

Ads & Comps

Advantages and Complications, Ads and Comps for short, are little extras that aren't quite feats and certainly aren't powers, but nevertheless have a real effect on your life. Where feats usually indicate some skill or ability that you possess, **Ads can be material, like an indestructible costume, or extremely ephemeral, like a boost to your good name.**

Comps are things that make your life a little more complicated, as their name implies, but not necessarily flaws or hindrances. A dependant family member or loved one, for example, complicates your life, as does a strong dislike of guns. Neither of these things are *bad*. They just make being a superhero a little tougher. **Ads cost CPs and Comps grant CPs.**

You must clear your Ads and Comps with your GM because some, specifically the Comps, might simply not *complicate* your life enough in a particular game setting or under a certain style of play. Forsworn From Firearms, for example, complicates your life only if you live in a country in which firearms are commonly available and legal. Similarly, if your GM runs a light-hearted, high-fantasy game, then it may be the case that nobody uses firearms to begin with. Similarly, in a game set in a small, urban area, Bad Driver might not mean much because you don't do any driving at all.

Many Ads/Comps are **purchased on a per-rank basis**. The cost per rank is listed in the description, and the *total* costs are listed next to the rank description. For example, 3 ranks in Ally is 6CP (2CP per rank). Ads and Comps also have enhancements or Additional Comps, which you purchase separately, over and above the cost/value of the Ad or Comp itself.

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