

Energy Ghost

An Energy Ghost is someone whose body is made of pure energy. They can fly, move (or burn) through solid objects, and throw energy blasts. They have no one primary power. Instead, three main powers create the effect: Flight, Phase, and Energy Attack.

Given that Energy Ghosts can stay out of battle by flying and spend a lot (if not all) of their time phased, they don't need lots of HPs or a high Defence bonus, and they can make up for a moderate BA by projecting Ray attacks (rather than regular ranged attacks), so an [Adventurer](#) (decent BA and Power Die) or [Mastermind](#) (low BA, good Power Die) can work, depending on what you want the character to do. A commander/tactician who can float outside the battle and lend air support might be very welcome to a team of heroes!

Powers

[Energy Attack](#): Ranged 50 ft. 4d6, Ray, Knockback **14CP**

[Flight](#): Skill "Good", Speed 40 ft.: **13CP**

[Phase](#): Manifest Sound, Ghost (+2CP), **12CP**

Recommended Feats

Aerobatics, Improved Initiative, Field Commander, Point-Blank Shot, Precise Shot

Not From Around Here

Value: 3CP/rank

You've been removed from the society that the game takes part in, so you don't get some of the references. For each rank in this power, you take a cumulative -5 in Knowledge (history, pop culture, & current events), and may not Take 10 for a given time period.

Rank 1 (3cp): Choose a period of time between 20-100 years (example: 1945-2011) during which this penalty and condition applies. Perhaps you were in suspended animation and missed out on things.

Rank 2 (6CP): Choose a period of time between 100-1000 years (example: 999 – 1995) during which this penalty and condition applies. Perhaps you descended from someone who left their world and only heard about the history they'd known when they left.

Rank 3 (9CP): All of recorded time before you started up this hero business. You just arrived here.

Vehicle

Cost: special (see below)

You have a vehicle. You can pick any one of the [Generic Vehicles](#) (motorcycle, car, truck, or van/bus), and the base cost of the Ad equals the total cost of the vehicle—including [templates, options, and mods](#)—divided by 5 (rounded up):

$$\text{PDC} / 5 = \text{Super Vehicle Base Cost}$$

At your discretion, the vehicle can be decorated to match your superheroic identity ("The Flame Van," "The Ratcycle," or "Comet, the Wonder Wagon"), and while it is bound to the stats

of whichever generic vehicle you chose, it does not have to resemble an actual, manufactured automobile. It can be shaped like anything you want, from a futuristic supercar to a steampunk jalopy. It is a conventional machine, however, not supertech.

You can effectively give your *Super Vehicle* powers by using the [Vehicle-Mounted Gadget](#) enhancement, you can install them into the vehicle's pre-existing [Item Slots](#).

Super Teams

Any group of heroes (minimum three) can create a Super Team. They merely have to declare their team affiliation, including coming up with a name for the group and possibly a theme or symbol, and then fight villains together for one complete level.

At the end of that level and at each subsequent level, the team receives 2CP per team member to spend on assets that the whole team can access. Those assets can include the following:

- **Ads and Comps:** [Ally](#), [Archive](#), [Bad Rep](#), [Connection](#), [Good Rep](#), [Grunt](#), [Laboratory](#), [Lair](#), [Minion](#), [Personal Assistant](#), [Super Vehicle](#), and [Nemesis](#)
- **Powers:** [Esoteric Item](#)

In the case of [Good Rep](#) and [Bad Rep](#), the reputation modifier applies to the whole team. In the case of [Nemesis](#), the arch enemy's power level is determined by the total power level of the whole team.

If a super team **loses over half its members** (characters, not players) then it also loses access to its collective assets. They belonged to the team, and the team no longer exists.

To **regain access to those assets**, at least two members of the original team must form a new team. If there are only two left, they'll need at least one more member. The new team must, again, be together for one full level, at which point they regain their lost assets *and* they start earning team CP again.

Super Teams can also use [Wealth Pools](#) to acquire assets, but that's a separate set of rules.

Tank

Tanks specialize in soaking up damage, either to get close enough to smack the heck out of their targets, or distract targets so that Blasters can fire into battle with a degree of impunity. Tanks focus on defensive powers like [Amazing Defence](#), or [Ability Enhancement](#): Constitution for the Hit Points and increased Saves. They also tend to take one, solid, mêlée attack, such as [Energy Attack](#): Concussive or [Natural Weapons](#), the latter of which is arguably preferable because it cannot be affected by the metapowers.

The best Tank classes offer maximum HPs and/or other defensive abilities as well as some access to mêlée weapons and attack forms. The [Champion](#) is the obvious choice, with a d12 for its Hit Die, its Iconic Attack, and Bombastic Aura, although that class requires that you increase your Charisma to take maximum advantage. The [Warrior](#) or [Soldier](#)'s strong combat attributes are also attractive: d10 for Hit Dice, good BA, access to many proficiencies, and bonus feats (from the Warrior) or Sneak

Attacks (from the Soldier). An overlooked option for a Tank is the [Martial Artist](#), who specializes in mêlée attacks, and therefore might not even need Natural Weapons or an Energy Strike and can thus put more resources into defensive abilities, although they also require a high Wisdom to take advantage of their defensive abilities.

Tanks wade right into fights, accepting that it's their job to take damage. They lay the smack on anything that gets in arm's reach and they give other, less rugged characters the room to operate unaffected by combat. It's a dirty job, but somebody gets to do it!

Powers

[Ability Enhancement](#): Constitution +5 **10CP**

[Amazing Defence](#) V (Defence +5) **5CP**

[Amazing Deflection](#) V (Defence +5) **10CP**

[Natural Weapons](#): Improved Damage II (3d6), Single Natural Weapon, Super Natural Weapon **5CP**

Recommended Feats

Combat Expertise ([Improved](#)), [Defensive Martial Arts](#), [Endurance](#) (Diehard), Great Fortitude ([Awesome](#), [Supreme](#)), [Light Knockback](#), [Origin Resistance](#) ([Improved](#)), [Super Strike](#), [Toughness](#) ([Hard to Kill](#), [Swift Healing](#)), [Unshakable](#) ([Fearless](#))