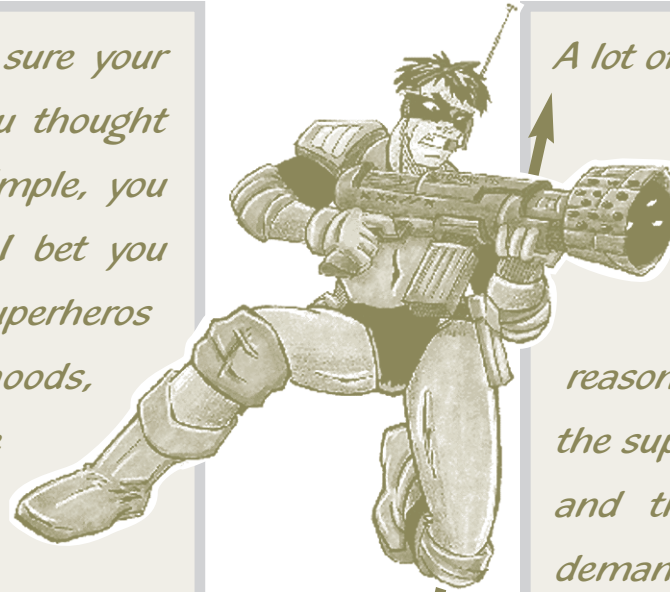Welcome to the city. I'm sure your stay will be eventful. If you thought that life here would be simple, you couldn't be more wrong. I bet you figured that with all the superheros protecting our neighborhoods, crime would be low. You're already a victim with that line of reasoning.

Back in the day, when criminals mugged you at the ATMs and ripped off banks, we had only the police to protect us. Back then you knew who the good guys were and they always carried badges. Now... forget about it. We've got some colorful costumes flying around and they couldn't care less about licenses. In some cases, they don't even care about legalities. They're thugs and vigilantes, but, they could save your life.

A lot of people miss the old days and want to return to them. These are the same people that curse the mutants and heroes for not leaving law enforcement in the hands of the police and feds. There's also another reason they hate them—supply and demand. With the supply of superheros busting crime rings, gangs, and the like, a new breed of evil came into demand—one that could compete with the heroes and offer average criminals the chance to make a dishonest living once again. Yes, you guessed it—supervillains for hire. They keep the heroes occupied, while the old-time crooks plunder, and then they split the takings.

This is what superheros did to our fine city. Now, the police can't even protect you against some of the bad guys. They just don't have the power.

Welcome to the new reality. Welcome to the...

PRICE OF POWER

TABLE OF CONTENTS

AUTHOR'S NOTES

I failed to meet the 24-page minimum in order to call this a success, but still, I'm happy with the results. I could have easily reached the 24-page mark, but I didn't want to make the fonts larger or spread the text out too much. By the way, this is the only portion to be added outside the 24-hour period—I don't really consider this part of the game, but if you're one of those people who does, simply rip off this half of the page and dispose of it in your nearest trash receptacle. I even supplied a dotted line for you.

When I started this, I had no idea what sort of game I'd make. I thought about all the television programs, movies, and ideas I had floating around in my head. Then it came to me…a superhero game. Yes. I liked that idea, but could I do it in twenty-four hours?

Needless to say, I did. It wasn't easy though. I had to think up a system. Luckily, there were a few concepts I had been playing around with some time ago. They came in handy, but they're not actually present in this game. Instead, they inspired other ideas, and I soon had the basics of a system. This really hasn't been tested all that much, so I hope it works well enough to make the game enjoyable. I have some faith in it, but, come on, how flawless could it be in twenty-four hours worth of design. Don't forget, I also had to do the the layout, dig up some clip art, and look for typos.

I also wanted to add some flavor text, a sample adventure, and ready-made villains, but ran out of time. Staying true to the spirit of the 24-hour competition, I didn't want to add anything onto this game which wasn't completed in time. There was also an additional aspect of powers which didn't make it. Oh well. It was fun and worth the try.

Enjoy!

Brett M. Bernstein

GETTING STARTED

Price of Power is a roleplaying game. In fact, it was created in only twenty-four hours as part of a challenge undertaken by others, as well, in order to see what exactly was possible in a limited amount of time and with no pre-conceived notions of design. You really need to have experience with roleplaying to proceed, but if you're an evil genius, come to take over the world, you'll probably do just fine.

This game requires some six-sided dice and two or more players. It is meant to be simple, yet functional. Since twenty-four hours is very little time, the latter remains to be proven. Please abuse and beat the hell out of the rules, and let me know how they work for you. Send all feedback to brett@pigames.net.

First things first. One player must direct the course of the game. He is, therefore, called the director. This is who sets the stage and tells the story

If you are not the director, you are a superhero. At least you portray one while playing this game. If you are the director, you don't get to make up your own superhero. Instead, you can create all the innocents and villains in the game. Basically, you get to take a power trip and screw with the superheros. Make sure you're fair, though, because the players may be stronger than you in real life.

As a superhero, you are better than the average person. Better at what? Well, that all depends on how you spend the hero points allocated to you. But, before we get to that, let's talk about what makes up a superhero first…

TRAITS

Each superhero (or any other character is this game, for that matter) possesses four traits—muscle, prowess, senses, and knowledge. These traits are basically numerical representations of his skill and ability in certain fields.

MUSCLE represents all things relating strength and brute force. If you're trying to break down a door or hold on to a ladder for dear life, you'll want a high muscle rating.

PROWESS is everything related to coordination, movement, and reflexes. You'll want a high prowess if seeking a hero who can outrun a bullet or shoot a coin held between a person's fingers.

SENSES measures hearing, vision, taste, smell, and touch. Tracking someone by scent or hearing a conversion across the street are things you can do with a high senses rating.

KNOWLEDGE is a hero's general education and common sense. Make sure you have a high rating in this trait if you want your character to be able to compete on a game show or understand more advanced studies, such as the sciences or corporate law.

That's all the traits. Each one is rated on a scale from zero (0) to five (5). Be warned: if your hero has a trait rating of zero, he's essential disable. Only go this route if you're sure you can handle the necessary roleplaying challenge (good luck).

SCALE ▶ TRAITS	
0	DISABLED
1	WEAK
2	AVERAGE INNOCENT
3	STRONG
4	VERY STRONG
5	LIMIT FOR INNOCENTS
6 +	SUPERHEROIC

APTITUDES

Now that we know what traits are, we can move on to special training which compliments them. This special training is called aptitudes. A selection of sample aptitudes are listed below, but feel free to add your own.

ATHLETICS includes acrobatics, swimming, sports, and all things gymnastic.

COMPUTERS is the art of programming and hacking computers.

DIPLOMACY is the art of negotiation, arbitration, and politics.

GADGETS is the art of designing new inventions and building mechanical, electrical, and electronic devices.

INVESTIGATION includes doing research and interviewing people.

MAGIC is the art of sleight of hand tricks, distraction, and trickery.

MARTIAL ARTS includes advanced fighting techniques.

SCIENCE includes chemistry, physics, and biology.

I can't stress enough that the aptitudes above are not set in stone. If you want your hero to have one not listed, just take it, but make sure the director gives his approval.

SLANTS

This is where things really take off. Slants are the elements which really separate superheros from innocents. They represent sparks of potential which fuel a hero's powers.

HEROISM: All heroes have a spark of bravery and integrity. This slant is the epitome of that spark.

VILLAINY: All heroes also possess a spark of cowardice and corruption no matter how upstanding they are. This slant represents that spark.

STYLE: Not all heroes are cool, but those who are, tend to get more things done. While this is probably just due to the public's perception of the hero's actions, it epitomizes the effectiveness of style.

PERMANENT SLANTS: Some powers will provide heroes with permanent slants. These function in the same manner as regular slants, except they are replenished after the dispute or contest in which they were used.

Like aptitudes, slants are rated on a scale from one (1) to three (3), although this can change during play. They also influence traits differently, but we'll get into that later.

Ticks are related to slants, but we'll cover their use later in this book (see page 14).

POWERS

We can't forget about all those strange powers that make mere innocents into superheros. These powers are quite varied, but follow a simple system of application, limitation, duration, effect, and cause. Rules for putting all these together to form a power can be found on page 16.

APPLICATION
Application represents any one of the following methods:

SELF: The effect only works on the superhero himself.

TOUCH: The effect only works on a target when the superhero touches it.

PROJECT: The effect may be projected to work on another target.

AREA: The effect may be present in a director-defined area encircling the target (the target may be created by using any of the other applications).

LIMITATION
There's always something that gets in the way of victory. Limitations decrease the effectiveness of the power. Limitations are optional for powers.

GADGET: The power may only be used with the proper equipment. Should this equipment break, or otherwise not be accessible to the hero, he cannot create the effect.

ACTIVATION: The power must be activated before it can be used to create an effect. While this is simple enough to do, it requires extra time and could allow a villain to strike the hero before unleashing the effect.

FLAW: The power is ineffective against a specific material, element, or force.

SIDE EFFECT: Every time the power is used, it unleashes an unwanted side effect (this is left up to the discretion of the director).

STRESSFUL: Every time the power is used, the hero receives 1 point of fatigue.

DURATION

Powers can create effects which remain active for different amounts of time.

MOMENTARY: The power creates an effect which lasts for one turn or less.

SUSTAINED: The duration of the power is determined by its rating.

PERMANENT: The duration of the power is always in effect or becomes ongoing once activated and is stopped when cancelled.

DURATION ▸ SUSTAINED

POWER IS BASED ON TRAIT
   TURNS: TRAIT X 2
POWER IS A SLANT
   TURNS: SLANT ROLL
OTHER
   DIRECTOR'S DISCRETION

EFFECT

An effect is what the power actually does. Some alter trait ratings, some act as slants (adding a die to the roll), and others have unique properties. Some effects also use multiple levels—each level increases is potency.

INJURE: This power inflicts one point of injury on a target for each level taken.

FATIGUE: This power inflicts one point of fatigue on a target for each level taken.

INCREASE TRAIT: This power increases a trait's rating by one point for each level taken.

TOUGHNESS: Each level of this power counts as one point of armor.

RESISTANCE: This power makes it impossible for a hero to contract any disease or illness.

IMMUNITY: This power makes the hero impervious to any one substance— he receives no damage from it. Some example would be fire, extreme cold, and bullets.

REGENERATION: This power removes one point of injury for each level taken.

GRACE: This power adds one permanent grace slant point for each level taken. Grace may be used for actions relating to balance, such as acrobatics and martial arts.

PRECISION: This power adds one permanent precision slant point for each level taken. Precision may be used for actions relating to hand-eye coordination, such as aim, using tools, and drawing.

SPEED: This power adds one permanent speed slant point for each level taken. Speed may be used for actions relating to reflexes and movement, such as initiative, climbing, running, and flying.

CLIMBING: This power allows a hero to climb and cling to sheer walls. All climbing actions rely on the prowess trait.

FLIGHT: This power allows a hero to fly. All flying actions rely on the prowess trait.

LEVITATION: This power allows a hero to float in mid-air, but he cannot direct his movement or control its speed. All levitation actions rely on the prowess trait.

GLIDING: This power allows a hero to glide long distances in mid-air, but he cannot change direction without affecting his inertia (rocket thrust, wind, etc.). All gliding actions rely on the prowess trait.

JUMPING: This power allows a hero to jump long distances, but he cannot change direction until landing. All jumping actions rely on the muscle trait.

INCREASE HEARING: This power adds one permanent hearing slant point for each level taken. Increase hearing may be used for actions relating to hearing.

INCREASE VISION: This power adds one permanent vision slant point for each level taken. Increase vision may be used for actions relating to vision.

INCREASE SMELL: This power adds one permanent smell slant point for each level taken. Increase smell may be used for actions relating to smell.

INCREASE TASTE: This power adds one permanent taste slant point for each level taken. Increase taste may be used for actions relating to taste.

INCREASE TOUCH: This power adds one permanent touch slant point for each level taken. Increase touch may be used for actions relating to touch.

ECHO LOCATION: This power allows a hero to discern objects around him by way of sound waves. All echo location actions rely on the senses trait.

NIGHT VISION: This power allows a hero to see in the dark. All night visions actions rely on the senses trait.

TELEPATHY: This power allows a hero to communicate with other people without speaking or gesturing. All telepathy actions rely on the senses trait.

ANIMAL TELEPATHY: This power allows a hero to communicate with animals. All animal telepathy actions rely on the senses trait.

EMPATHY: This power allows a hero to detect the emotional states of other people. All empathy actions rely on the senses trait.

DANGER SENSE: This power adds one permanent danger sense slant point for each level taken. Danger sense may only be used for initiative.

LIFE SENSE: This power allows a hero to detect life forms and identify their species. All life sense actions rely on the senses trait.

MOTION SENSE: This power allows a hero to detect motion. All motion sense actions rely on the senses trait.

ENERGY SENSE: This power allows a hero to detect energy patterns and identify their sources. All energy sense actions rely on the senses trait.

RECALL: This power adds one permanent recall slant point for each level taken. Recall may be used for actions relating to trivia and general knowledge.

AIR: This power allows a character to control air, wind, and gases. All air actions rely on the prowess trait.

WATER: This power allows a character to control water and liquids. All water actions rely on the prowess trait.

FIRE: This power allows a character to control fire and ignite flammable substances. All fire actions rely on the prowess trait.

EARTH: This power allows a character to control rock, sand, and dirt. All earth actions rely on the prowess trait.

ICE: This power allows a character to control ice, frost, and snow. All ice actions rely on the prowess trait.

GRAVITY: This power allows a character to control gravity and acceleration. All gravity actions rely on the muscle trait.

ELECTRICITY: This power allows a character to control electricity and lightning. All electricity actions rely on the muscle trait.

MAGNETISM: This power allows a character to control magnets and magnetism. All magnetism actions rely on the muscle trait.

ILLUSION: This power allows a character to create illusions with tricks of the light. All illusion actions rely on the senses trait.

LIGHT: This power allows a character to increase and decrease lighting, or alter frequencies, thereby. All light actions rely on the senses trait.

GILLS: This power allows a hero to breathe underwater.

SELF-SUFFICIENT: This power allows a hero to survive without breathing or eating.

INTERFACE: This power allows a hero to interact directly with computer systems.

MENTAL INVASION: This power allows a hero to invade the thoughts of other people. All mental invasion actions rely on the knowledge trait.

HYPNOTISM: This power allows a hero to put a person into a hypnotic state. Once this is done, the person will obey the hero's commands. All hypnotism actions rely on the knowledge trait.

LIMBS: This power adds one extra limb to the hero for each level taken.

APPEARANCE: This power allows a hero to alter his appearance at will. This can be done by stretching limbs, changing facial features, or even taking the form of an animal of similar size.

CAUSE

The hero's power must have come from somewhere. The cause is how it came to be.

GENETICS: The hero was born with the power. While it may skip a generation, it is definitely part of his bloodline.

EXPERIMENT: The hero either took part in a medical or science experiment or was conducting it himself. Needless to say, something went wrong and now he has the power.

UNNATURAL SOURCE: No one knows where the power came from. It just is.

ALIEN: The hero is not from around here. He could be from an alien world or even from an unknown region of Earth, like below the surface, for example.

DOING THINGS

You should have a swirl of numbers and powers in your head by now. It probably doesn't make much sense to you yet, but that's alright. We'll get you up to speed in this section, so you can bust some caps on the bad guys.

First things first. Whenever a superhero wants to do something, it's called an action. Anything can be an action—shooting a gun, picking a lock, or throwing a car. There are two types of actions though. These are scene-based actions and turn-based actions.

Scene-based actions are used when time and initiative is not important. Doing research while riding in a car or carving a doll from wood, for example, would be scene-based. It doesn't matter when they are performed in relation to other heroes or villains, and they don't directly affect anyone else either. Since scene-based actions can be performed anytime, we don't need to worry about when the superhero gets to act.

Turn-based actions rely on detail. Each turn is dependent on the order in which people act and each action must either be completed in the turn or as part of a sustained action, which continues for several turns. This type of action can affect other people and there is most likely a direct relation to all parties involved, whether by proximity or interaction.

Before we get into specifics, let's discuss how we determine if an action is successful or not. When a player attempts an action, he must declare his intent. At this point, the other players and the director can dispute his action if any of them feel it is not within his ability. A hero with average muscle, for example, is not likely to lift a car above his head—something like this would be disputed.

If the action was disputed, the player must roll one die and add the relevant trait to the result. If the hero also has an aptitude which is appropriate to the action, add another three points to the result. What is a relevant trait or aptitude? If the action is something covered by a specific trait (lifting cars would rely on muscle, for example), then it's relevant. Only one trait and aptitude can be used in an action, although the use of an aptitude is optional. If the final result is equal to or greater than the difficulty value assigned by the director, the action is successful. Difficulty values are covered below.

Slants can also affect an action, but instead of adding their value directly to the result, another die is rolled per slant point expended. The results of these additional dice are then also added. Once a point is expended for this purpose, it is lost until additional points are gained. Slants may only be used in specific circumstances (see Using Slants on page 14).

CONTESTS

Contests are actions when two or more parties are in direct competition. This includes arm wrestling contests, sword duels, and public debates, for example. One type of contest is the instant contest. This competition is resolved in a single turn and usually ends either because one side relents or the other wins due to overwhelming power. This contest is simple to resolve. All players involved proceed as if the action is disputed—they roll one die, plus additional dice if using slants, and add their relevant trait rating (and another three points if an aptitude applies) to the result. The player with the highest result wins the contest. Ties automatically become sustained contests as explained below.

Another form of contest is the sustained contest. Sometimes people just won't give up. After an instant contest is completed, any player may choose to extend the action into the next turn (a tie will automatically do this). At this point, other players may choose to either relent or maintain their position. Players who relent loose the contest, while those who do not, must continue the action during the following turn. They may not perform any other action in the new turn, but they may expend slant points in order to add additional dice to the existing result. This may be performed for as many turns as necessary.

It is also possible for players to work together during a contested action by expending slants to add extra dice to the competing player of choice. Players who assist other players may not perform another action during the turn in which a slant is used.

AUTOMATIC ACTIONS

The last type of action is an automatic one. This occurs if an action is not contested and not disputed. It is automatically successful.

DIFFICULTIES

How do we know what difficulty value to assign to an action? Good question. You can use the benchmarks below to interpolate values. Please note that difficulties are only necessary when an action is not a contest.

SCALE ▸ MUSCLE DIFFICULTY

7	BUSTING DOWN A DOOR
11	LIFTING A CAR
15	BUSTING DOWN A STEEL DOOR
17	LIFTING A TRUCK

SCALE ▸ SENSES DIFFICULTY

1	NOTICE A BIG HOLE IN WALL
3	IDENTIFY FOOD BY TASTE
4	IDENTIFY FOOD BY SMELL
7	READ BRAILLE-LIKE LETTERS
9	SEE A DIME ACROSS STREET

SCALE ▸ DIFFICULTY

2	EASY
5	ROUTINE APTITUDE
8	HARD
10	HEROIC
15 +	SUPERHEROIC

SCALE ▸ PROWESS DIFFICULTY

3	GUN SHOT AT SHORT RANGE
6	BALANCE ON A LEDGE
8	GUN SHOT AT LONG RANGE
9	BALANCE ON A TIGHT ROPE
16	DODGE A BULLET

SCALE ▸ KNOWLEDGE DIFFICULTY

4	ALGEBRA
6	RECOGNIZE AN ANTIQUE
8	GAME SHOW TRIVIA
10	KNOW OBSCURE FORMULA

PENALTY DICE

While difficulties are used by the director to describe the difficulty of an action, penalty dice may also be applied due to a hero's lack of ability. For example, if a hero has been restrained by net and cannot completely move, he receives a penalty die, which essentially restricts his movement. Penalty dice are subtracted from the total instead being added to it like slants. The use of penalty dice are at the director's discretion, but a good rule of thumb is that if something restricts the relevant trait in an action, throw in a penalty die.

OUTCOME

The nature of an action determines how the outcome is produced.

An Automatic action allows a player to describe what his hero does. The player has the freedom to narrate however he would like, provided he sticks to only the actions of his own hero. and that of any innocents in the area which have not yet acted. The director describes all actions by the villains.

Disputed and Contested actions may only be narrated by the director, but he may not stray from the intent originally described by the players for successful actions. He has the freedom to change any part of the original intent for failures, however.

A triumph occurs when a hero's result is twice as much as his opponent. Triumphs allow a player to describe not only his hero's actions, but also those of innocents which have yet to act, and his opponent (the one who lost the contest). If the action was assisted, the player may also pass the narration of innocents or opponents to any player which assisted him, but he must still narrate his own hero's actions.

When players narrate the actions of innocents or opponents, they may not describe any action which inflicts harm or puts anyone else in danger apart from the heroes.

The director always has the option to penalize players for abusing their control over innocents or villains by adding villainy ticks (see Using Slants on page 14).

COMBAT

We've covered actions, so now we can move on to something more detailed like combat, which is turn-based.

Initiative is the first step in combat and determines the order in which heroes and villains act. Each player rolls one die and adds his prowess and senses ratings to it. He may also expend slants to add additional dice. Each player announces his intention in the order from highest result to lowest. Now, just proceed with the actions. Successful attacks will inflict damage, which is applied after all narration in a turn is completed.

Each hero or villain can sustain an amount of fatigue and injury equal to his muscle rating (some powers may also affect this number). This is called the breaking point. Reaching the breaking point for injury means the hero or villain is incapacitated and requires medical treatment. Reaching the breaking point for fatigue means he falls unconscious and does not regain consciousness for a number of turns equal to the roll of two dice. Once he regains consciousness, fatigue is reduced by two points. When a hero or villain has sustained half his maximum limit of injury (but not fatigue), he receives a penalty die.

The amount of damage inflicted by an attack is determined by the weapon. Every two points of the trait used by a power inflicts one point of injury for power attacks. Every two points of muscle inflicts one point of fatigue for brawling attacks. Every two points of muscle increases the amount of damage for melee attacks. When armor is worn, it negates an amount of damage equal to the armor rating.

DAMAGE ▸ WEAPONS	
CLUBS	1 FATIGUE
SMOKE	2 FATIGUE
ELECTRICITY	3 FATIGUE
POISON	1 INJURY
KNIVES	2 INJURY
SWORDS	3 INJURY
SMALL GUNS	3 INJURY
FIRE	3 INJURY
LARGE GUNS	4 INJURY
ENERGY RAYS	5 INJURY
GIANT GUNS	6 INJURY

USING SLANTS

While all heroes begin play with a certain number of slants, these values will change throughout the game (unless they are permanent slants)—points will be expended to help disputes and contests, and points will be gained by performing certain actions. You already know how to expend slant points, so let us discuss how to gain them. Before we do, know this—a slant cannot be raised above three (3)

PERMANENT SLANTS: Permanent slants are derived from powers and do not change in value—they are not lost and cannot be increased.

HEROISM: Whenever a hero performs a heroic action in a contest or dispute without using slants, he gains one point of heroism. This shows how dedicated he is to helping people even if it means walking into dangerous situations.

What is heroism?
- self-sacrifice
- rescuing or protecting the innocent
- preventing crime and violence
- verbal arbitration between warring parties

VILLAINY: Whenever a hero performs a villainous action in a contest or dispute without using the villainy slant, he gains one point of villainy. This is a display of his lack of virtue.

What is villainy?
- harming or threatening the innocent
- placing the innocent in harm's way
- refusing to help the innocent
- intent to kill
- illegal, immoral, or unethical activity
- inflaming the situation between warring parties
- rejecting authority
- acts of cowardice

STYLE: Whenever a hero does something really cool in a contest or dispute, he gains one point of style. This is an indication of how the public will idolize him.

What is style?
- acrobatic stunts
- amusing banter while saving the day
- emerging from the rubble after everyone already thinks he's dead
- making donations to the needy when given awards
- making public appearances for good causes
- fulfilling the wishes of the needy
- flirting with innocents while saving the day

TICKS

Ticks are representations of a slant's effect on the public. Each time a non-permanent slant is used successfully, a tick must be placed beside it (see hero sheet on page 20). However, it is not exactly that straight-forward. Heroism and villainy ticks negate each other—if a hero receives a heroism tick, for example, but already has two villainy ticks, instead of marking down for heroism, he simply removes one villainy. In other words, villainy and heroism ticks cannot exist side by side. Style is not affected by this, but once a hero loses a contest with a villain, he loses one style tick (if he has any).

Ticks are theoretically limitless, but they can also be used to gain new powers and aptitudes (see improving heroes on page 18).

When it comes to heroism and villainy, the slant with the most ticks is the perception innocents have of the hero or villain. The more style ticks a hero has, the more of a crowd he will draw in public. This can be a good thing and a bad thing, because it's always nice to see support for your actions, but a lot of innoncents means a lot of opportunities by villains to exploit the situation. Having to save hostages or stop a truck from hitting obervers is the last thing you'd want.

CREATING HEROES

Let's make a hero. The first step is his real name. Does he have a boring, everyday name, or he well known in the public eye. Maybe he's a newspaper reporter or sells subway tokens. He could be on the city council or even an assistant district attorney. You decide, but remember, if he's got a job, he'd better make sure he shows up for it in time. If not, he's going to get canned.

TRAITS

Next, we'll assign trait values. You have 12 points with which to distribute among the four traits. Don't be a fool and go below one, and bear in mind that you can't go above five.

APTITUDES

Now that we know what he's good at, we can choose an aptitude. If you don't see one listed that you like, work with the director to come up with a new one just for your hero.

SLANTS

You can distribute three points between the slants. It doesn't matter where at this point.

POWERS

This is the tricky bit. You must assemble powers for your hero by spending 200 points on application, limitation, duration, and effect (the director may choose to increase this number). You must also choose a cause for each power, although this does not require any points.

WEAKNESSES

You can choose up to three weaknesses. These will give you extra points for powers, so you can go back a step and beef up your powers.

FINISHING TOUCHES

Does the hero wear a costume, uniform, or other official dress? What does he call himself? Do people know his real name and identity, and if so, who? Does he have a sidekick (this should be another player)? Is he part of the superhero union? Does he have any history with some of the villains in the city? Think about all the superheros you've seen in the comics and try to come up with an interesting back story.

CREATING POWERS

The lists below provide point costs for all the elements, so that they may be custom assembled for each hero.

APPLICATIONS

Only one application may be used with a power, except for area, which may be combined with another.

COST ▸ APPLICATIONS	
0	SELF
5	TOUCH
10	PROJECT
15	AREA

LIMITATIONS

Each power may have any number of limitations.

COST ▸ LIMITATIONS	
-5	GADGET
-5	ACTIVATION
-5	FLAW
-10	SIDE EFFECT
-15	STRESSFUL

DURATIONS

Only one duration may be used with a power. Each level costs the amount shown.

COST ▸ DURATIONS	
0	MOMENTARY
10	SUSTAINED
25	PERMANENT

EFFECTS

Only one effect may be used with a power.

*   represents that the cost is for each level chosen.

**   represents that the cost is for each level chosen. Each level adds a slant point. The maxium number of levels is thre

5	ANIMAL EMPATHY
5	EMPATHY
5	DANGER SENSE
5	LIFE SENSE
5	MOTION SENSE
5	ENERGY SENSE
10	RECALL**
15	AIR
15	WATER
15	ICE
15	FIRE
15	EARTH
15	GRAVITY
15	ELECTRICITY
15	MAGNETISM
10	ILLUSION
10	LIGHT
5	GILLS
10	SELF-SUFFICIENT
10	INTERFACE
15	MENTAL INVASION
5	HYPNOTISM
15	LIMBS
15	APPEARANCE

COST ▸ EFFECTS

10	INJURE*
5	FATIGUE*
5	INCREASE TRAIT*
5	TOUGHNESS*
5	RESISTANT
15	IMMUNITY
10	REGENERATION
5	GRACE**
5	PRECISION**
5	SPEED**
5	CLIMBING
10	FLIGHT
5	LEVITATION
5	GLIDING
5	JUMPING
5	INCREASE HEARING**
5	INCREASE VISION**
5	INCREASE SMELL**
5	INCREASE TASTE**
5	INCREASE TOUCH**
5	ECHO LOCATION
5	NIGHT VISION
10	TELEPATHY

WEAKNESSES

Some heroes are flawed. They have weaknesses which keep them from being all powerful. While these weaknesses may prevent them from always winning the day, they do add flavor, not to mention, give you more points for powers. Weaknesses may not overlap with a power's limitations—they must be totally different.

LOSS: The hero loses the use of one power when he is exposed to a specific element (fire, lead, rice, etc.).

VULNERABILITY: The hero is susceptible to a specific element (fire, lead, rice, etc.) and receives double the amount of damage against attacks using it. Powers, such as toughness also cannot be used to protect him against the element.

WEAKENED: All actions receive a penalty die when the hero is exposed to a specific element (fire, lead, rice, etc.).

LETHALITY: The hero cannot be in the presence of a specific element (fire, lead, rice, etc.) and receives one point of injury per turn when exposed to it. Powers, such as toughness also cannot be used to protect him against the element.

COST ▸ WEAKNESSESS

-5	LOSS
-5	VULNERABILITY
-10	WEAKENED
-15	LEATHALITY

IMPROVING HEROES

Heroes may be improved by spending ticks. You may acquire a new power or increase an existing power's level by expending all of the same type of ticks (heroism, villainy, or style). The costs are the same as those used during hero creation. New aptitudes may also be acquired at the expense of five ticks.

When a player spends ticks to improve his hero, he gains one slant point of the relevant type. For example, if a player spends his villainy points to gain a new power, he gains one villainy slant point. But remember:

- the slant cannot be raised higher than three
- heroism and villainy slants cancel each other out

CREATING VILLAINS

Villains may only be created by the director, but they follow the same rules as presented for heroes.

CREATING INNOCENTS

Innocents are also be created by the director. The process is much simpler than it is for creating heroes, since no powers are involved. Skip the powers and weaknesses steps when creating an innocent. The slant step is optional.
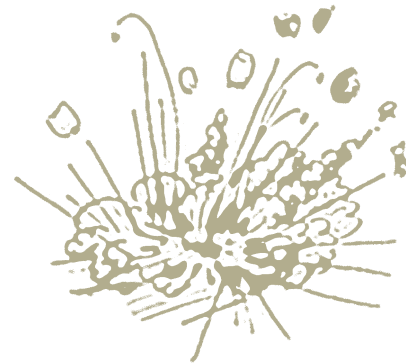
SAMPLE HEROES

SUPERBMAN

Jonathon Crush was found by his adoptive parents when he was an infant and does not know how his powers came about. He fights crime—that is his profession.

MUSCLE: 4 [9]
PROWESS: 3
SENSES: 3
KNOWLEDGE: 2

HEROISM: 2
VILLAINY: 0
STYLE: 1

APTITUDE:
Athletics

POWERS:
Flight (self, permanent)
Increase Muscle (x5; self, permanent)
Regeneration (self, flaw: acid, momentary)
Increase Hearing (x1; self, permanent)
Night Vision (self, stressful, sustained)

WEAKNESSES:
none

ELECTROBRITE

Taylor Fulbrite was on a field trip with his students, conducting weather experiments. His powers manifested shortly after being struck by lightning on that day. Now he helps protect the city when not in the classroom.

MUSCLE: 3
PROWESS: 4 (1 slant for grace)
SENSES: 1 (3 slants for vision and hearing)
KNOWLEDGE: 4

HEROISM: 1
VILLAINY: 0
STYLE: 2

APTITUDE:
Teacher

POWERS:
Increase Vision (x3; self, flaw: not in rain; permanent)
Increase Hearing (x3; self, flaw: not in rain; permanent)
Gliding (self, gadget: fiberglass wings, sustained)
Grace (x1; self, permanent)

WEAKNESSES:
weakened (electrical storms)

PRICE OF POWER

NAME AND DESCRIPTION

APTITUDES

TRAITS

MUSCLE:

PROWESS:

SENSES:

KNOWLEDGE:

SLANTS   TICKS

HEROISM: ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

VILLAINY: ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

STYLE: ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

WEAKNESSES

POWERS

APPLICATION	LIMITATION	DURATION	EFFECT	CAUSE

HEALTH (MAX = MUSCLE)

FATIGUE: ☐☐☐☐☐☐☐☐☐☐

INJURY: ☐☐☐☐☐☐☐☐☐☐