina of 10

This is just a mundane member of the Zetas, an upper-level soldier (built on Agent points, but no P) who would be part of the entourage if the cartel leaders do an operation, mansion guards or convoy overseers. They know what weapons are likely to work against heroes and use them accordingly. Weapons that cannot harm heroes will be used indiscriminately against NAOs as a distraction.

powers:

heavy rifle(4): 5d+2 lethal armor-piercing *template:ranged damage(-1), template:rifle(+13), clip:x15 shots(-1), energy replace:at lair(+3), operational effect(recoil)(+1), armor-piercing(-2), mundane gadget(+1).* **note:** mundane gadget using a gameworld base of 0/10.

rocket grenade₁(6): 7d+1 lethal explosion *template:ranged damage(-1), template:launcher(+19), clip:x1 shot and 1 reload(+6), energy replace:at lair(+3), operational effect(recoil)(+1), concentration(+2), armor-piercing(-2), explosion(-8), mundane gadget(+1).* **note:** mundane gadget using a gameworld base of 0/10.

rocket grenade₂(6): 8d+1 non-lethal byp. expl. *template:bypass damage(+1), template:launcher(+19), damage adjust:non-lethal(+6), clip:x1 shot and 1 reload(+6), energy replace:at lair(+3), operational effect(recoil)(+1), concentration(+2), explosion(-8), mundane gadget(+1).* **note:** mundane gadget using a gameworld base of 0/10. Defense for the hot pepper grenade is not being affected by irritant chemicals in eyes or nose. An environment suit, morphing into something inorganic, or possibly improvising something (hold your breath and cover your eyes until you are out of the area). An enforcer would have either the rifle or a rocket grenade launcher.

body armor(3): 4d+2 armor vs. lethal damage *template:armor(+1), template:full torso armor(+12).* **note:** mundane gadget using a gameworld base of 0/10. Has coverage gaps that can be exploited with a +4 difficulty called shot.

radio(3): booby-trapped radio *template:first responder radio(1P), plus disposable linked 7d+0 non-lethal bypass blast(electric shock) with trigger and password modifiers.* **note:** the radios have biomonitors and timers. If the user's vital signs have a major change or the fingerprint reader on the 'talk' button does not get proper input, a silent alert is sounded. It can remotely discharge its battery as a high voltage pulse if the wrong person is using it.



More

In addition to their inherent powers, the Zetas have an impressive amount of conventional hardware and the strength to cart a lot of it around, though for the most part it acts at reduced effect against paranormals. Grenades, rocket launchers, assault rifles with armor-piercing ammunition, a handful of paranormal gadgets from the Turing factories (which the gamemaster can tailor as needed to keep a particular hero from being too easily exploited at a Zeta weak point), and things stolen from fallen foes. Giving each of the main Zetas a small omnipower as a gadget that can be changed each adventure could represent a vault of goodies that they can pick and choose from to gain a particular advantage, like giving one or more of them an anti-gravity harness, an invisibility cloak, radar vision goggles, or whatever is needed to keep heroes from getting cocky.

The Zetas never travel alone, always having a handful of well-armed mundane guards, even if in the company of other Zetas. They have conventional armored vehicles (use the armored Hummer for most purposes), and they live in walled compounds that have very good mundane security and possibly some that is not so mundane. A few infiltrations by local heroes have been made. Not all were successful, and none of them have been recent.

Yes, the Zetas are bad news. They are smart, powerful, well-established and ruthless. They eliminated their competition and have held off the conventional military and opposing heroes for a year and show no signs of weakening. For a Juarez campaign, they are the *major* bad guys. Worse, if there is a major threat to the region that affects everyone, the Zetas are the ones that heroes will have to work *with* to counter the threat.

Organizational personality

The Zetas, and to some extent their minions, *like* doing what they do. They are, to some twisted degree, following their beliefs. To them, the point of having power is not just to use it, but to show that you can use it. This *requires* opposition of some quality. Being strongest means nothing if your opposition is weaklings. Being strongest amongst the strong, the king of kings, *that* is what is worth doing. So, as ruthless and cruel as they are, they have *not* hunted down and exterminated lesser heroes. They could, but do not casually kill defeated foes. Leaving you bleeding on the pavement is victory enough. Taking away the source of your power and taunting you with it is nice, though. Only those who are strong enough to be a worry need to be eliminated. Those who are merely annoying are simply part of the victory, imperfections to be gradually ground flat under their heels.

They *like* beating up lesser heroes. Anything that they get personally involved in is not nearly as satisfying unless some crusader gets his or her teeth scattered across the pavement in the process. Succeeding at what they want to do *and* crushing someone else's Ethos at the same time is always a 'good day', even if the Zetas take some lumps in the process.

So, if a Zeta or Zeta-based group kicks some heroes around, it is not a big deal. You were weak, and paid the price of your weakness. *Get strong or get out.* If the Zetas kick your ass, you *deserved* it. *Crawl under a rock and hide, or buck up and become worthy of a warrior's death.* The worst aspects of the Zeta's personalities come out towards those who are perceived as weak, not in the sense of their powers, but in the sense of their *character*. The Zetas will, for various reasons, do many of the stock supervillain things. Mano-a-mano public challenges, deathtraps, dilemmas like "you can save your lover *or* this bus full of orphans", public gloating, that sort of thing. Within the limited environs of Juarez, they can do this more easily than they could elsewhere.



Setup

Juarez is set up as a campaign location that has it all. Villains who are smart, powerful and unrepentantly *bad*. Vigilantes of ambiguous morality whose talents heroes will nonetheless need on occasion. Corporations in bed with villains as a matter of business practicality. Governments that are outgunned but refusing to concede the territory. Hero groups, loners and vigilantes. Chaos to hide your identity, wrongs to be righted, helpless people to be helped. If you do it as *super vs. super*, they could prevail in a reasonable amount of time. If you run it as *agents vs. supervillains*, the players have to be a lot more careful and it could take them *years* to gain the experience and skills needed to finally take them down.

It is easy for a superhero campaign to be reactive, and early on this is common, to set the stage and give players a feel for the system, their heroes and how to use their powers. Foil a bank robbery, rescue people from a burning building, deal with a hostage situation. *And there is plenty of this in Juarez.* Minor and major crime by non-paranormals is still a serious problem, and many of the more successful or heinous are agents or sports that have an edge over normals, but are not powerful enough to be obvious, giving heroes who want to investigate or 'patrol' something to look for. Heroes can interact for better or worse with the Zetas, US military operations or the actions of rogue heroes or villains.

Juarez is designed to work both as a setting for year 1 of an Eschaton campaign, and as the leadup from day 0. The battles at Fort Bliss while the military has its full arsenal available, the rise of the Zetas from the ruins of the mundane Juarez cartel, the early government superhero group or groups in the city, and the decline and isolation of the region as the Zetas and international disputes over responsibility for the region come to the fore.

Plenty of room for adventures and heroes of every kind.

Containment

What does a hero in Juarez do with a bad guy they have managed to capture? There is no supervillain containment facility, and many heroes will be morally unable to simply execute a helpless person, no matter how heinous they are. Some heroes *will* be willing to do this, and it may even be justifiable if the guilt and crime are beyond question, but this will not always be the case.

How *players* handle this is going to be part of their Ethos. There are a few options available to the gamemaster. The first is 'the Council'. Any hero who has made a name for themselves has received an anonymous message from 'the Council', usually delivered by some child or homeless person. The message is pretty simple: If you capture someone that you or the courts (such as they are) cannot deal with when they wake up, let us know and we will pick up and take care of the problem for you. Exactly how they 'take care of' the problem is never stated, nor ever answered should you ask. Accepting what they do without knowing *exactly* what they do is the price for getting a villain off the streets. Most such villains are never seen again. A few have turned up seemingly mundane, bereft of powers and having no memory of ever having them.

The other option is Fort Bliss. They do not have a really good villain containment facility, but they do have one that has been cobbled together. Generally, they just try to keep the villain unconscious, get word out to the US government and hope that someone with sufficient powers (i.e. an ultra or two) can come in, pick up the package and get it to a secure US facility before the villain wakes up again. This is often easier said than done. Conventional sedatives interfere with Recovery and Awareness, and if the former is high enough, you simply cannot keep them under the effects. Obviously, the hero who knocked the villain out had a means of doing so, but this might have been a fluke or the hero might not be there to play nanny.



Long term

Juarez has a number of intertwined plots that are part of the gameworld. The Zetas are most obvious problem. Not only are they villains, they have become powerful enough that removing them would leave in place an entire corrupt system and a power vacuum where the Zetas used to be. Removing them without a plan of what to do *next* could be a total disaster.

If order *is* restored to the area, then there is the question of who El Paso/Juarez 'belongs to'. Is it the United States or Mexico? Will it remain an independent entity or will it be separated by a border again or will there be some sort of shared government with agreements regarding superheroes?

And on that topic, a restored Juarez region would be an area where the government would want to get paranormal registration going again, and heroes who were able to dodge the issue because the US could not try to enforce it would once again be on the hook.

With broader and easier communication and travel to the rest of the world, bigger plots become available for more experienced heroes. If Doctor Armageddon is trying to crash the Moon into the Earth, heroes who might have previously been stuck in Juarez could now be part of the investigation and strike team. The Chaos Confederation, normally not a presence in Juarez due to the hostile Zetas, can now start making its presence felt, possibly trying to exploit any power vacuum left by the Zetas.

Within Juarez, there are also mysteries to be unraveled. Who is 'the Council' and what are their ultimate goals? Is Karma a hero, villain or vigilante? Which corporations are using the region to get away with things they could not do elsewhere? Is there some aspect of the **Quakening** peculiar to the region and is this why there is a border dispute?

Escape

Villains escape. Heroes too. It is a staple of the genre. This plays very well with the expanded turn scale of **EABA**. The default is that if the situation has not resolved by the end of the tenth round and the heroes are not willing to back off, then the villains find a way to exit the scene. In the superhero genre, this can be by means dramatic or unexpected. Maybe the building collapses, but no villains are found in the rubble. Maybe they all simultaneously teleport out, or someone tunnels in and makes them an escape route.

Or, if things are going badly for the heroes and they cannot prevail by the end of the tenth round, then they withdraw on their own, or some friendly force arrives to help them do so.

The point is that there are no indefinite stalemates in **EABA** combat. A situation may turn into a stalemate (like a hostage situation), but this means that combat ends and a new role-playing phase takes over. This is especially true if you are modeling the comic book superhero genre. The gamemaster has to find a closure for that 'issue', and this can involve introducing new elements, new characters or even new plots. The villains have the heroes on the ropes and are ready to deliver the final blow, when a blast of energy takes out the leader. Help has arrived, in the form of a new *villain*?! A new bad guy in town, making a display of power by taking on the old regime and just coincidentally saving the heroes in the process?

Come back next issue/game session and find out the thrilling conclusion!

On one hand, keeping track of all the potential players can be a challenge, but on the other hand, it is a big world and new faces can disappear just as quickly as they showed up. The bad guy who coincidentally saved the heroes might be here for a single reason, and once that thing has been taken care of, he will fly off and the normal *status quo* will return.



CAST OF CHARACTERS

Anyone can make a hero or villain who is a one-dimensional 'movement', 'attack', 'defense' kind of super. A few of the ones in the sample listing fit that mold just so you have an archetype, but many have a bit more depth and subtlety to them. Even if it is not explicit, you can see the story behind what made them who they are, why they have the powers they do, and how they fit into Ethos and Revelation.



All the stats you see are designed to make the super as easy as possible to use and customize for your campaign. They are all built about on a super or agent level of points, so by adding sufficient traits to make them balance out and adding a few more skills, they could be used as templates for player-run heros. The format for supers is:

name: pretty obvious

rating: as per guidelines on [page 5.61](#)

level: agent, super or ultra, and whether as designed they are a hero, villain or vigilante, which is often a matter open to interpretation

type: using the guidelines at the start of the **Powers** chapter

background: a very short phrase describing their defining pre-Eschaton characteristic

ethos: a good idea of their attitude

noted for: something they have done that is public knowledge

catch phrase: something they have been known to say that goes with who and what they are

stats: listed as numbers rather than die rolls to save space. A value in parentheses means the smaller value was paid for with P and is the value that any attribute adjusting powers would apply to. Any stat higher than human maximum assumes the extra is paid for with P.

derived stats: based off normal stats, possibly increased by traits or powers

notable traits: the traits most likely to show up in an encounter or which could lead to an encounter

notable skills: the skills the super is likely to be using if you encounter them

power(X): description(cost in P)

This gives the name of the power from the sample power list, with the P used for it in parentheses. The power level and any necessary qualifications follow. So, 'armor(5P): 4d+2 hardened armor skin' means 'the armor power, a power level of +14 with the 'hardened' quality, and 5P spent to get this power level. We also know that it is inherent to the super (armored skin) rather than a gadget.

This may not be all information on the power, but it gives you a better starting point if you want to adjust the power or its intensity. So in this case, if you had wanted to make the armor a bit tougher, you would know that since +4P would be +8 on the power level, the base of 1P gets you a power level of +6 (+6 for 1P and +8 for +4P is a final power level of +14). From that and looking at the template for the power, you can get a feel for the other modifiers it has.

Adjustments

These heros and villains can often be scaled, if you are running a higher or lower power campaign and want to make one a different threat level.

reduce Super to Agent:

drop attribute of ≥ 16 by 5, attribute of 13-15 by 4, attribute of 11-12 by 3, all others by 2.

drop any traits that are paid for with P

assume a total of 10P for powers, assigning 1P to each and repeating until points are used up.

cut all skill bonuses in half, rounding down

drop any status by 1 point

increase Super to Ultra

increase attribute of ≥ 16 by 4, attribute of 13-15 by 3, attribute of 11-12 by 2, all others by 1.

add one level or improvement to any trait paid for with P

add +12P to one power, +8P to each of up to four powers, add +4P to the rest (decrease drain to compensate for the higher power level)

add 2 to any status, up to maximum allowed or reasonable for that type of status



Jane the Ripper

profile: 6X01504S9

level: supervillain

type: blade speedster

background: angry victim

ethos: all men are pigs until proven otherwise

noted for: once cut a policeman into three pieces in one hit, an incident that was caught on dashboard camera and leaked to the media

catch phrase:

"If force is all you respect, then respect this!"

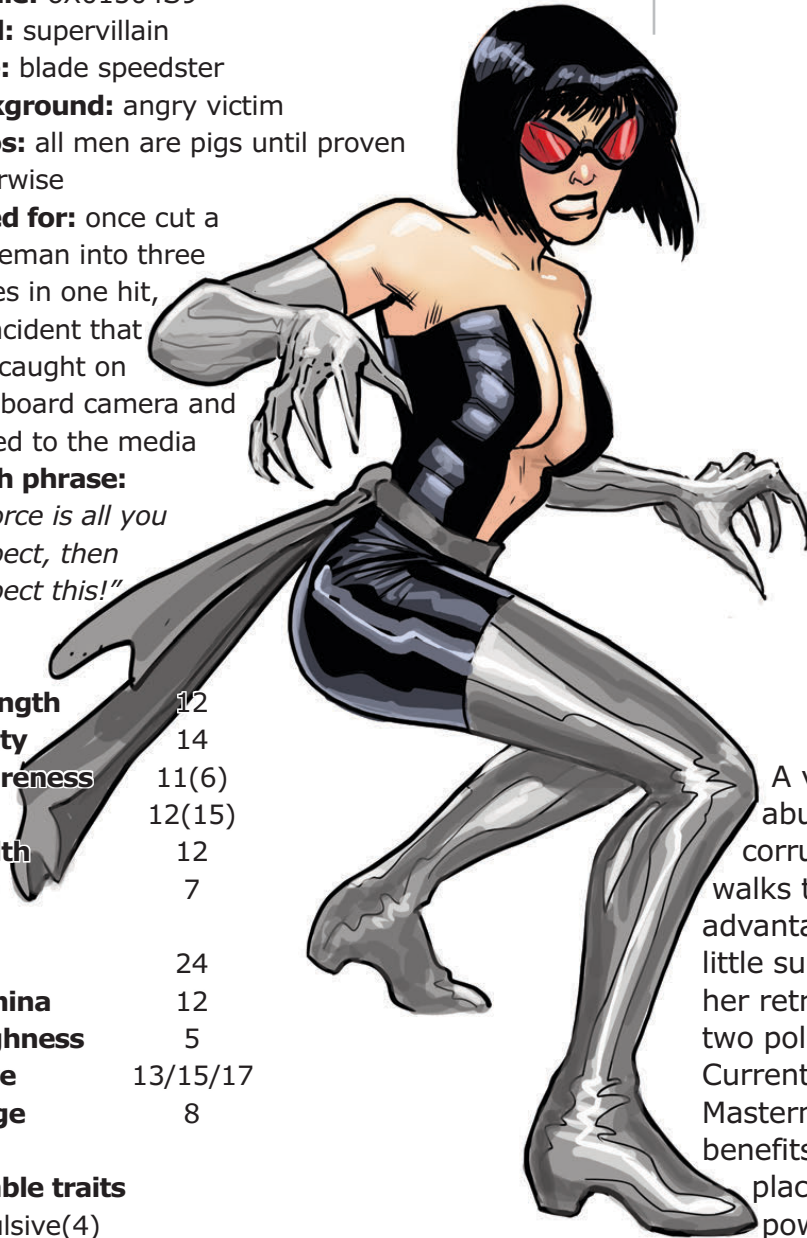
Strength	12
Agility	14
Awareness	11(6)
Will	12(15)
Health	12
Fate	7
hits	24
stamina	12
toughness	5
move	13/15/17
dodge	8

notable traits

- impulsive(4)
- intolerant(6)
- protects the innocent(±10)
- Enemy(government)
- Forte on Will vs. mental
- Larger than Life(best four)
- Looks(super)
- motif(excessive male-directed violence)(4)
- neat trick (double claw strike)
- neat trick (running claw strike)

notable skill rolls:

- brawling:** 6d+2
- climbing:** 4d+0



powers

basic costume(2P): +7 disguise
adjustments(+4): gestures, drain 1 per +3

running(3P): +6 move
adjustments(+1): drain 1 per +6

echolocation(5P): Awareness of 9
adjustments: none

armored skin(9P): 5d+2 armor
adjustments: none

claws(9P): 5d+1 lethal strike (or 3d+1 x 3)
adjustments(-2): shotgun effect

stamina drain(5P): 3d+0 drain
adjustments(+2): narrow cone, 6m, special defense

utility belt(1P): +6 omnipower
adjustments: none

A victim of sexual violence who saw her abuser go free due to connections and corruption in the legal system. She now walks the night looking for men to try to take advantage of her again. She has no mercy and little subtlety, usually just wading in and getting her retractable claws bloody. Has killed at least two policemen and has refused official amnesty. Currently works as an enforcer for a female Mastermind, giving her possible (unknown) benefits over her natural abilities, as well as a place to hide out. Her stamina reduction power *looks* like a mundane pepper spray, but it is actually a physical manifestation of her underlying anger, a cone-shaped blast that is resisted by power defense or blocked entirely by being female. She can adjust her clothing style at will to blend into crowds, but her super-identity is always a black bodysuit with gray knee-high boots and elbow-length gloves, a black eyemask and a gray scarf worn as a belt, with a utility pouch worn on the right side. None of her powers are dependent on her costume, but she *wants* her actions to be associated with that identity and does not want her mundane face to be associated with her powers.



Amps

profile: 3Z020700A5

level: agent

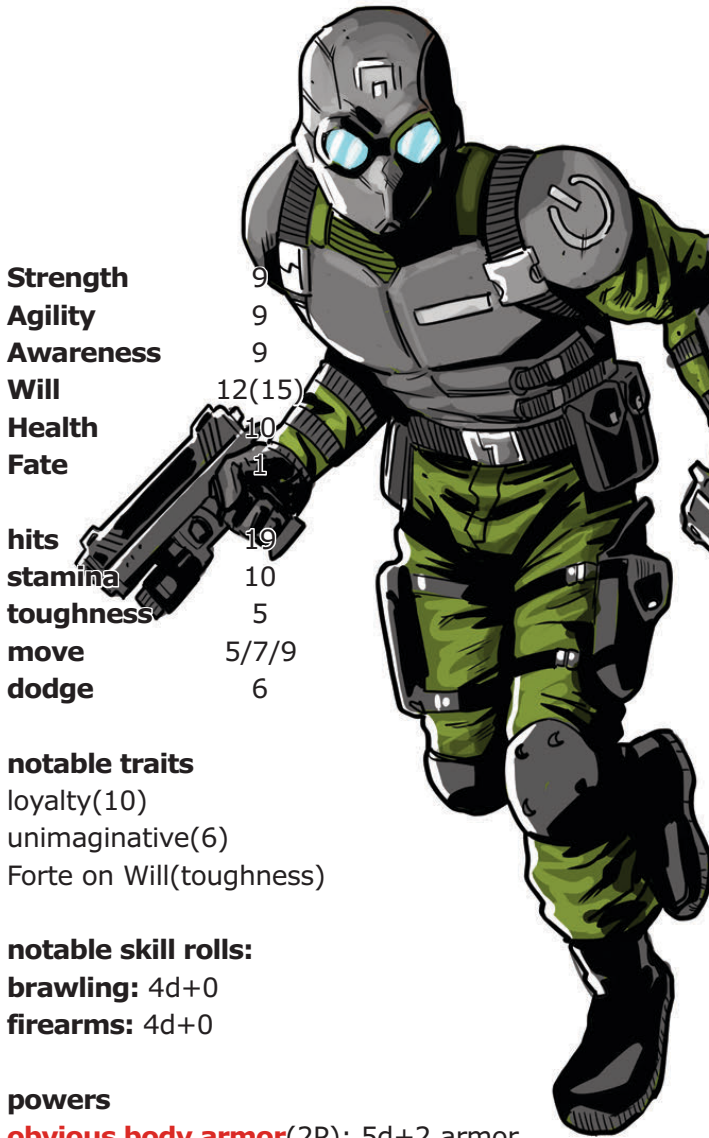
type: villain

background: disaffected or outcast

ethos: surrender your will to those who are wiser

noted for: zero sense of self-preservation

catch phrase: "Duty is all. Your duty is to obey."



Strength	9
Agility	9
Awareness	9
Will	12(15)
Health	10
Fate	1
hits	19
stamina	10
toughness	5
move	5/7/9
dodge	6

notable traits

loyalty(10)

unimaginative(6)

Forte on Will(toughness)

notable skill rolls:

brawling: 4d+0

firearms: 4d+0

powers

obvious body armor(2P): 5d+2 armor

adjustments(+14): 12kg obvious worn gadget

mind defense(control, Awr/Will)(3P): +3 defense

adjustments(+1): linked to body armor

thumper(see text)

5d+1 lethal explosion

9d+0 non-lethal impact

7d+0 lethal armor-piercing

"Amps" are the more or less mundane security forces of Turing. They have limited imagination and virtually no ability to innovate or come up with creative solutions, but are exceptionally obedient and fairly competent at what they do. *And what they do is whatever Volta wants them to do.* Keeping with the "lawful evil" vibe that this villain enclave seems to have, all Amps are volunteers. Volta looks for those who have no hope, ambition or purpose and says that he will give their life meaning, he will value them and they will have and feel a sense of purpose. *And he is not lying.* The Amps are, if you ask them, happy to be doing what they are doing. It does not matter whether this is helping children across the street or throwing children in front of a bus, they have a sense of satisfaction that what they are doing is the right thing.

An Amps' life is eat, sleep, work, train, repeat. All the ones who would be fighting or in security roles are all physically fit and competent. They are also more immune to pain than the average person and very strong willed, at least for resisting *outside* manipulation. There are any number of groups that have wished to copy the process used by Volta, but it seems to require both a brain implant and some power or secret gadget that is under Volta's sole control.

The implant can be removed or temporarily deactivated if you have the right tools or powers, but often this just disables the Amp, their mental state reverting to what it was before, plus the added psychological burden of anything they might have done under Volta's command. Ironically, some of those 'rescued' from Volta have actually gone back and rejoined the Amps just to escape the guilt and self-loathing from their actions as an Amp.

Amps in a combat or security role are usually equipped with a light, multi-purpose armor that defeats most small arms and some specialized powers, and are generally equipped with Thumpers, though they may have specialized gear to use against a particular hero if time and information permit such pre-deployment.



thumper launcher(mundane gadget)

effect: increase	+0
increase target: narrow power(damage)	-2
range: aura(itself & grenade)	+2
power duration: an action	+0
effect duation: as power	+0
operational effect: recoil	+1
special effect: grenade launcher	+1
flexibility: none	+1
usage: gestures(both hands)	+3
physical dependence: grenade	+1
operational dependence: grenade	+1
drain: 8 charges	+0
drain: replace with average(7) skill roll	+1
drain: replace in 4 seconds	+1
drain: charges mundanely replaced	-1
gadget: 2.5kg(up to +2P)	+4
gadget: obvious	+2
gadget: carried	+2
gadget: mundane	+1
modifier total	+18
modifier up to gameworld base(0/10)	+10
excess modifier/4(round down)	+2
power level for 1P	+12

This is a bulky, mundane grenade launcher with a rotary magazine holding 8 shots. The launcher is a gadget whose power is that it adds to the damage of thumper grenades, using the guidelines in the **e3g** supplement that came with **EABA v2.01**. Each of the charges in the launcher is 1 grenade, and the types can be mixed and matched in a quantity for the needs of the current operation. The round chosen for any given attack can be instantly selected with a switch on the grip, and Amps will have a specific fire doctrine on which setting to use in which situation, and which setting to fall back to if one is exhausted. It is worth noting that this fire doctrine includes using all of them in virtually any situation, the only question being the order in which they are used. For extended operation, reloads may be provided, but this is a time consuming process.

Special grenades for use against particular hero types are available, but are not normally carried. This can include entangling, blinding, irritant, sonic, electrical or heat- or cold-based attacks, among others. Thumpers are designed as mundane gadgets, but they could be 'paranormally enhanced' (i.e. bought with P) using an Agent's level of points and would have full effect against paranormals. However, these would probably be 'suicide troops', since a fully loaded paranormal Thumper is an investment of 8P that the user will never get back.

Normal use is either as single shots at +0 turn mod or aimed single shots with a net +4 to skill and -2 on difficulty for range.

Mundane thumpers or knockoffs can be found on the black market, but at least in areas under US government control they are illegal for civilian ownership.

thumper frag grenade(disposable gadget)

template:ranged damage	-1
visibility: painfully obvious	+1
special: explosion	-8
physical dependence: grenade launcher	+1
operational dependence: grenade launcher	+1
drain: 1 charge	+6
gadget: .5kg(up to +1P)	-3
gadget: obvious	+2
gadget: carried	+2
gadget: mundane	+1
modifier total	-2
modifier up to gameworld base(6/16)	-2
power level for 1P (+6 for gameworld base)	+4
damage with launcher(which is +12)	5d+1

thumper impact grenade(disposable gadget)

power level for 1P (+6 for gameworld base)	+16
damage with launcher	9d+0

thumper AP penetrator(disposable gadget)

power level for 1P (+6 for gameworld base)	+10
damage with launcher	7d+0



Agent Orange

profile: 3Y080000S2

level: agent

type: hero

background: buddhist monk

ethos: the greater good cannot be accomplished by evil means

noted for: not being seen, not taking credit

catch phrase: "He who diminishes any, diminishes all."

Strength	8
Agility	12
Awareness	9
Will	9
Health	9
Fate	3
hits	18
stamina	9
toughness	3
move	6/8/10
dodge	6

notable traits

will not kill(8)

Neat trick

notable skill rolls:

martial arts: 7d+0

sleight of hand: 6d+0

acrobatics: 6d+0

stealth: 6d+0

powers

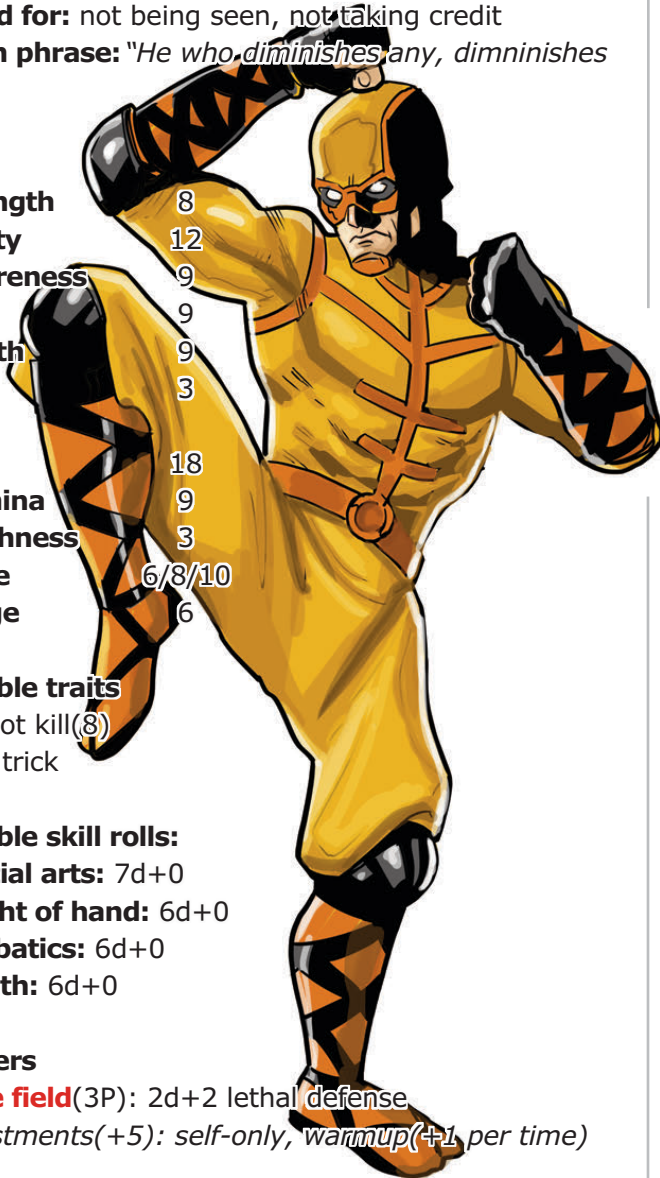
force field(3P): 2d+2 lethal defense

adjustments(+5): self-only, warmup(+1 per time)

enhanced Awareness(hearing)(3P): Awr of 5

adjustments(+1): operational effect(clicking sounds)

Merely a skilled human with a decent defense power, good martial arts and the ability to do combat targeting by echolocation. Specializes in disarming and non-lethal called shots to incapacitate foes.



! Agents vs. Supers?

As mentioned in passing at the start of Juarez section, the gamemaster and players need to be comfortable with the scale of the campaign and how long they expect to play it. If you want a globe-spanning campaign of gratuitous property destruction, then by all means make it supers vs. supers, or even better, supers vs. an ultra and his or her backup supers. You want villains, whoever they are, to be unassailable from a straight up frontal attack. You can do this by cleverly matching villains and their powers to be an excellent foil for the heroes, and to have villains with backup plans in case awful things happen, like "Fools! That was my robot duplicate! And your Aunt May was inside it! Bwahahahaha!"

The other way to do this is to just have the villains be insanely powerful compared to the heroes. Stürm is an archetypical example. He has every defense, can fly at several times the speed of sound and can kill you from ranges where you probably cannot even see him. You just do *not* engage that sort of force head-on. Rather, you nibble around the edges of his power base, observe, collect strategy notes and work your way up to being able to deal with him, and have a really good escape plan if the first try fails (because in comics, it usually does).

This asymmetry of power could also be agents vs. a super and henches. This smaller scale also lets you run an extended campaign in a smaller geographical area. This is your Arrow, Daredevil, Batman kind of thing, where there is a clearly defined home turf that represents the limits of the hero's influence. You say that there were massive upheavals in reality that went along with the Chaos (earthquakes, tsunami, etc.) and this causes the destruction, but the world is supers, agents and sports, with no ultras. Players as agents can still be quite powerful compared to a normal person, but they cannot openly push back against military hardware like the government has, nor confront a super-level person head on. Only in the movies is a fight between Iron Man and Captain America *not* a "let me just blast you from a safe distance oh look the building just collapsed on you" one round affair.



Generic soldier

level: normal
type: hero
background: mundane
noted for: common sense in the face of supers

Strength 8
Agility 8
Awareness 8
Will 8
Health 8
Fate 3

hits 16
stamina 8
toughness 2
move 4/6/8
dodge 4

notable traits
 very limited status(1)

notable skill rolls:
firearms: 3d+2
melee weapon: 3d+2
brawling: 3d+2

powers
assault rifle(4): 4d+2 lethal autoburst
adjustments(+9): autoburst, 32x clip, rifle, armor-piercing, mundane, recoil

body armor(4): 5d+0 hardened torso & head armor
adjustments(+8): torso+head, hardened, rigid

pepper spray(1): 3d+2 non-lethal bypass, 6m line
adjustments(+13): non-lethal, 4x charges, line area, pistol, mundane

handcuffs(1): +7 Strength & Agility drain
adjustments(+10): 1kg gadget, mundane, requires grab, breakable, opposed skill roll, semi-permanent, severable, no drain, 1x clip

This is just a post-Chaos soldier or policeman, the difference being the police will have area knowledge and knowledge of the law, while the soldier is more likely to have heavier weapons.



Elite soldier

level: agent(mundane)
type: hero
background: mundane
noted for: duty in the face of supers

Strength 9
Agility 10
Awareness 10
Will 9
Health 10
Fate 3

hits 18
stamina 10
toughness 3
move 5/7/9
dodge 6

notable traits
 very limited status(1)

notable skill rolls:
firearms: 5d+1
melee weapon: 4d+1
brawling: 4d+1
tactics: 4d+1

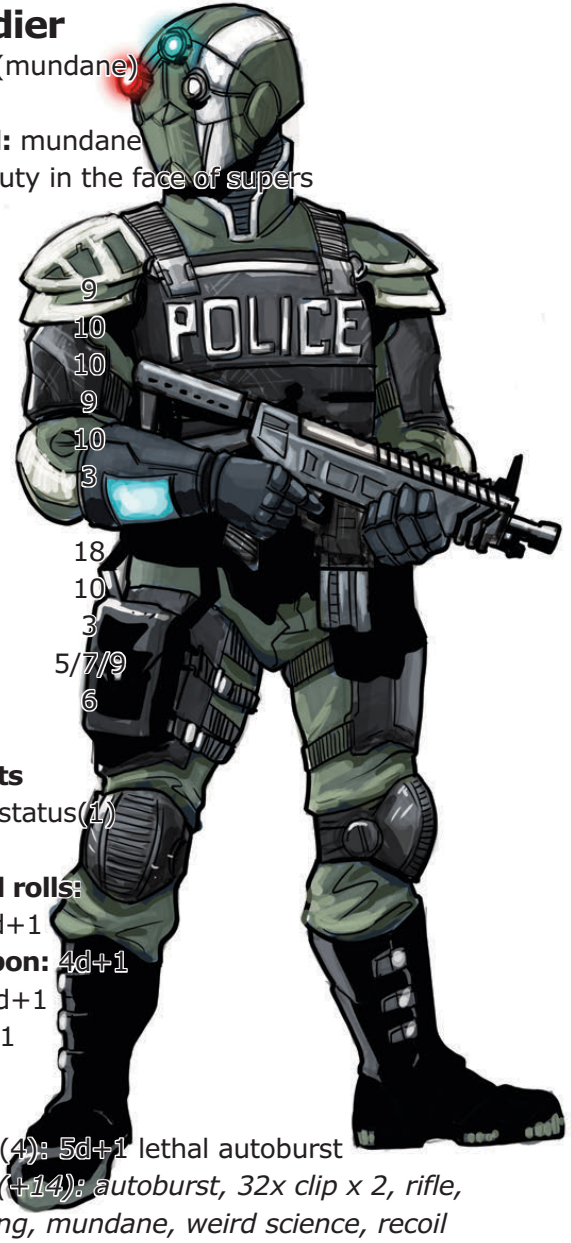
powers
assault rifle(4): 5d+1 lethal autoburst
adjustments(+14): autoburst, 32x clip x 2, rifle, armor-piercing, mundane, weird science, recoil

anti-super rocket(6): 11d+1 ranged lethal AP
adjustments(+28): launcher, mundane, armor-piercing, +2 Accuracy, weird science, 1x charge, disposable

body armor(4): 5d+2 hardened torso & head armor
adjustments(+11): torso+head, hardened, rigid, weird science

thermal vision(1): Awareness of 10 vs. heat
adjustments(+9): 1kg obvious, worn, mundane gadget, 1 energy, drain of 1 per 12 (drain is zero)

Equipped with mundane weapons, but may have some weird science to enhance them.





Kareneko

profile: 3X010800J5

level: agent

type: hero

background:

industrial inspector

ethos: know what's best,
settle for nothing less

noted for:

getting up early and
staying up late

catch phrase:

"Even my fingernails
shine like justice."

Strength	9
Agility	11
Awareness	10
Will	8
Health	8
Fate	3
hits	17
stamina	8
toughness	2
move	5/7/9
dodge	6

notable traits

single-minded(2)

Looks(mundane)

Neat trick

notable skill rolls:

martial arts: 4d+2

melee weapons: 5d+2

stealth: 4d+2

running: 2d+2

powers

body armor(2P): 3d+0 armor
adjustments(+6): body stocking, activation ≤13

invisibility(3P): +13 invisibility
adjustments(+6): painfully obvious, drain 2 per 3

short sword(2P): strike+0 lethal AP(2d+0)
adjustments(-2): sword, armor-piercing

utility belt(1P): +6 omnipower
adjustments: none

Kareneko has the unusual power of painfully obvious invisibility. That is, when she turns the power on it is immediately obvious *where* she is at, but the aura she radiates is so bright any attacks are firing blind. She is still vulnerable to area effects and things like covering fire, but individually targeted attacks of any type require a perception roll with the Awareness penalty (their sight Awareness is reduced by the amount her power level exceeds it).

She wears a short skirt and an armored black trenchcoat that looks and feels like normal clothing, and carries a medium blade. She has good physical and mental attributes, but relies on infiltration gadgets, melee attacks, and mundane tricks to get the dirty work done.

Kareneko is a human-rights activist, working mainly against any group that exploits its workers, cuts safety corners in the name of profit, or uses loopholes in the law to pollute or discriminate.



Prime

profile: 6Y140000G2

level: mastermind

type: villain

background: sociologist

ethos: sacrifices will be necessary to achieve the greatest good for the greatest number

noted for: having your actions benefit his agenda

catch phrase:

"Your decisions are always your responsibility, as are their consequences."

Strength	9
Agility	9
Awareness	18(24)
Will	15
Health	8
Fate	3
hits	17
stamina	8
toughness	2
move	4/6/8
dodge	6

notable traits

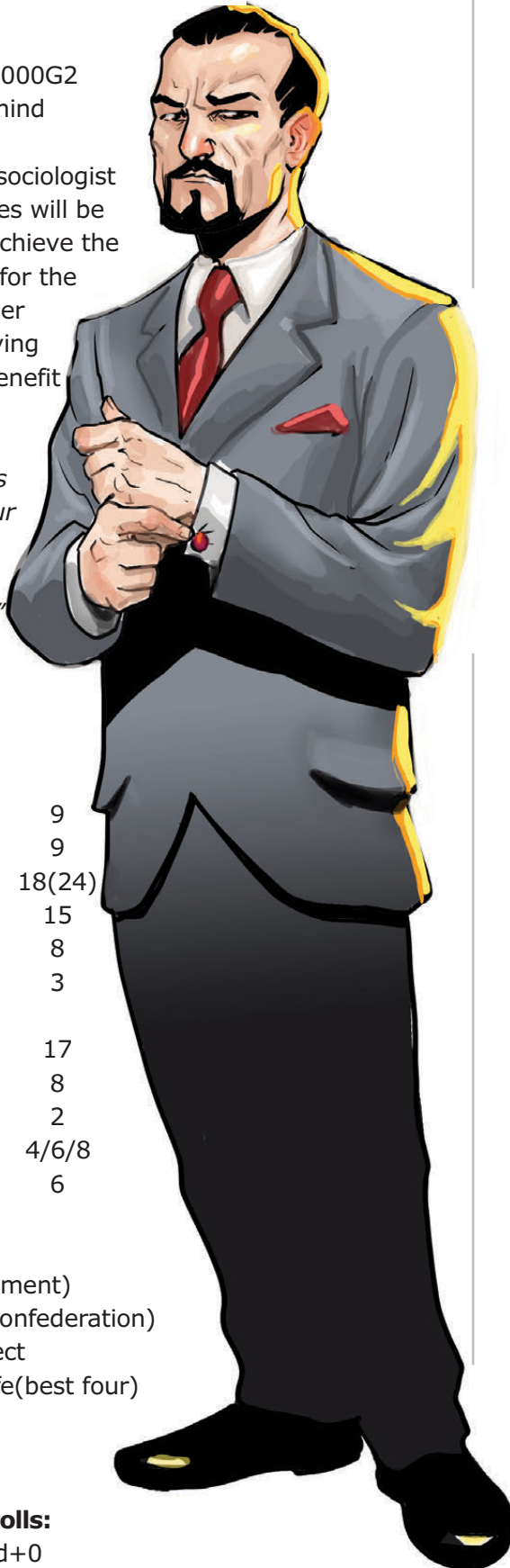
Enemy(government)
 Favor(Chaos Confederation)
 Forte on intellect
 Larger than Life(best four)
 Organization
 Wealth

notable skill rolls:

sociology: 10d+0

psychology: 9d+0

history: 9d+0



A sociologist who believes that humanity's problems cannot be solved from the top down, but rather must be a course of action that a majority takes part in. His goal is to figure the outcome that gives the greatest benefit for the greatest number and then manipulate *others* so this outcome comes to pass.

While he has no powers except intellect, his intellect and perceptive abilities are astounding and allows him to evade detection and capture with ease. Someone who can make difficulty 25 deductions as easily as most people can sign their name can outwit, outplan and outmaneuver anything except blind chance, and Prime also uses his intellect to minimize the influence of chance. The scene in *Minority Report* where the main character eludes pursuit in a mall would be an example of how his intellect works in practice.

Most of his points for powers are used as a mastermind to give him a number of Agents and the wealth to support them. Like him, they are mostly normal people who he has hand-picked for a particular talent and a mindset that makes them compatible with his goals. The bonus these people get is applied to their intellect, giving them a +3 to overall Awareness and an extra +6 to cognitive Awareness (which would increase an ordinarily bright Awareness 9 person up to 12(18)).

His agents infiltrate organizations he wishes to manipulate, using their skills to collect information and pass on information that Prime wishes that group to act on. For organizations where there are certain loyalty obligations or paranormal influences, Prime makes sure that his agents act within the loyalty parameters. So, if a telepath asked an agent "have you ever been disloyal?", the honest answer would be "no". Or if the question was "have you ever spied on us for someone else?", Prime's instructions to that agent would have been of a type where the agent never had to do any spying but was merely giving information to that group rather than passing information from that group back to Prime.



Firestop

profile: 9X140000C3

level: ultra

type: vigilante

background:

single mother

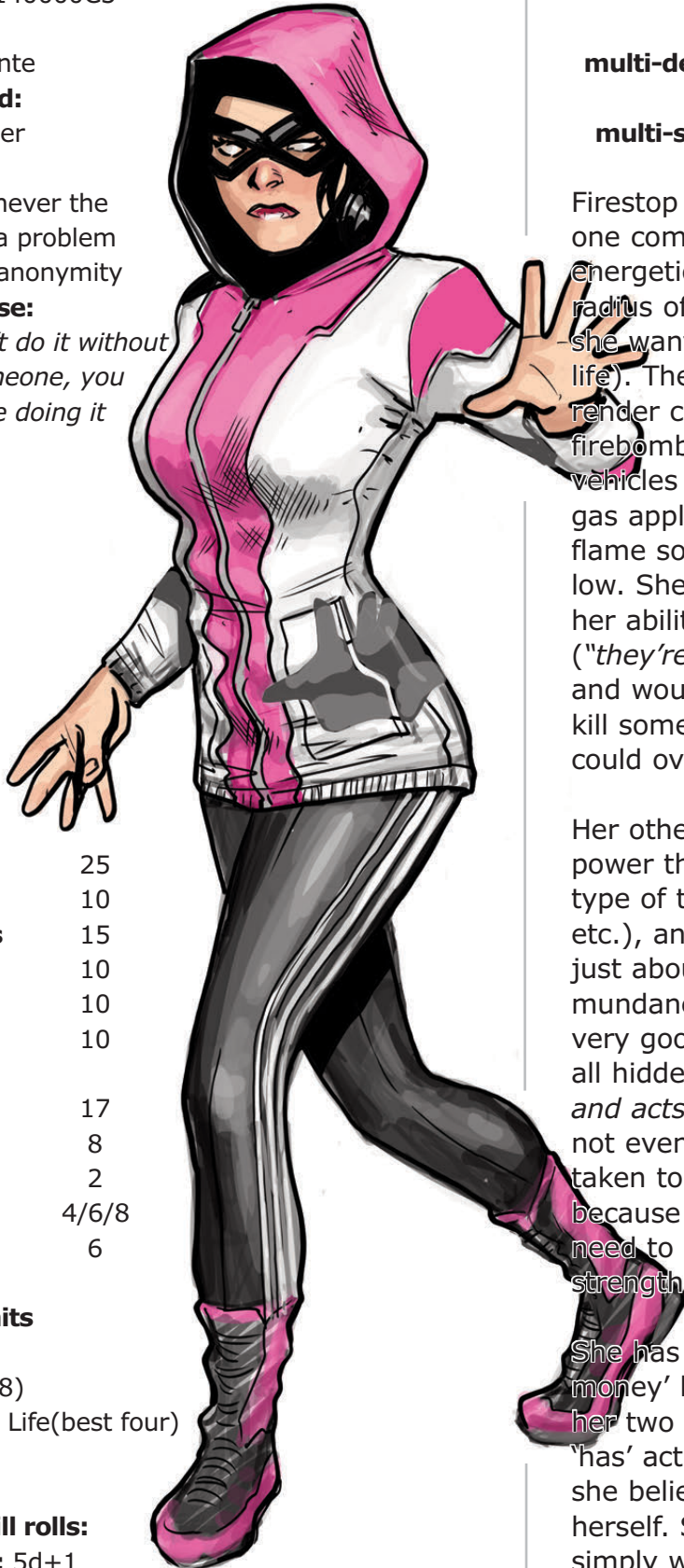
ethos:

violence is never the solution to a problem

noted for: anonymity

catch phrase:

"If you can't do it without hurting someone, you shouldn't be doing it at all!"



Strength	25
Agility	10
Awareness	15
Will	10
Health	10
Fate	10
hits	17
stamina	8
toughness	2
move	4/6/8
dodge	6

notable traits

anti-gun(8)
will not kill(8)
Larger than Life(best four)
Wealth

notable skill rolls:

power use: 5d+1

brawling: 3d+1

powers

gunstop(30P): 16d+0 combustion suppression
adjustments: see page 4.53

multi-defense(20P): near-universal 10d+0 defense

multi-sense(20P): near-universal Awareness of 15

Firestop is a fairly simple individual with one complex power. She can shut down any energetic chemical reaction at its source over a radius of several city blocks, at any threshold she wants (but not below that necessary for life). The ability to halt all combustion will render conventional firearms, explosives, firebombs, fire-based superpowers and most vehicles non-functional, as well as matches, gas appliances, cigarettes, candles and other flame sources if she has the threshold set that low. She is anti-gun at a level far greater than her ability to rationally argue that point of view ("they're just bad, that's all there is to it!"), and would never use her superior strength to kill someone (though protecting her children could override this).

Her other two powers are simply a defense power that protects her against just about any type of threat (attribute loss, control, damage, etc.), an enhanced Awareness that can detect just about anything and can do so through mundane barriers. She has good attributes and very good Strength, which like her powers are all hidden from normal detection. *She looks and acts just like a normal person.* She does not even have a costume. She has however taken to carrying a mask and windbreaker because of a few incidents where she felt the need to intervene in a situation with her super-strength.

She has quite a bit Eschaton-derived 'magic money' but still lives simply and frugally with her two young children. Most of the money she 'has' actually goes directly to support causes she believes in and she never actually sees it herself. She has the power of an ultra, but she simply wants a safer neighborhood in which to raise her family.



Reaper

profile: 9Y031409J2

level: ultra

type: vigilante

background: formerly imprisoned dissident

ethos: power can only be met with power

noted for: online executions of politicians

catch phrase: *"Their unwillingness to accept reality means they are too stupid to live. And that means I get to have some fun."*

Strength	25
Agility	10
Awareness	15
Will	10
Health	10
Fate	10
hits	35
stamina	10
toughness	2
move	5/7/9
dodge	6

notable traits

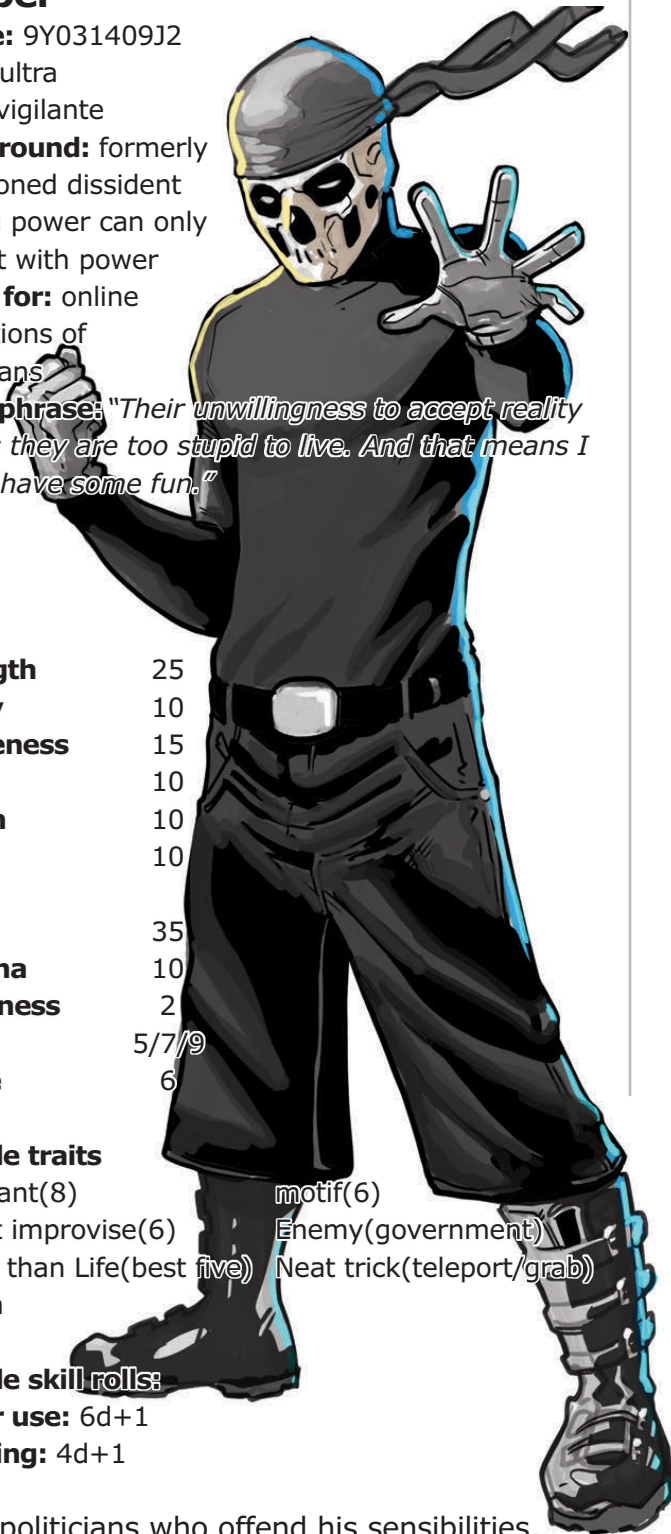
intolerant(8) motif(6)
 cannot improvise(6) Enemy(government)
 Larger than Life(best five) Neat trick(teleport/grab)
 Wealth

notable skill rolls:

power use: 6d+1

brawling: 4d+1

Finds politicians who offend his sensibilities, kidnaps them and threatens them into changing their ways. If they do not agree to change, he kills them in a gruesome manner and posts the video online. If they renege on any promises made, he kidnaps them and their family, kills *all* of them and then posts that video online.



powers

advanced teleport(20P): +42 teleport(700km)
adjustments: none

compulsion(16P): 13d+1 compulsion
adjustments(+3): only compels speaking the truth

mental defense(15P): +15 vs. mental attacks
adjustments(-11): 6 meter radius, no drain

danger sense(10P): Awareness of 14 vs. threats
adjustments: none

penetrating vision(10P): Awareness of 9
adjustments(-10): +10 Accuracy

force field(10P): 5d+1 lethal defense
adjustments: none

*"There are no words sweeter to my ears than 'you can't do this to me!'. They usually come from a politician who is chained to a chair in the basement of some factory that had to close because of that politician's policies, greed, corruption, ignorance or apathy. Why are these words so sweet? Because it should be obvious that yes, I **can** do this to you. And I **will**..."*

Reaper thinks he is doing the right thing, and feels a need to have the public validate his viewpoint. There is evidence that he can be manipulated into a course of action by slanted media coverage. Despite being an ultra, he has no physical combat powers and marginal training with weapons. With no ability to fight, he relies on conventional methods for subduing and dispatching his victims, and may require outside talent if the victim turns out to be paranormal. *Note that he is powerful enough and strong enough to grab someone and teleport them into outer space...* Because of his limitations in this regard he does plan carefully, and his mental defenses operate on a small radius so potential rescuers cannot locate him through his victim.



Ten Ton Timmy

profile: 6Y070400S6

level: super

type: hero

background: developmentally disabled manga fan

ethos: beat up bad guys until they become good

noted for: inadvertent ceiling damage

catch phrase: "Timmy!!!"

Strength 8
Agility 8
Awareness 5(8)
Will 12
Health 9(6)
Fate 9

hits 17
stamina 9
toughness 4
move 4/6/8
dodge 4

notable traits

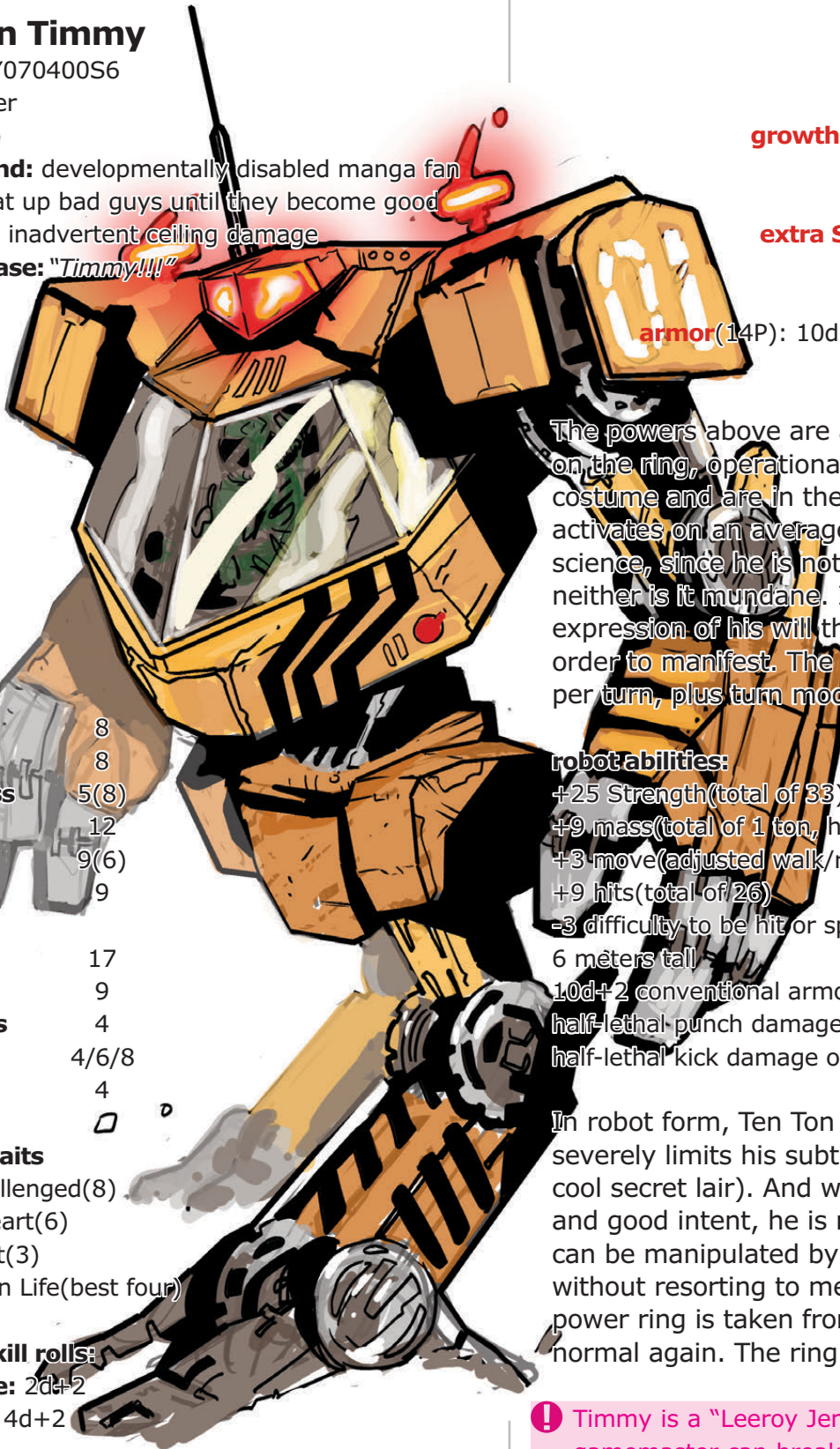
reality-challenged(8)
 good at heart(6)
 overweight(3)
 Larger than Life(best four)

notable skill rolls:

power use: 2d+2

brawling: 4d+2

With the aid of an alien power ring, he can manifest a giant robot around himself. In this form he can perform amazing feats of strength and stop ludicrous amounts of damage.



powers

costume(4P): +8 costume
adjustments: see text

growth(14P): +26 growth(+3 size)
adjustments: see text

extra Strength(9P): +16 Strength
adjustments: see text

armor(14P): 10d+2 armor vs. lethal damage
adjustments: see text

The powers above are all physically dependent on the ring, operationally dependent on the costume and are in the form of a gadget that activates on an average(7) roll. It is not weird science, since he is not really capable of it, but neither is it mundane. It is really just a physical expression of his will that requires props in order to manifest. The suit costs him 5 stamina per turn, plus turn mod and melee actions.

robot abilities:

+25 Strength(total of 33)
 +9 mass(total of 1 ton, he is not good at math)
 +3 move(adjusted walk/run/sprint of 7/9/11)
 +9 hits(total of 26)
 -3 difficulty to be hit or spotted
 6 meters tall
 10d+2 conventional armor
 half-lethal punch damage of 10d+0(paranormal)
 half-lethal kick damage of 11d+0(paranormal)

In robot form, Ten Ton Timmy is huge, which severely limits his subtlety (but he *does* have a cool secret lair). And while he has a strong will and good intent, he is not all that bright and can be manipulated by clever bad people, even without resorting to mental powers. And if the power ring is taken from him, he is merely normal again. The ring *only* works for him.

! Timmy is a "Leeroy Jenkins!" figure that the gamemaster can break out in an emergency if the heroes need an unlikely rescue or the villains need a getaway distraction. The big museum heist happened to be on a day when Timmy was visiting with a tour group...



Swarmer

profile: 6Y061400M4

level: super

type: villain

background: electrical engineer

ethos: technology can solve any problem

noted for: working for the highest bidder

catch phrase: "Fly, my pretties, be free!"

Fly, my pretties, be free!"

Strength	11
Agility	11
Awareness	13
Will	10
Health	11
Fate	9

hits	22
stamina	11
toughness	3
move	5/7/9
dodge	6

notable traits

idealist(2)
 conflicted(2)
 mercenary(2)
 Larger than Life(best four)

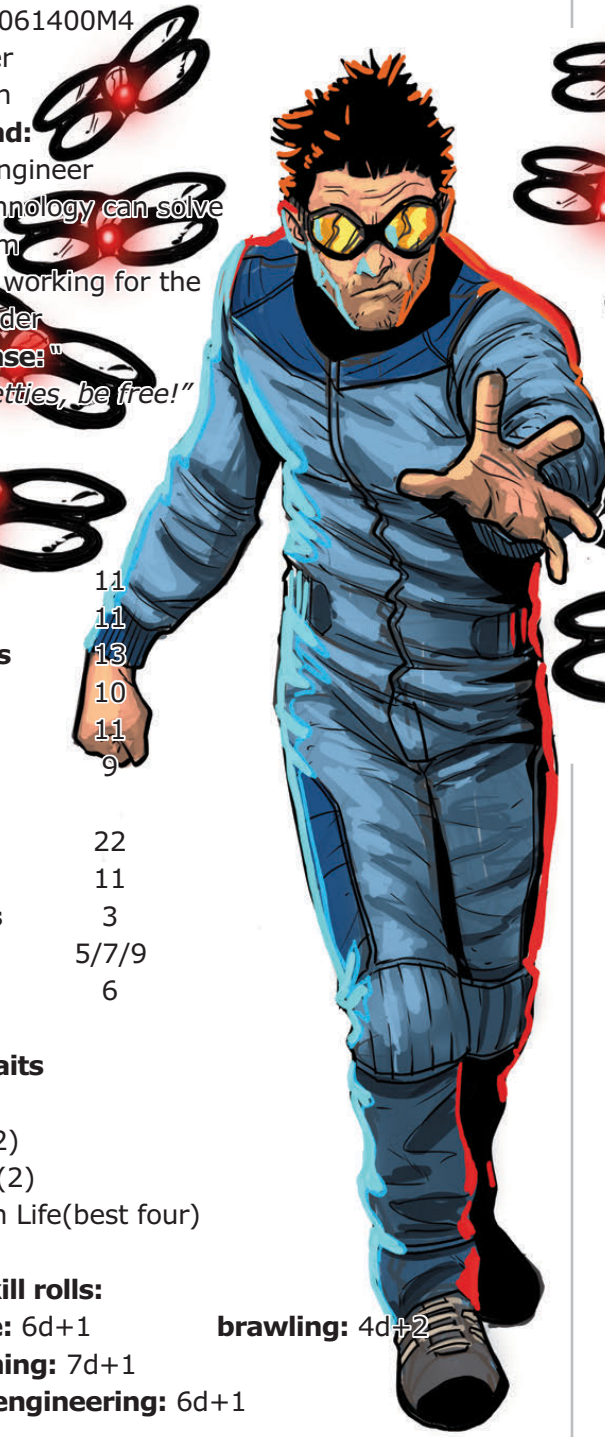
notable skill rolls:

power use: 6d+1 **brawling:** 4d+2

programming: 7d+1

electrical engineering: 6d+1

Swarmer has an electrical aura that he can use to protect himself or burn through things he touches, and which can be used to power or recharge nearby electrical items and can also alter the special fabric of his clothing into a villain costume. He needs an external source to jump start the aura, but after that it runs as long as his stamina holds out.



powers

costume(3P): +6 costume

adjustments(+1): dependent on electrical aura

force field(7P): 4d+1 defense vs. lethal

adjustments(+3): obvious worn 1kg gadget, dependent on costume, pushable

electrical aura(4P): 2d+0 lethal bypass blast

adjustments(-1): triggered, operational effect

armor swarm₁(4P): 4d+0 force wall, 2m radius

adjustments(+4): see text, range 90m, radius

telekinesis swarm₂(4P): 5d+2 Strength

adjustments(+9): see text

spy swarm₃(4P): penetrating vision, Awareness 15

adjustments(+9): see text

flight swarm₄(3P): +14 flight

adjustments(+10): see text, no out of combat bonus

His other power is a swarm of tiny drones that he powers and manipulates by will alone. He can configure them into shields, barriers, bridges or an attack, and can use them at range to spy on people. It is a power suite of armor, flight, telekinesis and penetrating vision with the common modifiers:

template: drone swarm(+9)

gadget: obvious, worn	+3
gadget: mass of 2kg	+3
contingency: 1/4 effect in radiation zones	+0
suite: 4 powers	+3

The drones are neither mundane nor weird science. They are mundane in form, but it is *his* power that makes them so superbly capable. Swarmer is currently working for hire as a contract villain in Turing. He is trying to get enough money to start production line of multi-purpose mundane drones which ironically enough, he intends to market to police and governments for security use. He is a villain simply because being a hero does not pay his bills or give him enough free time for research.



Skxll

profile: 6X040900G7

level: super

type: villain

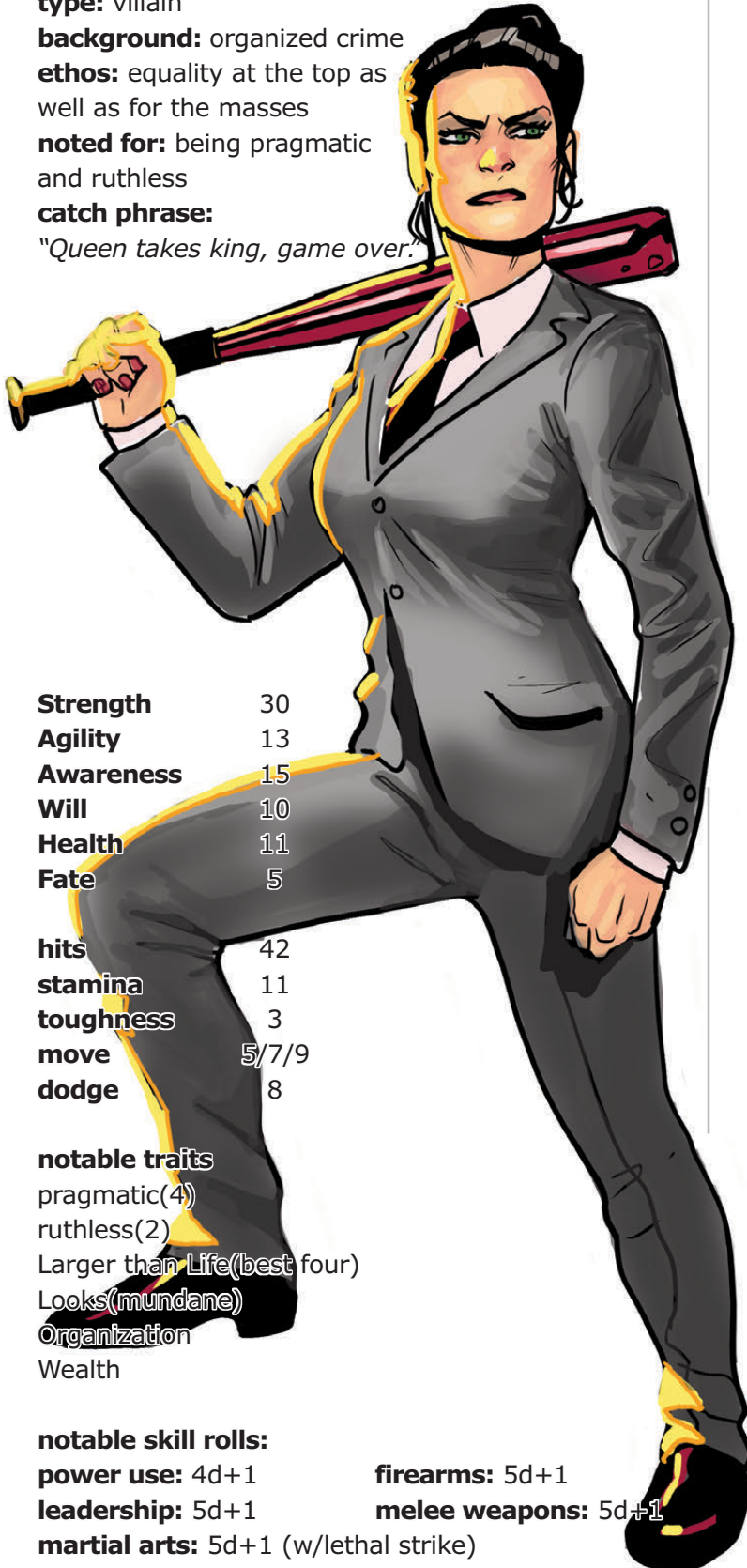
background: organized crime

ethos: equality at the top as well as for the masses

noted for: being pragmatic and ruthless

catch phrase:

"Queen takes king, game over."



Strength	30
Agility	13
Awareness	15
Will	10
Health	11
Fate	5
hits	42
stamina	11
toughness	3
move	5/7/9
dodge	8

notable traits

pragmatic(4)
 ruthless(2)
 Larger than Life(best four)
 Looks(mundane)
 Organization
 Wealth

notable skill rolls:

power use: 4d+1

leadership: 5d+1

martial arts: 5d+1 (w/lethal strike)

firearms: 5d+1

melee weapons: 5d+1

powers

armored skin(14P): 8d+1 defense vs. lethal
adjustments(-2): acts as rigid armor

danger sense(8P): Awareness of 10 vs. threats
adjustments: none

mental defense(5P): +4 on Awr and Will
adjustments(-2): self only, no drain, subtle

baseball bat(1P): strike+3 half-lethal(10d+0)
adjustments(+10): sword, half-lethal damage

Skxll is a former 'mob wife' who has used her powers to bludgeon her way into the male-dominated organized crime hierarchy of the United States. She is very smart, very strong, very bulletproof, and has an uncanny ability to avoid capture by the authorities, assassination by her rivals and deals with both sorts of threat in the same way...intimidation through brutal retaliation. She is not a mastermind, but has a substantial organization nonetheless, surrounding herself with those who complement her strengths and cover for her weaknesses. *Imagine an indestructible Al Capone.* Her ethos has attracted a number of female Agents who make up about half her lieutenants, but she shows no favoritism for their gender. She hires the best, and demands the best from them.

Her weaknesses are that she relies on mundane income to keep her organization funded and relies on gadgets for offensive capability and mobility outside of what any hired Agents can provide. She acts mostly in a managerial role and is publicly a 'respectable businesswoman' who donates to charity and the arts and writes eloquently on social issues, but who is not afraid to take a personal role in operations, especially against hostile rival groups.

Police and government are of mixed opinions on her. She is obviously a criminal and murderer, but the areas under her control fare better than those under other organized crime groups with paranormal leadership and removing her would leave a power vacuum that would no doubt result in appalling violence.



Army of One

profile: 6Y081100P7

level: super

type: hero

background: soldier

ethos:

freedom requires vigilance

noted for:

flamboyant risk-taking

catch phrase:

"Hold my beer
and watch this!"

Strength 15
Agility 18
Awareness 12
Will 10
Health 12
Fate 5

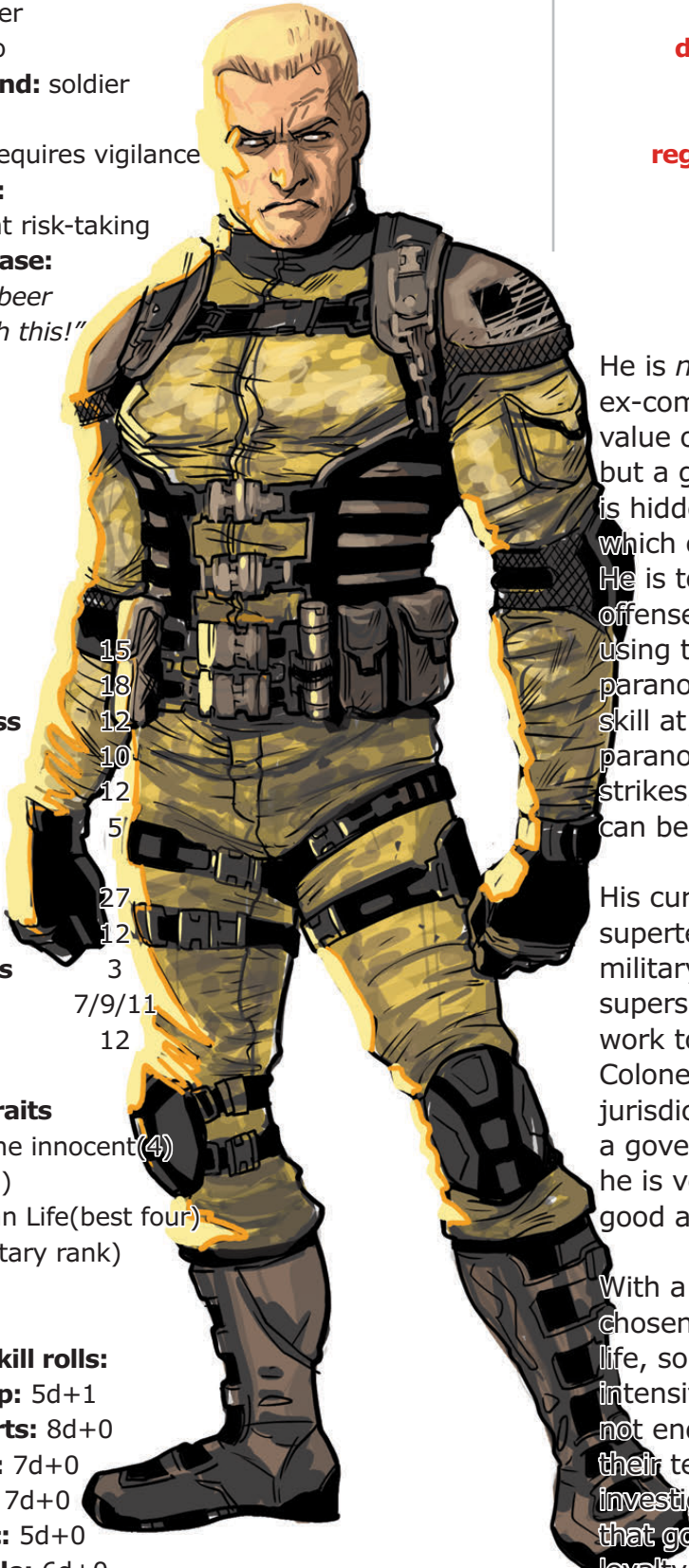
hits 27
stamina 12
toughness 3
move 7/9/11
dodge 12

notable traits

protects the innocent(4)
patriotic(2)
Larger than Life(best four)
Staus(military rank)
Wealth

notable skill rolls:

leadership: 5d+1
martial arts: 8d+0
throwing: 7d+0
firearms: 7d+0
mechanic: 5d+0
automobile: 6d+0
running: 4d+0



powers

armored skin(9P): 5d+2 defense vs. lethal
adjustments(+0): none

danger sense(8P): Awareness of 10 vs. threat
adjustments(+0): none

regeneration(2P): +3 regeneration of lethal hits
adjustments(+3): drain of 1 per +3

utility belt(2A): +6 omnipower
adjustments(-2): 8 charges

He is *not* a comic-book supersoldier, but an ex-commando and patriot who recognizes the value of looking normal. He looks like a soldier, but a great deal of his Eschaton-granted power is hidden inside that normal-looking physique, which often leads to him being underestimated. He is tough and skilled, but has no paranormal offense, making him reliant on gadgets or using the situation to his advantage. His best paranormal ability is himself, his exceptional skill at martial arts combined with his own paranormal nature. With a full range of lethal strikes, disarming techniques and throws, he can be a handful to deal with.

His current status is working with a government superteam, though he does operations for the military and acts as liason between civilian supers and the military when the two have to work together. He holds an active rank of Colonel, but this is mostly for operational jurisdiction. His preferred mode of transport is a government-issue Corvette (armored), which he is very good at driving but not nearly as good at keeping intact.

With a dark sense of humor, he realizes his chosen career is not likely to give him a long life, so he enjoys his free time with the same intensity he puts into fighting villains. This does not endear him to his superiors, but they grit their teeth and put up with it. He is secretly investigating rumors of government activities that go against his beliefs, which may cause a loyalty crisis somewhere down the line.



Necromancer

profile: 6Y140000E1

level: super

type: villain

background: deranged mortician

ethos: let the dead do the work so the living can aspire to higher things

noted for: special closeness to some of his zombies

catch phrase: "It's the ultimate in recycling."

Strength 10
Agility 10
Awareness 20
Will 10
Health 10
Fate 5

hits 20
stamina 10
toughness 3
move 5/7/9
dodge 6

notable traits

macabre(4)
 dislikes chatter(2)
 Larger than Life(best four)
 Wealth

notable skill rolls:

necromancy: 7d+2

medicine: 6d+2

His zombie power is the ability to animate and subjectively control dead people, an ability that can be delegated to the zombies themselves, allowing them to replenish their numbers up to the delegation limit of the power. Right now that limit is about four thousand zombies, but each +1P he puts into the power doubles this.

powers

zombify(14P): 8d+0 zombification

adjustments: see text, aver. zombie has stats at 13

phasing(10A): +18 phasing, 6d+0 defense

adjustments(+1): drain 1 per +6

flight(9P): +20 distance(350m)

adjustments(+4): 1 charge, replenishes at dusk, 32x

delegation, only works on zombies

spontaneous combustion(5P): 6d+0 lethal area

adjustments(+10): drain 2 hits per +3, fills 1 hex,

requires grab, 1 use per day, replenishes at dusk,

32x delegation

template: contagious zombification(-2)

effect: control(subjective)	+3
control: only animate	+2
contingency: only dead humans	+6
range: touch	+0
power duration: an action	+0
effect duation: semi-permanent	-6
defense against: hits	+0
delegation: contagious	-3
delegation: shared 4000x	-24
usage: heroic(15) skill roll	+3
usage: prep time(16 hours)	+8
drain: +2 per +3	+9
modifier total	-2

Even an army of generic undead would not be a match for many heroes, so his other delegated powers can give a smaller number of zombies an ability to fly at supersonic speed (once), turning themselves into disgusting meat missiles, and spontaneous combustion (grab and burn). In addition, he has a personal ability to walk through solid matter, allowing him to sink into the ground and escape most pursuit. He has set up a small necrostate in the wilds of northern California and his minions are building a series of giant zombification devices under his direction, sufficient to raise the recently dead from graveyards hundreds of kilometers away.

If it were not for his casual willingness to have his minions turn NAOs into more zombies, he could be macabre but still be a 'good guy'.



Alexander

profile: 6Y090000G2

level: mastermind

type: vigilante

background: CEO

ethos: make sure everyone profits, and the world is yours

noted for: subtle business dealings

catch phrase:

"You'll see it my way eventually."

Strength	9
Agility	10
Awareness	15
Will	15
Health	11
Fate	5
hits	20
stamina	11
toughness	3
move	6/8/10
dodge	6

notable traits

overconfident(4)
Larger than Life(best four)
Organization(large)
status
Wealth(lots)

notable skill rolls:

mental powers: 7d+0

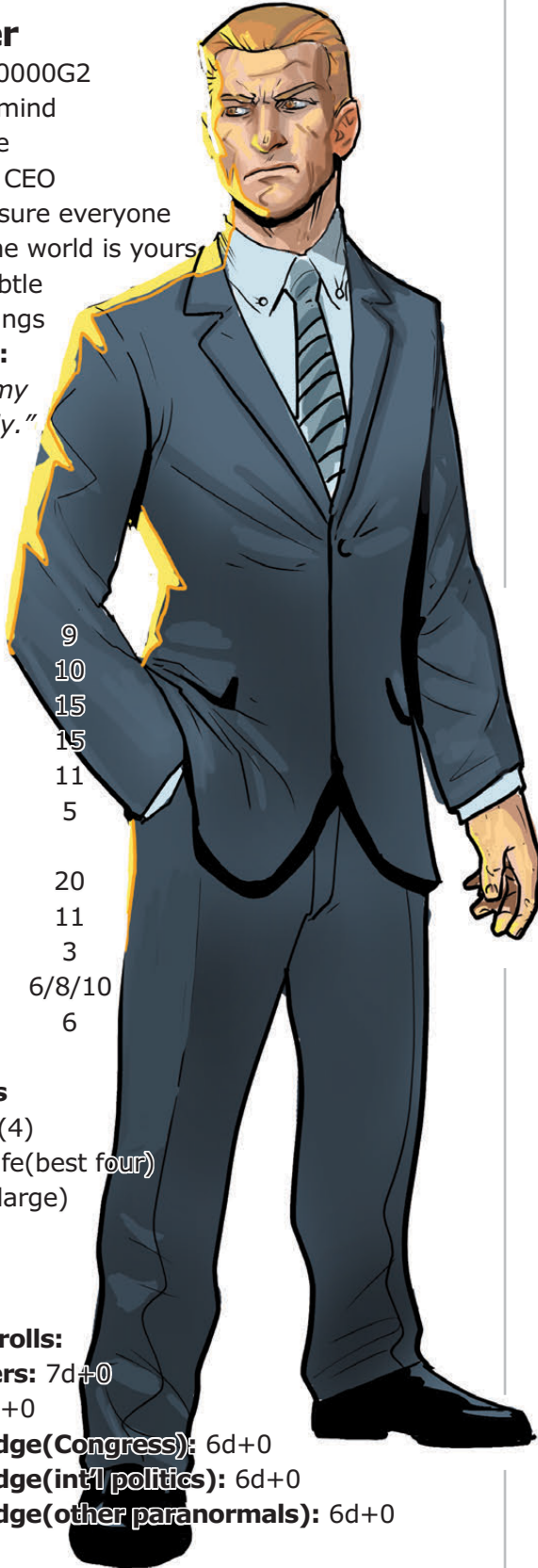
investing: 7d+0

area knowledge(Congress): 6d+0

area knowledge(int'l politics): 6d+0

area knowledge(other paranormals): 6d+0

In addition to being a Mastermind, he has the ability to subvert a person's Will and 'convince' them into joining his cause. This allows him to 'recruit' others against their will.



powers

compulsion(10P): 7d+1 coercion
adjustments(-3): undetectable, voice, range of 6m, takes 1 minute to use, lasts 1 month, no drain

mental defense(7P): +7 vs. Awr & Will effects
adjustments(-3): hidden

force field(9P): 4d+2 vs. lethal damage
adjustments(+0): hidden, triggered, drain 2 per 3

mental blast(6P): 2d+0 non-lethal autofire
adjustments(-5): hidden, autofire

invisibility(4P): 5d+2 invisibility vs. one person
adjustments(+8): hidden, vs. one observer only, only vs. living, opposed skill roll, drain 1 per 3

The compulsion lasts long enough that he only has to renew it monthly. In the meantime, he uses his general competence and mundane leadership to convince these new minions he *is* actually the guy they *do* want to be working for, allowing him to drop the power later on and leaving his new converts none the wiser.

In addition to this power, he has some mental defense, good physical defenses and a selection of mental attacks. His top-level minions are generally talented Agents in their own right, which he enhances by giving them lesser versions of his powers (usually as a suite, so they can only use one at a time).

His organization is entirely above-board at the moment, though his coercive use of powers is kept secret. He runs an investment firm that profits partially due to his skill and partially due to the clandestine activities of his agents. The shadiest of their activities takes place overseas, in nations not particularly known for honest relations between business and government anyway. This paranormal edge makes his operations extremely profitable and makes him fairly influential. The US government turns a blind eye to what they know he is doing, as he often provides clandestine support for US operations in countries where he has a business presence (i.e. his ethos of 'everyone profits').



Punditerrorist

profile: 3Y140300E1

level: agent

type: villain

background: angry crank

ethos: doing the right thing is its own reward, doing it for glory or profit is a sin

noted for:

targeting non-paranormals

catch phrase:

"I told you what would happen..."

Strength	8
Agility	8
Awareness	10
Will	10
Health	8
Fate	5

hits	16
stamina	8
toughness	3
move	4/6/8
dodge	4

notable skill rolls:

power use: 5d+1

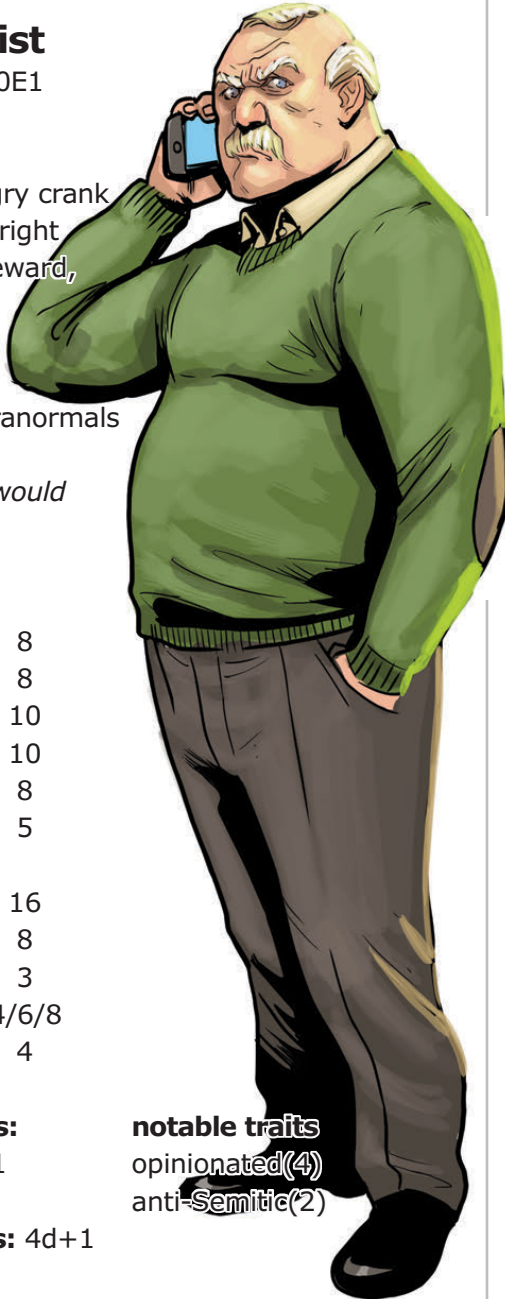
research: 4d+1

security systems: 4d+1

notable traits

opinionated(4)

anti-Semitic(2)



During the Days of Chaos, he specialized in blowing up self-aggrandizing media figures, without preference for ideology. His main power is the ability to embed a triggered non-lethal explosion in just about any object (including a person). He would do this to the media figure with a trigger of something like 'if you say something on the air that you know is untrue'. The non-lethal explosion would generally have few side casualties since the energy halo of its trigger gave warning, except for the media figure, who would blow through their non-lethal hits, then their lethal hits and be blown rather messily to bits.

powers

booby trap(3P): 8d+0 non-lethal explosion
adjustments(+17): see text

basic teleport(3P): +20 distance (350m)
adjustments(+8): drain 2 per 3, concentration, suite

template: triggered bomb(+17)

template: ranged lethal	-1
damage adjust: non-lethal	+6
suite(with teleport)	+1
gestures	+3
adjust range: touch	+7
triggered	-2
explosion	-8
circumstance: requires object to anchor to	+2
concentration and 1 minute preparation	+5
failure side effect	+2
drain adjust: 2 per 3	+5
modifier total	+20

Since the power has to be cast onto an object, he can turn any object into a triggered grenade. If he is not 'on a mission' he will have one as a self-defense measure. He has to travel to where his victim is going to be in order to plant his bomb. However, the power itself leaves no traces (triggered paranormal powers can only be detected by other powers), so he has never been spotted doing it. The power is triggered by the close proximity of the victim and possibly what they say or do, *as he would be able to determine this* (triggered powers use sensory qualities of the user). So, many people worried about such things use well-paid body doubles to scout out locations ahead of time...

He ran through quite a few first and second-tier pundits and caused numerous other ones to voluntarily go off the air. The remainder have protections or countermeasures in place, or have changed their ways enough to avoid his ire. Nowadays he sits at home, monitoring TV's and net feeds looking for pomposity and mendacity. He is finding some of these qualities in the braggadocio of some of the new hero teams, and is quietly seeking a compatible group of villains to join in hopes of improving his powers enough to take on supers.



Black Knight

profile: 6Y071103C5

level: super

type: hero

background: construction worker

ethos: who you influence is more important than who you are

noted for:

meticulous attention to detail

catch phrase:

"The easy path is seldom the right one."

Strength	15
Agility	15
Awareness	13
Will	10
Health	12
Fate	7
hits	27
stamina	12
toughness	3
move	7/9/11
dodge	10

notable traits

Enemy(Turing)
Organization
Larger than Life(best four)
Wealth

notable skill rolls:

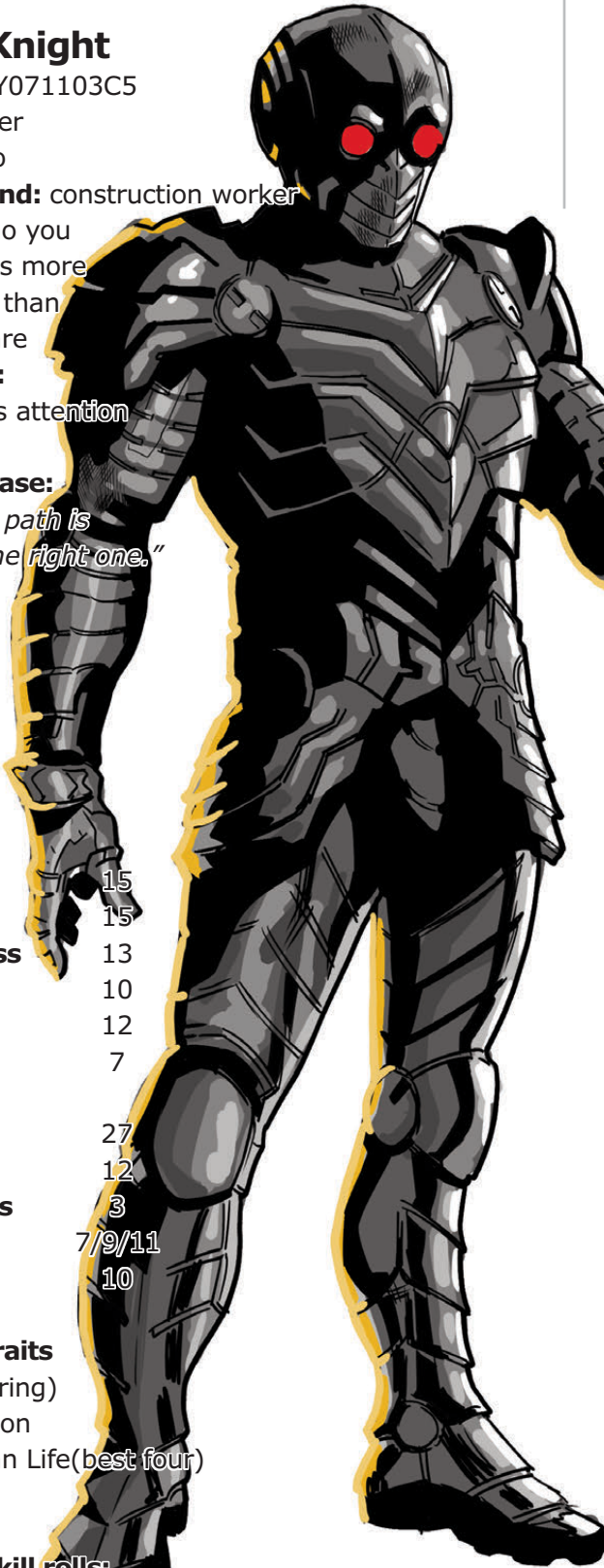
melee weapons: 7d+2

medicine: 6d+2

acting: 6d+2

construction work: 5d+2

area knowledge(Turing): 6d+2



powers

costume(6P): +10 costume
adjustments(-1): -1 per 12

armor(9P): 6d+1 armor vs. lethal
adjustments(+2): phys./oper. depend. on costume

energy sword₁(6P): strike+6 lethal AP (6d+0)
adjustments(+3): phys./oper. depend. on costume, suite, only vs. paranormal, armor-piercing

energy sword₂(6P): strike+8 lethal AP (6d+2)
adjustments(+5): phys./oper. depend. on costume, suite, only vs. inanimate, armor-piercing

adv. teleport(1P): teleport distance of +9 (8 meters)
adjustments(+5): drain of 2 per 3

regeneration(2P): regenerates 3 hits per action
adjustments(+5): drain 2 per +3

combat hearing(4P): Awr 9 for targeting by sound
adjustments: none

leaping(1P): leap distance of +15 (65 meters)
adjustments(+6): drain of 2 per 3, dep. on costume

mindspeak(3P): +3 communication with team
adjustments: none

mental defense(5P): +6 vs. mental effects
adjustments: none

Current leader of the Turing resistance group known as the Chessmen. His points are slightly unbalanced to reflect experience gained in both his villainous career and in his resistance action in Turing. Like all the Chessmen, he has the ability to blend in perfectly with a crowd of NAO's (part of his attribute levels are bought with P). None of his powers require gadgets or electricity, and the special effect of all of his powers is magical rather than technological.



Vlad

profile: 6Y010911V6

level: super

type: villain

background: goth

ethos: the strong have always ruled the weak

noted for: predictable
"western vampire" traits

catch phrase: "I fear nothing from this world and little from the next."

Strength	16
Agility	15
Awareness	12
Will	10
Health	10
Fate	5

hits	26
stamina	10
toughness	3
move	5/7/9
dodge	10

notable traits

Banes(sunlight, strong faith) motif(4)
Larger than Life(best four)
Wealth

notable skill rolls:

brawling(inc. claws): 7d+0

power use: 6d+0

Vlad fancies himself the embodiment of Dracula. He has a number of powers with a vampiric theme and some of the vulnerabilities. He is resistant to physical harm, regenerates, has mental compulsion, shapeshifting (mist form), nosferatu-like claws, able to delegate some power while retaining his own to a single other person (spawns a new vampire). However, that person has to have been killed (or taken to zero hits, anyways) by Vlad drinking their blood, and becomes 'dead' again if Vlad turns the delegation off.



powers

costume(6P): +8 alteration to appearance
adjustments(-2): no drain, always on, only when awake. note: his 'vampire' powers are operationally linked to him being awake, so he is vulnerable while sleeping or unconscious.

leaping(2P): leap distance of +13 (32 meters)
adjustments(+2): 1/2 effect during day, severable delegation x2, operational link to costume.

compulsion(6P): 7d+0 compulsion
adjustments(+4): 1/2 effect during the day, 1/2 effect vs. faith, severable delegation x2, operational link to costume.

mist form(10P): +15 phasing, 5d+0 defense
adjustments(-2): 1/2 effect during the day, 1/2 effect vs. blessed/holy material, requires air passage through material to be phased through, severable delegation x2, operational link to costume, triggered. note: in addition to voluntary control, it is triggered by being hit for damage to give him an armor of up to 6d+2. The special effect is that attacks just pass through him with only superficial damage.

regeneration(5A): regenerate 2 hits per action
adjustments(-2): 1/2 effect during the day, energy reserve of 32, replaced by drinking blood, severable delegation x2, operational link to costume.

claws(7A): strike+3 or strike+0(x2) lethal melee
adjustments(-2): -2d effect during the day, shotgun effect(claws), severable delegation x2, drain 1 per 6, operational link to costume.

His main strength is that he usually has some willing acolytes with him. His weakness is his adherence to archetype. He is vulnerable to sunlight, averse to strong faith and its expression (churches, crosses, etc.) and his powers are greatly reduced during the day. He is rather predictable in his actions and his vulnerabilities are well-known. However, working in concert with a villain group helps him offset this, and he is formidable enough if he has companions to take the heat off of him, especially at night, and his mist form allows him to carry another person in his aura.



Gaeias

profile: 6X100800J5

level: super

type: vigilante

background:

environmentalist

ethos: leave the world a better place than when you entered it

noted for: dislike of surface mining

catch phrase:

"It's the *only* world we've got."

Strength	10
Agility	12
Awareness	13
Will	10
Health	10
Fate	5
hits	
	20
stamina	10
toughness	3
move	5/7/9
dodge	8

notable traits

environmentalist(6)
socialist(2)
Enemy(coal industry)
Larger than Life(best four)

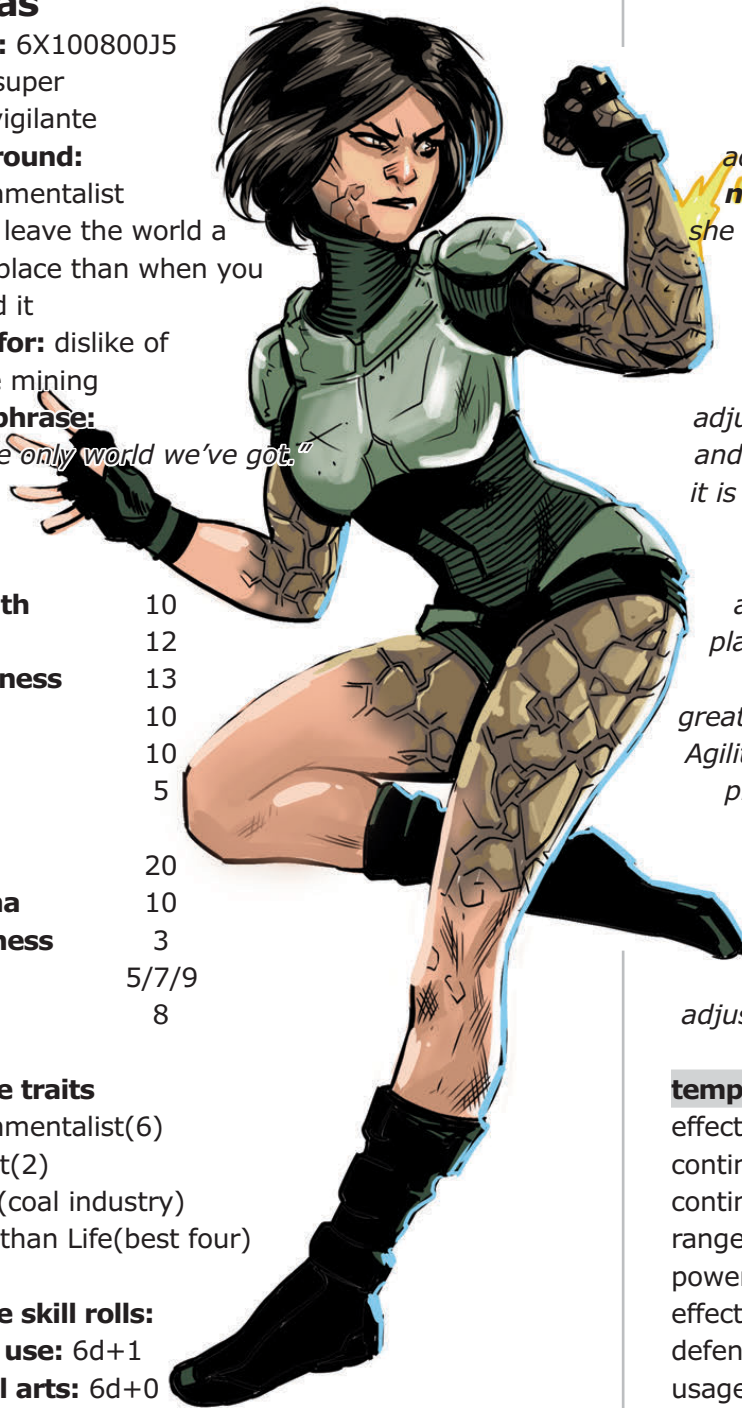
notable skill rolls:

power use: 6d+1

martial arts: 6d+0

area knowledge(industry): 6d+1

Gaeias is an environmental crusader and alternately assists areas befouled by pollution incidents during the Days of Chaos and attacks industries and individual corporate executives from major polluters. Placed on the Paranormal Terrorist Entity list after the CEO of a major petrochemical concern was found strangled to death by one of his larger houseplants.



powers

costume(3P): +8 costume adjustments(+3): requires gestures

morph self(8P): 6d+2 shapeshift adjustments(+3): only into what she is touching.
note: each time the power level exceeds her hits she can take on the inherent characteristics of what she is touching, like armor value, density, or a special effect

morph metal(8P): 8d+0 transform vs. metal adjustments(+10): see text. **note:** resisted by hits, and if the remainder is greater than the item's hits, it is changed into a plant-based version of the item.

animate plants(8P): 6d+0 animation of plants adjustments(-2): only vs. plants, can hit up to 3 plants. **note:** remember that the power is resisted by the armor or hits of the plant, whichever is greater, and what is left over becomes the Strength, Agility and Health of the plant, each of which should probably not exceed the armor+hits of the plant.

flight(6P): flight distance of +15 (65 meters) adjustments(+3): gestures(wingsuit)

force field(9A): 4d+2 force field adjustments(+0): triggered, drain 1 per 3, pushable

template: morph metal(+10)

effect: alter(morph composition)	+3
contingency: only metals	+3
contingency: only into plants	+3
range: touch	+0
power duration: an action	+0
effect duation: semi-permanent	-6
defense against: hits	+0
usage: heroic(15) skill roll	+3
drain: 1 per +9	+4
modifier total	+10

Her other main power is a shapeshift that lets her take on a characteristic of what she is touching. She can flow like water, become hard as stone, and so on. Her weakness is that her powers are limited to her local environment. She cannot animate plants unless there are plants around, etc.



Angel

profile: 6X140000S1

level: super

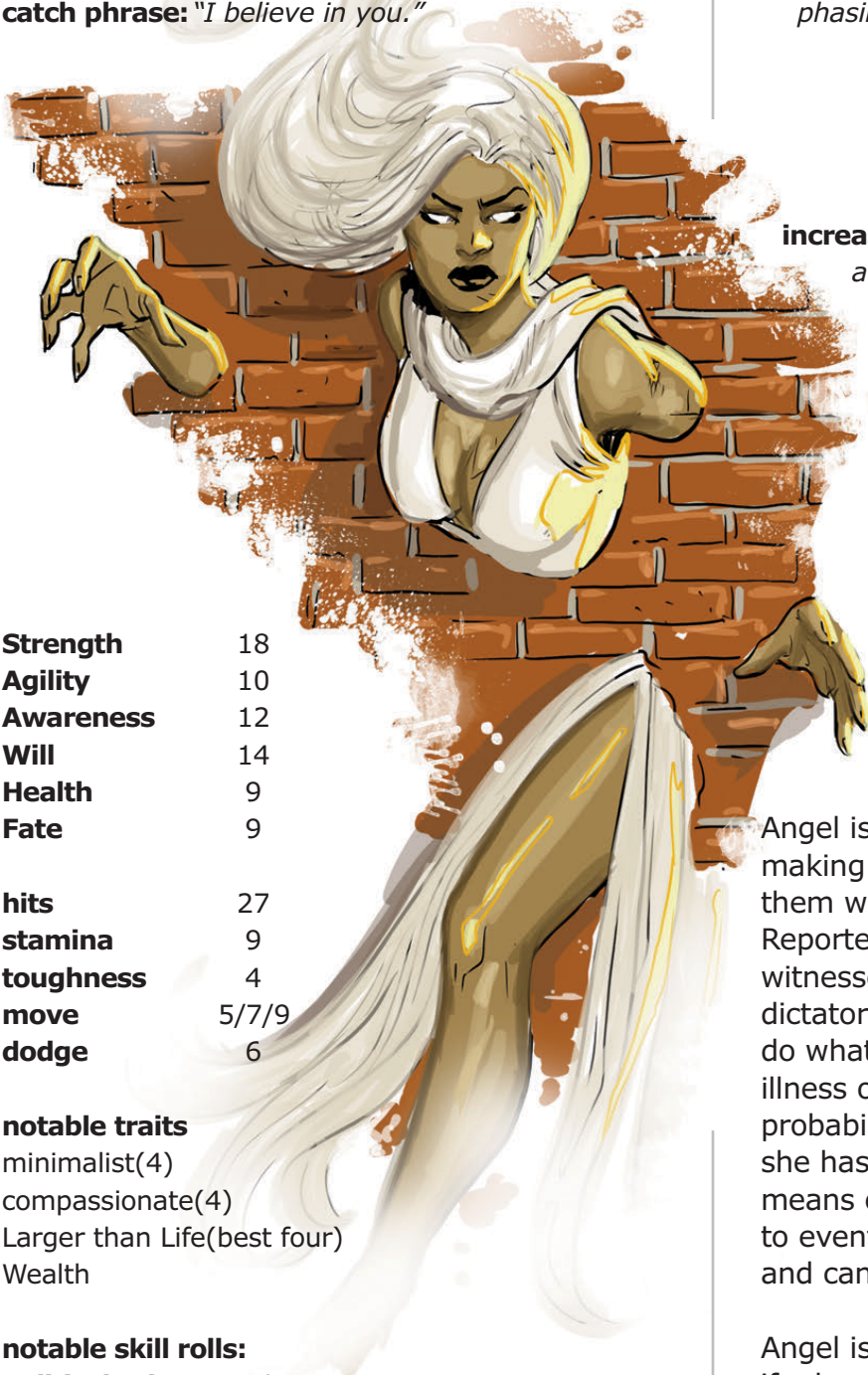
type: hero

background: cancer survivor

ethos: give others a chance to be the best they can be, but let the final choice be theirs

noted for: adopting noble but lost causes

catch phrase: "I believe in you."



Strength	18
Agility	10
Awareness	12
Will	14
Health	9
Fate	9
hits	27
stamina	9
toughness	4
move	5/7/9
dodge	6

notable traits

minimalist(4)
 compassionate(4)
 Larger than Life(best four)
 Wealth

notable skill rolls:

political science: 6d+0

medicine: 6d+0

brawling: 3d+1

powers

invisibility(10P): 5d+2 invisibility adjustments(-4): also vs. hearing and smell. **note:** remember that she has the Strength to hide someone else within her aura.

phasing(10P): +17 phasing, 5d+2 defense adjustments: none. **note:** remember that she has the Strength to include another person in her phasing aura to give them defense against normal damage.

healing(5P): 2d+1 healing adjustments: none

increase luck(7P): +5 Fate to self or someone else adjustments: range of touch, drain of 1 per 6. **note:** target must be aware of and willing to accept the benefit.

Angel is a 'guardian angel'. She looks for people making a difference for the better, and protects them when they are at their most vulnerable. Reporters publicizing corruption in high places, witnesses against organized crime, dissidents in dictatorships, that sort of thing. She will also do what she can to help those in need due to illness or injury, and leans on the scales to shift probability in their favor. Her weakness is that she has no offensive powers and no speedy means of getting anywhere. She can only react to events that are in the process of happening and cannot make anything happen on her own.

Angel is a plausible *deus ex machina* to bring in if a hero needs help, whether in a fight or to make an escape. Being able to boost a hero's Fate for luck purposes can be a *significant* edge.



Dreamblade

profile: 6X090300M3

level: super

type: villain

background: former phone psychic

ethos: the power within us must triumph over the weakness of tools

noted for: avoidance of tech

catch phrase: "That's a crutch, you don't need it."

Strength	9
Agility	10
Awareness	13
Will	13
Health	9
Fate	8
hits	18
stamina	9
toughness	4
move	5/7/9
dodge	6

notable traits

anti-tech(4)
 superstitious(2)
 Larger than Life(best four)
 Wealth

notable skill rolls:

power use: 6d+1

sleight of hand: 5d+1

psychology(manipulation): 6d+1

Dreamblade is able to create convincing illusions, depending on circumstance. She also has a mental attack with very long range that bypasses most barriers and an ability to see through most solid objects, but both of these require possession of something with an emotional link to the target.



powers

mental blast(9P): 8d+1 non-lethal adjustments(+8): non-lethal damage, 5.6km range, must possess item emotionally linked to target.

penetrating vision(6P): 5d+0 sight through objects adjustments(+4): +4 Accuracy, can only see living things for which an emotionally linked item is possessed. **note:** remember that the hits of the barrier subtracts from the Awareness roll.

solo illusion₁(7P): 5d+2 illusion adjustments(+2): suite, resisted by Will rather than Awareness, drain 1 per 6.

group illusion₂(9P): 5d+0 illusion, 12 meter circle adjustments(-4): suite, resisted by Will rather than Awareness, suite, 90 meter range, 6 meter radius, drain 1 per 6. **note:** either illusion can act like it is doing damage, up to the Awareness of the target.

blip(2P): teleport up to 2 meters adjustments(-1): triggered, drain 1 per 6

body armor(3P): 3d+1 armor adjustments(+5): body stocking

Her main defense is not being there. She prefers to act at long range, but she also has a triggered teleport ability. Attacks that would hit her instead hit thin air, as she teleports to one side an instant before being hit (this operates the same way as a triggered force field). The limitation of this is that it is a short range teleport and it fails if there is nowhere to teleport to or the attack is an explosion or fills an area. Because of a bad experience of this nature she has started wearing a custom-made armored body stocking under her clothing.

Her main weakness is she has no ability to cause serious physical harm and she must manipulate people into a course of action that causes them to harm themselves (like running into a wall you thought was an open door). Remember that most mental powers require an aware target (see note on [page 4.21](#)), so her non-lethal mental blast cannot blow through lethal hits after they are knocked out.



Viridian Torch

profile: 6Y050000N7

level: super

type: vigilante

background: comic fan

ethos: right requires might

noted for: absurd visualization of powers

catch phrase: "This is between you and me."

Strength	11
Agility	12
Awareness	9
Will	12
Health	10
Fate	5

hits	29
stamina	10
toughness	4
move	5/7/9
dodge	8

notable traits

- will not kill an honorable foe(8)
- ruthless against the dishonorable(8)
- not good at improvising(4)
- impulsive(4)
- Larger than Life(best four)
- extra hits
- Wealth

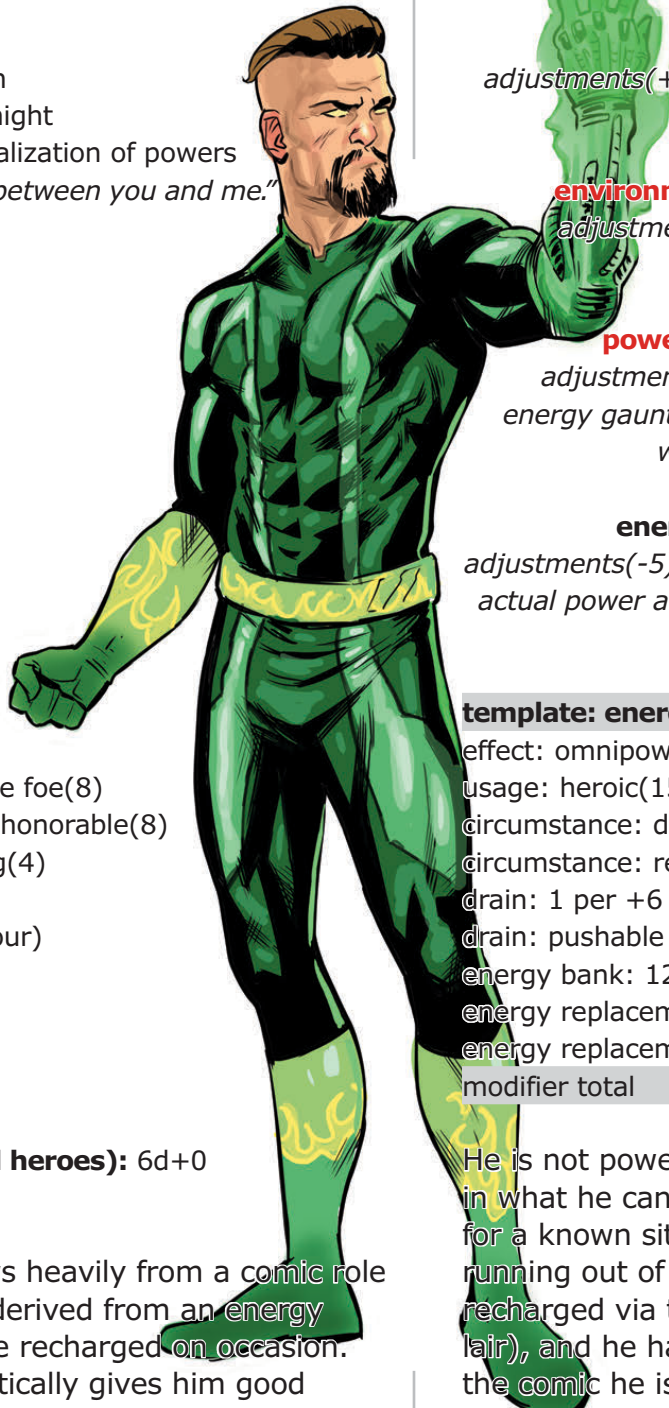
notable skill rolls:

power use: 5d+0

area kn.(comic-based heroes): 6d+0

brawling: 6d+0

Viridian Torch borrows heavily from a comic role model, with powers derived from an energy gauntlet that must be recharged on occasion. The gauntlet automatically gives him good general defenses and is also an omnipower with a Viridian Torch theme and modifiers, allowing him to do anything at will within that theme (but usually only one thing at a time). This Viridian Torch (there are several) went insane after his family was killed. He is a vigilante who only targets villains, but woe be to a hero who gets in his way.



powers

costume(2P): +5 disguise costume
adjustments(+2): gestures, voice

force field(10P): 6d+0 force field
adjustments(+2): dependent on costume, does not work vs. gold

environment protection(3P): +12 protection
adjustments(+1): protects against lack of air, dependent on costume

power defense(8P): 2d+1 power defense
adjustments(-7): all attributes, all effect types, energy gauntlet, dependent on costume, does not work vs. gold, drain 2 per 3, triggered

energy gauntlet(12P): 5d+2 omnipower
adjustments(-5): see text. note: the gauntlet has no actual power and is not a gadget, but its possession is required to activate the power.

template: energy gauntlet(-5)

effect: omnipower	-12
usage: heroic(15) skill roll	+3
circumstance: does not work vs. gold	+1
circumstance: requires 'power gauntlet'	+1
drain: 1 per +6	+5
drain: pushable	-1
energy bank: 125 energy	-6
energy replacement: special equipment	+1
energy replacement: takes 1 minute	+3
modifier total	-5

He is not powerful, but is *exceptionally* flexible in what he can do, especially if he can prepare for a known situation. He is often hampered by running out of energy for the gauntlet (which is recharged via the 'Viridian Torch' back at this lair), and he has some predictability based on the comic he is derived from. For instance, none of his powers work against gold. So, he has been shot with golden bullets, imprisoned in a gold-plated cell, that sort of thing. The gamemaster needs to come up with some sets of modifiers for a given occasion where Viridian Torch will show up, and his fairly low power level is usually offset by having powers that exactly match his target's weaknesses.



Ultra Ninja

profile: 6Y080100E8

level: super

type: hero

background: ADHD teenager

ethos: good will triumph only if it is cool!

noted for: doing as much harm as good

catch phrase: "Ultra ninja powers activate!"

Strength	9
Agility	15
Awareness	11
Will	10
Health	15
Fate	5
hits	32
stamina	15
toughness	3
move	8/10/12
dodge	10

notable traits

impulsive(6)
 rambles(2)
 Larger than Life(best four)
 Ninja lair

notable skill rolls:

martial arts: 8d+0
throwing: 8d+0
stealth: 7d+0
climbing: 6d+0
history(ninjas): 3d+2

Anything and everything ninja. He has stealth, running, climbing, shuriken, high Dodge, extra Hits. He infiltrates the lairs of evildoers and strikes fear into their hearts. *Or something like that.* Currently a registered paranormal and working with the SpecOp team in Spokane, Washington.



powers

ninja form(1P): +10 disguise costume adjustments(+9): gestures, 1 charge. **note:** the charge is a tearaway outfit revealing his ninja outfit underneath. He replaces the outfit at his lair.

ninja shuriken(5P): 2d+2 lethal ranged attack adjustments(+1): range of 90 meters, 15 charges

ninja sword(3P): strike+6 lethal AP melee(4d+0) adjustments(+0): two-handed sword, armor-piercing, requires room to use. **note:** the strike damage includes a +2 maneuver bonus for using the sword as part of his martial arts.

ninja leap(1P): leap down of +12 (23 meters) adjustments(+3): must leap down more than sideways.

ninja nerve strike(2P): strike+6 non-lethal bypass adjustments(+3): melee range, melee skill roll, non-lethal damage. **note:** the defense is any defense that does not transmit blunt trauma.

ninja night fighting(4P): Awareness of 7 for combat targeting by sound alone adjustments: none

ninja deflection(6P): 5d+2 force field adjustments(+9): dependent on *ninja sword*, opposed skill roll, duration of instant. **note:** he uses his sword to deflect the attacks as a minor action, and each hit requires a separate roll.

ninja climb(3P): 3d+1 clinging adjustments: none

ninja blinding powder(2P): 5d+1 sight damage adjustments(+18): sight Forte only, 2 charges, thrown range, gestures, obvious, carried gadget

He is tolerated rather than loved and has a distressing tendency to 'expand on mission parameters' with no more warning than "I'm going in!". He has power levels appropriate for taking on well-equipped normals and Agents. However, his skill levels are appallingly high, allowing him to do absurd called shots for useful effects against targets he cannot actually hurt.



Observer

profile: 6Z140000J0

level: super

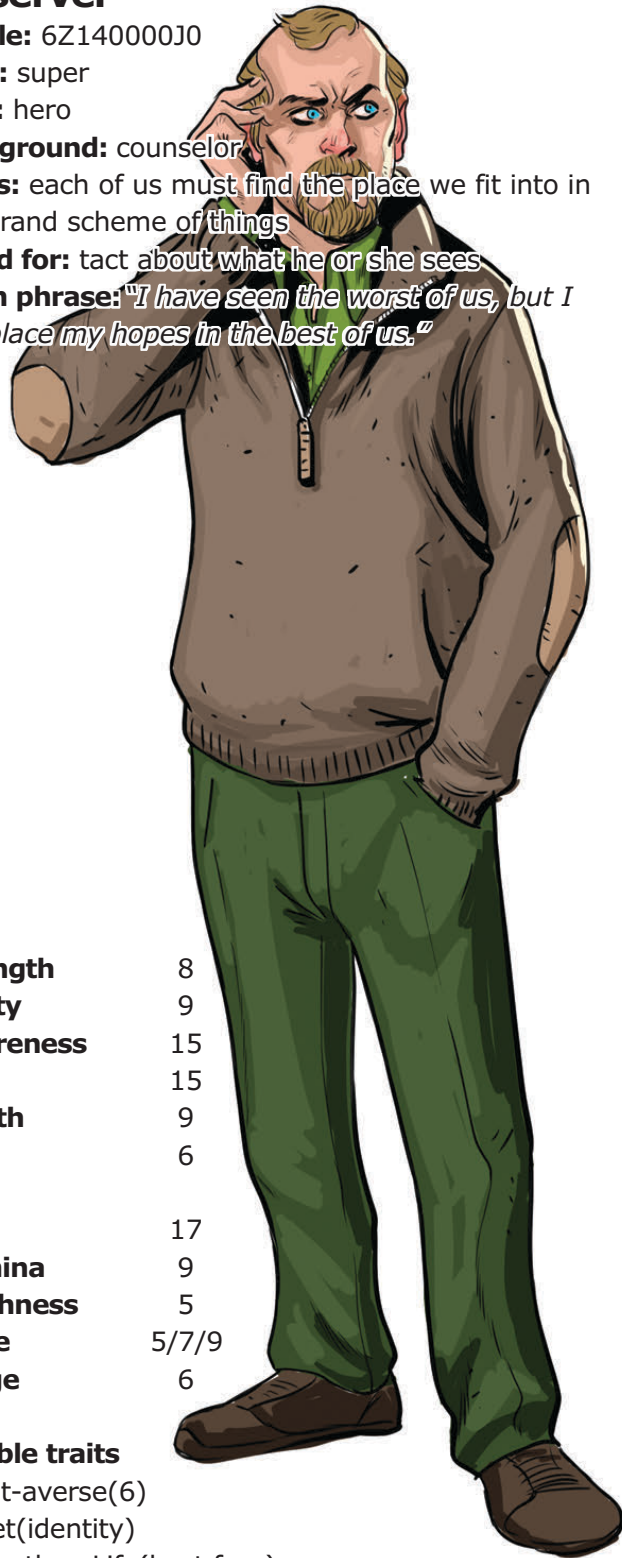
type: hero

background: counselor

ethos: each of us must find the place we fit into in the grand scheme of things

noted for: tact about what he or she sees

catch phrase: "I have seen the worst of us, but I still place my hopes in the best of us."



Strength	8
Agility	9
Awareness	15
Will	15
Health	9
Fate	6
hits	17
stamina	9
toughness	5
move	5/7/9
dodge	6

notable traits

threat-averse(6)
Secret(identity)
Larger than Life(best four)
Wealth

notable skill rolls:

power use: 7d+0

lip reading: 6d+0

powers

penetrating vision(10P): Awareness of 10/30 adjustments(-8): +10 Accuracy, +20 non-combat power, prep. time, concentration. **note:** the power can only be effectively used outside of combat, when it has a power level of +30(10d+0) to see through the hits of intervening objects. Since sight rolls use half the range difficulty, an Accuracy of 10 means he can probably see into any location not blocked by the curvature of the Earth.

transceiver(4P): transmit information at +7 adjustments(+4): undetectable, line of sight. **note:** the power has standard range of about 6 kilometers, but Observer has to point it at a particular receiver. He will commonly target a device near a hero and speak to them through it.

mental defense(6P): +5 vs. mental attack adjustments(-5): undetectable

danger sense(6P): Awareness of 3d+1 vs. threats adjustments(-8): undetectable, +12 non-combat. **note:** the power only works if he is **not** in combat. In a fight or under stress he cannot sense new threats.

Observer has very high levels of eavesdropping powers. He or she collects information and then simply passes it on to those he or she thinks are best suited to act on it. They are like a mini-Eschaton, not acting, but merely facilitating the actions of others. Observer will spy on heroes as well as villains, usually to see if they are the right kind of people to pass on knowledge to. Observer does not work for any government and goes out of their way to *not* be heroic.

Observer has no offensive powers and no defense against conventional attacks, relying on anonymity as protection. He has, however, acquired a Turing teleportal beacon in the event he has to make a quick escape from a bad situation. Currently working on upgrading his power to hear through solid barriers as well as see through them, visual eavesdropping having been stymied by villains wearing face-covering masks that make lip-reading impossible.



Goldbug

profile: 6Y051000C3

level: super

type: villain

background: economist

ethos: manipulated scarcity is bad for society

noted for: smash & grab at jewelry stores

catch phrase: "Didn't the Eschaton teach you we are no longer bounded by the dross of matter?"

Strength	9
Agility	10
Awareness	12
Will	10
Health	9
Fate	5
hits	18
stamina	9
toughness	3
move	5/7/9
dodge	6

notable traits

ascetic(4)
 motif(4)
 dislikes chatter(2)
 Larger than Life(best four)

notable skill rolls:

economics: 7d+0
power use: 6d+1
area kn.(gold reserves): 6d+0
brawling: 5d+1

Goldbug has a suite of useful and obvious superpowers, including flight, energy beams and so on, all of which use gold (somewhere around 50,000 Credits' worth) as a shared energy reserve. He has to use up gold in order to steal more gold so that he has a gold reserve to use his powers. Unfortunately, he was not too attentive to the complexity of powers and his suite renders him unable to do things like energy blast and fly at the same time. He also lacks the powers required to actually break into armored vaults, which frustrates him greatly.



powers

costume(3P): +6 disguise costume
adjustments(+1): vocalization

armor(10P): 6d+2 armor
adjustments(+1): dependent on costume **note:** not part of his power suite.

flight₁(6P): flight distance of +16(90 meters)
adjustments(+4): suite, energy reserve x 125, shared reserve, requires gold, 15 minute replace.

energy blast₂(8P): 6d+2 half-lethal ranged
adjustments(+7): half-lethal, suite, energy reserve x 125, shared reserve, requires gold, 15 min. replace.

transmute₃(5A): 7d+1 shapeshift item to lead
adjustments(+11): suite, only precious metals to lead, drain adjust: 2 per 3, range adjust(touch), defense against(hits),duration adjust: semi-permanent, energy reserve x 125, shared reserve, requires gold, 15 min. replacement(3). **note:** this power can permanently turn several tons of precious metal to lead.

enhanced strength₄(6A): +12 Strength
adjustments(+4): suite, energy reserve x 125, shared reserve, requires gold, 15 min. replacement

Part of his ethos is that people are too attached to artificial scarcity and manipulated resources, and one his powers is the ability to permanently transmute precious metals into lead. While his ethos is a little too complex for the average person to grasp and other economists question its premise (and his sanity), he has been the terror of metal speculators everywhere. He has thus far left museums and antiquity collections off his list of targets.

He operates out of a secret lair in the ruined area of a major city. Despite having a fortune in gold, he lives among the downtrodden and meets most of his everyday needs through bartering skills as a tutor and teacher. He is considered a villain by the government, but a hero to those who resent the conspicuous consumption of the ultra-rich.



Mad bomber

profile: 6X140000P10

level: super

type: villain

background: terrorist

ethos: life requires death, gain requires pain

noted for: collateral damage

catch phrase: "I always follow through on my threats."

Strength	9
Agility	10
Awareness	11
Will	16
Health	11
Fate	9
hits	20(32)
stamina	11
toughness	5
move	5/7/9
dodge	6

notable traits

hard to kill(extra hits)
 uncompromising(4)
 Larger than Life(best four)
 Enemy(government)
 Friend(other governments)

notable skill rolls:

power use: 5d+2

martial arts: 5d+2

firearms: 5d+2

history: 5d+2

area kn.(local streets): 5d+2

powers

shapeshift(12P): disguise self at difficulty of +16
*adjustments(-9): undetectable, always on, drain
 adjust: no drain, 4 seconds to change*

bomb(15P): 14d+1 lethal explosion
*adjustments(+16): 1 charge, replenishes once per
 day, explosion, range of self(11). **note:** in real-world
 terms a 14d+1 lethal explosion is like a car trunk
 packed with a fragmentation bomb and this will
 easily kill NAOs 50 meters away. And since it is a
 paranormal power, it will put the hurt on heroes as
 well.*

teleport(5P): basic teleport, distance of +32(23km)
*adjustments(+17): operational link to bomb, 1
 charge, replenishes once per day, only to a pre-
 scouted location. **note:** remember that distance
 level is reduced by the hits of anything that has to
 be teleported through.*

heavy revolver(2P): 3d+2 lethal ranged attack
*adjustments(+10): range adjust: 90 meters, pistol,
 x6 charges*

This villain has another name, but no one ever uses it. He is simply 'the mad bomber'. He has a small number of related powers, plus as an afterthought he has a pistol. He can alter his form as a disguise and maintain it indefinitely, he can create a huge lethal explosion once per day at zero range, and he has teleportation that is operationally linked to the explosion allowing him to escape to a pre-designated location an instant before he would be blown up by his own power. He uses his powers to blackmail governments national and local into meeting his demands, thus far with little success but a great deal of collateral damage. He has also wrecked a few lairs of heroes who have tried to catch him, often by pretending to be that hero to gain entry.

His limits are that he must physically get to the place he wants to set off the explosion at, and the only way he can turn on his teleportation is to set off his explosion and the only way he can teleport is if the location he has pre-scouted is within range.



Solar Samurai

profile: 6Y040103H8

level: super

type: hero

background: WWII veteran

ethos: People do not need the likes of us to chart their path

noted for: punching above his level

catch phrase: "The light forbids it. I forbid it."

Strength	13
Agility	13
Awareness	11
Will	13
Health	13
Fate	5
hits	
stamina	26
toughness	10
move	7/9/11
dodge	8

notable traits

Bane(darkness-based attacks)

Weakness on stamina

Larger than Life(best four)

honorable(6)

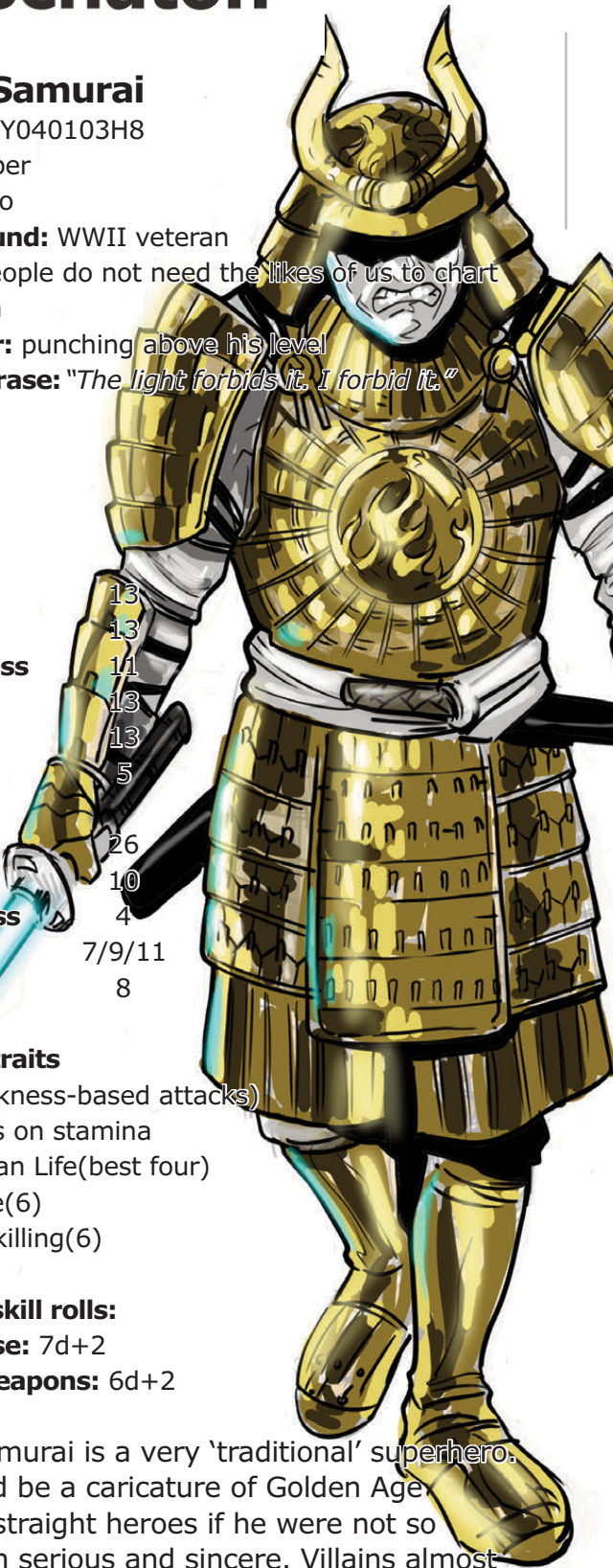
code vs. killing(6)

notable skill rolls:

power use: 7d+2

melee weapons: 6d+2

Solar Samurai is a very 'traditional' superhero. He would be a caricature of Golden Age ramrod-straight heroes if he were not so goddamn serious and sincere. Villains almost cannot resist the temptation to mock him, but even so they respect his dedication to his cause. This respect has actually saved his life on more than one occasion, when he was left where he fell rather than being finished off by a villain normally known for that sort of thing.



powers

costume(1P): +8 disguise costume adjustments(+8): energy reserve(x2), replenishes in sunlight, replenish as action. **note:** he can activate the power twice, then needs sunlight to recharge it.

force field(14P): 8d+2 force field adjustments(+2): 1/2 effect if not in sunlight, energy reserve(x32), replenishes in sunlight(2), replenish as action, only replenish in costume. **note:** can activate this independent of his other powers, but cannot replenish its energy unless he is in costume.

beam rider(3P): wiring distance of +19 (250m) adjustments(+8): oper. dep. on costume, suite, energy reserve(x32), shared reserve, replenishes in sunlight, replenish as action, only replenish in costume. **note:** this energy reserve also applies to the powers below.

light sword(10P): strike+11 half-lethal AP(7d+0) adjustments(-1): oper. dep. on costume, armor-piercing, damage adjust: half-lethal, suite, 1/2 effect if not in sunlight. **note:** strike+5 if halved(5d+0).

blinding(3P): 4d+2 sight Awareness damage adjustments(+12): oper. dep. on costume, suite, 1/2 effect if not in sunlight, range adjust: 90 meters.

coherence(1P): 4d+2 healing adjustments(+15): oper. dep. on costume, suite, 1/2 effect if not in sunlight(2), drain adjust: 2 per 3.

He has a variety of melee or short range offensive powers and defenses, usually based on a sun or light theme. Can 'ride light' (wiring along the path of a reflected beam of sunlight). He was once reflected skyward when doing this and suffered significant injuries from the resultng fall. His main weakness is that his energy reserves are greatly reduced if there is no sunlight. The shared reserve of most of his powers is small, but it only takes him a single action in sunlight to refill it. While this makes him very much an outdoor hero, he does not flinch from night or the dark. His ethos is an anti-Eschaton one. The only people he seeks to change are those with powers, to let them find a path *without* Eschaton interference.



Thorsson

profile: 6Y040000P10

level: super

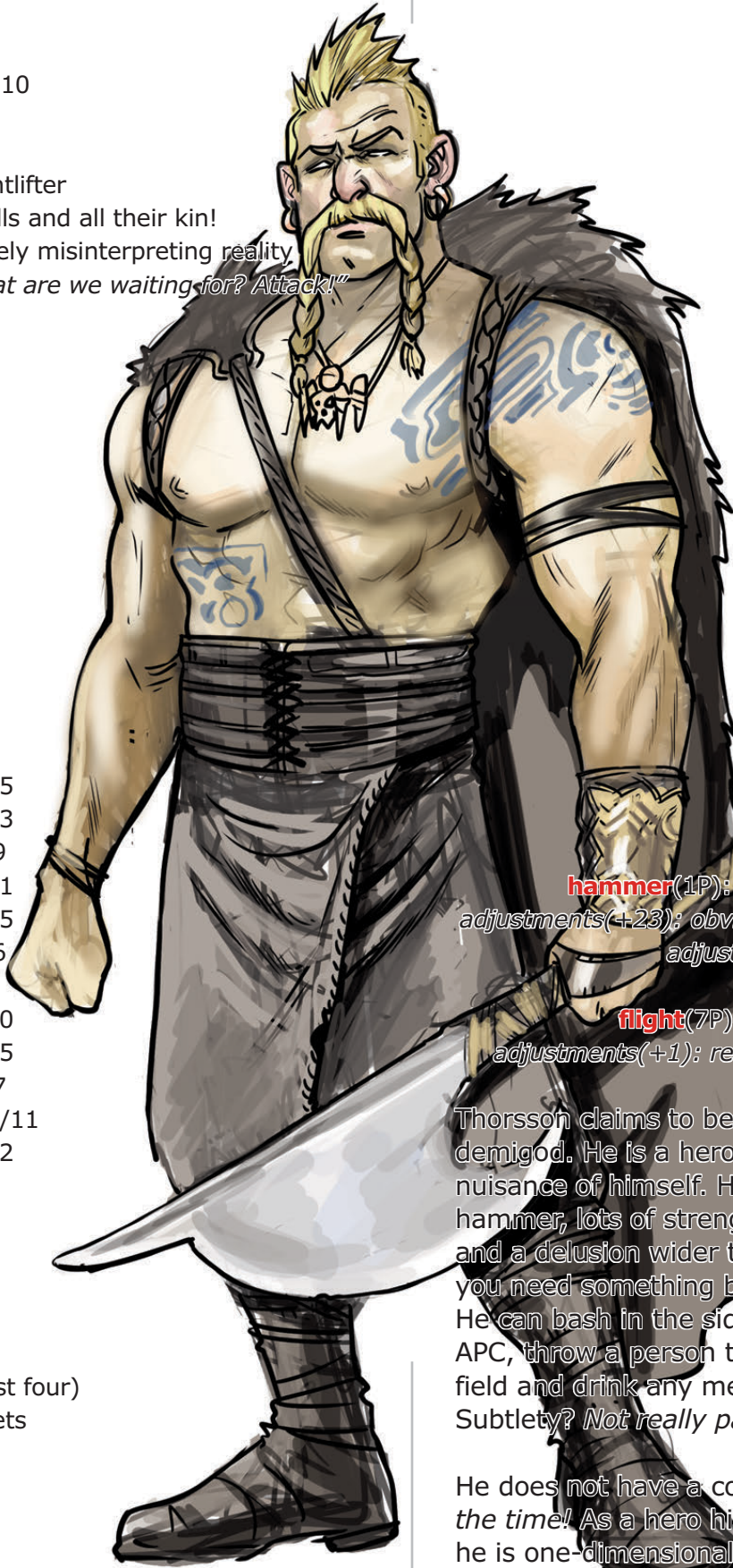
type: hero

background: weightlifter

ethos: death to trolls and all their kin!

noted for: completely misinterpreting reality

catch phrase: "What are we waiting for? Attack!"



Strength	25
Agility	13
Awareness	9
Will	21
Health	15
Fate	6
hits	40
stamina	15
toughness	7
move	7/9/11
dodge	12

notable traits

motif(4)
 delusion(8)
 overconfident(8)
 glory-seeker(2)
 Larger than Life(best four)
 increased hit brackets
 Wealth

notable skill rolls:

power use: 4d+0
melee weapons: 6d+1
carousing: 6d+0

powers

armor(15P): 9d+2 armor
 adjustments: none

hammer(1P): strike+16 half lethal(12d+2)
 adjustments(+23): obvious, carried gadget, damage
 adjust: half-lethal, 64kg, password

flight(7P): flight distance of +15(65m)
 adjustments(+1): requires possession of hammer

Thorsson claims to be the offspring of a Norse demigod. He is a hero but generally makes a nuisance of himself. He has a big, heavy-ass hammer, lots of strength and will, flight, armor and a delusion wider than the rainbow bridge. If you need something broken, he's the go-to guy. He can bash the side of a tank, flip over an APC, throw a person the length of a football field and drink any mere mortal under the table. Subtlety? *Not really part of his toolbox.*

He does not have a costume. *He's Thor's son all the time!* As a hero his biggest weakness is that he is one-dimensional. He is often at a loss if a problem cannot be solved by repeatedly hitting it with a blunt object.



Ciphere

profile: 6Y090400E7

level: super

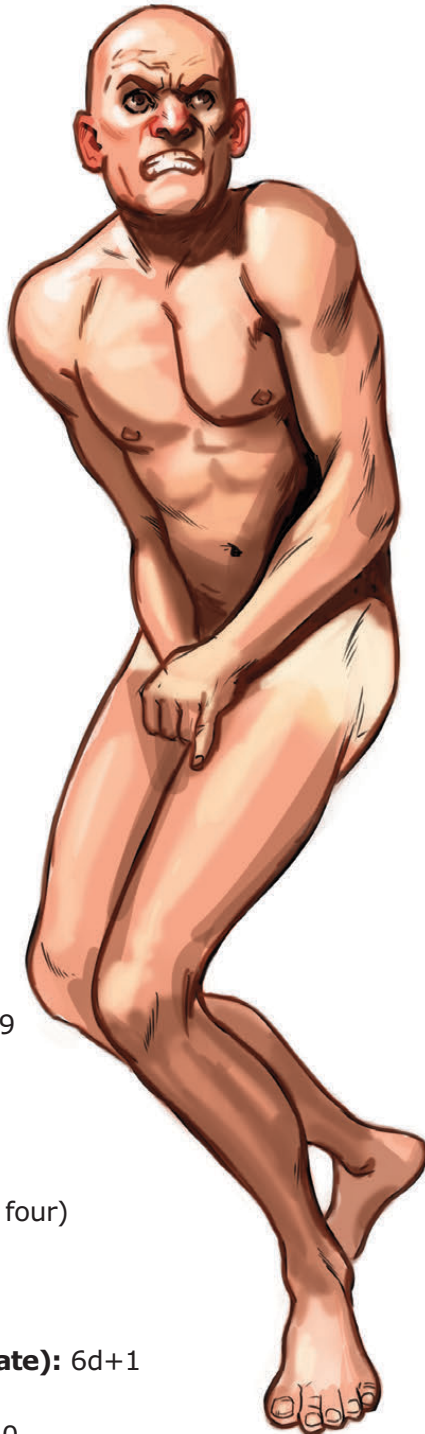
type: villain

background: unknown

ethos: unknown

noted for: paranoia

catch phrase: "Why are you looking at me?"



Strength	9
Agility	9
Awareness	13
Will	13
Health	9
Fate	9
hits	18
stamina	9
toughness	4
move	5/7/9
dodge	6

notable traits

paranoid(12)
Larger than Life(best four)
Wealth(negative)

notable skill rolls:

scrounging(temperate): 6d+1

stealth: 5d+0

area kn.(local): 5d+0

power use: 6d+1

powers

force field(14P): 8d+1 force field
adjustments(+1): triggered, drain adjust: 1 per 3

regeneration(5P): regenerate 3 hits per action
adjustments: none

universal power defense(11P): +7 power defense
adjustments(-13): applies vs. all effects vs. all attributes and his paranoia power, triggered, drain adjust: 2 per 3

paranoia(10A): 10d+2 non-lethal bypass attack
adjustments(+13): range adjust:self only, subjective range, damage adjust: non-lethal. note: the power is like invisibility in that it affects anyone who sees him. The 'indirect' modifier means it affects anyone who sees him at one level of remove (like via a remote camera).

No one who understands the Revelation can figure why Ciphere was given powers. He wants nothing to do with anyone and is a paranoid schizophrenic. He has every defense known to man and one attack. Anyone seeing him while intending to do him harm takes a non-lethal attack that bypasses normal defenses. The defense against it is simple: if you intend him no harm, you take no damage.

All he wants is to be left alone. *Unfortunately, he thinks that everyone is out to get him.* Fortunately, his power only harms you if you are out to get him. He currently acts as a border guard at an isolated perimeter of a villain enclave, where he worries that his employer is bugging his quarters, secretly poisoning his food shipments and putting mind-altering drugs in his clothing. So, he lives naked and outdoors, eating only what he can forage. This leaves the impression that this sector has been left unguarded, which actually suits his employers just fine...

While it has been determined that his preferred name is Ciphere, some databases still list him as PsiFear, the confusion arising because of an actual villain of that name.



Static

profile: 3X050200C5

level: agent

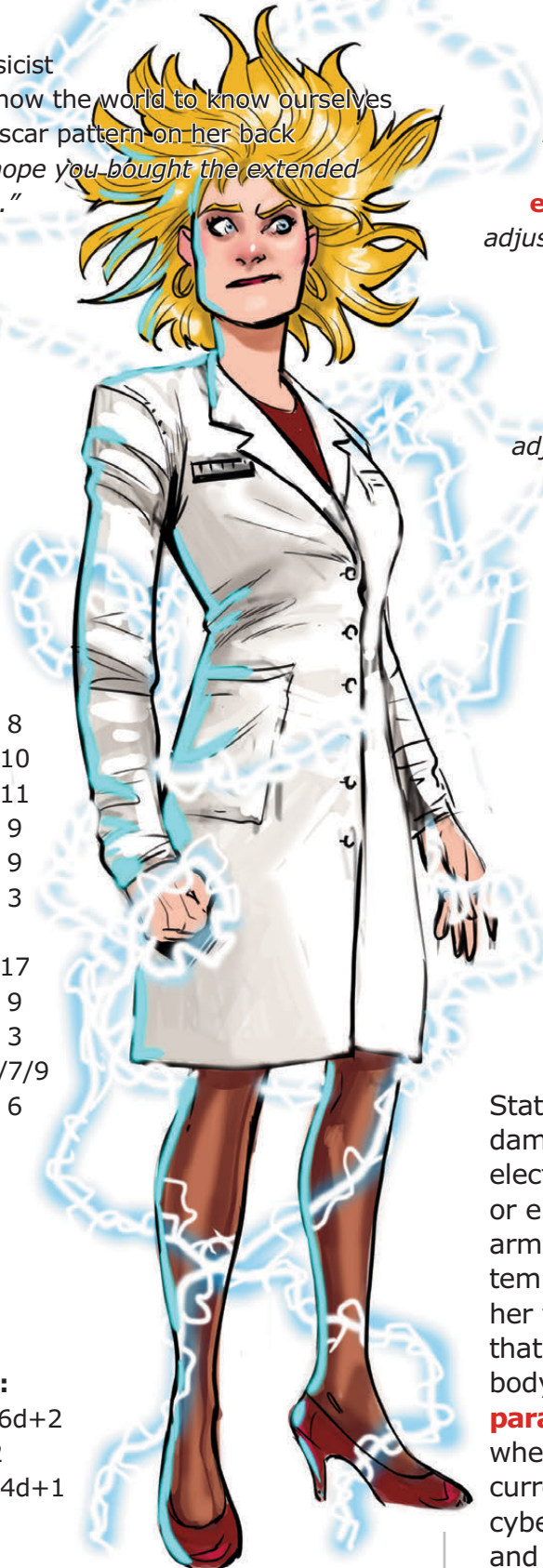
type: hero

background: physicist

ethos: we must know the world to know ourselves

noted for: fractal scar pattern on her back

catch phrase: "I hope you bought the extended warranty on that..."



Strength	8
Agility	10
Awareness	11
Will	9
Health	9
Fate	3
hits	17
stamina	9
toughness	3
move	5/7/9
dodge	6

notable traits

snarky(2)
 motif(2)
 Enemy
 Status(v.limited)

notable skill rolls:

nuclear physics: 6d+2
electronics: 6d+2
melee weapons: 4d+1
brawling: 4d+1
power use: 4d+2

powers

EMP(2P): 3d+0 lethal damage to electronics
adjustments(+8): range adjust:90 meters, only to mundane electronics

force field(3P): 2d+0 force field
adjustments(+4): x8 energy reserve, recharges from high-current grid power, drain adj.: 1 per 6

electroknife(2P): strike+0 lethal electrical(1d+2)
adjustments(+5): template: knife, drain adj.: 1 per 3

body armor(2S): 2d+2 flexible body armor
adjustments(+5): body stocking

pistol(2S): 2d+2 lethal ranged attack
adjustments(+6): template: pistol, 15 charges x 2, replace at lair, range adjust: 90 meters

Static has the ability to do lethal electrical damage at range, but only to pre-Chaos electronics. She can fry any mundane electrical or electronic device that is not behind significant armor. She can also absorb electricity to temporarily power up a force field that protects her from mundane harm and has a special knife that she can electrify with power from her own body. She is currently a registered **Class II paranormal** who is occasionally called upon when her special talents are needed. She is currently working as a consultant on a secret cybernetics project, where both her expertise and special abilities are somehow involved.



Velvet Sledgehammer

profile: 6Z140000E1

level: super

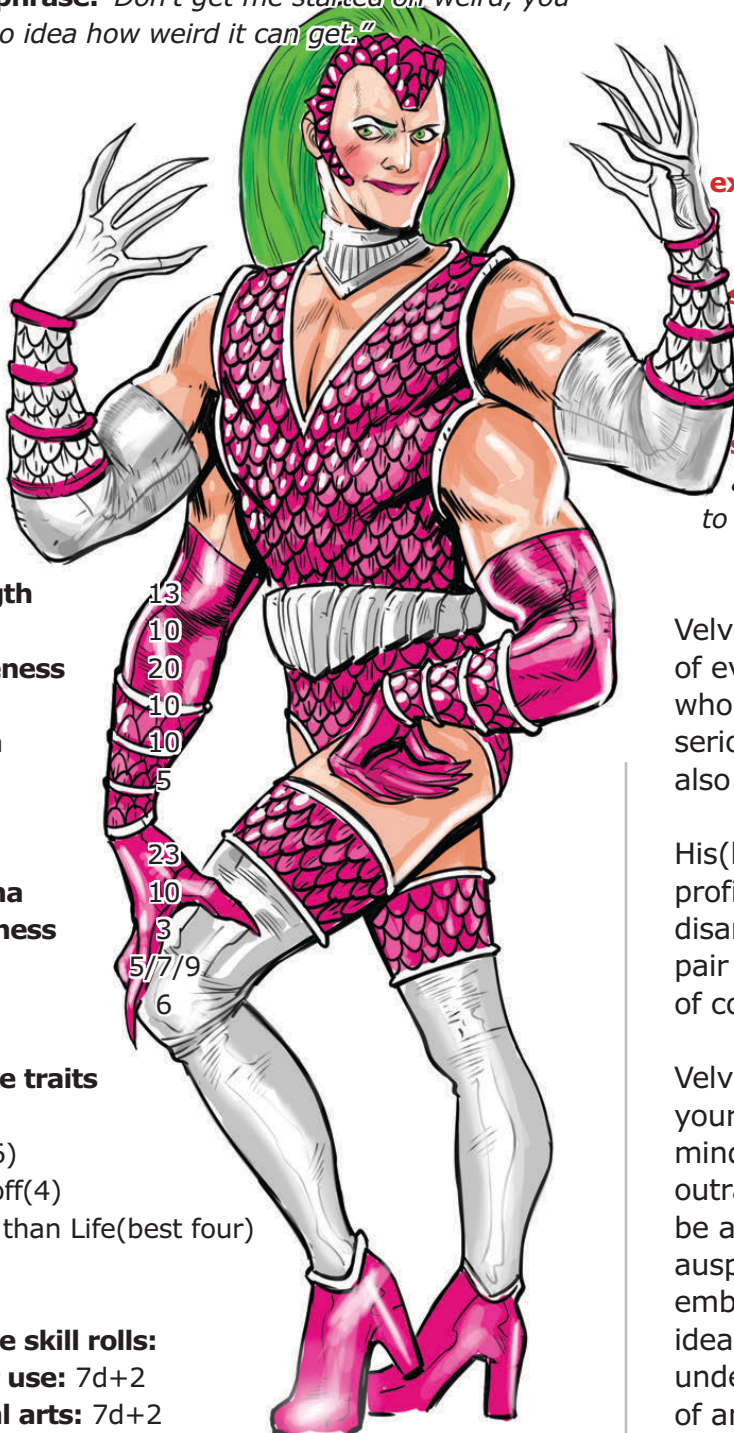
type: vigilante

background: drag queen

ethos: different strokes for different folks

noted for: outrageous flamboyance

catch phrase: "Don't get me started on weird, you have no idea how weird it can get."



Strength	13
Agility	10
Awareness	20
Will	10
Health	10
Fate	5
hits	23
stamina	10
toughness	3
move	5/7/9
dodge	6

notable traits

Looks motif(6)
show-off(4)
Larger than Life(best four)
Wealth

notable skill rolls:

power use: 7d+2

martial arts: 7d+2

tactics: 6d+2

area kn.(hate groups): 6d+2

powers

fabulous costume(6P): +11 costume adjustments(+0): *gesture, drain adj.: 1 per 12*

armor(10P): 6d+2 armor adjustments(+1): *dependent on costume*

pseudo-running(6P): +15 distance(65m) adjustments: *none*

gaydar(5P): +12 penetrating vision adjustments: *obvious, worn gadget*

extra limbs(2P): offset -4 action penalty on Agility adjustments: *none*

sledgehammer(3P): +10 half-lethal melee(6d+2) adjustments(+13): *half-lethal, obvious carried gadget, 4kg*

soundtrack(8P): 3d+1 power drain on invisibility adjustments(-3): *subjective range, must be able to hear the music. note: it makes you want to sing along...loudly...even if you are **not** invisible*

Velvet Sledgehammer is by choice a caricature of everything that some people fear about those who are not heteronormal. In addition to a seriously ambiguous gender identity, there are also some extra arms to freak people out with.

His(her?) main powers are mostly an amazing proficiency at martial arts, with an emphasis on disarming and knockdown maneuvers, and a pair of purple sledgehammers (velvet covered, of course), wielded with the secondary arms.

Velvet Sledgehammer is *choosing* to be an in-your-face challenge to a certain conservative mindset and takes great pains to be tastefully outrageous and to be a 'good guy', choosing to be a vigilante rather than work under the auspices of a government that does not fully embrace equality for those with non-standard ideas of gender and sexual identity. Those who underestimate Velvet Sledgehammer because of an apparent lack of seriousness are often humiliated by the keen tactical and strategic mind behind the ostrich-plumed exterior.



John/Jane Doe

profile: 6X140000E1

level: ultra

type: vigilante

background: unknown

ethos: it is hard to harm others when you see yourself in them

noted for: anonymity

catch phrase: "What do **you** think?"

Strength	12
Agility	10
Awareness	13
Will	15
Health	10
Fate	5

hits	22
stamina	10
toughness	5
move	5/7/9
dodge	6

notable traits

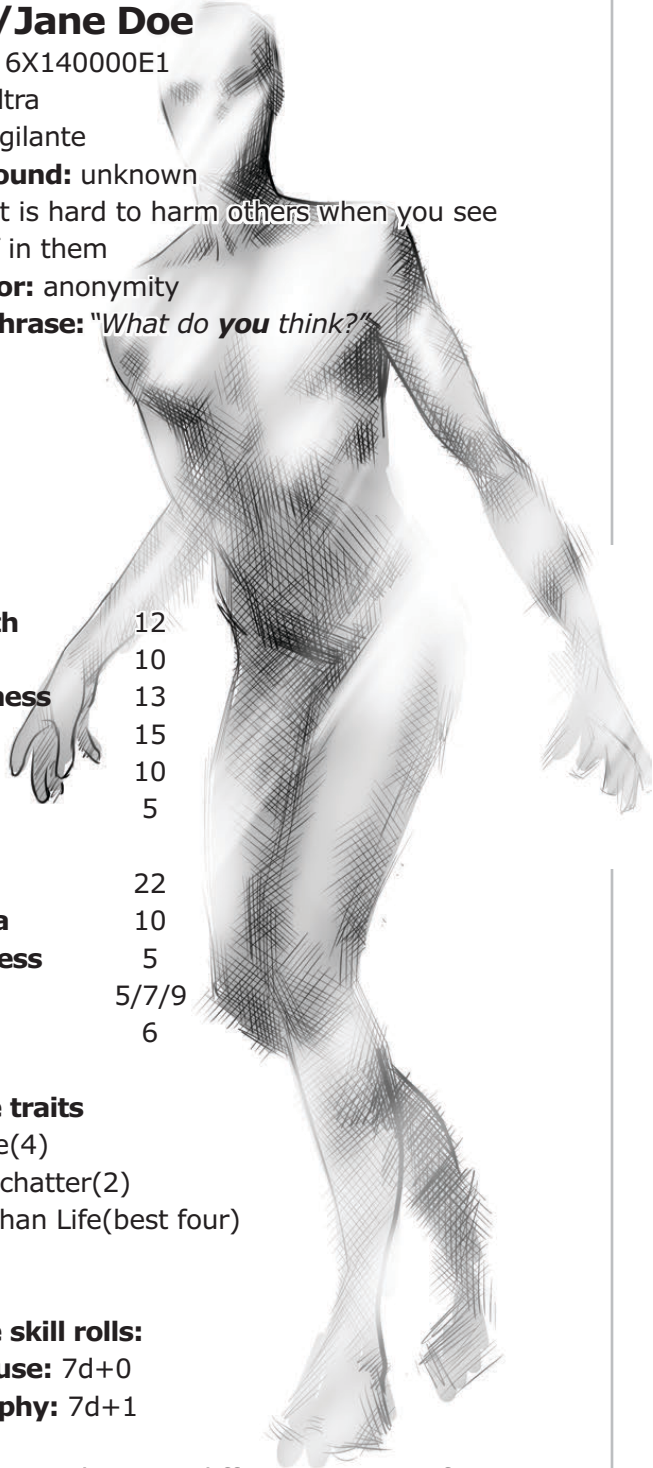
macabre(4)
dislikes chatter(2)
Larger than Life(best four)
Wealth

notable skill rolls:

power use: 7d+0

philosophy: 7d+1

He believes that our differences stem from our appearance. Has the ability to involuntarily transform the appearance of everyone in a large radius to look like the average of everyone in that radius. All men look the same as other men, all women likewise and all children are identical to all other children their age. Power, possessions, attributes and skills are unaffected unless linked to appearance.



powers

anonymize(15P): 10d+1 appearance change
adjustments: see text

wiring(6P): +17 distance (125m)
adjustments: none. note: he moves between ATM's or credit card terminals

mental defense(15P): +14 mental defense
adjustments(-10): always on, undetectable, no drain

force field(20A): 6d+0 force field
adjustments(-10): always on, undetectable, no drain

omnipower(10A): +6 omnipower
adjustments: none

template: anonymize(+3)

effect: morph(appearance)	+0
circumstance: only to group average	+6
circumstance: only to humans	+3
range: self	+4
special: radius of 500 meters	-21
power duration: an action	+0
effect duation: semi-permanent	-6
effect duration: severable	-1
defense against: hits	+0
usage: heroic(15) skill roll	+3
usage: prep time(4 hours)	+6
drain: +2 per +3	+9
modifier total(power level for 1P)	+3

The power does *not* remove or drain a costume, but *can* change its outward trappings. So for instance, our heroine Blur would lose her skates and because of *that*, lose a power.

He or she moves about the country, using the power on small communities and then using his or her voice among the many to try and build a more harmonious and tolerant society. This does not always work when criminals now look like the police, the person in bed with you may or may not be your spouse or lover (and you might not have asked the questions needed to find out). So far, J. Doe's experiments have had mixed results, though the ones involving groups of heroes and villains have been interesting, to say the least.



Whorenado

profile: 6X020103N7

level: super

type: vigilante

background: prostitute, stripper

ethos: you can't trust anyone with power, not even yourself

noted for: stealing donuts from police

catch phrase: "Later, bitch!"

Strength	12
Agility	12
Awareness	11
Will	12
Health	12
Fate	5
hits	
hits	24
stamina	12
toughness	4
move	7/9/11
dodge	12

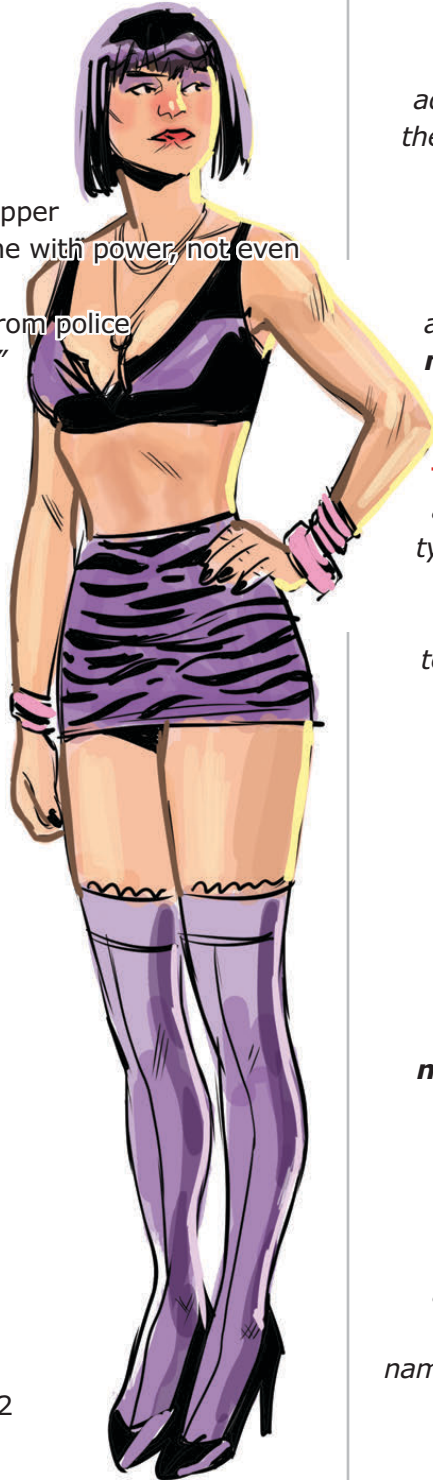
notable traits

cynical(4)
 good-hearted(4)
 distrusts gov't(4)
 dislikes police(4)
 Larger than Life(best four)
 Looks(paranormal)

notable skill rolls:

power use: 5d+2
brawling: 6d+0
running: 4d+0
area kn.(local crime): 5d+2
exotic dancing: 7d+0

Whorenado is the cultural opposite of Blur. Raised in an abusive family, she had to run away and make a life on her own as best she could, selling herself on the streets. Seeking but getting little help or sympathy from the government, she has little love or trust for it, and works to help the disenfranchised and mete vengeance on those who prey upon or use them.



powers

goldskin(3P): +8 costume adjustments(+3): range of self only, gesture. **note:** the power only changes the appearance of her body, not her clothing. So she appears as a gold-plated person wearing her normal skimpy clothing.

gold plated(6P): 5d+0 armor adjustments(+4): dependent on goldskin, obvious. **note:** the armor is always on, but only when she is in costume

four corners(3P): basic teleport, +18 dist.(175m) adjustments(+6): only to adjacent corner of same type. **note:** she can only teleport from one obvious corner or intersection to another. For instance, on the sidewalk at a four-way intersection she could teleport across the street to another corner, or to a sidewalk corner up to 175m away.

blaser eyes(6P): 6d+1 half-lethal ranged adjustments(+4): drain adj.: half-lethal, 1 per 6

sandy claws(6P): strike+4 lethal melee(4d+1) adjustments(+1): drain 1 per +6

karma obscura(4P): 5d+0 invisibility adjustments(+6): only vs. government, indirect. **note:** she is only invisible to you if you work for the government, and this extends to one level of indirectness (if you work for the government you cannot see her on video recordings either)

space galoshes(1P): +5 protection vs. chemicals adjustments(-2): always on, no drain, hidden, self only. **note:** not a gadget, she just makes up odd names for her powers. This is a defense against many bypass attacks with a chemical special effect.

booboo-byebye(3P): 1d+1 healing adjustments(+1): drain adj.: 1 per 6

Unlike Blur, she has no problems with using lethal attacks but thus far the authorities have had little luck in actually pinning any crimes on her. She is an underpowered super, but does most of her work in areas where her major opposition is largely mundane and generally does not go head-to-head vs. supervillains.



Darwin

profile: 3Y140300E1

level: agent

type: vigilante

background: grumpy old man

ethos: Don't let the idiots grind you down, grind them down instead

noted for: amazingly bad coincidence

catch phrase: "Stupidity kills, I just speed up the process."



Strength	7
Agility	9
Awareness	12
Will	10
Health	10
Fate	1
hits	17
stamina	10
toughness	3
move	5/7/9
dodge	6

notable traits

grumpy(4)

notable skill rolls:

power use: 5d+0

newshound: 5d+0

powers

drain luck(3P): 2d+1 spirit drain
adjustments(+8): drain 2 per 3, hidden, vocalization, concentration(prepare and use), indirect, range of 1.4km, failure side effect

telepresence(3P): +20 wiring (350m)
adjustments(+9): concentration(prepare and use), gestures, failure side effect

He only has two powers, and only one is unusual. He can drain someone's Fate, making it impossible for them to use it to influence their rolls. The power is normally undetectable and he uses it on people he thinks are being stupid and then just waits for nature to take its course. The power is not spectacular and sometimes does nothing, but more often than not it does work out. This is mostly because he chooses his targets well. The results usually make the news as "tragic accidents" or "Darwin award" notices. He can use the power at a long range but he *does* have to be able to see what is going on.

His other power lets him travel to where the action is, wiring himself from a television to a television camera or vice versa (broadcast or cable TV), so if he sees something on live news he can get right to the news truck.



Angle

profile: 3Y140000M1

level: agent

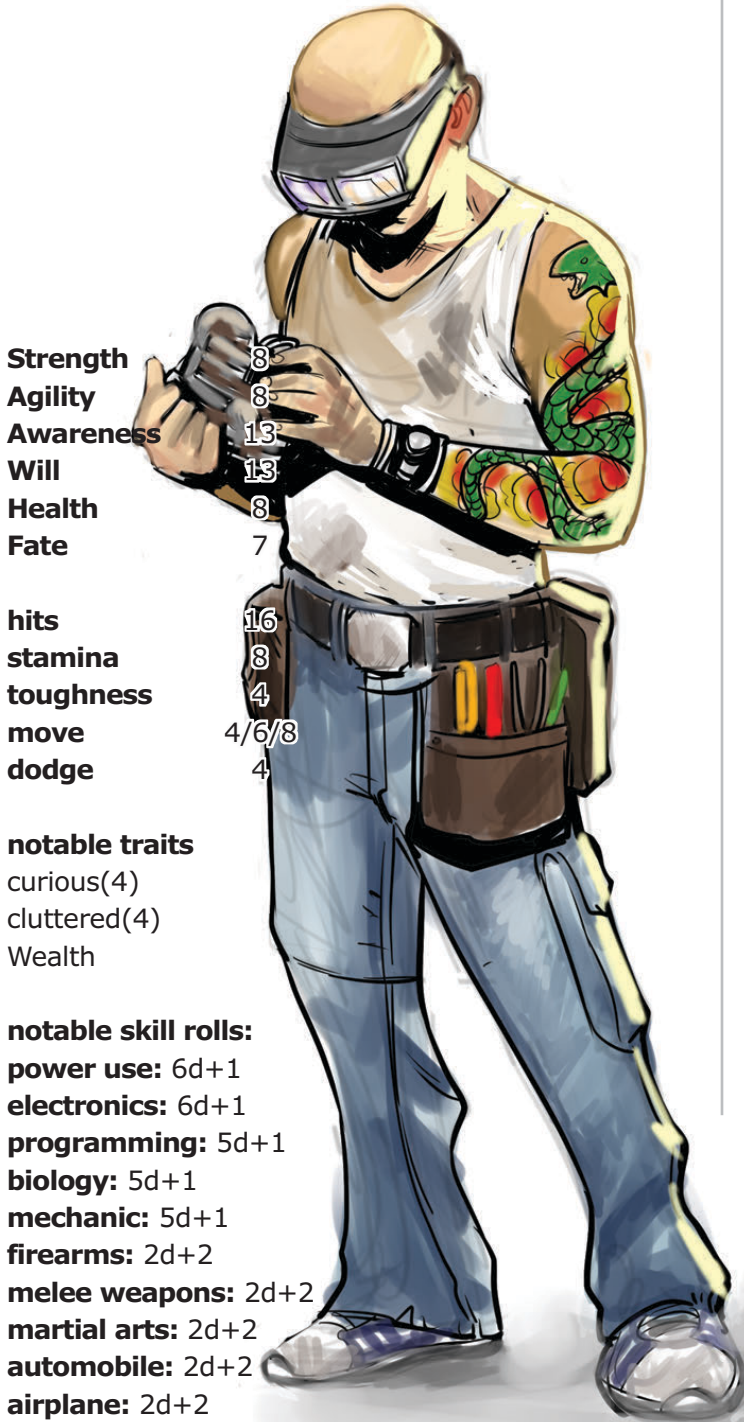
type: vigilante

background: toy collector

ethos: learn all you can, specialization is for insects

noted for: knowing more than he has a right to

catch phrase: "You're *my* baby now..."



Strength	8
Agility	8
Awareness	13
Will	13
Health	8
Fate	7
hits	16
stamina	8
toughness	4
move	4/6/8
dodge	4

notable traits

curious(4)

cluttered(4)

Wealth

notable skill rolls:

power use: 6d+1

electronics: 6d+1

programming: 5d+1

biology: 5d+1

mechanic: 5d+1

firearms: 2d+2

melee weapons: 2d+2

martial arts: 2d+2

automobile: 2d+2

airplane: 2d+2

speedboat: 2d+2

powers

universal key(3P): +9 omnipower
adjustments: see text

captured gadget(3P): *see text*

captured gadget(2P): *see text*

template: universal key

effect: omnipower	-12
obvious gadget	+2
1kg gadget	+0
contingency: only to meet gaget req.	+6
power duration: continuous	-4
effect duation: as power duration	+0
drain: none	+0
usage: heroic(15) skill roll	+3
usage: prep time(16 hours)	+8
usage: concentration(prepare)	+2
modifier total	+5

He has the ability to make a gadget that allows him to operate any other gadget. In practical terms, it is an omnipower that requires prep time to build and lets the user of the gadget *he* makes meet any requirements necessary to use a *different* gadget. He can make something that will crack the security of a biometric lock (morph fingerprint or retinas), find a safe combination by viewing its past (chronovision), operate an alien gizmo (give a skill bonus or meet an attribute requirement), and so on. He always has 'an angle'...

His other 'power' is that over time he has modified of a few of thing things he has acquired to truly make them his own. Pick any two gadgets from anywhere in this book that cost 2P or 3P and give them to him.

He either works for the government on a freelance basis, trying to figure out gadgets captured from villains, or works for Turing's gadget piracy labs, doing the same thing but on hero gadgets. In either case, his curiosity is stronger than his morality, so he has done some non-heroic things as part of his research. He has negligible combat skills, barely enough to operate most devices.



Justice

profile: 3Y020800J6

level: agent

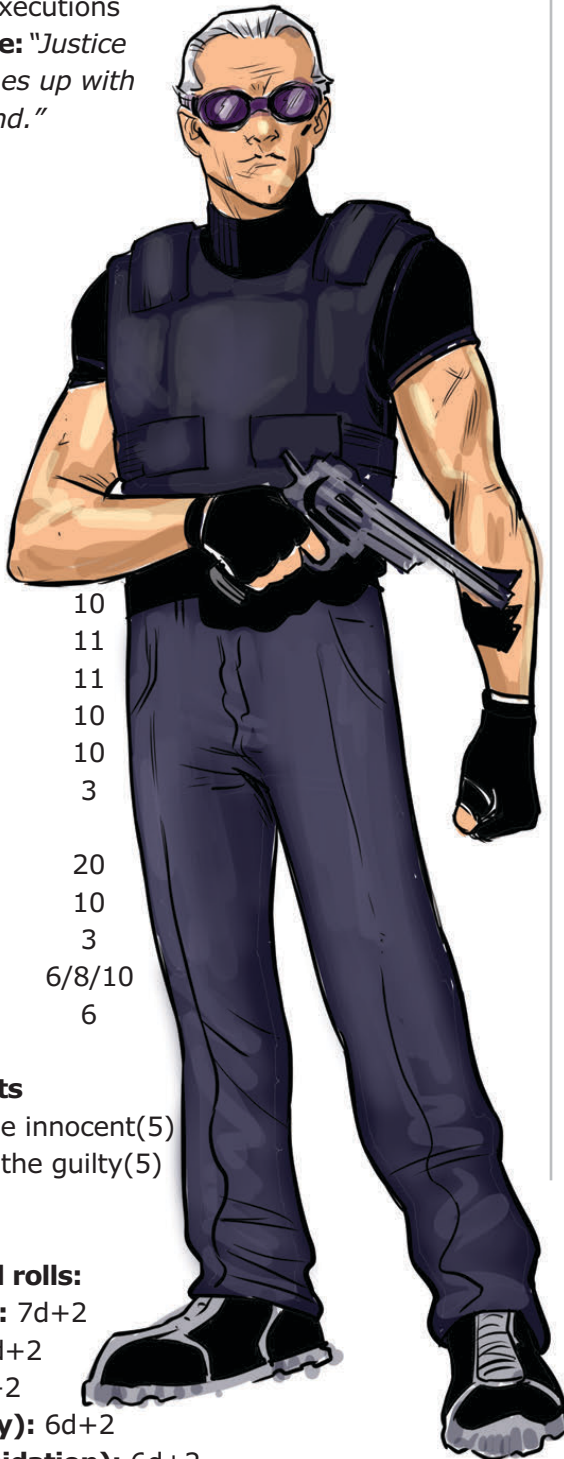
type: vigilante

background: retired judge

ethos: those who will not be good for goodness' sake must be made to fear being evil

noted for: executions

catch phrase: "Justice always catches up with you in the end."



Strength	10
Agility	11
Awareness	11
Will	10
Health	10
Fate	3
hits	20
stamina	10
toughness	3
move	6/8/10
dodge	6

notable traits

regard for the innocent(5)
contempt of the guilty(5)
Wealth

notable skill rolls:

martial arts: 7d+2
firearms: 6d+2
stealth: 6d+2
area kn.(city): 6d+2
psych(intimidation): 6d+2
running: 6d+2

powers

six-gun of justice(3P): 7d+0 lethal attack
adjustments(+20): gestures, 6 charges, replace once per day, range 90m, only vs. guilty

body armor(3P): 2d+2 armor
adjustments(+5): body stocking

tracking bug(1P): -9 tracking (1 ping each 23s)
adjustments: 1 charge per day, 32x delegation

police radio(1S): +6 transceiver
adjustments: see [page 4.19](#)

His powers are pretty simple. He is skilled but mundanely capable person with a spectral revolver that only harms evil people. In this case, 'evil' is defined as 'being willing to harm the innocent for personal gain'. The first thing he did upon acquiring powers was to point the gun at his head and pull the trigger, figuring that he had to be fit to judge others by a standard he could live up to himself. He does not just point the gun at people and let the power decide. He has to be convinced in his own heart of the target's guilt before the gun will even fire and he has rarely pulled the trigger on anyone who he did not have evidence sufficient for a wrongful death conviction in a regular court.

His definition of evil has nearly gotten him killed, since a number of people he thought were evil were trying to their best to avoid harming others, but simply were not as successful at as they hoped (and felt bad about it as well). These bad guys did not consider Justice to be 'innocent', and they were *not* trying to kill him for personal gain, so ordering henchmen to open up on him with submachine-guns was technically *not* an 'evil' act.

His worldview is very binary. If you are accused of wrongdoing, you either did it or you did not. However, he does allow for mitigating circumstances and motivation, and has on rare occasion given chances for redemption by those he has found wanting.

~~CONFIDENTIAL~~

What little we know about the Eschaton almost leads us to think we would be better off if we knew nothing at all. Beings demonstrating this level of power surely would be aware of the catastrophic loss of innocent life resulting from their actions, but chose to deliberately initiate the Chaos. This and the obvious reluctance of those given power to discuss certain details of their interactions with the Eschaton leads us to consider the Eschaton a hostile entity and the empowered either willing, unwitting or coerced agents of a hostile foreign power. This view is [REDACTED] and is also the conclusion independently reached by [REDACTED].

It seems improbable that we can address the Eschaton problem directly. We do not even know if it is an individual, group, hive mind, polity, nation, race or if its classification even has terms we can adequately express. However, its agents are human. The Days of Chaos demonstrated conclusively that the empowered are not invulnerable (see Incident Report describing [REDACTED] [REDACTED] for examples). While the most powerful individuals seem to be beyond human science to deal with directly, all of these individuals still retain human psychology and can be manipulated based on their personality and goals.

It is our recommendation that the empowered who can be coerced or manipulated into serving policy ends should be enlisted to eliminate or capture those empowered who cannot be manipulated, especially the empowered who are also agents of hostile foreign governments or domestic or foreign terrorist entities. Since those who consider themselves "heroes" seem to be inclined to act in this manner, organizing them into groups where they can be supervised and clandestinely profiled while they serve in a role that police and military is not currently suited for is the [REDACTED].





"You should not have any special fondness for a particular weapon, or anything else, for that matter. Too much is the same as not enough. Without imitating anyone else, you should have as much weaponry as suits you."

- Musashi Miyamoto, The Book of Five Rings

INTRODUCTION

As a super-powered setting, average mundane gadgets are not generally going to be a huge deal. For those who need them, the normal gear list in **EABA** works fine, since all the stuff is actually priced in points as well as credits. So, if you are trying to balance one group with powers against another with mundane gear, you can use the point value of the gear as well as the point value of the extras themselves.

But gear is going to be important in two ways, as paranormal sort of weird science gear, and as combat scenery. If you want to pick up a car and smash someone with it, you need to know if you are strong enough to lift it, and if so, how much of a bonus to face-smashing you get from it. Because most gear big enough to be useful in this regard is not sharp or pointy, the bonus given will usually be to make your strike damage half-lethal and then add some amount to it.



Gear is going to be either mundane or paranormal, and either one can incorporate weird science modifiers. The difference is that mundane weird science still has the limitations of a 0/10 gameworld base and paranormal defenses are doubled, while paranormal weird science gets the positive modifiers for weird science and operates at full effect against paranormal defenses. The other difference is that refueling a mundane weird science gadget is merely difficult or expensive, while something that is both paranormal and weird science has recharging requirements that are either inherently paranormal or push the limits of what mundane science and money can accomplish.

Kryptonite. It wasn't easy to synthesize, Clark. It took years and it cost a fortune. Luckily, I had both.
- Batman, The Dark Knight Returns(1986)

One thing to keep in mind about the rules, the setting and comic-book reality is that **EABA** does not allow insanely powerful gadgets that anyone can use *and* are in a tiny package. The negative modifiers for small gadgets and the reduced amount of P you can spend on them preclude this. So, if your description of how you got your powers was some mythical superserum or magic ring, in terms of the rules this is merely an enabling gadget that lets you access the powers (i.e. points) you already have. The only way that *someone else* could benefit from your tiny gadget would be if they spent character points to buy the same power you did (or the gamemaster has a villain waiting in the wings with his or her creation story requiring *your* gadget to turn on their powers). It will not be something that just anyone can pick up and *Bazam!*, they have a whole suite of powers.

There *can* be gadgets that have P for their construction and which anyone can use, but if they are *powerful* gadgets they are probably *big* gadgets, though weird science can offset that quite a bit, like packing a rifle's punch into something the size of a pistol.



Agent Gear

These are some items that you can equip agents or henchmen with, or which can be used by players as the starting point for their own designs. They embody a lot of the super-heroic mythos and feel. As to exactly how they work we leave up to you. That is, we are not defining the special effects of the weird science involved. A 'teleport belt' could be a high-tech dimensional displacement device, or a magic enchanted belt covered in cryptic runes. A 'blaster rifle' could just as easily be a 'staff of firebolts' or a 'psionic disruptor'. We just provide the stats and a name for what it *might* be. *What you make it into is up to you.*

Remember, turning on or using a weird science gadget against someone else requires a hard(11) skill roll to avoid some sort of backlash (or a skill roll worth at least a +2 power modifier, like a ranged attack roll). You can spend extra time on the roll to gain a bonus, but make sure the people you give the gear to have a decent skill level to operate it (4d+2 or better recommended). All of the gadgets below have stats in the Gear tables and the paranormal ones are designed to fit into an Agent's power budget (maximum of 3P in a power).

Phase rifle(3P)

This is a general-purpose half-lethal weapon you can tinker with quite a bit. Its main feature is that it has flexibility. You can switch the special characteristic from the default of 5d+0 autoburst to 4d+2 armor-piercing, 3d+2 * 2 shotgun or 4d+2 variable spread. This lets the settings be tailored for the type of paranormal you are trying to affect. Armor-piercing works best on tough heroes, and the beam can be spread for extra Accuracy against super-agile targets. Powered from an energy bank, it can also be dialed up to overload (i.e. pushed), gaining +2d damage at the cost of 8 energy rather than the normal 2 per shot. The power level of the weapon is fairly low, but if you increase the mass and points it can become fairly substantial.

Personal force field(2P)

This is a 1kg belt, harness or other worn gizmo that generates a constant (and obvious) 1d+1 protective field without draining its power cell, but if you want to burn out the power supply (8 energy) in one action you can push this to 3d+1. A 2kg version that is a personal force *wall* big enough to protect a hoverbike would also have an armor of 1d+1. While a fairly low defense, remember that it is paranormal, so a 1d+1 force field will outright stop 2d+2 of damage with no blunt trauma. A version that is a subtle full-body skinsuit (2kg) has an armor of 2d+0.

Phase armor(3P)

This is a 2kg body stocking that creates the phasing power for the wearer. The first makes the wearer (and the armor) semi-transparent to energy and matter, acting like armor. The other setting tunes the armor to the atomic interstices of a solid object, allowing the wearer to walk through solid objects or force walls. It has both values at 2d+2, but it has a drain of 2 energy to use for an action (plus time level), and only holds 8 energy. It automatically recharges 1 energy each 4 seconds.

Hoverbike(3P)

A motorcycle-sized flying gadget with a ludicrous power-to-weight ratio, capable of carrying two people of normal weight at dangerous speeds. It has an inherent armor of X, Y hits and a damage limit of Z if you have to hide behind it or shoot it down.

Teleport belt(1P)

A 1kg belt or with various technological bits or magical runes or whatever on it. It lets the user teleport at will, up to a distance level of +18 (175 meters), reduced by the armor value of any barrier it has to teleport through. It only holds 2 energy. This is enough for one long teleport, two short ones of +9 distance or as many as needed for less than that (drain rounds to zero). It will recharge itself 1 energy each 4 seconds.



Teleport beacon(0P)

This is not so much a power as a requirement for another power (contingency:power has zero effect unless target of teleport has the proper teleport beacon). It is required for some teleporter gadgets to pick up items from remote locations. It has no power cost, you just need to have one appropriate to the teleporter you want to get picked up by. Because it is really just the embodiment of a power limitation it is unlikely that you can counterfeit one, so if you need one you have to acquire it in play.

Psi grenade(2P)

A grenade that generates a mental scrambling field (5d+1 non-lethal) that is unaffected by normal armor or force fields (use a power defense against Will and offense effects). It has four charges of energy, so it can be recovered and reused and recharged. To prevent it from being tossed back at an attacker, activating requires a password in the form of an electronic code ring. Remember that the Will of a target reduces the effective level of the attack.

Stasis tube(1P)

A medical/detention device that reduces the Health of the person inside to zero (7d+2 drain on Health, resisted by Health). All vital processes are suspended, so someone who is unconscious stays that way. However, it only works on a certain subset of biological types and it cannot be used for indefinite periods and requires a constant source of electrical power. A mundane rather than paranormal version would only have a power level of 4d+1. A 'regen tube' would act in the opposite way.

Suppression belt(3P)

Heavy metal belt that acts as a 4d+2 power drain on the strongest power the wearer has. This would be something bought as a power, not a constant ability like a paranormally high attribute. The field that is generated by the belt is self-sustaining (drain rounds to zero) and requires a coded key to lock or unlock.

Building gear

Some thoroughly mundane gear can act like paranormal powers. A bulletproof vest, night vision goggles, etc. For game balance, the *original* purchase has to be with points, but they can be *any* sort of points (A, S or P) and after that you can use mundane wealth to replace it if it is lost or stolen. Building or rebuilding mundane gear can be *harder* than rebuilding paranormal gear, because if you are mundane you do not have the advantage of being able to take "best four" on your skill rolls. If you are a rogue *paranormal* tech you might be able to turn some thrift store electronics into a new teleport belt, but if you are a *mundane* armorer, building a high-powered sniper rifle from parts at the local hardware store is just *not* going to happen. The difficulty for making mundane gadgets would generally be +6 over the normal amount, which usually makes the task all but impossible unless you can take a 'replacement parts' modifier to cancel out that +6, or spend a *lot* of time on the project.

Gadgets bought with P are generally *not* destroyed in play. They are tough (like heroes, they are paranormal), and while they may get bashed around and turned into something that looks like scrap, as long as you have possession of it you can rebuild it in short order and it probably still works well enough until then. *How often does Cyclops get his glasses smashed by a punch?*

If however, you permanently lose possession of a piece of kit you spend P on, you have to build a new one. You do *not* lose the points spent, but you *do* have to spend some time. Maybe a superstrong villain grabbed it and threw it so hard it left orbit and fell into the sun. Maybe the government locked it in a safe and then threw the safe into the Marianas Trench. Maybe a monster chewed it up and ate it. *It is gone and you are not getting it back.* This gets in the way of comic narratives, so you do not see it all that often. *When was the last time Wonder Woman had to write home and ask for a new lasso?*



You would use a variant of the vehicle repair rules on page 7.35 of **EABA v2.01** for making your new gadget from scratch. You start with a difficulty of hard(11) and a time of 1 hour for a gadget massing 1 kilogram or less.

each doubling of mass	+1
each doubling of time	-2
dedicated facility	+0
full tools (the 'lab in my lair')	+4
basic tools	+6
improvised tools	+8

The reason these modifiers are not as good as for vehicles is that it is superheroes. *Where are you going to find a facility dedicated to dimensional portal repair?* This is part of what a lair is about. It's where you keep the tools to repair all your fancy superhero toys. For purposes of the rule, we will say that a 1 kilogram item has 1 hit and +1 hit for each doubling of mass. You have to make the roll on your skill for *each* hit the gadget has. When you have made *all* the rolls, you have rebuilt it!

i Let's say a hero who is a 'space mercenary' has his energy rifle thrown into a blast furnace and melted into slag. The 'rifle' template has a mass of 4kg, and our merc has a full set of tools for rebuilding the weapon, so our rebuild is:

base difficulty	11
4 kilogram gadget	+2
full tools	+4
final difficulty	17

Since the gadget has 3 hits, he has to make three skill rolls at a difficulty of 17 to rebuild the rifle from the parts he has lying around plus making a few of the special ones from scratch. If his skill was high enough, he could conceivably do it in as little as three hours. If he needed to drop the difficulty to 13 to reliably make the rolls, then each roll would take 4 hours and it would take him at least twelve hours to do it. On the other hand, if it had been a 250 kilogram suit of power armor, it would have been a difficulty of 23 and would require eight rolls to rebuild it!

A vital part of repairing and rebuilding any weird science gadget is that you need to have the required supply of whatever it is made of and whatever makes it run. Our space merc has a plasma rifle that runs on pure deuterium. If his lair was compromised and he had to try and reconstruct his gun from scratch, he might be able to rebuild everything *but* the deuterium energy supply. If **Iridium** has his power armor confiscated, he's going to have to heist a *lot* of iridium before he can even get started.

! Keep in mind when designing up any mundane gadgets that most will also have a 'no flexibility (+1)' modifier. They do what they do and nothing else. You cannot adjust a pair of thermal vision goggles into ultrasonic sonar goggles nor turn your FM radio into a shortwave radio.

night vision goggles: A worn gadget that enhances normal vision so that it can be used in darkness. Thermal goggles would be much the same, but would see heat differences instead. Each has their own advantages and limitations. For instance, thermal goggles would not see any difference between a room-temperature undead or robot and its surroundings but *can* be usefully used during the day, while night vision goggles do not show color and can only be used at night.

night vision goggles(1 pt): +8 enhanced AWR (*template enhanced sense(+1), no flexibility(+1), spec. effect: goggles(+1), obvious worn mundane gadget(+4), gadget of .5kg(-3), expensive gadget x 3(+3), drain 1 per +9(+4), steady drain 1 per 4 hours(-7), energy bank x 6(+3), mundanely replace in 15 sec.(+1), base of +8*)

anti-blinding goggles: Special goggles or glasses or face mask that provides some protection to sight Awareness from blinding attacks. This is a subset of the possible types of attacks on sight Awareness. It will not give any benefit vs. illusions or invisibility. If there were no paranormal powers you might be able to subset it like 'only vs. lasers' or 'only vs. chemical sprays'.



anti-blinding goggles(1 pt): 1d+2 sight AWR def. (*template flash defense(+8), no flexibility(+1), special effect: goggles(+1), power duration: always on(-2), obvious worn mundane gadget(+4), gadget of .3kg(-5), expensive(+1), drain adj.:no drain(-3), base of +5*)

gas mask: A worn gadget that provides a defense against toxic gases or other inhaled damage that might bypass normal armor. A full-face gas mask could include the anti-blinding goggles so that it could protect the eyes from blinding irritants. The limited flexibility mentioned **here** for powers can be used for this gadget so that you can change filters for a particular type of gas.

gas mask(1 pt): 1d+1 defense vs. inhaled gases (*template environment protection(+7), range adj: self only(+2), special effect: gas mask(+1), power/effect duration: continuous/severable(-5), obvious worn mundane gadget(+4), gadget of .8kg(-1), steady drain 1 per hour(-6), energy bank x 6(filter)(+2), base of +4*)

environment suit: This is a flimsy full body suit that has its own air supply and air filters and protects the wearer somewhat from gases, corrosives and other inhaled or contact poisons. You could adjust this concept and choose what it protects within the limits of mundane science and the concept of an environment suit).

env. suit(1 pt): 3d+0 defense vs. contact toxins (*template environment protection(+7), no flexibility(+1), special effect: metallized environment suit(+1), power/effect duration: continuous/severable(-5), obvious worn mundane gadget(+4), gadget of 4kg(+6), steady drain 1 per hour(-6), energy bank x 8(air tank)(+1), base of +9*)

light body armor(partial): This is just a concealable bulletproof vest that protects your vital spots and operates at full effects vs. blades or other conventional damage.

light body armor(1 pt): 3d+1 armor vs. lethal (*template armor(+1), template vest(+7), mundane(+1), no flexibility(+1), prep time 15 seconds(+2), base of +12, gameworld base of 0/10 drops this to +10*)

heavy body armor: This is a state-of-the-art full body armor. It is not going to save someone from a villain throwing around tank-level energy beams, but it is still better than what we actually have now. It is however, heavy enough that most humans will be taking some sort of encumbrance penalty for wearing it.

heavy body armor(3 pts): 5d+1 armor vs. lethal (*template armor(+1), template full armor(+15), mundane(+1), no flexibility(+1), special effect: metaloceramic plates(+1), prep time 1 minute (+3), hardened(-1), base of +20, gameworld base of 0/10 drops this to +12, +4 for +2 points*)

Theoretically you could as a legitimate design, spend +1 point to get +2 on the light armor and +2 points to get +4 on the heavy armor, but that strays outside the envelope of the 'real' for a mundane gadget in terms of how good they would be (as-is they are pushing it). However, if you want to say that some mundane advancements have trickled down from weird science to allow this level of protection, that is your call to make.

heavy sniper rifle: A 12.7mm semi-auto rifle firing armor-piercing rounds. Capable of penetrating light armored vehicles and being used as a sniper weapon at very long range. Fairly heavy (8 kilograms). As designed, includes a spare magazine.

heavy sniper rifle(5 pts): 6d+2 lethal ranged AP (*template lethal ranged(-1), template launcher (+19), 11 round clip x 2(-1), replace energy at lair(+3), spec. effect: titanium sniper rifle(+1), operational effect: recoil(disrupts aim)(+1), armor-piercing(-2), +2 Accuracy(-2), base of +18, gameworld base of 0/10 drops this to +12, +8 for +4 points.*

note: Accuracy of 5



Eschaton mundane ranged

name	uses	Accuracy	damage	shots held	weight	cost	P	armor	hits	notes
Light pistol	7mm bullet	0	1d+2	11 clip	.5(-14)	175(-5)	1	1d+2	1	1h
Semi-auto pistol	9mm bullet	1	2d+1	15 clip	1.0(-11)	350(-3)	1	1d+2	2	1h
Heavy pistol	11mm bullet	1	3d+0	6 internal	1.3(-10)	500(-2)	1	2d+0	2	1h
Shotgun	19mm bullet	3	3d+2 ^g	10 clip	4.0(-5)	1.0K(+0)	3	2d+2	2	2h
Assault rifle	7mm bullet	2	4d+2	25 clip	5.0(-4)	2.0K(+2)	3	2d+2	2	2h, autoburst
Sniper rifle	7mm bullet	4	5d+0	6 clip	3.0(-6)	2.8K(+3)	3	2d+2	2	2h, scope
Heavy sniper rifle	13mm bullet	5	6d+2	10 clip	10.0(-1)	16K(+8)	4	3d+0	4	2h, scope
Heavy machinegun	13mm bullet	3	6d+2	125 ext.	125(+10)	16K(+8)	4	3d+1	7	2h, autofire, -1 init.
Anti-tank rocket	90mm rocket	2	10d+1 ^a	1 internal	8.0(-2)	5.6K(+3)	6	3d+0	3	2h, disposable

Eschaton mundane melee

name	damage	type	length	weight	cost	P	armor	hits	notes
Knife	strike+0	lethal	short	.4(-15)	30(-10)	2	1d+2	1	1h, throwable
Sword	strike+2	lethal	long	1.6(-9)	250(-4)	2	2d+0	2	1h
Two-handed sword	strike+4	lethal	long	3.0(-6)	700(-1)	2	2d+2	2	2h, -1 initiative
Club	strike+3	half-lethal	medium	1.6(-9)	125(-6)	2	2d+0	2	1h, -2 initiative
Signpost & cement	strike+4	half-lethal	v.long	100(+9)	-	-	3d+0	6	2h, -3 initiative, Str 9
Telephone pole	strike+5	half-lethal	v.long	250(+13)	-	-	3d+2	8	2h, -4 initiative, Str 13

Eschaton mundane other

name	damage	type	length	weight	cost	P	armor	hits	notes
Grenade	4d+1	lethal expl.	-	.4(-15)	125(-6)	2	1d+2	2	thrown
Flash grenade	4d+1	attribute	-	.4(-15)	125(-6)	2	1d+2	2	thrown
Irritant grenade	5d+0	non-leth bypass	-	.4(-15)	125(-6)	2	1d+2	2	thrown
Sonic grenade	4d+1	attribute	-	.4(-15)	125(-6)	2	1d+2	2	thrown

Eschaton mundane vehicles

name	speed	size	handling	mass	P	armor	hits	DL	notes
Motorcycle	+15	+0	+3	.35 ton	2	3d+1*	8	9	+5 strike (@Str 14)
Average car	+14	-2	+6	1 ton	2	3d+1*	10	11	+6 strike (@Str 19)
City bus	+13	-6	+14	16 ton	2	3d+1*	14	14	+7 strike (@Str 31)
Armored truck	+14	-4	+10	8 ton	3	5d+0	14	13	+6 strike (@Str 28)
APC	+13	-4	+10	16 ton	5	9d+0	15	13	+8 strike (@Str 31)
Heavy tank	+13	-5	+12	64 ton	7	14d+0	16	14	+8 strike (@Str 37)
Fighter jet	+20	-7	+14	16 ton	5	3d+1	14	15	+8 strike (@Str 31)
Speedboat	+14	-2	+6	1 ton	2	3d+1*	10	11	+6 strike (@Str 19)

*takes -2d penalty vs. weapons

Eschaton barriers (also 5.50)

name	armor	hits	DL	strike	notes
Wooden door	1d+0	3	3	+2	wood, organic, non-metallic, flammable
Light security door	2d+1	5	4	+3	metal, inorganic, magnetic, conductive
Heavy security door	3d+1	8	6	+4	metal, inorganic, magnetic, conductive
Brick wall(1 hex)	3d+1	8	6	+4	inorganic, non-conductive
Cement wall(1 hex)	4d+1	9	7	+5	inorganic, non-conductive
Reinforced wall(1 hex)	5d+1	10	8	+5	metal, inorganic, magnetic, non-conductive
Light vault door	7d+1	10	9	+5	metal, inorganic, magnetic, conductive
Heavy vault door	9d+1	12	10	+6	metal, inorganic, magnetic, conductive

Eschaton

1.0

Name

Gender

Age

Stam

Hits

1

1

27

-0d

2

2

28

3

3

29

4

4

30

5

5

31

6

6

32

7

7

33

8

8

34

9

9

35

10

10

36

11

11

37

12

12

38

13

13

39

+10

14

40

+20

15

41

16

42

Enc

-1

17

43

Str-8

-2

18

44

Str-6

-3

19

45

Str-4

-6

20

46

Str-2

-9

21

47

Str-0

22

48

Exp

any

23

49

A

24

50

S

25

51

P

26

52

level

Strength

carry

strike
d+

kick
d+

throw
d+

d+

strike

throw

Agility

dodge

fight

fight
d+

balance
d+

throw
d+

d+

balance

throw

Awareness

cognitive

think
d+

spot
d+

listen
d+

d+

sight

hearing

Will

toughness

tough

charm
d+

resist
d+

d+

charm

resistance

Health

recov.

speed

walk

run(+2)

spr.(+4)

d+

stamina

recovery

Power synopsis

level

stam

Fate

shield

shield
d+

power
d+

luck
d+

d+

power

luck

1 3 5 7 9 11 13 15 17 19

Skills

Attribute

bonus

skill roll

Traits

value

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

Other

Hits
(Str+Hit)

Hit bracket
(Str+Hit)/4(n)



Walk
(Hit/3)(d)+2

Lifestyle
(employed)
Savings

Lifestyle
(unemployed)



July 4 2012CE

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