

SPECTACULARS



SETTING BOOK

*A TABLETOP ROLEPLAYING GAME
OF COMIC BOOK HEROES*

THE BASICS

Before playing your first issue, fill out the information on these two pages to lay out the basic nature of your setting. You should answer as many questions as you can, but if you cannot come up with a suitable answer, it's okay to wait until later and fill it in when it matters. See p. 60 for more about using this book.

All **Spectaculars** settings begin with a city that serves as the heart of the setting. Each of the series pads begins in this city, and the majority of the action takes place there. Though your heroic adventures may take you to distant nations, alternate dimensions, and far-flung worlds, the setting revolves around this city and the heroes and villains within it.

IN WHAT DECADE DOES THE STORY BEGIN?

- | | | |
|--------------------------------|--------------------------------|--------------------------------|
| <input type="checkbox"/> 1950s | <input type="checkbox"/> 1980s | <input type="checkbox"/> 2010s |
| <input type="checkbox"/> 1960s | <input type="checkbox"/> 1990s | <input type="checkbox"/> 2020s |
| <input type="checkbox"/> 1970s | <input type="checkbox"/> 2000s | <input type="checkbox"/> 2100s |

IN WHAT CITY DOES THE STORY PRIMARILY TAKE PLACE?

- Real.** The stories take place in a real-world city that has been changed by the presence of superhumans. (Decide which city and write it at the top of the page. Then record any major differences between the real city and the city in this setting in the Truths box.)
- Fictional.** The stories take place in a purely fictional city. (Name your city and describe where it is located in the Truths box.)

WHAT MAKES THIS CITY DIFFERENT FROM EVERY OTHER CITY?

- Advanced Technology.** The city's infrastructure, economy, and citizenry has flourished under technology beyond contemporary expectations. Fill out **SE02: The Super Science Lab** as the source of the city's technology.
- Dimensional Rift.** The city is built on a nexus between mystical realms, resulting in a strong presence of magic and mysticism. Fill out **SE06: The Nether Realm** as the dimension to which the rift is connected.
- Organized Crime.** The city is home to a vast network of organized crime syndicates, who have exceptional influence over the city's citizenry, economy, and authorities. Fill out **SE14: The Crime Syndicate** as the most prominent syndicate.
- Pariah Ghetto.** One of the city's districts or boroughs is home to a large population of people who have superpowers and are feared for it. Fill out **SE19: The Pariahs** as the population of that district.
- Scarred by Disaster.** The city suffered some catastrophe within the last 10 years, and the scars from that event are prominent throughout the city. Fill out **SE27: The Catastrophe** as that disaster.
- Other (fill in your answer in the Truths box).

CITY NAME:

CITY NICKNAME:

DISTRICTS, BOROUGHES, AND NEIGHBORHOODS

In the spaces below, fill in the names of some regions in the city.

Bad Neighborhood: _____

Commercial Center: _____

Financial District: _____

Old Part of Town: _____

Quiet Suburb: _____

Trendy Neighborhood: _____

Other: _____

Other: _____

Other: _____

LANDMARKS

In the spaces below, fill in the names of some landmarks in the city.

Government Building: _____

Historic Building: _____

Iconic Skyline Feature: _____

Sports Arena: _____

Tallest Building in the City: _____

Tourist Attraction: _____

Other: _____

Other: _____

Other: _____

PICK TWO/THREE WORDS THAT BEST DESCRIBE HOW THE CITY FEELS

- | | | |
|--|--------------------------------------|------------------------------------|
| <input type="checkbox"/> Anachronistic | <input type="checkbox"/> Dreary | <input type="checkbox"/> Run-down |
| <input type="checkbox"/> Bustling | <input type="checkbox"/> Dystopian | <input type="checkbox"/> Sprawling |
| <input type="checkbox"/> Cutting edge | <input type="checkbox"/> Idyllic | <input type="checkbox"/> Towering |
| <input type="checkbox"/> Dangerous | <input type="checkbox"/> Oppressive | <input type="checkbox"/> Verdant |
| <input type="checkbox"/> Diverse | <input type="checkbox"/> Overcrowded | <input type="checkbox"/> Wealthy |

HOW COMMON ARE POWERED HEROES?

- They're Everywhere.** On a daily basis, the average citizen might see one or two costumed heroes going about their business in the city.
- You Cross Paths from Time to Time.** Though not an everyday occurrence, a hero sighting isn't that unusual for most people.
- I Saw One, Once.** Most folks know that costumed heroes exist in the city, but few have any contact with them.
- Other (fill in your answer in the Truths box).

HOW OFTEN DO SUPERPOWERED VILLAINS MENACE THE CITY?

- Villains of the Week.** Every other day, you hear about a powered menace engaging in criminal activity, and the average person may have even been a bystander in such an event.
- They Show Up Every Few Months.** On a day-to-day basis most people have nothing to fear from powered villains.
- A Rare Appearance.** Superpowered villains are a threat that seems distant to most people, and getting caught up in one of their schemes or attacks is something that happens to other people, in other cities.
- Other (fill in your answer in the Truths box).

HOW DOES THE GENERAL PUBLIC FEEL ABOUT POWERED HEROES?

- They're Great!** Costumed heroes are role models to be admired. They protect the city, doing what the authorities can't. (All teams adjust their starting Public Reputation track by +2.)
- Respected, but Warily.** Powered heroes do good things, but they are also dangerous. What gives them the right to work outside the law?
- These So-Called Heroes are a Menace.** All powered individuals are dangerous, and the "heroes" cause as much damage as they supposedly prevent. (All teams adjust their starting Public Reputation track by -2.)
- Other (fill in your answer in the Truths box).

HOW DO THE AUTHORITIES FEEL ABOUT POWERED HEROES?

- They Render a Noble Service.** There's no way that the average first responder can handle powered villains, and the costumed heroes help keep the citizens of the city out of harm's way. (All teams adjust their starting Government Reputation track by +2.)
- They are Loose Cannons.** They may have done good deeds, but they operate outside the due process of law and aren't accountable to anyone.
- They are All Criminals.** Vigilantism is a crime. These powered individuals answer to no one, and the heroes are just as guilty as the villains. They should all be locked up, for the good of the city. (All teams adjust their starting Government Reputation track by -2.)
- Other (fill in your answer in the Truths box).

HOW DOES THE MEDIA PORTRAY POWERED HEROES?

- Celebrities.** Newspapers and the nightly news are filled with coverage of the heroes' exploits. Tabloids run stories filled with gossip about costumed hero relationships. (All teams adjust their starting Media Reputation track by +2.)
- Centers of Controversy.** Powered heroes are a hot-button topic. News channels air debates about vigilantism, with pundits on both sides.
- Fear-Mongering.** Sensationalized news reports chase ratings by stoking the fears of the average citizen that they are likely to be the next casualty of a superpowered conflict. (All teams adjust their starting Media Reputation track by -2.)
- Other (fill in your answer in the Truths box).

HOW OFTEN DO SUPERHEROES DIE IN THE LINE OF DUTY?

- Rarely, if Ever.** Costumed heroes might hang up their capes from time to time, but almost none have been casualties of their mission.
- It Happens Every Now and Then.** Being a hero is a dangerous business, and there have been a few fatalities among the powered heroes.
- All the Time.** Supervillains show no mercy, and to be a hero is to be a soldier on the front lines of battle; death is a constant peril of the job.
- Other (fill in your answer in the Truths box).

TRUTHS

SEOI: THE POWERFUL ARTIFACT

Use this page to create the details of your setting's powerful artifact, an ancient and arcane device beyond all human understanding. This artifact will be sought after by many, both good and evil, for it contains within it great power and the key to unlocking the secrets of the cosmos. Examples from popular comics include the Cosmic Cube™ and the Ultimate Nullifier™ (Marvel), and Mother Box™ and the Helmet of Fate™ (DC).

NAME:

FIRST APPEARANCE:

WHAT ARE THE ARTIFACT'S PHYSICAL PROPERTIES?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|--|---|--|
| <input type="checkbox"/> A glowing... | <input type="checkbox"/> ...orb... | <input type="checkbox"/> ...that hums loudly |
| <input type="checkbox"/> A pulsing... | <input type="checkbox"/> ...cube... | <input type="checkbox"/> ...that sparks |
| <input type="checkbox"/> A shimmering... | <input type="checkbox"/> ...dodecahedron... | <input type="checkbox"/> ...with bright cracks |
| <input type="checkbox"/> A chrome... | <input type="checkbox"/> ...talisman... | <input type="checkbox"/> ...that hovers |
| <input type="checkbox"/> A stone... | <input type="checkbox"/> ...egg... | <input type="checkbox"/> ...that smolders |
| <input type="checkbox"/> A golden... | <input type="checkbox"/> ...shard... | <input type="checkbox"/> ...that shifts color |

WHAT MAKES THE ARTIFACT DANGEROUS TO BE AROUND OR HOLD?

- Emits Strong Radiation.** The artifact emits high levels of radiation. Anyone in close proximity to it risks radiation poisoning.
- Intense Heat.** The artifact gives off incredible heat at all times and can be physically manipulated only with protective gear.
- Disrupts Brainwaves.** The artifact disrupts the brainwaves of anyone near it, slowly rendering them catatonic after too much exposure.
- Causes Mutation.** The artifact alters the genetic structure of anyone exposed to it, unraveling or restructuring their genetic makeup.
- Rapidly Ages Organic Matter.** The artifact causes any living matter in its proximity to age rapidly unless it is kept in a protective environment.
- Other (fill in your answer in the Truths box).

WHAT MAKES THE ARTIFACT IMPOSSIBLE TO CONTROL AND CONTAIN?

- Requires a Rare Element.** The artifact requires a constant supply of a rare element, which it consumes rapidly.
- Capricious.** The artifact displays a seemingly random and completely unpredictable set of behaviors and properties. Traditional scientific methods yield no useful results.
- Perpetual Target.** Powerful beings and villains constantly seek to get their hands on the artifact, requiring around-the-clock defense and monitoring.
- Other (fill in your answer in the Truths box).

WHAT IS THE ARTIFACT'S MOST OBVIOUS POWER?

- Infinite Energy Source:** The artifact is a source of limitless energy, acting as a battery that can draw enough power to fuel the sun, and maybe even more. The limits of its energy generation are unknown.
- Warping Reality:** The artifact warps the very nature of reality, creating wormholes, altering the physical properties of matter, and conjuring or destroying objects when properly controlled.
- Genetic Alteration:** The artifact rewrites the genetic structure of creatures instantaneously, transforming living beings in the blink of an eye.
- Time Manipulation.** The artifact controls the flow of time and can slow down, speed up, or stop time, as well as propel a wielder forward into the future or back in time (or even to alternate timelines).
- Gravity Control.** The artifact allows for limitless control over the forces of gravity, including strengthening or weakening the pull of gravity on an object, even as far as creating black holes.
- Psychic Domination.** The artifact possesses great psychic power, granting a skilled wielder telepathic and telekinetic power; the artifact also exerts incredible psychic influence on those around it.
- Antimatter/Dark Matter Containment.** The artifact is a containment unit for antimatter, dark matter, or another theoretical type of matter.
- Other (fill in your answer in the Truths box).

TRUTHS

SEO2: THE SUPER SCIENCE LAB

Use this page to define your setting's primary source of super science research and development, a laboratory that specializes in the technology that many heroes rely on for their powers. Examples from popular comics include Stark Industries® (Marvel) and S.T.A.R. Labs™ (DC).

NAME:

FIRST APPEARANCE:

WHAT KIND OF ORGANIZATION OWNS AND OPERATES THE LAB?

- Benevolent Corporation:** This lab is a division of a private company (for-profit, or otherwise) working within the bounds of the law.
- Malicious Corporation:** This research lab is a part of a corporation that flouts both law and ethics.
- Government Office:** This lab is a part of a government office, either local or national, and functions under that government's oversight.
- Front for an Outside Force:** Despite a legitimate veneer, some powerful outside group (aliens, cultists, or other interest) backs the lab.
- Other (fill in your answer in the Truths box).

HOW MUCH DOES THE LAB BROADCAST ITS EXISTENCE?

- Branded Consumer Goods:** There's a good chance that the average citizen has one of this lab's products in their home or office.
- Government Contractor:** The lab works purely at the government's direction, for the government's benefit. Some people may have heard of it, but only in the context of other government dealings.
- Think Tank:** The lab does not frequently produce things that are usable and may be known only to government and media insiders.
- Secret Lab:** The existence of the lab and everything that takes place within it is a heavily guarded secret, even within the organization that operates it.
- Other (fill in your answer in the Truths box).

WHERE IS THE LABORATORY PHYSICALLY LOCATED?

- Skyscraper.** The lab occupies several floors of a towering structure right in the middle of the setting's most important city.
- Secure Facility.** The lab is hidden in a dedicated, secure compound in a remote area outside the setting's most important city.
- Another Country.** The lab's main facility is in a foreign nation, though its representatives and technology make their way to the city.
- Other (fill in your answer in the Truths box).

WHAT KINDS OF TECHNOLOGY MOST OFTEN COME OUT OF THE LAB?

- Weapons.** Guns. Rockets. Lasers. Power armor. Energy swords. Ice beams. Genetic destabilizers. Drones.
- Industrial.** Anti-gravity freight lifters. Cryogenic preservers. Ultrasteel alloys. Neochemical research. Genetically modified flora.
- Information.** Computers and networking. Machine learning software.
- Medical.** Bioengineering. Advanced prosthetics. Designer drugs.
- Theoretical.** Dimensional portal generators. Deep space transceivers. Interstellar vehicles. Subatomic transmuters. Genome resequencers.
- Other (fill in your answer in the Truths box).

HOW DOES THE LAB PRIMARILY INTERACT WITH PEOPLE WITH POWERS?

- Research Subjects.** Superhumans are studied in the lab.
- Employer/Sponsor.** The lab either provides direct support to powered individuals or passes along their findings in secret.
- Field Testing.** The lab uses powered individuals to test their discoveries.
- Cleaning Up Messes.** The lab is responsible for cleaning up after superpowered conflicts.
- Other (fill in your answer in the Truths box).

TRUTHS

SEO3: THE GOVERNMENT AGENCY

Use this page to create the details of your setting's government agency tasked with policing superpowered individuals. This agency may be friend or foe to most heroes, and it represents the strongest government presence in the daily lives of most super teams. Examples from popular comics include S.H.I.E.L.D.[®] (Marvel) and Checkmate[™] (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE ORGANIZATION'S CORE MISSION?

- Assist Heroes in Securing Villains.** The agency is tasked with curtailing threats to national security, and allies with powered heroes when supervillains are involved.
- Monitor all Superhuman Activity.** The agency's mandate is to observe, record, and analyze, but not interfere with, superpowered activity.
- Tamp Down on All Powered Individuals.** The agency focuses on suppressing all powered people, heroes and villains alike, to keep them out of the public eye.
- Enforce Registration of Superhumans.** The agency is tasked with creating and maintaining a registry of superpowered individuals.
- Other (fill in your answer in the Truths box).

HOW DO THE AGENTS DRESS FOR FIELD WORK?

- Black Suits and Shades.** The iconic image of the government spook.
- Fatigues and Body Armor.** Outfitted with military gear, they look prepared to enter a combat zone.
- Jumpsuits and Utility Belts.** Specialists who focus on utility and comfort over flashy style.
- Military Dress Uniforms.** They project an appearance of both authority and competence, without looking like they are going into battle.
- Other (fill in your answer in the Truths box).

UNDER WHAT AUTHORITY DOES THIS AGENCY OPERATE?

- National.** The agency is an arm of the national government.
- International.** The agency is authorized by an international body, such as the United Nations.
- Private Funding, Government Charter.** The agency is privately owned and maintained, but with government approval.
- Off the Books.** They operate outside of the law, in secret.
- Other (fill in your answer in the Truths box).

WHERE IS THE ORGANIZATION HEADQUARTERED?

- Massive Standalone Compound.** A skyscraper towering over the city. An air base miles away from anywhere. A bunker built into a mountain.
- Cutting-Edge Mobile Facility.** A flying aircraft carrier. A submarine the size of a small city. A caravan of ground vehicles that combine together.
- Inaccessibly Remote Base.** An orbital platform. An undersea base. A polar outpost deep in the Arctic.
- Discrete Urban Offices.** A nondescript office building that deters snooping thanks to its boring exterior.
- Decentralized Cells.** No central headquarters. Members operate out of safe houses and temporary bases of operations, acting as independent cells with little hierarchal oversight.
- Other (fill in your answer in the Truths box).

WHAT IS THE ORGANIZATION'S MOST NOTABLE ADVANTAGE?

- Far-Reaching Surveillance.** They have an extensive surveillance network that includes wiretaps and satellite imaging.
- Military Mobilization.** They can commandeer and command national military forces, both personnel and matériel.
- Hyper-Advanced Technology.** They repurpose and utilize captured super-science devices, turning them into standard-issue gear.
- Network of Deep Cover Agents.** Literally anyone could be an agency member.
- Other (fill in your answer in the Truths box).

TRUTHS

SEO4: THE BAD NEIGHBORHOOD

This page is where you will create the details of your city's bad neighborhood, where street-level heroes fight against crime, corruption, and gang violence. Examples from popular comics include Hell's Kitchen in New York (Marvel) and the East End District of Gotham City® (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE NEIGHBORHOOD'S HISTORY?

- Once Prosperous, Fallen from Grace.** In the old days, this part of the city was bustling and full people and wealth. As the city grew, people moved to other areas, leaving behind only the poor and the desperate.
- Immigrant Neighborhood.** The neighborhood began as a place where immigrants of a common background congregated, like New York's Little Italy or San Francisco's Chinatown.
- Industrial Collapse.** The neighborhood once had a bustling industrial presence, with workers from factories living in the neighborhood. When that industry collapsed, the neighborhood did too.
- Rotting from the Inside.** The neighborhood is old and venerable, and to those who don't live there it looks like a slightly run-down historic neighborhood. This is merely a facade hiding the neighborhood's slow decay due to corruption.
- Pariah Ghetto.** The neighborhood is home to a large portion of the city's pariah population (**SE19: The Pariahs**). The population is already downtrodden and outcast, and the neighborhood reflects that.
- Other (fill in your answer in the Truths box).

WHAT IS THE PRIMARY SOURCE OF CRIME IN THE NEIGHBORHOOD?

- Gang Violence.** Gangs of youths cruise the neighborhood's streets, fighting over turf and gunning for their enemies. The impoverished members are recruited at a young age into gangs as a part of a vicious cycle of poverty and prison.
- Organized Crime.** A large crime syndicate is the dominant force in the neighborhood, using it as a base of operations. This syndicate is highly organized, far wealthier than the residents, and its members consider themselves a cut above the average criminal.
- Superpowered Criminals.** Most of the crime in the neighborhood is the result of superpowered criminals running amok. The ineffectiveness of the police makes the neighborhood a target.
- Other (fill in your answer in the Truths box).

HOW DO THE CITY'S AUTHORITIES TREAT THE NEIGHBORHOOD?

- Avoidance.** There is minimal police presence in the neighborhood. The city government has effectively washed its hands of the neighborhood, leaving the citizens to fend for themselves.
- Corruption.** The police officers assigned to the neighborhood are just as corrupt as the criminals they supposedly police. They take bribes and shake down law-abiding citizens on a regular basis.
- Over-Policing.** The city government is in an arms race with the criminals of the neighborhood, resulting in over-policing that makes the authorities as much of a threat to law-abiding citizens as criminals.
- Present but Powerless.** The police have a presence in the neighborhood, but they are often powerless to affect real change due to bureaucratic orders from politicians on the take from criminals.
- Private Contractors.** The government has outsourced policing in the neighborhood to a private security company and invested them with the authority to make arrests. Not answerable to taxpayers, these contractors' methods are often shocking and brutal.
- Other (fill in your answer in the Truths box).

TRUTHS

SEO5: THE SUPER PRISON

This page is where you will create the details of your setting's prison for holding powered villains. Though not all, or even most, of the prisoners have superpowers, the prison is prepared to house the city's most dangerous convicts. Examples from popular comics include the Raft™ and Ryker's Island™ (Marvel), and Arkham Asylum™ and Blackgate Prison™ (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE FUNDAMENTAL NATURE OF THE PRISON?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|--|--|--|
| <input type="checkbox"/> A hi-tech... | <input type="checkbox"/> ...fortress... | <input type="checkbox"/> ...with robot guards. |
| <input type="checkbox"/> An underwater... | <input type="checkbox"/> ...complex... | <input type="checkbox"/> ...found on no map. |
| <input type="checkbox"/> An underground... | <input type="checkbox"/> ...city... | <input type="checkbox"/> ...run by villains. |
| <input type="checkbox"/> An island... | <input type="checkbox"/> ...asylum... | <input type="checkbox"/> ...full of lunatics. |
| <input type="checkbox"/> A gothic... | <input type="checkbox"/> ...research facility... | <input type="checkbox"/> ...on neutral land. |
| <input type="checkbox"/> A decrepit... | <input type="checkbox"/> ...labor camp... | <input type="checkbox"/> ...displaced in time. |

WHERE IS THE PRISON LOCATED?

- Inside the City.** The prison is located somewhere within the city, if isolated by natural landmarks.
- Near the City.** The prison is located on the outskirts of the city, within a few hours' drive or boat ride.
- In Another City.** The prison is located in another city entirely, possibly in another country or region.
- In a Remote Area.** The prison is in a remote, isolated area, far from any urban centers.
- Other (fill in your answer in the Truths box).

HOW DOES THE PRISON CONTROL ITS POPULACE?

- Unbreakable Cells.** The cells of the prison are made of impossibly tough materials and reinforced with many redundant systems.
- Control Collars.** Each prisoner wears a collar that allows the guards to stun the wearer and/or suppresses superpowers.
- Sedation.** The prisoners are kept heavily sedated at all times through a rigorous dosing regimen.
- Extreme Violence.** The warden gives the guards a long leash when it comes to the amount of violence they are allowed to use when quelling prisoner resistance.
- Stasis.** The prisoners are kept in some kind of stasis, such as cryogenic freezing or time dilation fields.
- Other (fill in your answer in the Truths box).

WHAT ARE THE PRISON'S OPEN SECRETS? (PICK TWO)

- The Warden is Corrupt.** The warden of the prison is known to be in the pocket of a criminal organization, or at least so susceptible to bribery that anyone can get what they want out of the prison if they put down enough cash.
- The Inmates Have Reach.** Security at the prison is porous, at least as far as communication goes. Crime bosses and other inmates have the ability to affect the outside world almost as much as if they were free.
- The Prison Makes Prisoners Worse.** People are not rehabilitated at this prison. Instead, minor criminals come out hardened, and dangerous criminals emerge from the prison more psychopathic than ever.
- The Prisoners are Test Subjects.** Some outside entity uses the prisoner population as test subjects for experimentation and under-the-table science and technology testing.
- Downtrodden Populace.** A significant portion of the population of the prison is there not because they have committed crimes worthy of the prison, but because they have unfairly been classified as a major threat to the safety of the city by politicians with an agenda.
- Haunted.** The prison is known to be haunted by spirits of prisoners who died while in custody there, and inmates regularly see them.
- Other (fill in your answer in the Truths box).

TRUTHS

SEO6: THE NETHER REALM

This page is where you will create the details of your world's nether realm, a dangerous plane of existence filled with magic, monsters, and impossible, reality-defying spectacles. Examples from popular comics include Limbo (Marvel) and Hell (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE FUNDAMENTAL NATURE OF THE NETHER REALM?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|--|---|--|
| <input type="checkbox"/> A desolate... | <input type="checkbox"/> ...hellscape... | <input type="checkbox"/> ...filled with ruins. |
| <input type="checkbox"/> A fiery... | <input type="checkbox"/> ...wasteland... | <input type="checkbox"/> ...of inhuman scale. |
| <input type="checkbox"/> A frozen... | <input type="checkbox"/> ...island... | <input type="checkbox"/> ...of torment. |
| <input type="checkbox"/> A jagged... | <input type="checkbox"/> ...mirror world... | <input type="checkbox"/> ...far underground. |
| <input type="checkbox"/> An apocalyptic... | <input type="checkbox"/> ...labyrinth... | <input type="checkbox"/> ...of eternal night. |
| <input type="checkbox"/> A surreal... | <input type="checkbox"/> ...jungle... | <input type="checkbox"/> ...full of ghosts. |

WHAT FEELS STRANGEST TO HUMANS WHO GO TO THIS REALM?

- Escher-esque Geography.** The realm is full of impossible objects, terrain, and architecture, bending concepts of time, space, and gravity to create dizzying places that would be impossible on Earth.
- Willpower Bends Reality.** While in the nether realm, strong-willed individuals can warp reality with their very thoughts, conjuring things or changing the rules of physics through intense concentration.
- Surreality.** The nether realm is filled with instances of surreal creatures, objects, and locations, all of which combine to make the plane feel like it is drawn from the dreams of a madman losing his grip on reality.
- Impermanence.** The nether realm is a place of constant change; objects and structures constantly shift their position and shape.
- Resistant to Change.** Changes rarely last long in the nether realm; reality constantly attempts to "correct" any changes made by an individual, reverting things back to the way they were before.
- Dimensional Crossroads.** This dimension is a crossroads for many planes of existence, playing host to creatures from different dimensions and realities.
- Other (fill in your answer in the Truths box).

OTHER THAN DEMONS, WHAT CREATURES INHABIT THIS REALM?

- Near-Humans.** The plane is a true alternate reality, and human-like beings (elves or dwarves, fey creatures, or others) live here.
- Monsters.** This plane is where many of humanity's mythical monsters are born, and it is filled with terrifying creatures.
- The Restless Dead.** The plane is the realm of the dead, and unquiet spirits, shambling corpses, and malicious undead haunt it.
- Dreaming Humans.** The plane is a construct of the human unconscious, and the astral bodies of normal humans come to this realm when dreaming deeply.
- Other (fill in your answer in the Truths box).

WHAT IS SPECIAL ABOUT MAGIC IN THE NETHER REALM?

- Far More Powerful.** Magic on this plane is far more potent than on Earth, with greater destructive potential and longer-lasting effects.
- Dangerously Unpredictable.** When one calls upon magic, the true nature of the effect is unpredictable, often in a harmful way.
- Corrupting.** The use of magic on this plane corrupts the users, transforming their bodies, minds, or souls in some poisonous way.
- Steep Price.** To use magic, one must make great sacrifices, such as their own sanity, health, valuables, or even other lives.
- Other (fill in your answer in the Truths box).

TRUTHS

SEO7: THE STAR EMPIRE

This page is where you will create the details of your setting's star empire, a sector- or even galaxy-spanning government that rules over dozens of worlds. Far more advanced than humanity, the star empire is composed of many alien species, working together to heed the tyrannical will of its leaders. Examples from popular comics include the Shi'ar™ (Marvel).

NAME:

FIRST APPEARANCE:

WHO RULES THE EMPIRE?

- Monarchy.** A king, queen, emperor, empress, or other supreme monarch sits on some distant throne.
- Military Dictator.** The empire trembles under the iron fist of a powerful military leader who achieved their position by conquest.
- Council of Rulers.** The highest governors of the empire are a council drawn from chosen bureaucrats, priests, or regional leaders.
- Cosmic Force.** The empire falls under the dominion of some unknowable and inscrutable cosmic force, which passes down its commands with oracular mystery.
- Space God.** At the heart of the empire is a being so powerful it can only be described as a god, handing down edicts to a priesthood that rules in its stead.
- Other (fill in your answer in the Truths box).

WHAT DOES THE LEADERSHIP OF THE EMPIRE SEEK?

- Total Conquest.** The empire will settle for nothing less than the conquest of every civilization in the universe. They believe that it is their right and responsibility to rule even those who do not wish it.
- Order at All Costs.** Chaos is the true enemy of the empire, and it seeks to impose order on its subjects with tyrannical might. Violations of the law all carry severe punishments.
- Enslavement of Lesser Beings.** The empire seeks to enslave all lesser life forms, which includes every life form outside of a select few species within the empire. Much of the empire is an enslaved populace.
- Religious Conversion.** The empire wants to forcibly spread its religion to the rest of the galaxy. It sees its conquests as part of a divine mission.
- Sustenance and Resources.** The empire expands purely out of greed, taking over unwilling star systems and plundering them for natural resources and food.
- Other (fill in your answer in the Truths box).

WHAT IS THE EMPIRE'S GREATEST STRENGTH?

- Space Navy.** The empire has multiple star armadas capable of blockading, invading, and destroying entire star systems.
- Powerful Warriors.** Among the servants of the empire are a cadre of elite warriors who travel the galaxy confronting the empire's enemies.
- Gate Network.** The empire makes use of a network of wormhole-generating gates, allowing near-instantaneous travel for spacefaring vessels to almost any system under the empire's control.
- Superweapon.** The empire possesses a weapon of incredible power, capable of destroying worlds or causing stars to go supernova.
- Other (fill in your answer in the Truths box).

WHAT IS THE EMPIRE'S GREATEST WEAKNESS?

- Stretched Thin.** The empire has expanded well beyond the bounds of what it can reasonably rule and struggles to maintain control.
- Cutthroat Hierarchy.** The leaders constantly compete for power, with assassination and sabotage common among them.
- Species Clashes.** The eclectic makeup of the empire's subjects causes friction as cultures clash and old grudges resurface.
- Sedition.** Rot and rebellion grows in the heart of the empire, and its rulers must constantly be wary of the next plot to overthrow them.
- Other (fill in your answer in the Truths box).

TRUTHS

SEO8: THE WAR-TORN NATION

Use this page to create the details of your setting's fictional war-torn nation, the site of a perpetual conflict that shows no sign of ever abating. Other nation, factions, and even secret cabals use the unrest in this nation as a way to wage proxy battles against one another, provide cover for clandestine operations, and even make money off of the conflict.

NAME:

FIRST APPEARANCE:

IN WHAT REGION IS THIS NATION FOUND?

- | | | |
|---|---|--|
| <input type="checkbox"/> Mediterranean | <input type="checkbox"/> South Asia | <input type="checkbox"/> North America |
| <input type="checkbox"/> Eastern Europe | <input type="checkbox"/> North Africa | <input type="checkbox"/> Central America |
| <input type="checkbox"/> Western Europe | <input type="checkbox"/> Sub-Saharan Africa | <input type="checkbox"/> South America |
| <input type="checkbox"/> East Asia | <input type="checkbox"/> Middle East | <input type="checkbox"/> Pacific Islands |

WHAT IS THE NATURE OF THIS NATION?

Choose one from each column and describe the nation in greater detail in the Truths box below.

- | | | |
|---|--|--|
| <input type="checkbox"/> An isolated... | <input type="checkbox"/> ...desert... | <input type="checkbox"/> ...monarchy. |
| <input type="checkbox"/> A collapsing... | <input type="checkbox"/> ...tropical... | <input type="checkbox"/> ...oligarchy. |
| <input type="checkbox"/> An anarchic... | <input type="checkbox"/> ...jungle... | <input type="checkbox"/> ...dictatorship. |
| <input type="checkbox"/> A devastated... | <input type="checkbox"/> ...urban... | <input type="checkbox"/> ...theocracy. |
| <input type="checkbox"/> An oppressed... | <input type="checkbox"/> ...mountainous... | <input type="checkbox"/> ...republic. |
| <input type="checkbox"/> An impoverished... | <input type="checkbox"/> ...frozen... | <input type="checkbox"/> ...confederation. |

WHAT KIND OF WAR IS IT?

- Civil War.** The factions engaged in the fighting come from within the nation. Families are torn apart as members are pulled into the fighting on both sides, and the once-unified nation is continually torn asunder by internal strife, insurrection, or revolution.
- Invasion.** The nation is either defending itself against invasion by a neighbor or some distant nation, or is itself attempting to invade and annex one or more other nations. Write the nature of the enemy the nation is defending against or invading in the Truths box.
- Cold War.** The nation's enemies do not use conventional military tactics, instead relying on sabotage, espionage, and proxy warfare. Despite this, violence often erupts, and the nation suffers.
- Terrorist Conflict.** A terrorist faction of significant size, resources, and influence challenges the nation's government and military on a regular basis. Though they may not operate out in the open, this terrorist organization is responsible for almost daily attacks. Write the nature of the terrorist group in the Truths box.
- Other (fill in your answer in the Truths box).

WHAT IS AT THE HEART OF THE NATION'S CONFLICT?

- Strategic Resources.** One faction in the conflict is in possession of strategic resources, such as oil, valuable mineral deposits, valuable territory, or even simply food or other natural resources. They maintain a tight grip over it, hoarding any new sources of that resource they discover, and the opposing faction seeks to obtain it.
- Revolution.** The conflict is between a powerful government and a population that is no longer content to let that government rule. The citizens work to tear down the government.
- Cultural or Religious Strife.** There is some irreconcilable religious or cultural difference between the two factions.
- Proxy War.** The factions involved in the conflict are merely puppets for other, more powerful groups outside the nation. These groups could be governments, secret societies, or even powered individuals.
- Territorial Dispute.** The two factions disagree about who owns a particular stretch of land or natural resource, and much of the conflict centers on redrawing lines on a map.
- Targeted Population.** One of the factions is entirely composed of a single population (for example, all members of a particular race, religion, or even **SE19: The Pariahs**) that the other faction seeks to eradicate or enslave.
- Other (fill in your answer in the Truths box).

TRUTHS

SE09: THE LOST CIVILIZATION

Use this page to create the details of your setting's lost civilization, consisting of both a forgotten land and the population that inhabits it. This civilization has been isolated from the rest of the world for many years, and much of the world has no idea it still exists until it comes into contact with the world during modern times. Examples from popular comics include Atlantis™ and Wakanda® (Marvel), and Atlantis™ and Themyscira™ (DC).

NAME:

FIRST APPEARANCE:

WHAT ISOLATES THE CIVILIZATION?

- Impassable Mountains.** The civilization is nestled in a hidden valley within mountains so treacherous that even approaching by air is a risky proposition due to unpredictable weather patterns.
- Deep Underwater.** The civilization is nautical, and its populace dwells deep underwater. Entire cities rest undiscovered by the rest of the world in the deepest recesses of the oceans.
- Subterranean Realm.** The civilization dwells in the darkness beneath the Earth's surface, hidden away in the world's subterranean depths. Massive caverns house cities connected to each other by tunnels, and reaching the civilization requires drilling down to unimaginable depths.
- Antarctic Oasis.** In the most treacherous, frozen wastes of the Antarctic, so close to the poles that even satellite imaging is unreliable, this civilization makes its home in defiance of the inhospitable landscape.
- Desert Oasis.** In the driest heart of the desert, this civilization is shielded from the outside world by its sheer distance from inhabitable terrain.
- Intentional Camouflage.** The civilization is in a place that could conceivably be found, but the civilization takes great pains to isolate itself through camouflage and deception.
- Other (fill in your answer in the Truths box).

WHY DOES THE CIVILIZATION STAY DISCONNECTED?

- Civilization in Hiding.** The civilization has decided to stay hidden to protect itself against the dangers of the outside world.
- Extreme Xenophobia.** Its people fear or hate outsiders.
- Culture Out of Time.** The civilization has seen few advancements in culture and technology, and it is an anachronism in the modern world.
- Magical Barrier.** A magical barrier prevents people from entering or leaving the civilization at will.
- Other (fill in your answer in the Truths box).

WHAT ARE THE INHABITANTS LIKE?

- Alien Species.** The inhabitants are from another planet and settled on Earth in the distant past in this isolated place. These aliens could hail from **SE22: The Distant World**, or they could be from one of the alien races encompassed by **SE07: The Star Empire**.
- Lost Human Culture.** The inhabitants are members of an ancient human culture, a preserved society with traditions, language, technology, and worldviews more fitting of the ancient world. These inhabitants could be from the same culture as that which constructed **SE12: The Forgotten City**.
- Offshoot of Humanity.** The inhabitants were once human, but they have since evolved into something else. Like their physiological evolution, they also changed culturally in a way that makes them seem alien to other humans, even if they share common ancestry. These inhabitants could be members of **SE19: The Pariahs** if this fits their nature.
- Monstrous Species.** The inhabitants are monsters of some kind, possibly even the inspiration for some legend or piece of folklore, like werewolves, mermaids, yetis, and so forth.
- Advanced Civilization.** Due to their isolation or other resources, the inhabitants are far more technologically and culturally advanced than the rest of the world.
- Other (fill in your answer in the Truths box).

TRUTHS

SEIO: THE EVIL DICTATORSHIP

Use this page to create the details of your setting's evil dictatorship, a fictional nation ruled over by a tyrant who is also a supervillain. This nation's population is oppressed, suffering under the whims of its ruling dictator. The nation is closed off from the rest of the world, remaining in cultural isolation. Examples from popular comics include Latveria™ (Marvel).

NAME:

FIRST APPEARANCE:

IN WHAT REGION IS THIS NATION FOUND?

- | | | |
|---|---|--|
| <input type="checkbox"/> Mediterranean | <input type="checkbox"/> South Asia | <input type="checkbox"/> North America |
| <input type="checkbox"/> Eastern Europe | <input type="checkbox"/> North Africa | <input type="checkbox"/> Central America |
| <input type="checkbox"/> Western Europe | <input type="checkbox"/> Sub-Saharan Africa | <input type="checkbox"/> South America |
| <input type="checkbox"/> East Asia | <input type="checkbox"/> Middle East | <input type="checkbox"/> Pacific Islands |

THREE PART ANSWER QUESTION?

Choose one from each column and describe the nation in greater detail in the Truths box below.

- | | | |
|--|--|--|
| <input type="checkbox"/> A medieval... | <input type="checkbox"/> ...desert... | <input type="checkbox"/> ...archipelago. |
| <input type="checkbox"/> A first-world... | <input type="checkbox"/> ...jungle... | <input type="checkbox"/> ...city-state. |
| <input type="checkbox"/> A devout... | <input type="checkbox"/> ...tropical... | <input type="checkbox"/> ...terrorist haven. |
| <input type="checkbox"/> A very wealthy... | <input type="checkbox"/> ...urban... | <input type="checkbox"/> ...feudal state. |
| <input type="checkbox"/> A xenophobic... | <input type="checkbox"/> ...mountainous... | <input type="checkbox"/> ...federation. |
| <input type="checkbox"/> A fortified... | <input type="checkbox"/> ...frozen... | <input type="checkbox"/> ...theocracy. |

HOW DO OTHER NATIONS DEAL WITH THIS NATION?

- Unrecognized State.** The rest of the world doesn't even recognize this nation as a state; world maps do not draw its borders as the nation's ruler sees it.
- Cold War.** The rest of the world is engaged in a diplomatic standoff with this nation. Agents from both sides wage a war of espionage and subversion, but do not engage in open conflict.
- Uneasy Alliance.** Though they recognize that it is an oppressed state, the other nations engage in normal diplomacy with this nation, treating the nation's ruler as a legitimate sovereign, even as they put pressure on the dictatorship to reform.
- Open War.** Hostilities abound between this nation and the rest of the world, resulting in a never-ending chain of armed conflicts. The dictatorship has repelled attempts to destroy it, relying on its ruler's inherent power for protection.
- Other (fill in your answer in the Truths box).

WHY HAVEN'T THE INHABITANTS REBELLED?

- Cult of Personality.** The nation's ruler has constructed an encompassing aura of propaganda and self-promotion, and the people of the state love their leader even as they are oppressed.
- Brutal Tyranny.** The nation's leader holds a brutally tight grip on the people, and the populace lives a constant state of fear that stymies any thoughts of rebellion.
- Mental Enslavement.** The nation's populace is mentally enslaved through magic, psychic force, or chemical brainwashing.
- Prosperity.** Despite the unforgiving laws and ever-present eye of their tyrant leader, the people of the nation prosper and have access to security and amenities they do not want to give up.
- Complicit Ruling Class.** An elite class of people assist the nation's tyrant in maintaining the status quo, suppressing any rebellion underneath them as they collaborate with their leader.
- Other (fill in your answer in the Truths box).

WHAT IS THIS NATION'S SOURCE OF STRENGTH?

- Economic Stranglehold.** The nation possesses some control over the global economy and could cause financial chaos at a whim.
- Strategic Arsenal.** The nation possesses a powerful military or arsenal of deadly weapons that they can use to threaten force.
- Powered Agents of the State.** The nation possesses many state-controlled superpowered individuals who constitute a living arsenal.
- Advanced Technology.** The nation possesses advanced technology compared to that possessed by the rest of the world, and wields that advantage like a cudgel.
- Exclusive Resource.** The nation controls some natural resource that cannot be found anywhere else in the world.
- Other (fill in your answer in the Truths box).

TRUTHS

SEII: THE PARALLEL DIMENSION

Use this page to create the details of your setting's parallel dimension. Unlike other dimensions and realities, which are more like separate inhabitable worlds, this parallel dimension is merely a different facet of the physical universe, normally inaccessible to humans but reachable through advanced science. Examples from popular comics include the Negative Zone™ and the Quantum Realm™ (Marvel), and the Phantom Zone™ (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE NATURE OF THE REALM?

- Shadowy Reflection.** This dimension appears to be identical to the real world, but wreathed in shadows or washed-out in color. It is a dark reflection of the real world, a place where darkness and light meet and inhabited only by creatures of unimaginable biology.
- Microscopic Realm.** This dimension is found in subatomic space and can only be accessed by shrinking down to a size smaller than the tiniest particles. What lies inside the particles that make up our reality could be an alien, unrecognizable chaoscape, or simply another reality with its own inhabitants, civilizations, and realms to explore.
- Abstract Space.** The dimension is a place where abstract concepts become tangible forces. Itself an abstract landscape with no true sense of up or down, in this dimension everything from colors to emotions to societal constructs have avatars that drift in the space this dimension occupies.
- Uninhabited Mirror World.** The dimension appears to be truly identical to our world, but entirely devoid of life. Nonliving objects in the real world are perfectly reflected in this world, but those that move (or are moved by human interaction) seem to flicker from one place to the next almost instantly.
- Macroscopic Realm.** This realm is the space beyond space, a dimension that exists outside of, and encompasses, our reality. It is a higher plane of existence where four-dimensional beings dwell, and traversing this realm requires the ability to navigate time as well as space.
- Ghost Dimension.** This dimension is an abstract, ethereal plane, but one so close to the physical world that the boundary often thins to the point where one can see through to the real world, and even touch it. This realm is inhabited by spirits, both those of the dead and those of a more monstrous origin.
- Other (fill in your answer in the Truths box).

WHAT IS THE DANGER OF THIS DIMENSION?

- Getting Trapped.** Once one enters this dimension it is difficult to escape; either the technology used to access the dimension does not survive transit or the dimension clings to everything inside it.
- Eroded Humanity.** Spending too much time in a dimension not meant for things from our reality causes one's humanity to slowly dissolve, or results in permanent insanity or other mental damage.
- Parasites.** Native inhabitants or forces from this realm often latch on to things from the outside, seeking to escape the dimension by hitchhiking with the outsider.
- Other (fill in your answer in the Truths box).

HOW DOES ONE ACCESS THIS DIMENSION?

- Portals.** Sufficiently advanced technology can open semistable portals, allowing one to pass through to the other dimension physically.
- Transformation.** Anything wishing to enter the dimension must be transformed in some way (shrunk, made ethereal, or otherwise changed).
- High-Energy Events.** Moments when extreme energy or natural forces occur open the way to this dimension: the point of an atomic explosion, the heart of a black hole, or the site of a lightning strike.
- Other (fill in your answer in the Truths box).

TRUTHS

SE12: THE FORGOTTEN CITY

Use this page to create the details of your setting's forgotten city, an archaeological site lost for centuries and forgotten in the mists of time. This city was once home to thousands—if not millions—of people, but it was abandoned when the civilization that built it collapsed. The city has lain in waiting for many long years, its secrets and mysteries intact.

NAME:

FIRST APPEARANCE:

WHAT WAS THE CITY LIKE IN ITS PRIME?

- Apex of Ancient Civilization.** This city was once the greatest city of all those built by an ancient civilization, the pinnacle of that civilization's cultural, engineering, and technological accomplishments. At your option, this could be a lost city that once belonged to **SE09: The Lost Civilization**, or it could belong to another ancient civilization that you describe in the Truths box.
- Ahead of its Time.** This city was far more advanced than the other cities of its time, possessing technology or magic beyond that wielded by its contemporary civilizations.
- Magical Center.** The city was a hub for magical activity, lying at the convergence of subtle magical forces (at the intersection of ley lines, or at a place where the gap between reality and **SE06: The Nether Realm** or **SE11: The Parallel Dimension** is thin). The city may have been a holy site or a mecca of occult or sorcerous power.
- Industrial Anachronism.** This city was built on technology that clearly diverged from that of the rest of its time. For example, the city could be a city from antiquity that uses aqueducts, pulleys, and levers to create an incredible transportation system, or a city from the industrial revolution with incredible technology built on clockwork and steam power, or something else you describe in the Truths box.
- Other (fill in your answer in the Truths box).

WHAT STATE IS THE CITY IN NOW?

- Dangerous Ruins.** The city has collapsed into ruins during its long abandonment and is dangerous to explore due to its crumbling infrastructure.
- Pristine but Abandoned.** The city is remarkably well-preserved and looks as though its inhabitants dwelled here only yesterday.
- Preserved by Disaster.** The city is preserved, but only because a natural disaster shielded it from the ravages of time: a volcanic eruption that sealed it off from the rest of the world, or a flood that submersed the city entirely and only recently receded.
- Other (fill in your answer in the Truths box).

WHAT HIDDEN DANGER LURKS IN THE CITY?

- Radiation.** The city is filled with latent radiation from some ancient disaster; remaining there too long results in radiation poisoning.
- Disease.** The city's inhabitants were wiped out by a disease, one that has lain dormant but awakens in the presence of life.
- Monsters.** Its inhabitants gone, the city has been taken over by monsters that claim the city as their habitat.
- Degenerate Inhabitants.** The descendants of the original inhabitants still dwell here, but they have become degenerate subhumans in their long centuries of isolation.
- Traps and Natural Hazards.** When the inhabitants abandoned the city, they rigged it with traps to keep outsiders from plundering the city, and many natural hazards abound.
- Other (fill in your answer in the Truths box).

WHAT SECRETS CAN BE PLUNDERED FROM THE CITY?

- Advanced Technology.** The city's inhabitants left behind incredible technologies that are advanced beyond even modern standards.
- Artifacts of Magic.** The inhabitants created and used objects of arcane power, and many remain undisturbed within the city.
- Wealth or Resources.** The city possessed great wealth (in the form of coins, gems, and other treasures) or some valuable natural resource in abundance, which can still be found in the abandoned city.
- Forbidden Lore.** Some great knowledge, either occult or scientific, remains within the city, stored away in forbidden texts or inscribed on tablets kept in secure or holy sites.
- Other (fill in your answer in the Truths box).

TRUTHS

SE13: THE MYSTIC ORDER

This page is where you will create the details of your world's mystic order, a group that has extensive knowledge about magic and the occult and that can be called upon for aid by the heroes. Examples from popular comics include the Masters of the Mystic Arts™ and the Iron Fists® (Marvel).

NAME:

FIRST APPEARANCE:

WHAT FORM DOES THE ORDER TAKE?

- Monastic Order.** The order is composed of monks who have pledged themselves to the order's cause, forsaking all other bonds and many earthly pleasures.
- Warrior Tribe.** The order's members adhere to a warrior tradition, banding together and handing down knowledge to those adopted into their tribe.
- Blessed Family.** The order is composed of members of a true hereditary family, bound by blood ties and united in their goals as a family tradition.
- Secret Religion.** The order is more of a religion than a fraternal organization, and its members are devoted to their cause as a matter of religious practice.
- Scholarly Tradition.** The order is made up of scholars and academics, united in their fascination and expertise in matters of magic.
- Other (fill in your answer in the Truths box).

WHAT IS THE SACRED MISSION OF THE MYSTIC ORDER?

- Preservation of Knowledge.** The order dedicates itself to the collection, preservation, and perpetuation of arcane and occult knowledge.
- Guarding Secrets.** There are powerful magical secrets that must be maintained, yet kept from those who would abuse them.
- Training for Conflict.** The order believes a great conflict to be on the horizon and trains its members in preparation for that day.
- Sorcerous Sentinels.** The order's members are guardians against magical invasion and subjugation, and they work behind the scenes to make sure that Earth and humanity are protected from occult threats.
- Other (fill in your answer in the Truths box).

FROM WHERE DOES THE ORDER OPERATE?

- Hidden City.** The order is hidden away in a secret city, located in a remote part of the world.
- Urban Sanctuary.** The order lives in the same city as the heroes but has a hidden sanctuary from which it operates.
- Remote Temple.** The order dwells in a lone temple in an isolated locale.
- Pocket Dimension.** The order has a sanctuary in a small, magic-made dimension, where they can operate undisturbed.
- Other (fill in your answer in the Truths box).

WHAT IS THE ORDER'S MOST VALUABLE ASSET?

- Great Library.** The order possesses a wealth of books, scrolls, parchments, and other collections of arcane and occult knowledge that contain the answers to almost any magical question.
- Vault of Artifacts.** The order protects a large number of magical artifacts drawn from throughout history, which they occasionally use for benevolent purposes.
- Nexus of Power.** The order's home is built upon a ley line, dimensional rift, or some other conduit to a deep well of magical energy.
- Superior Leader.** The order's leader is a sorcerer or occultist of unsurpassed power, knowledge, wisdom, experience, or any combination of those traits.
- Other (fill in your answer in the Truths box).

TRUTHS

SE14: THE CRIME SYNDICATE

Use this page to create the details of your setting's major crime syndicate, a criminal organization whose reach spreads beyond the confines of the setting's main city. The crime syndicate focuses on traditional crimes, rarely involving itself in superpowered villainy. Examples from popular comics include the Maggia™ and the Hand™ (Marvel), and the 100™ (DC).

NAME:

FIRST APPEARANCE:

HOW ARE THEY VISUALLY IDENTIFIED?

- Expensive Clothing.** Members of the syndicate wear expensive, well-tailored outfits that mesh with current fashion trends. They stand out in a crowd for how well-dressed they are.
- Unique Tattoos.** Members of the syndicate decorate themselves with specific tattoos that identify them as syndicate members.
- Themed Masks/Costumes.** The syndicate has chosen an aesthetic, possibly themed after some element from their culture or mythology, and its members wear costumes that reflect that aesthetic.
- They Aren't.** The syndicate is insidious precisely because anyone could be a member; you never know if the person you are interacting with is a member of the syndicate until it is too late.
- Other (fill in your answer in the Truths box).

DOES THE SYNDICATE HAVE POWERED MEMBERS?

- None.** The syndicate goes out of its way to only recruit nonpowered individuals out of fear, superstition, or a pragmatic desire to keep everyone in their organization at the same level of innate power.
- Few.** A small number of the syndicate's members have superpowers. These members may have been recruited for their powers, or they may have gained their powers after joining the syndicate (possibly an intentional or incidental result of one of the syndicate's schemes).
- Many.** The syndicate counts many powered individuals among its members. They may have a common origin story, or perhaps they are simply recruited by the syndicate seeking to increase the number of superpowers at its disposal.
- Hired Contractors.** While the syndicate does not have any powered individuals among its permanent members, the syndicate does hire superpowered villains as independent contractors for individual jobs (or, on occasion, for long-term contracts aimed at achieving a very specific goal).
- Other (fill in your answer in the Truths box).

HOW OPENLY DOES THE SYNDICATE OPERATE?

- Complete Secrecy.** The syndicate does not want other criminals to know of its existence, much less citizens and law enforcement.
- Open Secret.** Authorities may have heard of the syndicate, but the syndicate does not act openly, and the organization's size, reach, and the resources at its disposal are largely unknown.
- Acts with Impunity.** The syndicate is powerful enough that they act openly and care little if average citizens know they exist. They are in an open war with the lawful authorities.
- Other (fill in your answer in the Truths box).

WHAT MAKES THE SYNDICATE DIFFERENT FROM OTHER GANGS?

- Advanced Technology.** The syndicate traffics in technology on the cutting edge of super science, using it for criminal acts.
- Backed by a Hostile Nation.** A hostile foreign power (perhaps **SE08: The War-Torn Nation**, **SE10: The Evil Dictatorship**, or **SE23: The Lawless City**) provides financial backing, intelligence, and resources that the syndicate would not otherwise have access to.
- Otherworldly.** The members of the syndicate are all aliens, demons, or some other kind of supernatural creature (or humans with a strong supernatural aspect).
- Corporate Front.** The syndicate has a seemingly legitimate wing acting under the auspices of a corporation, and their illegal activities are covered up by legions of corporate lawyers.
- Other (fill in your answer in the Truths box).

TRUTHS

SE15: THE MEGACORPORATION

Use this page to create the details of your setting's powerful and sinister megacorporation. This corporation is a powerful player in the setting, wielding influence and resources comparable with some governments. Examples from popular comics include Alchemax™, Hammer Industries™, Oscorp™, and Roxxon™ (Marvel), and Ace Chemicals™, LexCorp™, and Wayne-Powers™ (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE PRIMARY SOURCE OF THIS COMPANY'S INCOME?

- Chemicals.** The company produces industrial chemicals and chemical compounds; its factories are filled with volatile chemicals.
- Weapons.** The corporation produces weapons and defense systems, using cutting-edge tech to make dealing out death more efficient.
- Computers.** The company produces computer hardware and software, and/or has a significant interest in data brokering.
- Biotech.** The company produces pharmaceuticals and medical technology, often of a dangerous or unethical nature.
- Other (fill in your answer in the Truths box).

WHAT UNETHICAL PRACTICES DOES THE COMPANY ROUTINELY EMPLOY?

Choose two of the following options.

- Pollution.** The corporation cares little for the environment and frequently dumps waste and emits toxic gases from its facilities.
- Human Experimentation.** The company's R&D departments test experimental products on humans, often causing permanent damage.
- Illegal Sales.** The company sells its good illegally, often to criminal organizations or nations under heavy international sanctions.
- Employee Exploitation/Disregard.** The corporation treats its employees as disposable and does little to protect their safety or livelihoods, often ruining employees live in pursuit of profit.
- Unethical Invention.** The corporation's R&D departments pursue inventions and discoveries that violate laws and ethical standards.
- Corporate Espionage.** The corporation routinely spies on, and steals from, their competitors, governments, and individuals as a matter of routine company operations.
- Foreign Coups.** The corporation leverages its resources and influence to support coups in foreign countries, seeking to install governments more friendly to the company's business needs. This company could be the cause of the conflict in **SE08: The War-Torn Nation**.
- Other (fill in your answer in the Truths box).

HOW DOES THE COMPANY AVOID PROSECUTION & DISBANDING?

- Government Contracts.** The corporation's contracts with the government offer them a certain degree of legal immunity.
- High-Powered Legal Teams.** The corporation possesses a legal team at its disposal that can crush any opposition in a courtroom.
- Bribery of Authority Figures.** The company deals in under-the-table payments to prosecutors and attorneys general to avoid litigation.
- Blackmail of Influential People.** The corporation has collected blackmail material on influential citizens and threatens to release it should they come under fire from the government.
- Other (fill in your answer in the Truths box).

WHAT IS THE COMPANY'S SECURITY FORCE LIKE?

- Paramilitary Enforcers.** The corporation employs a mercenary force capable of engaging in low-level military operations.
- Agents in Black Suits.** The company employs discreet, suit-clad agents who blend into the background in a corporate setting.
- Robotic Drones.** The company uses automated drones in the form of humanoid robots in lieu of human security personnel.
- Powered/Enhanced Guards.** The company has a cadre of superpowered agents who act as troubleshooters in security matters.
- Other (fill in your answer in the Truths box).

TRUTHS

SEI6: THE ALTERNATE REALITY

Use this page to create the details of your setting's alternate reality, a parallel universe similar to the prime reality but with a divergent history. Though many individual characters are present in this alternate reality, their histories are radically different. Examples from popular comics include the House of M® and the Age of Apocalypse™ (Marvel), and Earth-2™ (DC).

NAME:

FIRST APPEARANCE:

HEROES AND VILLAINS

In the box below, write the names of three heroes from your setting who are villains in this alternate reality. Then, write the names of three villains from the setting who are heroes in this alternate reality. Include alternate hero and villain monikers for each where appropriate.

AT WHAT POINT DID THIS DIVERGE FROM REALITY?

- Death of a Hero.** An important hero was killed prematurely, and therefore was unable to prevent some future event from happening that radically changed the timeline.
- A Villain's Plan Succeeded.** A particular villain's evil plan was not foiled by heroes and came to fruition, leading to a different history where that villain got what they wanted and the world suffered for it.
- A World Event Turned Out Differently.** Some world event, such as a major war or the rise or fall of a political movement, turned out differently, through no fault of any individual that can be pinpointed.
- Otherworldly Intervention.** Aliens, demons, angels, time travelers, or dimensional travelers intervened at some earlier point in the timeline, reshaping the course of events due to outside meddling.
- Catastrophic Event.** A major catastrophe such as a natural disaster, a global pandemic, or a continental famine reshaped the political boundaries and power structures of the world at some pivotal point.
- Other (fill in your answer in the Truths box).

WHAT ARE THE BIGGEST DIFFERENCES IN THIS REALITY?

Choose two of the following options to be true about this reality.

- Tyrannical Villain Overlord.** A powerful villain rules over much of the world, enforcing their tyrannical control and suppressing dissent.
- Heroes Hunted to Extinction.** Powered heroes have been outlawed, and possession of superpowers is punishable by death.
- Villains Have the Upper Hand.** The balance of power is shifted in favor of evil, with powered villains far outnumbering the beleaguered heroes who fight as underdogs in an uphill battle against criminals.
- Post-Apocalyptic World.** The landscape and civilizations have been ravaged by a series of apocalyptic events, leaving the world a savage, dangerous, and degenerate place.
- Embroided in Ongoing World War.** A war between two or more factions ravages the world, perpetual conflict on a global scale.
- Conquered by Outside Invaders.** Aliens, demons, time travelers, or beings from another dimension or time have invaded the world and wholly or partially conquered it.
- New World Order.** The political landscape is completely different from the prime reality's, with wholly different nations and leaders in power.
- Same Heroes/Villains, Different Identities.** Many of the same heroes and villains exist in this reality, but their civilian identities are totally different; only the heroic mantles remain the same.
- Other (fill in your answer in the Truths box).

TRUTHS

SE17: THE HERO ACADEMY

Use this page to create the details of your setting's hero academy, a school or training facility where powered individuals go to learn more about their powers and train in their use. Academy graduates go on to become heroes, or at least to use their powers responsibly. Examples from popular comics include the Xavier School for Gifted Youngsters™ and Avengers Academy® (Marvel), the Legion Academy™ (DC), and the Seminary™ (Wildstorm/DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE ACADEMY'S FUNDAMENTAL PHYSICAL NATURE?

Choose one from each column and describe the academy in greater detail in the Truths box below.

- | | | |
|--|--|--|
| <input type="checkbox"/> A secret... | <input type="checkbox"/> ...mansion... | <input type="checkbox"/> ...in a rural area. |
| <input type="checkbox"/> A nondescript... | <input type="checkbox"/> ...campus... | <input type="checkbox"/> ...in the city's heart. |
| <input type="checkbox"/> A state-of-the-art... | <input type="checkbox"/> ...bunker... | <input type="checkbox"/> ...in the mountains. |
| <input type="checkbox"/> A decrepit... | <input type="checkbox"/> ...skyscraper... | <input type="checkbox"/> ...on an island. |
| <input type="checkbox"/> A mysterious... | <input type="checkbox"/> ...military base... | <input type="checkbox"/> ...in the suburbs. |
| <input type="checkbox"/> A stately... | <input type="checkbox"/> ...warehouse... | <input type="checkbox"/> ...underground. |

WHO SPONSORS THE ACADEMY?

- A Powered Mentor.** A person with powers who is not a hero (perhaps **NC04: The Team Mentor**, or another character you create for this role) runs the academy.
- The Government.** The academy is part of a government training program and its instructors are government agents, perhaps provided to the academy by **SE03: The Government Agency**.
- A Former Hero.** A former hero is the head of the academy; choose a hero who has retired (by choosing a retirement story reward) or create a new hero, and write their name and description in the Truths box.
- A Reformed Villain.** A former villain, now reformed, oversees the training of the students of the academy. Choose an existing villain or create a new one, and write their name and a description of how they came to be the head of the academy in the Truths box.
- A Corporate Backer.** A wealthy corporation provides financial backing to the academy and has appointed instructors to operate the academy on behalf of the company's board of directors.
- Another Hero Team.** An existing hero team sponsors the hero academy and treats the academy like a farm system for training recruits up until they become full members of the team. Write the name of the hero team that operates the academy in the Truths box.
- Other (fill in your answer in the Truths box).

WHAT KIND OF STUDENTS ARE CHOSEN TO ATTEND THE ACADEMY?

- Targeted Youths.** The academy recruits youths with powers, training them and educating them at the same time.
- Troubled Individuals.** The academy seeks out individuals with powers who are flirting with villainy, hoping to reform them into heroes before they can turn completely evil.
- The Best of the Best.** The academy recruits individuals who are already active heroes, turning them into an all-star team composed of heroes already at the top of their field.
- Unpowered People.** The academy accepts people who do not have powers and gives them their powers over the course of their training.
- People with Particular Powers/Origins.** The academy only recruits individuals who have a particular set of powers, or who have gained their powers from a particular source.
- Other (fill in your answer in the Truths box).

WHAT IS THE GREATEST THREAT TO THE ACADEMY'S EXISTENCE?

- A Vengeful Villain.** One of the academy's former students is a powerful villain who has sworn vengeance on those who operate it.
- Public Awareness.** The academy is a secret; if the public found out, the academy would shut down due to outcry or danger to its students.
- Cut Funding.** The academy cannot operate without its funding source, which keeps the struggling institution afloat.
- Government Crackdown.** The government does not look favorably on the academy and threatens to shut it down from time to time.
- Other (fill in your answer in the Truths box).

TRUTHS

SEI8: THE TERRORIST GROUP

Use this page to create the details of your setting's primary terrorist group, a global organization that works behind the scenes to subvert nations and enact a scheme to further their secret goals. Examples from popular comics include A.I.M.[™], H.Y.D.R.A.[®], and the Serpent Society[™] (Marvel), and H.I.V.E.[™], Kobra[™], and the League of Assassins[™] (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THE ORGANIZATION'S MISSION?

- World Domination.** The group seeks to become the rulers of the world, with all nations and people subservient to their command.
- Resurrect/Empower a Higher Entity.** The group honors some higher entity, such as a forgotten god, a powerful cosmic force, or an interdimensional despot. The group seeks to bring that entity's power into the world, establishing the entity as the supreme authority.
- Political Upheaval.** The group seeks not to rule, but simply to tear down a specific government or political body. They foment insurrection, treason, and strife, all in pursuit of political destruction.
- Destroy the World.** The group seeks to end human civilization, driven by zealous belief: that humanity is too wicked to continue, that a better world awaits beyond the doors of death, or that humanity must be punished for its crimes against the planet.
- End of the Powered Hero Era.** The group seeks to bring an end to the age of heroes and will not be satisfied until all superpowered heroes are dead, exiled, or depowered.
- Other (fill in your answer in the Truths box).

WHAT METHODS DOES THE GROUP USE?

- Military Operations.** The group engages in traditional military operations, waging conventional warfare against its enemies.
- Information Warfare.** The group focuses on influencing the world through primarily psychological and informational means. They deal heavily in propaganda, brainwashing, misinformation campaigns, cyberattacks, and online recruiting.
- Random Acts of Violence.** The group commits seemingly random acts of senseless violence to instill fear into the population.
- Infiltration/Subverting Governments.** The group uses espionage tactics to infiltrate governments and foment chaos from the inside.
- Targeted Assassinations.** The group selectively targets important individuals who work against their agenda and have those targets killed to end their influence on the world.
- Other (fill in your answer in the Truths box).

WHAT ARE THEIR FOOT SOLDIERS LIKE?

- Ninjas.** The group's penchant for stealth and distraction leads them to dress in dark clothing that covers them from head to toe, giving them the appearance of ninjas.
- Jumpsuit-Clad Soldiers.** The group has a uniform worn by its foot soldiers, consisting of a jumpsuit bearing the group's logo.
- Themed Gear.** The group's aesthetic is reflected in the elaborate costumes worn by the group's legions. These costumes resemble those worn by powered villains and usually appear to be a play on the group's name and mission.
- Clones/Genetically Engineered.** The group's foot soldiers aren't recruits, but instead are clones or genetically engineered individuals whose sole purpose in life is to serve the group. They could be mostly human, human/animal hybrids, or something more monstrous.
- Robots/Androids/Cyborgs.** The group's foot soldiers are robotic in nature. They might look human (or even be part-human cyborgs), but they are largely technological.
- Paramilitary Group.** The group's foot soldiers wear military gear (perhaps in the colors of or emblazoned with the logo of the group).
- Other (fill in your answer in the Truths box).

TRUTHS

SE19: THE PARIAHHS

Use this page to create the details of your setting's pariahs, a group of people who possess superpowers but are shunned or discriminated against by society at large. The pariahs are much like an ethnic group and share the same origin for their powers (even if the individual powers vary widely). Examples from popular comics include mutants and Inhumans® (Marvel) and the homo magi™ (DC).

NAME:

FIRST APPEARANCE:

WHAT UNIFYING NATURE DO ALL PARIAHHS SHARE?

- Genetic Mutation.** A specific gene causes the members of this group to manifest superpowers naturally.
- Androids.** The pariahs are all androids, constructed to appear relatively human but in possession of exceptional powers.
- Aliens.** The pariahs are not from Earth, but from some other planet or dimension. Though similar to humans in many ways, they possess superpowers as a natural part of their biology. They could be refugees from **SE07: The Star Empire** or **SE22: The Distant World**.
- Supernatural Ancestry.** The pariahs have some supernatural element to their bloodline and exhibit powers as a result. They could be the descendants of angels or demons, refugees from **SE06: The Nether Realm**, the descendants of the inhabitants of **SE12: The Forgotten City**, or exiles from **SE09: The Lost Civilization**.
- Specific Power(s).** The pariahs are all individuals who manifest the same power or set of powers. If you select this option, in the Truths box write which power or powers are shared by all pariahs, and the shared cause for gaining these powers.
- Other (fill in your answer in the Truths box).

HOW DO SOME PARIAHHS BLEND INTO HUMANITY?

- Some Just Look Human.** Many or most pariahs are indistinguishable from normal human beings. Some, however, look visibly different, and are usually exiled or face constant persecution.
- Shapeshifting.** Some of the pariahs can shapeshift, making them look just like humans. Only when they are in their natural form can they be identified as pariahs.
- Disguise/Deception.** Some pariahs can disguise themselves to look close enough to pass for human. These disguises are often conspicuous in brightly lit public places, forcing pariahs to stick to the shadows or less densely populated areas.
- Other (fill in your answer in the Truths box).

WHY DO BASELINE HUMANS FEAR THEM?

- Being Replaced.** Many humans fear that they will soon be outnumbered by pariahs, and that the pariahs will become the dominant ethnic group in the nation or world.
- Uncontrolled Powers.** Pariahs are dangerous; since they innately possess their abilities, many have deadly powers at their disposal before they can learn to control them, and incidents of out-of-control powers have spooked the population.
- Subjugation.** Some humans believe that the powers possessed inherently by the pariahs puts them in a position to become dominant over humanity. These humans fear becoming subservient to a powerful, unified pariah culture.
- Other (fill in your answer in the Truths box).

WHAT LEVEL OF PREJUDICE DO PARIAHHS FACE?

- Casual Bigotry.** Though they face no legal troubles, pariahs are constantly subjected to bigotry from average citizens.
- Shunned/Segregated.** The pariahs are a different legal class or caste and are segregated from the rest of the population by law.
- Persecution.** The pariahs face constant oppression by citizens, businesses, and the government. They are not just second-class citizens—they are given almost no rights at all.
- Outlawed.** Pariahs are an outlawed group, subject to arrest and deportation simply for existing.
- Other (fill in your answer in the Truths box).

TRUTHS

SE20: THE SPACE POLICE FORCE

Use this page to define your setting's space police force, an interstellar law enforcement organization responsible for dealing with criminals and threats whose reach spans the stars. Examples from popular comics include the Nova Corps™ (Marvel) and the Green Lantern Corps® (DC).

NAME:

FIRST APPEARANCE:

WHAT KINDS OF BEINGS MAKE UP THE SPACE POLICE FORCE?

- Aliens From a Thousand Worlds:** The force draws its members from across the galaxy, and its membership is an eclectic mix of aliens of every size, shape, and biology. Many of its members are so different from humans that they are almost incomprehensible.
- Representatives of a Single World:** The force was founded on a single world, even though it polices large swathes of space. The officers on the force are natives of that world, all members of the same species.
- Artificially Engineered Beings:** The members of the force are not naturally occurring beings, but rather were created for the task. They might be genetically engineered humanoids or some kind of android, programmed to adhere to the force's methods and tenets.
- Other (fill in your answer in the Truths box).

WHAT ARE MEMBERS OF THE FORCE LIKE?

- Police Professionals:** The members of the force are professionals with standards of conduct, procedural norms, extensive training, and an efficient manner. They often work in pairs and call for backup when the situation requires it.
- Lone Space Rangers:** Each member of the force is a skilled and resourceful enforcer, capable of facing down incredible odds without any hope of reinforcement. They adhere to a paramilitary style and are seen more as problem-solvers than peacekeepers.
- Knights Errant:** The members of the force are wandering nomads of the stars, drifting from one system to the next and offering to lend aid where they can. Their bureaucracy is almost nonexistent and their procedures are informal, yet they adhere strictly to a code of their own.
- Undercover Agents:** The members of the force do not go around the galaxy advertising who they are. Instead, they travel undercover, infiltrating the populations of other worlds and getting an inside view of the situation before acting.
- Other (fill in your answer in the Truths box).

WHAT IS THE FORCE'S BADGE OF OFFICE THAT BESTOWS THEIR POWER?

- Jewelry or Accessory.** Each member of the force carries with them a piece of jewelry (a ring, necklace, or bracelet) or an accessory (a badge, belt, or tattoo) that imbues them with their powers.
- Armor.** The armor that the members of the force wear is a standard uniform that also acts as the source of their powers.
- Weapon.** The members of the force carry a distinctive weapon that is the standard issue for the force.
- Other (fill in your answer in the Truths box).

WHO DOES THE POLICE FORCE ANSWER TO?

- A Single Planet's Government.** The force answers to a planetary government and the politicians and bureaucrats that maintain it.
- A Council of Overseers.** A group of appointed leaders manages the force's activities and administrates its membership.
- The Star Empire.** The space police force is a part of **SE07: The Star Empire** and answers to its leaders as their ultimate authority.
- A Cosmic Entity.** A single, powerful cosmic being, such as a space god or an incorporeal intelligence, commands the force.
- Other (fill in your answer in the Truths box).

TRUTHS

SE21: THE STARPORT

Use this page to create the details of your setting's major starport, a hub of interstellar trade and transit where aliens from dozens, if not hundreds, or worlds come together. This starport is a crossroads where a motley collection of beings, some upstanding and some shady, congregate to live, do business, and take some downtime between interstellar journeys. Examples from popular comics include Knowhere™ (Marvel).

NAME:

FIRST APPEARANCE:

WHERE IS THIS STARPORT?

- A Chunk of a Destroyed Planet.** The spaceport was built into the remains of a planet that was devastated in some long-ago catastrophe. The spaceport's infrastructure might be built into the remains of a chunk of planetary rock, or could be built in the ruins of one of the planet's cities.
- On the Edge of a Black Hole.** The spaceport is a space station that orbits around a black hole, never approaching close enough to the event horizon to get sucked in, but drifting on the edge of the beautiful and terrible stellar phenomenon.
- Inside a Defunct Superweapon.** The spaceport is inside a structure that formerly housed some terrible and destructive superweapon. Though much of the superweapon's dormant machinery has been stripped, scavenged, and sold, the remnants of the weapon's superstructure are visible everywhere in the spaceport.
- On the Hide of a Space Monster.** The spaceport is built on the skin, scales, or shell of some massive space-dwelling creature, which either knows of the spaceport and allows it to remain, or is oblivious to the tiny civilization dwelling on its hide.
- Asteroid Field/Comet.** The spaceport is nestled within an asteroid field or on the surface of a comet hurtling through space. Accessing the spaceport requires a deft hand at the controls of any ship approaching it, sheltering the station from casual visitors.
- Stellar Flotsam.** The spaceport is built into or onto some piece of debris that is drifting through space. The debris might be the blaster hulk of a long-ago-destroyed space cruiser, the crumbling hull of a space station set adrift eons ago, or simply a dead hunk of rock drifting through the stars.
- A Dead Sun.** The starport orbits the dark remnant of a sun that has burned itself out, leaving behind only the embers of a once-bright stellar body.
- Other (fill in your answer in the Truths box).

WHO RUNS THE STARPORT?

- A Space Corporation.** An interstellar conglomerate owns and operates the spaceport for a profit.
- A Crime Lord.** An individual crime lord and their spacefaring crime syndicate call the starport their base of operations.
- A Council.** An elected or appointed council issues proclamations and determines the laws in a semibenevolent (or at least benign) way.
- No One.** Though there is a tentative peace on the station, nobody is in charge, and the inhabitants have an unspoken agreement.
- Hyperintelligent AI.** A computer of immense power and complexity administrates the starport according to some inscrutable algorithm.
- Indigenous Aliens.** An alien species native to the space near the starport runs the place as an extension of their civilization.
- Other (fill in your answer in the Truths box).

WHAT IS THE INTERIOR OF THE STARPORT LIKE?

- Gleaming Haven.** The starport is a clean, technologically advanced place, seeming more like a shining utopia than a starport.
- Truck Stop.** The starport is dirty, corroded, and in ill repair, but it maintains enough services and civilization to be a valuable stopover.
- Verdant Arcology.** The interior of the starport is filled with plant life and other simulated natural splendor, giving it a terrestrial feel.
- Soulless Commercial Hub.** The interior of the starport more closely resembles a shopping mall than a space station, with shops and stalls everywhere and little in the way of culture or amenities.
- Other (fill in your answer in the Truths box).

TRUTHS

SE22: THE DISTANT WORLD

Use this page to create the details of your setting's distant world, a place from which some heroes hail and where others go for adventure. Besides Earth, this is one of the few worlds in the galaxy that exerts greater influence than its size accounts for. Examples from popular comics include Asgard™ and Xandar™ (Marvel), and Thanagar™ and Oa™ (DC).

NAME:

FIRST APPEARANCE:

WHAT FORM DOES THIS WORLD TAKE?

- Alien Planet.** This world is an alien planet capable of supporting carbon-based life and has many Earth-like qualities.
- Divine Realm.** This world is the source of legends resulting from some ancient inhabitants of this world visiting Earth; ancient cultures could only describe this world as a place where gods dwell, and it may not resemble a planet at all.
- Battle Station.** This world is a massive, artificial space station, one crafted with conflict in mind.
- Flotilla.** This world is not a single object, but rather a collection of ships that travel the cosmos in close proximity to one another. These ships contain terrestrial environments capable of supporting an entire civilization.
- Alien Superstructure.** This world is an alien structure only theorized in science fiction, like a Dyson sphere or a ringworld.
- Neutral Zone.** This world is a string of small, inhabitable planetoids, which exist in a neutral place in space not claimed by any stellar faction.
- Other (fill in your answer in the Truths box).

WHAT IS THE ENVIRONMENT LIKE?

- Idyllic Paradise.** The world has been cultivated to be a paradise, a pleasant world where the environment is tranquil, the structures aesthetically pleasing, and the fauna beautiful and domesticated.
- Populated Urban Center.** The world is largely covered by a densely populated cityscape, an urban metropolis on a planetary scale.
- Monolithic Environment.** The world is composed of largely a single environment, such as a desert, jungle, or frozen tundra.
- Resource-Rich.** The world is rich in desirable resources, and its inhabitants and off-world buyers plunder it for financial gain.
- In-Progress Terraforming.** The world is not yet complete; it is currently in the middle of the terraforming process, inhabitable but far from comfortable.
- Other (fill in your answer in the Truths box).

WHAT IS SPECIAL ABOUT THE POPULATION?

- Inhuman.** The population of this world is so different from humanity that it is difficult for humans to recognize them as thinking beings.
- Gigantic.** The inhabitants of this world are much larger than the average human, towering above them like giants.
- Robotic.** The world is populated almost entirely by robots, albeit ones who have independence and sentience.
- Powered.** The inhabitants possess innate powers that seem supernatural compared to an average human.
- Other (fill in your answer in the Truths box).

WHAT IS THE WORLD'S RELATIONSHIP TO SE07: THE STAR EMPIRE?

- Willing Member or Ally.** The world is either a part of the empire or maintains a positive diplomatic relationship with it.
- Resisting Assimilation.** The world wishes to maintain its independence from the empire and struggles to resist assimilation.
- Occupied Territory.** The empire occupies the world against its inhabitants' wishes, and rebellion is a constant threat.
- In Hiding.** The world fears being conquered by the empire and tries to conceal its existence from its potential invaders.
- Other (fill in your answer in the Truths box).

TRUTHS

SE23: THE LAWLESS CITY

Use this page to create the details of your setting's lawless city, a place where unscrupulous characters, refugees on the run from the law, and the truly desperate live outside the confines of modern law. Though some would describe the city as a hive of scum and villainy, others see it as a place of opportunity free of the meddling of governments. Examples from popular comics include Madripoor™ (Marvel).

NAME:

FIRST APPEARANCE:

IN WHAT REGION IS THIS CITY FOUND?

- | | | |
|---|---|--|
| <input type="checkbox"/> Mediterranean | <input type="checkbox"/> South Asia | <input type="checkbox"/> North America |
| <input type="checkbox"/> Eastern Europe | <input type="checkbox"/> North Africa | <input type="checkbox"/> Central America |
| <input type="checkbox"/> Western Europe | <input type="checkbox"/> Sub-Saharan Africa | <input type="checkbox"/> South America |
| <input type="checkbox"/> East Asia | <input type="checkbox"/> Middle East | <input type="checkbox"/> Pacific Islands |

THREE PART ANSWER QUESTION?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|--|---|--|
| <input type="checkbox"/> A poor... | <input type="checkbox"/> ...island... | <input type="checkbox"/> ...pleasure den. |
| <input type="checkbox"/> A hi-tech... | <input type="checkbox"/> ...port city... | <input type="checkbox"/> ...place to hide. |
| <input type="checkbox"/> An off-the-grid... | <input type="checkbox"/> ...city of lights... | <input type="checkbox"/> ...manufactory. |
| <input type="checkbox"/> An overpopulated... | <input type="checkbox"/> ...desert oasis... | <input type="checkbox"/> ...tourist haven. |
| <input type="checkbox"/> An ancient... | <input type="checkbox"/> ...offshore rig... | <input type="checkbox"/> ...littered with ruins. |
| <input type="checkbox"/> A well-guarded... | <input type="checkbox"/> ...underground... | <input type="checkbox"/> ...pirate refuge. |

JUST HOW LAWLESS IS IT?

- Hedonistic but Controlled.** Though hedonism is encouraged (and many things that would be illegal elsewhere are legal here) there is still some force in charge, keeping things from going too far. There are simply far fewer laws here than in most of the civilized world.
- Deeply Corrupt.** There are laws, but you can break them if you have enough money and can find the right people to bribe. Police, security personnel, EMS, and even the military all take bribes openly.
- Toothless Authority.** The government exists, but it has no strength to back up the laws. Criminals walk the street with impunity, and the true authority in the city lies with the various crime lords and organized crime syndicates that run the city's street trade.
- True Anarchy.** No one is in charge. There is no governing body, and gangs engage in open warfare in the streets. Only by virtue of a common desire to make money do the inhabitants of the city keep from dissolving into utter chaos.
- Other (fill in your answer in the Truths box).

WHAT CRIME IS THIS CITY KNOWN FOR?

- Narcotics.** The city has a bustling drug trade and is a major exporter of narcotics to the first-world countries of the world.
- Gambling.** The city is home to numerous casinos, where high-stakes gambling is often a cover for money laundering by foreign criminals.
- Prostitution.** The entire city is one big red-light district, where the sex trade dominates the vice economy.
- Arms Trade.** Illegal weapons and military hardware flow freely through this city's marginally discreet markets.
- Illegal Augmentation.** People come here to be enhanced in some way: by illegal cybernetics, forbidden sorcery, or by other means.
- Other (fill in your answer in the Truths box).

WHAT IS THE MOST VISIBLE SIGN OF CORRUPTION?

- Vast Economic Disparity.** The rich in the city live fat lives of pleasure and relaxation; the poor, in far greater numbers, scrape just to survive.
- Police Indifference to Crime.** Crime is rampant, but the police don't care; crimes that happen in their line of sight are often ignored.
- Expectation of Bribery.** Almost no one does anything for free, and everyone who works in the city demands bribes for their assistance.
- Gang Warfare.** Rival gangs operate openly, claiming turf, exploiting the people who live there, and fighting their rivals, all unopposed by any authorities.
- Other (fill in your answer in the Truths box).

TRUTHS

SE24: PARIAH EXPERIMENTS

Use this page to create the details of your setting's pariah experiments, a lengthy and unethical program in which members of **SE19: The Pariahs** are experimented upon. These experiments are horrific, leaving its survivors scarred both physically and mentally. Examples from popular comics include the Weapon X® program (Marvel) and the Everyman Project™ (DC).

NAME:

FIRST APPEARANCE:

WHO RUNS THE PROGRAM?

- The Government.** The experiments are a part of a government program, likely one with top secret security or off the books entirely.
- Rogue Scientists.** A group of independent scientists, part of a think tank or a secret branch of **SE02: The Super Science Lab**, conducts these experiments away from the prying eyes of ethical supervision.
- Spiritual/Self-Help Org.** The subjects are lured to laboratories under the auspices of giving them spiritual, physiological, or psychological therapy, and then forced into the experiments.
- A Corrupt Corporation.** A powerful corporation with a large R&D department (perhaps **SE15: The Megacorporation**) conducts these experiments in clandestine laboratories.
- The Evil Group.** An independent, evil organization (perhaps **SE14: The Crime Syndicate**, **SE18: The Terrorist Group**, or **SE25: The Secret Society**) conducts these experiments as a part of its evil machinations.
- Other (fill in your answer in the Truths box).

WHAT IS THE PROGRAM'S GOAL?

- Produce Super Soldiers.** The program aims to transform pariahs into deadly soldiers completely under the program's thrall.
- Steal/Bestow Powers.** The program seeks to either steal powers from pariahs and transfer them to someone else, or to enhance the powers of—or grant additional powers to—pariah subjects.
- Brainwashing.** The program does not alter the subjects' bodies in any way, instead focusing on advanced mind control techniques to make the pariahs into the program's perfect pawns.
- Unscrupulous Scientific Understanding.** The program seeks only knowledge about the pariahs, but does so in an unethical way.
- Cloning/Replication.** The program seeks to mass produce identical copies of subjects that it deems valuable, producing strike teams, or an entire army, of powered individuals at their command.
- Other (fill in your answer in the Truths box).

WHAT KIND OF EXPERIMENTS DID THEY DO?

- Genetic Manipulation.** The experiments alter the genetic code of its subjects to produce the sought-after results.
- Cybernetic Enhancements.** The subjects have their bodies augmented by cybernetics and artificial organs.
- Radiation/Chemical Exposure.** The experiments expose the subjects to chemicals and radiation that alter them in some way.
- Magical Exposure.** Spells and magic rituals alter the subjects in pursuit of the project's goals.
- Other (fill in your answer in the Truths box).

WHAT DID PROGRAM SURVIVORS GAIN?

- Specific Powers.** Those who survive the program always emerge with one or two specific powers; describe which powers survivors gain in the Truths box.
- Extended Lifespan.** The subjects have a far longer natural lifespan.
- Augmented Physique.** The survivors are physically superior to their state before the experiments and to other pariahs.
- Combat Training.** The survivors have deeply ingrained combat training and reflexes, commensurate with those possessed by career special operations soldiers.
- Other (fill in your answer in the Truths box).

TRUTHS

SE25: THE SECRET SOCIETY

Use this page to create the details of your setting's secret society, an organization that works behind the scenes to further their goals without being known to the world at large. This secret society might be nefarious, or it may merely be selfish, hedonistic, or zealously devoted to some ancient creed. Examples from popular comics include the Hellfire Club™ (Marvel) and the Black Glove™, the Court of Owls™, and the Order of St. Dumas™ (DC).

NAME:

FIRST APPEARANCE:

WHAT KIND OF GROUP MAKES UP THE SOCIETY?

- Wealthy Social Club.** The society is a secret, members-only social club, with its members largely drawn from the wealthiest upper echelons of society.
- Political/Cultural Vigilantes.** The society consists of a loosely affiliated group of like-minded individuals from all walks of life who attempt to forcibly reshape society to fit their twisted vision for the world, forming their own insulated community.
- Conspirators.** The society is united by some conspiracy that all its members are privy to (which you describe in the Truths box). The group's goal is to maintain the secrecy of that conspiracy while also ensuring that the conspiracy continues to be effective.
- Fraternal Order.** The society is an organization with a particular, highly specific goal it pursues, such as protecting something or passing on specific knowledge. The society is old, dating back well before the presumed lifespans of its current members.
- Religious Order.** The society was founded with a spiritual purpose, either as an extension of a particular church or as a splinter group in rebellion against the doctrines of its time.
- Other (fill in your answer in the Truths box).

HOW DOES ONE JOIN THE SOCIETY?

- Birthright Membership.** All the society's members had family members in the society and gained entry by virtue of their blood.
- Exclusive Invitation.** New members are invited to join the organization by invitations extended from current members.
- Prove Yourself Worthy.** New members can apply to join the society, but must prove themselves worthy in some dangerous or violent way.
- Blackmail.** No one is a member of the society by choice; all members are forced into the society as a result of blackmail by other members.
- Major Financial Commitment.** Members buy into the society with a large monetary donation, using wealth to prove their worth.
- Other (fill in your answer in the Truths box).

WHAT DO MEMBERS GET OUT OF THE GROUP?

- Hedonism/Vice.** Being a member of the society grants access to a wide variety of sensory and carnal delights. Gatherings of the society are inevitably inebriated affairs that often descend into narcotics binges or hedonistic displays that can last for days at a time.
- Political Influence.** Members of the group wield significant influence in the political arena thanks to their membership. The society influences elections, promotes or discourages policy decisions, and makes or ruins politicians across the political spectrum.
- Access to Powers.** Members join the society to gain access to one or more specific powers, which they gain as a result of some asset possessed by or process known to the society. If you choose this option, in the Truths box describe which specific powers the members of this society gain.
- Material Gain.** Membership in the society results in significant financial improvement. The society has vast resources at its disposal and frequently engages in money laundering and other financial crimes on behalf of its members.
- Living Above the Law.** Members of the society do not have to fear the repercussions of breaking the law the way most people do. The society has enough lawyers and judges in its pocket to ensure that any crime committed by a member simply goes without being punished.
- Other (fill in your answer in the Truths box).

TRUTHS

SE26: THE SUPERHUMAN EDICT

Use this page to create the details of your setting's superhuman edict, a law that seriously impacts powered heroes. Examples from popular comics include the Mutant Control Act, the Superhero Registration Act™, and the 50 States Initiative™ (Marvel), the Keene Act™ (DC), and the Superhero Relocation Program™ (*Incredibles*, Pixar/Disney).

NAME:

FIRST APPEARANCE:

WHAT IS THE NATURE OF THE EDICT?

Choose two options. From this point on, have each team decide if they are compliant or in violation of this edict and write that decision in the team roster's Truths box. If they are compliant, increase their Government Reputation track by +3, and if they are in violation reduce their Government Reputation track by -3.

- Force Some or All Powered Individuals to Register.** Individuals possessing superhuman powers must register personal information with the government: either all heroes, or a subset (for example, individuals with certain powers, or all of **SE19: The Pariahs**)
- Requires Heroes to be on Government Teams.** To freely use their powers, heroes must be on government-sponsored teams.
- Restrict Powered Hero Jurisdiction.** Powered individuals can use their powers only in certain specified locations; alternatively, there are numerous "power-free zones" where using powers is against the law.
- Ban Vigilantism Entirely.** Powered heroes may not fight crime or villains of their own accord; doing so is prosecuted harshly.
- Force Powered Individuals into Internment.** Powered individuals must relocate to government-operated internment camps, where they live as prisoners under constant observation.
- Other (fill in your answer in the Truths box).

WHO ENFORCES THE EDICT?

- Government Agencies.** Some official agency, such as the FBI or **SE03: The Government Agency**, handles the edict's enforcement.
- The Military.** Violations of the edict provoke an armed military response commensurate with the power level of the violator.
- Complicit Heroes.** Heroes who have chosen to submit to the edict's restrictions are expected to bring those who do not into custody.
- Pardoned Villains.** The government pardoned a group of villains and gave them official sanction to begin enforcing the edict.
- A New Group/Program:** Create a new type of minions or a new villain or group of minor villains to represent the dedicated agents of this group or program.
- Other (fill in your answer in the Truths box).

WHAT UNEXPECTED SIDE EFFECT IS THERE TO THE EDICT?

- Civilian Oppression.** Those who enforce the edict often abuse their power to impose authoritarian rule over otherwise law-abiding civilians, or frequently put civilians in harm's way during enforcement.
- Civilian Discontent.** Much of the public believes that the edict is unjust or in violation of their nation's principles, and ongoing civilian protests occur on a daily basis. Increase the Public Reputation track for all teams in violation of the edict by +3.
- Rise in Crime.** With powered heroes on a tighter leash, criminals and powered villains run amok and act with impunity.
- Hero vs. Hero Conflict.** The edict created an ideological divide in the hero community, and many heroes now fight openly with one another.
- Agency Rebellion.** The members of **SE03: The Government Agency** rebel against the edict, believing that it undoes all the hard work they have put in to observe and regulate superpowered activity. Write "No longer affiliated with the government" in the Truths box on the agency's setting element page.
- Data Breach.** The database containing the identities and personal information of powered individuals was compromised and is now in the hands of a particular villain or villainous organization (such as **SE14: The Crime Syndicate**, **SE18: The Terrorist Group**, or **SE25: The Secret Society**).
- Other (fill in your answer in the Truths box).

TRUTHS

SE27: THE CATASTROPHE

Use this page to create the details of your setting's major catastrophe, something that happened in the recent past that reshaped the physical and societal landscape of the city. Examples from popular comics include the flooding of New York City by the Atlanteans and the destruction of Stamford, CT (Marvel), and the earthquake that forced the evacuation of Gotham City® (DC).

NOTE: Unlike other entries in this Setting Book, you do not create this entry whenever you encounter your first reference to it. Instead, create this entry only if something specifically directs you to do so. If you create this entry at any time other than during the initial creation of "The Basics" section, it reflects the fallout from the events in a particular issue.

NAME:

FIRST APPEARANCE:

WHAT IS THE NATURE OF THIS CATASTROPHE?

- Natural Disaster.** A flood, typhoon, earthquake, or some other natural phenomenon wreaked untold damage with a massive death toll.
- Villainous Plot Come to Fruition.** A villain's master plan succeeded, and the consequences of heroes' failure to stop it were devastating.
- Uncontrolled Powers.** A powered individual (hero, villain, or otherwise) lost control of their powers with destructive results.
- Large-Scale Laboratory Accident.** An experiment or technological demonstration went wrong, causing massive damage to the facility and the surrounding environs.
- Magical/Cosmic Incursion.** A powerful being, group of beings, phenomenon, or force from another world or another plane of existence intruded on the world, leaving devastation in its wake.
- Other (fill in your answer in the Truths box).

WHAT IS THE MOST OBVIOUS LASTING DAMAGE?

- A Major Landmark Destroyed.** A recognizable building or landmark you choose was completely destroyed by the catastrophe.
- Massive Civilian Casualties.** Hundreds, if not thousands, of civilians perished in the catastrophe. Many essential city services still struggle to function properly with a reduced worker count.
- A Scarred Populace.** Some percentage of the populace was scarred or transformed in some way (this catastrophe could also be responsible for creating **SE19: The Pariahs**).
- A Devastated Borough.** An entire borough or district of the city was almost completely leveled by the catastrophe.
- Other (fill in your answer in the Truths box).

WHAT IS THE POLITICAL FALLOUT FROM THE CATASTROPHE?

Choose two of the following options.

- Martial Law/Police State.** In the wake of the catastrophe, the city's mayor declared a state of emergency. The city's police force was granted emergency powers, and the military was called in to provide enforcement for supposedly temporary authoritarian policies.
- Near-Anarchy.** The government was hobbled by the catastrophe, and now the police and emergency services can barely do their jobs. The city struggles to maintain order, and crime is rampant.
- Harsh Legislation.** In the wake of the catastrophe, the government introduced harsh new laws (possibly including **SE26: The Superhero Edict** if you have not already defined that setting element).
- Civilian Unrest.** The city's population is deprived of sufficient food, clean water, and medical services in the wake of the catastrophe, and protests, riots, and acts of anti-government sentiment are common.
- Torches & Pitchforks.** Powered heroes are either blamed for the catastrophe, or blamed for not preventing it. In "The Basics" section of this book, change the answer of the question "How Does the General Public Feel About Powered Heroes?" to "These So-Called Heroes are a Menace."
- Quarantine.** Travel in to and out of the city is severely restricted, with security checkpoints at every point of entry and many roads shut down and barricaded.
- Other (fill in your answer in the Truths box).

TRUTHS

SE28: THE DYSTOPIAN FUTURE

Use this page to create the details of your setting's dystopian future, a dark future timeline where the world has descended into oppression and barbarism and where those who would be heroes are powerless to make the world better. Examples from popular comics include *2099™* and the future of *Days of Future Past®* (Marvel).

YEAR:

FIRST APPEARANCE:

WHAT IS THIS FUTURE LIKE?

- Post-Apocalyptic.** Civilization collapsed and the world is devastated. What society remains is in tatters, scattered across a hostile globe.
- Run-Down.** Urban decay has largely claimed most of the world's major cities, and much of the world has descended into poverty.
- Misleading Utopia.** On the surface, this future looks bright and prosperous, but it hides a darker side where much of the world's population is oppressed and forced to live in hiding.
- Extreme Stratification.** The rich live like kings, surrounded by opulence, privilege, and power. The poor struggle just to survive, living in filth and decrepitude. There is no one in the middle.
- A World at War.** Constant war ravages the world, a global conflict that has raged for decades with no end in sight.
- Other (fill in your answer in the Truths box).

WHAT EVENT MOST DIRECTLY LED TO THIS FUTURE?

- Assassination of a World Leader.** An influential world leader died at the hands of an assassin, triggering a catastrophic chain of events.
- Superpowered Catastrophe.** A powered individual used their power in an irresponsible way, causing a tragedy of untold proportions.
- Unchecked War.** An escalating series of conflicts snowballed into a full-scale war, including the use of weapons of mass destruction.
- Ecological Disaster.** A climate-related disaster, such as worldwide droughts, rising sea levels, large-scale earthquakes, or a never-ending chain of hurricanes plunged the world into its tragic state.
- Technology Run Amok.** Some piece of new technology went haywire, breaking free of its creators' control and causing devastation.
- Pandemic.** A global pandemic ravaged the Earth, leaving population numbers so low that entire nations and regions collapsed.
- Invasion.** Outside invaders (aliens, demons, or others) attacked the Earth and staged an invasion that put the world in its new state.
- Political Act.** The implementation of some law or policy (such as **SE26: The Superhuman Edict**) triggered rapid global decline.
- Other (fill in your answer in the Truths box).

WHAT IS THE DOMINANT OPPRESSING FORCE IN THE WORLD?

- Villainous Dictator.** A specific villain rose to power and now acts as a dictator whose command keeps the downtrodden under their heel.
- Megacorporate Overlords.** Money is power, and massive corporations exert the only semblance of control in a decaying world.
- Inhuman Conquerors.** Some group from outside humanity, such as aliens, robots, demons, or monsters, keeps humanity from knowing peace and prosperity through oppression and violence.
- Hateful Government.** A powerful government, founded upon hateful principles, suppresses freedom and dissent with the force of arms.
- Evil Paramilitary Force.** A powerful force of mercenaries and soldiers with global reach abuse their authority and strength.
- Other (fill in your answer in the Truths box).

WHERE ARE THE WORLD'S HEROES?

- Dead.** Most of the heroes known in the modern era died in the events that led to this future, or in attempts to right it.
- In Hiding.** Powered heroes have been forced to go underground, as the oppressing force in the world has issued kill-on-sight edicts.
- In Concentration Camps.** The authorities have placed powered heroes in jails and concentration camps to prevent them from meddling in the state of the world.
- In Exile.** Following the tragic events of the past, the surviving heroes were forced to flee the civilized world, going into exile (perhaps fleeing to **SE06: The Nether Realm**, **SE11: The Parallel Dimension**, or **SE22: The Distant World**) to avoid being hunted down.
- Other (fill in your answer in the Truths box).

TRUTHS

SE29: THE GOLDEN AGE

Use this page to create the details of your setting's Golden Age of Heroes, a time surrounding World War II (roughly 1935–1949) when costumed heroes were first rising to prominence and the nations of the world embraced them as paragons of truth, justice, and freedom. Though society's ills were not solved overnight, the presence of heroes in this era made people feel as though the world was in safe hands.

FIRST APPEARANCE:

WHAT ROLE DO POWERED INDIVIDUALS PLAY IN THE WAR?

- Enlisted Soldiers.** Many powered individuals were drafted for the war effort and served alongside regular soldiers, receiving no preferential treatment from the military.
- Special Military Assets.** Powered soldiers were cordoned off into their own special units, deployed surgically for missions calling for the use of their powers.
- Independent Actors.** The government never officially allowed powered heroes to join the war effort, but took no pains to deter them from intervening in the conflict of their own accord.
- Defenders of the Homefront.** Most powered heroes were kept in their home countries, acting as a deterrent against attacks by other forces.
- Other (fill in your answer in the Truths box).

WHAT FUNDAMENTALLY CHANGED THE WAR?

- Early Super Science.** The earliest days of the super science revolution began during the Golden Age. Though none of the technologies of the era approach the advances of super science in the modern world, technological advancement drastically changed the course of the war, and not always for the better.
- Unexpected Factions.** The participation of nations or factions such as **SE09: The Lost Civilization**, **SE10: The Evil Dictatorship**, or **SE18: The Terrorist Group** radically altered the outcome of the war. Choose one and describe how that faction changed the war in the Truths box.
- Supernatural or Alien Intervention.** Outside forces hailing from beyond our world or reality, such as **SE07: The Star Empire**, **SE13: The Mystic Order**, or **SE20: The Space Police Force**, took part in the conflict, either directly or indirectly.
- Abundant Super-Soldiers.** Both sides of the conflict succeeded in creating large numbers of power-enhanced soldiers. As a result, the conflict became more violent and more far-reaching than it would have without the introduction of those soldiers.
- Other (fill in your answer in the Truths box).

WHAT SECRET SHAME OF THIS ERA GETS GLOSSED OVER OFTEN?

- Villain Humiliation.** With most powered villains of the era associated with an enemy nation, jingoism drives the home populace to trot captured villains in humiliating parades before their execution.
- Heroes of Mass Destruction.** Though heroes are lauded for their efforts to save lives, during a small number of recorded incidents the government prompted heroes to use their power offensively, causing death and destruction comparable to the detonation of an atom bomb.
- Defector Super Science.** Much of the super science employed by the Allies during the war came not from their own scientists, but from Axis supervillains who defected to the other side and were pardoned for their atrocities (and often given new identities and hero monikers).
- Human Experimentation.** In their drive to increase the number of superpowered individuals fighting on their respective sides, the factions frequently engaged in experimentation on humans with the express purpose of bestowing powers on them. The failed experiments left their subjects dead or maimed.
- Hero Propaganda.** Many heroes willingly took part in the creation of propaganda, from radio broadcasts to rallies to posters with their faces on them, that promoted jingoism, racism, or other attitudes that run counter to the principles that their modern country stands for.
- Other (fill in your answer in the Truths box).

TRUTHS

SE30: THE SACRED SITE

Use this page to create the details of your setting's sacred site, a place of mystic power and significance to the magic-using beings in your world.

This site can be as large as a city or as small as a single building, and it is watched over by **SE13: The Mystic Order**. Examples from popular comics include K'un-Lun™ (Marvel), and 'Eth Alth'eban™ and Nanda Parbat™ (DC).

NAME:

FIRST APPEARANCE:

THREE PART ANSWER QUESTION?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|---|--|---|
| <input type="checkbox"/> A tranquil... | <input type="checkbox"/> ...temple... | <input type="checkbox"/> ...on an island. |
| <input type="checkbox"/> A haunted... | <input type="checkbox"/> ...fortress... | <input type="checkbox"/> ...in the mountains. |
| <input type="checkbox"/> A storm-wracked... | <input type="checkbox"/> ...monastery... | <input type="checkbox"/> ...on a cliffside. |
| <input type="checkbox"/> An ancient... | <input type="checkbox"/> ...ruin... | <input type="checkbox"/> ...in a forest. |
| <input type="checkbox"/> A fog-shrouded... | <input type="checkbox"/> ...castle... | <input type="checkbox"/> ...on a ley line. |
| <input type="checkbox"/> A flooded... | <input type="checkbox"/> ...city... | <input type="checkbox"/> ...near a volcano. |

HOW DOES THE SITE STAY HIDDEN FROM THE WORLD?

- Infrequent Passages.** Accessing the site is as much about timing as it is finding the way there. The path to the sacred site is completely impassable except at certain times or on certain dates.
- Magical Barrier.** A magical shield protects the sacred site; any attempt to reach it is automatically repelled, and there is no way to pierce the barrier unless you possess the magical means of doing so.
- Shrouded by Illusion.** The sacred site is covered by illusions that make it invisible or camouflage it with the surrounding landscape. The outside world likely does not even know of its existence.
- In Another World.** The sacred site isn't on Earth, but is in fact located in **SE06: The Nether Realm**. The site is in a remote location of that plane of existence, leaving it largely ignored by the plane's inhabitants, but while at the sacred site you are clearly in another realm.
- A Powerful Curse.** A magical curse protects the sacred site, deterring anyone who seeks to enter without permission. Describe the nature of this curse in the Truths box. Suggestions include a curse that causes those who enter without permission to grow sick and die quickly, a curse that negates all human technology, or a curse that causes anyone who visits the site without permission to forget everything about the site (including its very existence).
- Other (fill in your answer in the Truths box).

WHAT OBJECT OF POWER CAN BE FOUND HERE?

- The World Tree.** A great tree stands at the center of the sacred site, an avatar of Nature itself. The tree exudes an aura of tranquility and vitality and is directly connected to the spirit of the natural world.
- The Fountain of Youth.** A fountain at the heart of the site bubbles with water that, when consumed, guarantees eternal life and youthfulness.
- An Oracle.** A prophetic being or force inhabits the city and can provide knowledge or visions of the future to those who seek it out.
- A Stable Portal.** The site contains a stable portal to another location on Earth, planet, or plane of existence.
- Other (fill in your answer in the Truths box).

WHAT QUIRK DOES THE SITE POSSESS?

- It is One of Many.** There are multiple such sacred sites scattered throughout the world, each slightly different than the others.
- It is Displaced in Time.** Time does not flow inside the site, and it is connected to all moments in time; visitors to the site may see other visitors from bygone or future eras.
- A Powerful Monster Lives Here.** An incredibly ancient creature of myth, such as a dragon or a sphinx, lives in the sacred site.
- Its Inhabitants Aren't Human.** The inhabitants of the sacred site are of a nonhuman species, such as elves, dwarves, or snake-people.
- Other (fill in your answer in the Truths box).

TRUTHS

NCOI: THE MEDIA PERSONALITY

Use this page to create the details of one of your setting's important media personalities. Their presence in the media has an impact on the heroes, and their work can affect the way both the media and the public feel about powered heroes. Examples from popular comics include J. Jonah Jameson, Ben Urich™, and Phil Sheldon™ (Marvel), and Lois Lane® and Cat Grant™ (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the media personality in greater detail in the Truths box below.

- | | | |
|--|--|--|
| <input type="checkbox"/> A spunky... | <input type="checkbox"/> ...controversial... | <input type="checkbox"/> ...reporter. |
| <input type="checkbox"/> A bitter... | <input type="checkbox"/> ...rising star... | <input type="checkbox"/> ...editor. |
| <input type="checkbox"/> An ambitious... | <input type="checkbox"/> ...rookie... | <input type="checkbox"/> ...researcher. |
| <input type="checkbox"/> A corrupt... | <input type="checkbox"/> ...largely invisible... | <input type="checkbox"/> ...pundit. |
| <input type="checkbox"/> A relentless... | <input type="checkbox"/> ...veteran... | <input type="checkbox"/> ...photographer. |
| <input type="checkbox"/> A surly... | <input type="checkbox"/> ...spotlight-hog... | <input type="checkbox"/> ...media executive. |

WHAT KIND OF MEDIA OUTLET DO THEY WORK FOR?

After answering this question, write the name of the media outlet in the box at the bottom of this question, and a brief description in the Truths box below.

- Print.** The media outlet produces newspapers or magazines.
- Radio.** The media outlet controls one or more radio frequencies, or broadcasts syndicated radio shows.
- Television.** The media outlet is a TV station or a group of stations, each focused on news, entertainment, sports, or other topics.
- Internet Media.** The outlet is a website or social media network.
- Other (fill in your answer in the Truths box).

WHAT IS THE SOURCE OF THEIR GREATEST BIAS?

- A Past Encounter.** This person had a past run-in with a powered individual that left them scarred or in awe of people with powers.
- Religious Upbringing.** This person was brought up in a strongly religious household, and their beliefs shape their reporting.
- Missed Opportunities.** They were passed over for promotion and still seek a "big break," sensationalizing stories for a bigger audience.
- A Shameful Mistake.** They were caught up in a scandal and suffered negative publicity. They blame one or more heroes for their troubles.
- Other (fill in your answer in the Truths box).

HOW DO THEY COVER HEROES IN THEIR WORK?

- Claim Heroes are a Menace.** All their efforts are put toward portraying powered heroes as no different than the villains they fight. They are constantly on the attack, targeting specific powered heroes.
- Exploitative Superhero Gossip.** They spread rumors and tabloid gossip, profiting from the salacious and often untrue reporting.
- Political Maneuvering.** Their coverage of heroes always has an angle, using details of heroic efforts to support or oppose a political argument.
- Manipulating Heroes.** Their work is targeted not at the consuming public, but at the heroes; they often hold heroes' reputations hostage in exchange for exclusive interviews or more overt favors.
- Opportunistic Coverage.** Their work touches on heroes as just another source of news, no more exceptional than coverage of politics, sports, or entertainment news.
- Stoking the Controversy.** They see the controversies surrounding heroes and villains purely in terms of their cash value and often stir up trouble in their media outlet just to turn a profit.
- Breathless Adulation.** They offer the most favorable coverage heroes could hope for, to the point where the consuming public takes everything that they produce regarding heroes with a grain of salt.
- Other (fill in your answer in the Truths box).

TRUTHS

NCO2: THE CELEBRITY BIGOT

Use this page to create the details of your setting's celebrity bigot, someone who occupies the spotlight and uses their fame to promote a crass, hateful, or reckless agenda that puts the lives of powered heroes at risk. They use their celebrity status to spread a message of ignorance to the public. Examples from popular comics include Reverend William Stryker™ (Marvel).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|---|---|--|
| <input type="checkbox"/> A sermonizing... | <input type="checkbox"/> ...devout... | <input type="checkbox"/> ...media pundit. |
| <input type="checkbox"/> An eloquent... | <input type="checkbox"/> ...filthy rich... | <input type="checkbox"/> ...activist. |
| <input type="checkbox"/> A ranting... | <input type="checkbox"/> ...elderly... | <input type="checkbox"/> ...religious leader. |
| <input type="checkbox"/> A provocative... | <input type="checkbox"/> ...foul-mouthed... | <input type="checkbox"/> ...writer. |
| <input type="checkbox"/> A hyperbolic... | <input type="checkbox"/> ...lecherous... | <input type="checkbox"/> ...actor. |
| <input type="checkbox"/> A smug... | <input type="checkbox"/> ...demagogic... | <input type="checkbox"/> ...conspiracy theorist. |

WHO, SPECIFICALLY, DOES THIS BIGOT HATE?

- All Powered Heroes.** This person believes that all powered heroes are just as unnatural and to blame for society's ills as powered villains.
- Nonhumans.** This person has a strong prejudice against nonhumans (including aliens, sentient robots, and magical creatures).
- People with Specific Powers/Power Sources.** This person is bigoted against people who possess a specific power or set of powers, or who derive their powers from the same source (magic, super-science, genetics).
- Pariahs.** This person has a prejudice against **SE19: The Pariahs** and speaks out against their very existence at every opportunity.
- Other (fill in your answer in the Truths box).

HOW DOES THE BIGOT EXPRESS THEIR HATE?

- TV/Radio/Internet Show.** This person hosts their own media program on a daily or weekly basis.
- Regular Media Appearances.** This person makes regular appearances on the news and on political debate programs.
- Rallies and Speaking Engagements.** This person is a frequent speaker at rallies, protests, marches, conferences, and other events.
- Protest Stunts.** This person, with the help of their followers, engages in provocative and disruptive protests stunts that draw media attention for their extremism and outlandishness.
- Other (fill in your answer in the Truths box).

WHAT SHADY DEALINGS IS THE BIGOT INVOLVED IN?

- Transactions with Shady Organizations.** Rumors constantly swirl around this person's finances. Accusations of receiving payments from foreign governments and supervillains are common but have yet to bring this person down.
- Scams.** In addition to spreading their message of bigotry, this person uses their platform to sell their followers on a variety of scams, from snake oil products to investments that never pan out.
- Funding Extremists.** This person is frequently accused of funneling money to extremists and terrorist groups that support their agenda. They deny such accusations, yet have a significant financial interest in a number of shell companies whose books are clearly cooked.
- Bribery and Blackmail.** This person regularly exerts their influence through bribery, blackmail, and other forms of illegal and unethical coercion. They often threaten to turn their cult of personality against any politicians or celebrities that dare to stand up to them.
- Past Crimes.** This person was accused of, and acquitted of, committing heinous crimes in the past. The details surrounding those events and the subsequent trial still hang like a shadow over this person's life.
- Other (fill in your answer in the Truths box).

TRUTHS

NCO3: THE HATEFUL AUTHORITY

Use this page to create the details of your setting's hateful authority figure, someone in a position of power and influence who has a bottomless well of hate for a particular group of powered individuals. This person uses their position to influence laws and policies, fund research, and make life harder for the targets of their hate. Examples from popular comics include Senator Robert Kelly™, Bolivar Trask™, and Henry Peter Gyrich™ (Marvel).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|---|--|---|
| <input type="checkbox"/> A charismatic... | <input type="checkbox"/> ...young... | <input type="checkbox"/> ...politician. |
| <input type="checkbox"/> An intimidating... | <input type="checkbox"/> ...world-famous... | <input type="checkbox"/> ...police chief. |
| <input type="checkbox"/> A respected... | <input type="checkbox"/> ...genius... | <input type="checkbox"/> ...military officer. |
| <input type="checkbox"/> A disgraced... | <input type="checkbox"/> ...media darling... | <input type="checkbox"/> ...executive. |
| <input type="checkbox"/> A boorish... | <input type="checkbox"/> ...senior... | <input type="checkbox"/> ...religious leader. |
| <input type="checkbox"/> A stoic... | <input type="checkbox"/> ...very wealthy... | <input type="checkbox"/> ...militia leader. |

WHO, SPECIFICALLY, DOES THIS AUTHORITY FIGURE HATE?

- All Powered Heroes.** This person believes that all powered heroes are just as unnatural and to blame for society's ills as powered villains.
- Nonhumans.** This person has a strong prejudice against nonhumans (including aliens, sentient robots, and magical creatures).
- People with Specific Powers/Power Sources.** This person is bigoted against people who possess a specific power or set of powers, or who derive their powers from the same source (magic, super-science, genetics).
- Pariahs.** This person has a prejudice against **SE19: The Pariahs** and speaks out against their very existence at every opportunity.
- Other (fill in your answer in the Truths box).

HOW DO THIS PERSON'S PEERS AND COLLEAGUES FEEL ABOUT THEM?

- Afraid to Oppose.** Contemporaries of this person frequently show deference or at least a lack of opposition, and they are clearly wary of getting on this person's bad side.
- Frequent Collaborator.** This person has earned enough trust and respect from their peers that they frequently form coalitions.
- Unpredictable Rogue.** This person is considered to be a loose cannon by their peers, who can never predict this person's next move.
- Sidelined.** This person is frequently ignored by their colleagues.
- Other (fill in your answer in the Truths box).

WHAT DOES THIS PERSON DO TO ADVANCE THEIR AGENDA?

- Propose and Support Legislation.** This person seeks to create, promote, and seek the votes to pass legislation that forwards their hateful agenda, aiming to change the law of the land to match their vision.
- Fund Dangerous Research.** This person believes that private industry has the solution to the "problem" that the subjects of their hate have caused. They fund research into weapons and technologies that can be used against the hated group.
- Seek Expanded Police Powers.** This person seeks to grant authoritarian powers to the police and military, at least when it comes to dealing with the hated group.
- Whip Supporters into a Frenzy.** This person cares little for protocol and process, and instead focuses on riling up their support base to the point where supporters are ready to take matters into their own hands.
- Secret Operations.** This person financially supports secret operations by off-the-books organizations whose missions are aimed at harming the hated group.
- Other (fill in your answer in the Truths box).

TRUTHS

NCO4: THE TEAM MENTOR

Use this page to create the details of your setting's team mentor, someone who is not an active hero but instead provides education, training, and guidance to a particular team. Examples from popular comics include Professor Charles Xavier® (Marvel), Lord Emp™ (Wildstorm/DC), and Master Splinter® (Mirage).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|---|--|---|
| <input type="checkbox"/> An idealistic... | <input type="checkbox"/> ...veteran... | <input type="checkbox"/> ...teacher. |
| <input type="checkbox"/> A grim... | <input type="checkbox"/> ...reluctant... | <input type="checkbox"/> ...former hero. |
| <input type="checkbox"/> A charming... | <input type="checkbox"/> ...bad-ass... | <input type="checkbox"/> ...military officer. |
| <input type="checkbox"/> A hard-ass... | <input type="checkbox"/> ...visionary... | <input type="checkbox"/> ...fighting master. |
| <input type="checkbox"/> A cynical... | <input type="checkbox"/> ...traumatized... | <input type="checkbox"/> ...scientist. |
| <input type="checkbox"/> A nurturing... | <input type="checkbox"/> ...iconoclast... | <input type="checkbox"/> ...coach. |

WHAT POWERS DOES THIS MENTOR POSSESS?

- None.** The mentor possesses no powers of their own.
- One or More.** Draw one, two, or three powers from the Deck of Powers and write the power names below as the mentor's powers.

WHY ISN'T THE MENTOR AN ACTIVE MEMBER OF THE TEAM?

- Physical Disability.** The mentor suffers from some physiological condition that makes it impractical for them to be an active hero.
- Too Old.** The mentor has reached the age where their physical state would be a liability during field work.
- Powers More Suited to Leadership.** The mentor's particular power set is more practical for use in leadership and training situations.
- Personal Pacifism.** Though the mentor trains their charges to be prepared for combat, the mentor prefers to take a nonconfrontational role in the fight against villainy.
- Other (fill in your answer in the Truths box).

WHAT IS THE MENTOR'S TRAINING STYLE?

- Drill to Precision.** The mentor has their charges practice relentlessly, accepting only the perfection that comes with repetition.
- Academic Approach.** The mentor focuses as much on mental training as physical, taking an educational approach to training.
- Tear Down, Build Up.** The mentor takes the same approach as many militaries, putting so much strain on their charges that they collapse (mentally or physically), allowing the mentor to rebuild them.
- Other (fill in your answer in the Truths box).

WHAT IS THIS MENTOR'S BLIND SPOT?

- Hopeless Optimism.** The mentor has a firm belief that everything is going to turn out all right in the end, leaving their plans vulnerable to unforeseen complications.
- Benefit of the Doubt.** The mentor believes that no one is beyond redemption, which exposes the team to deception and betrayal.
- Relentless Idealism.** The mentor believes in pursuing idealistic goals, even when there are safer or more practical courses of action.
- Lack of Empathy.** The mentor is remote and lacks empathy for their students; the mentor often puts their charges in harm's way with little regard for their physical or emotional health.
- Other (fill in your answer in the Truths box).

TRUTHS

NC05: THE MYSTIC SAGE

Use this page to create the details of your setting's mystic sage, an individual with powerful magic and ancient wisdom at their disposal. This person is often a mentor and a source of knowledge about matters arcane, providing the heroes with much-needed information about obscure and occult topics. Examples from popular comics include the Ancient One™ (Marvel) and the Spectre™ (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|---|---|---|
| <input type="checkbox"/> A cryptic... | <input type="checkbox"/> ...beautiful... | <input type="checkbox"/> ...fighting master. |
| <input type="checkbox"/> An unsettling... | <input type="checkbox"/> ...near-human... | <input type="checkbox"/> ...scholar. |
| <input type="checkbox"/> A grandiose... | <input type="checkbox"/> ...disheveled... | <input type="checkbox"/> ...philosopher. |
| <input type="checkbox"/> A drunken... | <input type="checkbox"/> ...scarred... | <input type="checkbox"/> ...hero of legend. |
| <input type="checkbox"/> A tranquil... | <input type="checkbox"/> ...elderly... | <input type="checkbox"/> ...religious leader. |
| <input type="checkbox"/> A cruel... | <input type="checkbox"/> ...monstrous... | <input type="checkbox"/> ...oracle. |

WHAT IS THE SOURCE OF THE SAGE'S GREAT WISDOM?

- Immortality.** The sage has already lived more lifetimes than any human and has the wisdom that comes with having seen the events of centuries pass by.
- Higher Consciousness.** The sage has reached a level of enlightenment that opened their consciousness up to new ways of perceiving the world.
- Prophetic Visions.** The sage has visions of the future, giving them insight into the decisions of the present and knowledge of how the events of the past affected the outcome in the future.
- Intense Scholarship.** The sage is extremely studious and has made increasing their knowledge and skill the most important thing in their life. Their diligence has resulted in true mastery.
- Spiritual Possession.** The sage is possessed by a powerful spirit. This spirit bestows upon the sage both knowledge and power, making them more than human but less than a god.
- Mastery of Magic.** The sage is a true master of the magical arts. They can use their magic to perform research, gaze into the mists of time, and scry on distant people and places.
- Otherworldly Heritage.** The sage is not (fully) human, and in fact is descended from beings from another plane of existence. Their heritage grants them knowledge and vision beyond that of mortals.
- Other (fill in your answer in the Truths box).

WHAT DOES THE SAGE OFFER TO HEROES?

- Knowledge.** The sage is a constant source of information about a variety of historical, arcane, and occult topics.
- Warnings.** The sage monitors dangers to the world and issues warnings to the heroes, hoping to prevent crises from occurring.
- Armor and Weapons.** The sage bestows weapons, armor, spells, and other resources on heroes who seek out the sage.
- Training.** The sage offers tutelage and training to anyone who comes seeking it and proves themselves worthy of the sage's knowledge.
- Other (fill in your answer in the Truths box).

WHAT DOES THE SAGE DEMAND IN RETURN?

- Secrecy.** The sage wishes to keep their existence a secret, and anyone who seeks out the sage must swear not to tell of their encounters.
- Favors.** Everything the sage offers comes with a price: a favor to be claimed later. Greater aid from the sage demands bigger favors.
- Obedience.** The sage provides assistance to heroes, but only if they agree to heed the sage's wishes on what is done with that assistance.
- Servitude.** When someone seeks out the sage for aid, the sage demands that the seeker pledge to serve (or, at least, study under) the sage for some extended period of time to gain that aid.
- Other (fill in your answer in the Truths box).

TRUTHS

NC06: THE AGENCY CHIEF

Use this page to create the details of your setting's agency chief, the person in your setting who runs **SE03: The Government Agency**. This person acts as the head of the agency and is also the member of the organization most likely to deal directly with powerful heroes. Examples from popular comics include Nick Fury® and Maria Hill™ (Marvel) and Amanda Waller™ (DC).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|--|--|---|
| <input type="checkbox"/> A sarcastic... | <input type="checkbox"/> ...respected... | <input type="checkbox"/> ...former agent. |
| <input type="checkbox"/> An unflappable... | <input type="checkbox"/> ...zealous... | <input type="checkbox"/> ...career politician. |
| <input type="checkbox"/> A suspicious... | <input type="checkbox"/> ...trigger-happy... | <input type="checkbox"/> ...diplomat. |
| <input type="checkbox"/> An unfriendly... | <input type="checkbox"/> ...disabled... | <input type="checkbox"/> ...officer of the law. |
| <input type="checkbox"/> A cunning... | <input type="checkbox"/> ...loyal... | <input type="checkbox"/> ...soldier. |
| <input type="checkbox"/> An angry... | <input type="checkbox"/> ...risk-averse... | <input type="checkbox"/> ...former hero. |

WHAT VISIBLE SIGN OF PAST BATTLES DOES THIS PERSON BEAR?

- Missing Body Parts.** The agency chief is missing an eye, a hand, both legs below the knee, or some other obvious lost body part.
- Cybernetic/Prosthetic Replacements.** The agency chief has visible cybernetics or prosthetics, replacing lost body parts with technology.
- Serious Scarring.** The chief is visibly scarred, with the skin on their face, hands, or other exposed areas showing signs of past trauma.
- Tattoos.** The agency chief has multiple visible tattoos, each one of which tells a story from one of the chief's past battles.
- Decorated Uniform.** The chief's uniform is formal and decorated with medals, patches, and bars indicating past missions and accolades.
- Other (fill in your answer in the Truths box).

WHAT IS THE AGENCY CHIEF'S ATTITUDE TOWARD POWERED HEROES?

- Wary Cooperation.** The chief recognizes the value of their agency collaborating with heroes, though the chief is not convinced that the heroes aren't more trouble than they are worth.
- Disinterest.** The chief cares little for the desires and goals of the heroes. The agency's mission is paramount, and the chief has no issue arresting or attacking any hero who gets in their way.
- Weary Resignation.** The chief knows that they have no choice but to accommodate the presence of powered heroes, but feels that the agency wastes too much time cleaning up heroes' messes.
- Other (fill in your answer in the Truths box).

WHY DO HEROES DOUBT THIS PERSON'S INTENTIONS?

- Stingy with Information.** The chief operates on a strictly need-to-know basis, and almost never feels that the heroes they are dealing with need to know. The chief often conceals information that would otherwise be of value to the heroes.
- Contingency Plans.** The chief has multiple contingency plans in place designed for one purpose: to take down a powered hero who goes rogue. These plans are tailored to specific heroes, intended to target their weaknesses and blunt their strengths.
- Ends Justify the Means.** The agency chief has no qualms about using unorthodox tactics if it means accomplishing their goal. If this means putting some civilians at risk or making use of dangerous technologies, so be it.
- Political Meddling.** The agency chief frequently meddles in the politics both of their own government and those of other nations. There are persistent rumors that the chief is responsible for coups in third-world countries and uprisings in unfriendly nations.
- Maximum Security.** The agency chief always appears with an impressive security escort, including agents who are clearly specially trained and armed to deal with powered individuals.
- Other (fill in your answer in the Truths box).

TRUTHS

NC07: POLICE REPRESENTATIVE

Use this page to create the details of your setting's police representative, someone who works for the city's police department but has frequent dealings with powered heroes, even against their bosses' wishes. Examples from popular comics include Detective James Gordon™ and Renee Montoya™ (DC), Deena Pilgrim™ and Christian Walker™ (Image), and Captain George Stacy™ and Detective Martin Soap™ (Marvel).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the police representative in greater detail in the Truths box below.

- | | | |
|---|---|---|
| <input type="checkbox"/> A jaded... | <input type="checkbox"/> ...long-suffering... | <input type="checkbox"/> ...detective. |
| <input type="checkbox"/> An idealistic... | <input type="checkbox"/> ...hard-drinking... | <input type="checkbox"/> ...patrol officer. |
| <input type="checkbox"/> A desperate... | <input type="checkbox"/> ...religious... | <input type="checkbox"/> ...sergeant. |
| <input type="checkbox"/> A calculating... | <input type="checkbox"/> ...anger-prone... | <input type="checkbox"/> ...chief of police. |
| <input type="checkbox"/> A sarcastic... | <input type="checkbox"/> ...gluttonous... | <input type="checkbox"/> ...liaison. |
| <input type="checkbox"/> A feisty... | <input type="checkbox"/> ...maverick... | <input type="checkbox"/> ...police scientist. |

WHY DOES THIS PERSON TRY TO HELP HEROES?

- Frustration.** This person is frustrated with the ineffectiveness of the police force in dealing with powered villains and aids the heroes in the hopes of helping to bring criminals to justice.
- Obligation.** This person was saved or aided by a powered hero at one point in their career and helps other heroes as a form of repayment.
- Avoiding Corruption.** This person knows that much of the police department is corrupt, and they aid the heroes since they believe other police officers actively stymie efforts to catch criminals.
- Protecting Coworkers.** This person knows that the police are often woefully outclassed by powered villains, and they aid powered heroes in the hopes of keeping their fellow officers out of danger.
- Other (fill in your answer in the Truths box).

WHAT KIND OF AID DOES THIS PERSON PROVIDE TO HEROES?

- Tips and Intel.** This person frequently funnels information to the heroes that would otherwise be known only to the police.
- Diversion and Distraction.** When the heroes need to avoid police interference, this person delays or diverts their fellow officers to keep them out of the heroes' way.
- Prosecutorial Immunity.** This person uses their position to make any police or legal trouble the heroes might have go away.
- Other (fill in your answer in the Truths box).

WHO HAS IT OUT FOR THIS PERSON?

- Other Police Officers.** Other people on the police force do not appreciate this person's coziness with powered heroes and make veiled (and not-so-veiled) threats from time to time.
- A Powerful Group.** This person has made enemies in **SE14: The Crime Syndicate** or **SE25: The Secret Society**, and they work to make life hard for this person.
- City Government.** People higher up in the government, such as those in the mayor's office, suspect this person of dealing with heroes outside of protocol and have made problems for this person.
- A Particular Villain.** A specific villain or group of minor villains (who you should choose when you select this option, and write their name in the Truths box) has a grudge against this person for some role this person played in the villain's origin or incarceration.
- Other (fill in your answer in the Truths box).

WHAT DOES THIS PERSON MOST FEAR TO LOSE?

- Family.** Threats have been made against this person's family, and this person fears that their family could come to harm.
- Career.** This person's career is always on the line, and those who have it out for this person frequently make moves to end it.
- Life.** Threats have been made on this person's life, and they are constantly worried about their personal safety.
- Other (fill in your answer in the Truths box).

TRUTHS

NC08: COSMIC LIAISON

Use this page to create the details of your setting's cosmic liaison, someone who is responsible for monitoring the events and civilizations of the galaxy and identifying threats to Earth. The cosmic liaison works with heroes to prevent cosmic dangers from ever reaching the planet. Examples from popular comics include Abigail Brand™ (Marvel).

NAME:

FIRST APPEARANCE:

WHAT IS THIS PERSON FUNDAMENTALLY LIKE?

Choose one from each column and describe the object in greater detail in the Truths box below.

- | | | |
|--|--|---|
| <input type="checkbox"/> A weary... | <input type="checkbox"/> ...conscripted... | <input type="checkbox"/> ...powered hero. |
| <input type="checkbox"/> A stoic... | <input type="checkbox"/> ...alien... | <input type="checkbox"/> ...politician. |
| <input type="checkbox"/> A scarred... | <input type="checkbox"/> ...retired... | <input type="checkbox"/> ...military officer. |
| <input type="checkbox"/> A reluctant... | <input type="checkbox"/> ...traumatized... | <input type="checkbox"/> ...scientist. |
| <input type="checkbox"/> An overwhelmed... | <input type="checkbox"/> ...young... | <input type="checkbox"/> ...astronaut. |
| <input type="checkbox"/> A grim... | <input type="checkbox"/> ...sidelined... | <input type="checkbox"/> ...diplomat. |

WHO DOES THIS PERSON ANSWER TO?

- Planetary Government.** The liaison is an agent of a particular planetary government (or possibly **SE03: The Government Agency**).
- Private Backers.** The liaison is employed by a private citizen, group, or corporation to keep an eye on the skies, looking for trouble.
- Aliens.** The liaison was chosen by, or sent to Earth by, an alien race that believes humanity needs someone to watch for danger.
- A Team of Heroes.** A specific team of powered heroes charged the liaison with being their lookout, providing the liaison with resources.
- No One.** The liaison took the initiative to monitor the galaxy for threats, and does so using their own resources.
- Other (fill in your answer in the Truths box).

HOW DOES THIS PERSON LEARN ABOUT COSMIC EVENTS?

- Cosmic Diplomacy.** The liaison has friendly contacts among many starfaring civilizations and maintains pacts of mutual aid with them.
- Stellar Espionage.** The liaison operates like a cosmic spy, using stealth and subterfuge to identify threats to the Earth.
- Scientific Resources.** The liaison makes use of extensive scientific and technological resources, such as sensors and space telescopes, to monitor the ongoing galactic situation.
- Intelligence Network.** The liaison has a network of space travelers who pass along rumors, news, and other vital information.
- Other (fill in your answer in the Truths box).

WHAT RESOURCES DOES THE LIAISON HAVE AT THEIR DISPOSAL?

Choose two of the following resources to be major assets of the liaison.

- Subsidiary Organization.** The liaison is the head of an extensive organization that is a branch or subsidiary of another major organization (such as **SE02: The Super Science Lab**, **SE03: The Government Agency**, or **SE20: The Space Police Force**), possessing many of the same resources as the parent organization.
- Orbital Space Platform.** The liaison operates out of a space station orbiting around the Earth (or another body in the solar system).
- Starfaring Vessels.** The liaison has access to starships equipped with faster-than-light travel capabilities.
- Deep Space Sensors.** The liaison has access to data from an extensive network of sensor arrays scattered throughout the galaxy.
- Alien Technology.** The liaison has collected an extensive and eclectic selection of alien technologies, including weapons and defense systems, and uses them routinely in their work.
- AI Assistant.** The liaison relies on the assistance of a highly advanced artificial intelligence, which acts as the liaison's personal aide. The AI assistant might manifest only as a voice, hologram, or images on a computer screen, or could inhabit a robot body.
- Other (fill in your answer in the Truths box).

TRUTHS

MINOR CHARACTERS

Over the course of playing through the series included with this game, you will frequently create minor characters to flesh out the details of a scene. When you do, you can record those characters' names and relevant information about them in one of the entries in this section.

In future issues, both hero players and the Narrator can reference this section when creating or detailing a scene, bringing minor characters from those previous issues back into the story. This is a good way to create continuity in your world, especially when minor characters created for issues in one series appear while playing through an entirely different series.

If a minor character dies, you can simply note their death in the Important Info section below; the same goes for any changes to a minor character as a result of heroes choosing story rewards. Additionally, when creating one of the Narrator characters from the previous section, instead of creating a brand-new character you always have the option of picking an existing minor character and promoting them to a more important role in your setting. When you do, simply make a note in the Important Info section for that character, referencing the specific Narrator Character entry.



NAME

NAME

NAME

IMPORTANT INFO

IMPORTANT INFO

IMPORTANT INFO

NAME

NAME

NAME

IMPORTANT INFO

IMPORTANT INFO

IMPORTANT INFO

NAME

NAME

NAME

IMPORTANT INFO

IMPORTANT INFO

IMPORTANT INFO

NAME

NAME

NAME

IMPORTANT INFO

IMPORTANT INFO

IMPORTANT INFO

NAME

NAME

NAME

IMPORTANT INFO

IMPORTANT INFO

IMPORTANT INFO

NAME

NAME

NAME

IMPORTANT INFO

IMPORTANT INFO

IMPORTANT INFO

NAME

NAME

NAME

IMPORTANT INFO

IMPORTANT INFO

IMPORTANT INFO

PUBLICATION HISTORY

Given the potential sweeping scope of your setting and the possibility of playing through multiple series relatively simultaneously, it can be easy to lose track of what happened during the issues you play through. This is especially relevant if you alternate who takes the role of the Narrator, or if certain players miss certain sessions but show up later. To keep track of what happens during your play sessions, this section includes blank entries for you to take notes on the events that occurred while playing through each issue included with the **Spectaculars** game.

Each time you play through an issue, write the series name and issue number in the top box. Generally, you should record information about issues in the order that you play through them. If you skip around between series, tracking them in the order you play them will keep all information in chronological order.

During play, you can make note of important events in the box below that. This is a good place to track events that lead to changes in reputation tracks, which heroes gain lasting repercussions, the introduction or status changes of minor characters, and the outcome of the issue, including what happens to any villains that the heroes encounter.

You should also take care to note important events and ongoing storylines that come out of the heroes' aspiration and turmoil interludes, since they benefit greatly from continued development and recurrence.

In the section labeled Back Issue Notes, you can record any references that players made to fictional back issues during play. You may also wish to record the title and issue number of the back issue the players create so that in the future, the players can reference other issues in that same theoretical series.

When you are the Narrator for a session, if you have a few extra moments at the start of the session, it may be worthwhile to flip to this section and recap for the entire group the events of the last few recorded issues. This way, both you and the hero players can remember any relevant or interesting events that happened recently, which will often help you come up with ways to tie the current issue better into the ongoing storylines of the series.

If you make up your own issues or series, you can also record those events here, though if you do so and play through every issues of the included series you may find yourself running out of room. Additional Publication History sheets can be downloaded for free at <http://scratchpadpublishing.com/spectaculars/>

SERIES & ISSUE

IMPORTANT EVENTS

BACK ISSUE NOTES

SERIES & ISSUE

IMPORTANT EVENTS

BACK ISSUE NOTES

SERIES & ISSUE

Blank box for series and issue information.

IMPORTANT EVENTS

Large blank box for important events.

BACK ISSUE NOTES

Blank box for back issue notes.

SERIES & ISSUE

Blank box for series and issue information.

IMPORTANT EVENTS

Large blank box for important events.

BACK ISSUE NOTES

Blank box for back issue notes.

SERIES & ISSUE

Blank box for series and issue information.

IMPORTANT EVENTS

Large blank box for important events.

BACK ISSUE NOTES

Blank box for back issue notes.

SERIES & ISSUE

Blank box for series and issue information.

IMPORTANT EVENTS

Large blank box for important events.

BACK ISSUE NOTES

Blank box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

SERIES & ISSUE

Blank rectangular box for series and issue information.

IMPORTANT EVENTS

Large blank rectangular box for recording important events.

BACK ISSUE NOTES

Blank rectangular box for back issue notes.

USING THE SETTING BOOK

This Setting Book includes pages covering many topics and characters, each of which represents a major, iconic element of the setting that you create when you play *Spectaculars*. Though there are many setting elements and characters in this book, don't worry; you don't create them all at once. Instead, you flesh out the details of these major parts of the setting as you go along, creating them at the time that you need them.

BEFORE YOUR FIRST SESSION

The first few pages, labeled "The Basics," define the fundamental elements of the setting you build as you play through the game. Before you start your first session, you and your players should go through "The Basics" pages and answer the questions therein.

SETTING ELEMENT ENTRIES

As you play through the issues in the series pads, they occasionally reference pages in the Setting Book (the title will be in bold with the entry's identifier next to it, such as **SE01: The Powerful Artifact**). Additionally, you might find references to setting elements in other game mechanics, such as the story rewards. The first time you encounter a reference to a page in your Setting Book, all the players (including the Narrator) should collaborate to answer the questions on that page. When, in a future session, another issue references that page, use that setting element as you have defined it. As you play through the series pads, over time you define more and more elements of your universe.

NARRATOR CHARACTER ENTRIES

Much like the setting element entries, many issues will contain references to major Narrator characters listed in this book (the title will be in bold with the entry's identifier next to it, such as **NC01: Media Personality**). The first time you encounter a reference to one of these characters, all the players (including the Narrator) should collaborate to answer the questions on that page. When, in a future session, another issue references that page, use that character as you have defined them. As you play through the series pads, over time you define more and more major Narrator characters.

CHANGING YOUR ANSWERS

Over time, the initial decisions you made for one of these setting elements or major characters may no longer reflect the evolved nature of that element or character. While each page includes its own Truths box wherein you can write important details about those entries, if a setting element or character changes too far away from your original choices, you should absolutely feel free to go back through the page and change your answers to reflect the new nature of that element or character. For this reason, it is recommended that you write your answers in pencil, so that they can be easily erased in the future. This book is a tool to help you and your fellow players keep track of your setting, and you should feel free to use it in whatever way best fits the needs of your group.

REFERENCE PAGES ON YOUR OWN

Some of the setting elements and major characters are referenced more often than others in the issues included with the game. You should absolutely feel free to reference these pages on your own when creating scenes (particularly interlude scenes) or when creating back issues or retcons using continuity tokens. This setting is yours to use as you see fit, including focusing on setting elements and major characters that are otherwise not highlighted during the included series.

CHARACTER & EVENT TRACKING

The back sections of this book include places where you can easily track the existence and details of minor characters, as well as a chronological log where you record notes about what happens during play. Don't feel like you always need to keep everything that has happened in your mind at once, and use these notes to help you.

CREDITS

Spectaculars Created By: Rodney Thompson

Narrative Design: Logan Bonner, Daniel Helmick, Rodney Thompson

Rules Development: Peter Lee, Rodney Thompson

Editing: Michele Carter

Graphic Design: Daniel Gelon, Brigette Indelicato

Character Art: Danny Araya, David Lojaya, Des Taylor

Environment Art: Jordan Grimmer

Cover Art: David Lojaya

Tray Design: Noah Adelman

Playtesting and Special Thanks: Jose Adams, Cam Banks, Eric Benson, Bluejay, Lauren Bond, Erik Scott de Bie, Cori Dickinson, Rob Donoghue, Mike Fehlauer, Dale Friesen, Elyssa Grant, Gavin Greco, Derek Guder, Caitlin Hodgins, Jerry Holkins, Ian Horner, Mark Hulmes, Steve Kenson, Nacime Khemis, Trevor Kidd, Adam Koebel, Tom Lommel, Aditi Mangla, Seanan McGuire, Alanna Mitchell, Mark Morrison, Jessica Randall, Tifa Robles, John Rogers, Adam Savidan, Stephen Selego, Graham Stark, Nelly Steiner, Alexander Theoharis, Tara Theoharis, Tammie Thompson, Sophie Torri, Eric Trautmann, Chris Tulach, Keri Wiker, Dom Zook.

Spectaculars[™], its original characters and distinctive likenesses are the property of Scratchpad Publishing. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Scratchpad Publishing.

© 2019 Scratchpad Publishing

All other character names, locations, organizations, and objects are property of their respective owners, and their use does not imply an endorsement of or a relationship with Scratchpad Publishing LLC.