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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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Ads Table

Name	Value	Benefit
Additional Identity	1 per rnk	an additional false persona
Ally	2 per rnk	people who have your back
Amazing Costume	2CP	seriously tough duds
Archive	2CP	a private library or database
Connection	1 per rnk	friends in the know
Experienced	10CP	you get an extra level
Feat	2 per rnk	you gain one feat
Good Rep	1 per rnk	+1 to Reputation
Grunt	5 per rnk	loyal soldiers for your cause
Law-Enforcement Powers	2 per rnk	you can arrest people
Laboratory	4 per rnk	you have a workshop
Lair	2 per rnk	you have a headquarters
Minion	2 per rnk	non-combat followers
Multiple Origins	2 per rnk	you have more than one origin
Personal Assistant	2 per rnk	a trusted friend who helps you
Position of Power	1 per rnk	you have influence
Power Redistribution	10CP	redistribute your CPs
Protected Identity	1 per rnk	-15 to find your secret ID
Quick Change	1 per rnk	able to change into costume <i>fast</i>
Sibling Bond	2CP	mental connection to a sibling
Sidekick	3 per rnk	you have a loyal lieutenant
Skill Points	1 per rnk	you gain 4 skill points
Super Pet	2 per rnk	your cat wants to fight crime
Vehicle	varies	car, truck, bus, or bike
Windfall	2 per rnk	bonus Profession check

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Comps

In a standard game, you cannot take more than 3CP worth of Comps per level (thus, 12CP at character creation), but your GM can choose to lift that maximum as she sees fit. Similarly, you can take new Ads/Comps at every level-up, provided that you can supply a suitable explanation for how these things suddenly appeared in your life. Ideally, these new Ads/Comps will result from experiences you've actually had, in-game, such as developing a Phobia, building a Lair, or undergoing a radical physical change that results in a Power Redistribution. If, in the normal course of the game, you *acquire* something that functions like a Comp, such as a Nemesis, then you are within your rights to ask the GM if you can receive compensation for it in the form of CPs. The GM might say no, but you are entitled to ask.

You can **buy off Comps with CPs** as part of the process of levelling-up. Buying off a Comp costs the value of the Comp plus 1CP for every 4CP of its value, to a minimum of 1CP extra (i.e., value of the Comp plus 25%, rounded up). A 6CP Bane costs a total of 8CP to remove, for example (see table, below).

Buying Off Comps

Comp's Value	Cost
1CP to 4CP	Value + 1CP
5CP to 8CP	Value + 2CP
9CP to 12CP	Value + 3CP
13CP to 16CP	Value + 4CP

A word of warning, **do not turn the Comps Table into a shopping trip**. Comps aren't here to give you bonus CPs. They're here to give you an in-game balancing factor against a character trait that you chose in order to make your character more interesting. If you take a Comp knowing that it won't have an effect on how you play the game, then it's not a "complication" and you shouldn't have taken it. At the very least, you shouldn't be rewarded for it.

Comps Table

Name	Cost	Effect
Accelerated Metabolism	3CP / rank	you need a lot food and sleep
Animal Antipathy	1CP	animals just don't like you
Anxious Activation	3CP / rank	powers go off when you're upset
Bad Driver	3CP / rank	cars just don't like you
Bad Rep	1CP / rank	a lot of people just don't like you
Bad Save	1CP	-1 to one Saving throw
Bad Shot	2CP / rank	you suck with ranged weapons
Bane	var.	your own, personal kryptonite
Berserker Rage	5CP	you sometimes lose it in combat
Bizarre Area Effect	var.	something's different about you
Calling Card	var.	you always leave your mark
Chemical Activation	4CP	your powers need chemicals
Chemical Dependency	2CP / rank	you need a chemical to function
Cold-Blooded	2CP	you need heat to keep moving
Dependent	var.	people you have to protect
Diurnal Power Cycle	4CP	powers only at night/in the day
Dramatic Activation	var.	power word or gesture

Empowered	1CP / rank	turn a Trait into a Power
Energy Weakness	1CP	penalty to resist energy types
Favours Owed	3CP / rank	you owe someone, big
Form Shift	2CP	shift from normal to heroic form
Forsworn From Firearms	2CP / rank	you <i>really</i> don't like guns
F/X Deficiency	2CP	barred from one domain/school
Glass Jaw	2CP	crits affect you more severely
Hero's Code	2CP / rank	rules to live by
Illiterate	1CP	you can't read
Impaired Hearing	2CP	you can't hear as well as others
Impaired Mobility	2CP / rank	you can't move as well as others
Impaired Vision	2CP / rank	you can't see as well as others
Inattentive	1CP	you are oblivious
Insatiable Curiosity	2CP	you can't let secrets go
Large-Sized	2CP	you are large
Light Sensitive	1CP / rank	the light... it burns...
Light Headed	1CP / rank	you get knocked out a lot
Monologueur	3CP / rank	you like making speeches
Nemesis	var.	an arch-enemy of your very own
Non-Oxygen Breather	2CP / rank	you don't breath air
Not From Around Here	3CP / rank	you've missed out on some things
Notoriety	2CP	everyone wants a piece of you
Origin Vulnerability	1CP / rank	-1 to resist one Origin
Ostracism	2CP / rank	the world hates you
Phobia	2CP / rank	you're afraid of something
Poor Healing	6CP	healing is half as effective on you
Quirky Systems	2CP	supertech penalized if damaged
Shortfall	2CP / rank	lose Profession check for Wealth
Slow Activation	1CP / rank	casting time increases
Slow Witted	1CP	-2 to Initiative checks
Small-Sized	2CP	you are small
Split Personality	2CP	your identities have split
Touch-Activated Power	2CP	skin contact sets off your powers
Unimaginative	2CP	you can't create spells/psi-powers
Unipower	2CP / rank	use only one power at once
Unreliable Power	1CP / rank	Will save required for activation

Accelerated Metabolism

Value: 3CP per rank

Your character suffers from a metabolism that "burns" significantly faster than that of normal humans. This causes a variety of negative effects.

Rank 1 (3CP): You must eat at least **one meal every twelve hours** or become automatically fatigued. Double all penalties for fatigue and other states of lack of food or rest. Last but not least, you body distributes chemicals so fast that you take a **-2 penalty to all rolls to resist drugs**, chemicals, poisons, and their effects; these are usually Fortitude saves.

Rank 2 (6CP): You must eat at least **one meal every six hours** or become automatically fatigued. Double all penalties for fatigue and other states of lack of food or rest. Last but not least, you body distributes chemicals so fast that you take a **-4 penalty to all rolls to resist drugs**, chemicals, poisons, and their effects.

Special: This Comp is incompatible with the Need Not Breathe, Need Not Eat, and Need Not Sleep. You can't have an

accelerated metabolism without a metabolism.

Additional Identity

Cost: 1CP per rank

You have constructed at least one false persona, in addition to your every-day identity and your adventuring identity. The usefulness and depth of this alternate identity both depend on how many CPs you invest in it. You can have multiple Additional Identities. You must purchase them separately.

Rank 1 (1CP): *Competent Forgeries.* Your secondary identity withstands casual perusal. It has fake addresses (email and physical), a well-forged picture ID, a false employment record, and even a small bank account. **DC 15 Research** check to reveal this identity as fake.

Rank 2 (2CP): *Expert Forgeries.* Your secondary identity is quite well developed. It includes all of the above, plus a driver's license, passport, work permits, multiple bank accounts, rent and property records, criminal records, and school records. **DC 20 Research** to reveal this identity as fake.

Rank 3 (3CP): *Superb Forgeries.* Your secondary identity has a great deal of substantiating background evidence. It has *all* of the above, plus photos, mementos, letters from fictitious relatives, awards and plaques, school papers, and mentions in newspapers and other media dating back at least several years. **DC 25 Research** check to reveal this identity as fake.

Ads Table

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Connection	1 per rnk	friends in the know
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Ally

Cost: 2CP per rank

Allies (as compared to Connections or Personal Assistants, described below) are **NPCs willing to risk something on your behalf**. Whether they are true friends or simply allies of convenience, they have a vested interest in helping you from time to time. They can know you in your heroic identity, your normal identity, or both, as you please.

Allies generally **ask for nothing in return for favours and information**, as long as you respect them and treat them well. On rare occasions, an ally might ask a favour in return. Friendship is a two-way street, after all. Allies are moderately vulnerable to the actions of other NPCs. As long as you're careful not to expose them to harm directly and keep your friendship somewhat discreet, they will be safe. If you abuse their trust, however, they could quickly become the equivalent of Dependants, and if you're particularly callous, they might even turn on you.

You can have multiple Allies. You must purchase them separately.

Rank 1 (2CP): Your ally is fairly low on the totem pole of his chosen profession. He might be a beat cop, a rookie reporter, a small-time thug, a low-ranking military officer, etc.

Rank 2 (4CP): Your ally is relatively well off and well placed. She might be a police captain, a well-known newspaper columnist, a crime boss, or a veteran military officer, for example.

Rank 3 (6CP): Your ally is very well placed and has a wide variety of powers and information sources. He might be a police chief, the most powerful mobster in the city, the editor of a major daily newspaper, or a flag-rank military officer.

Rank 4 (8CP): Your ally is at the head of a very, very useful organization or personal power base. She might be a director of a government agency, a global crime figure, a senator, or a senior military adviser with national authority.

Amazing Costume

Cost: 2CP

Most super-heroes have to fret over the state of their costumes, checking them for the constant wear-and-tear that a life of adventuring entails. Costumes are regularly burned, shot, cut, boiled, and blasted off their wearers, and must be completely replaced... but not yours! You own a nigh-miraculous costume that is probably tougher than you. An Amazing Costume **simply cannot be destroyed, damaged, discoloured, or distorted**. It will **re-size itself to the wearer's frame**, including shifting sizes, **keep itself clean**, and allow itself to be worked or reworked when its owner (and only its owner) desires a change. The costume may contain whatever regular armour or materials the character desires, other than *Power Armour*. Although the costume cannot actually be affected by any force on Earth, it will **offer no special protection** to its wearer. You could fall into a vat of acid and die, but the Amazing Costume would bubble up to the surface, unharmed. Where you got this miraculous bit of tailoring is up to you.

Limitation: Permanent Costume

Value: 1CP

Your Amazing Costume **never comes off**. It's effectively grafted onto your body. How you use the bathroom or perform other personal, bodily functions is a mystery.

Animal Antipathy

Value: 1CP per rank

Animals don't like you at all, and they make their distaste extremely obvious. Dogs bark, cats hiss, and horses buck. You suffer a **-2 penalty to any roll involving controlling or influencing an animal**. Your rolls to attack animals are unmodified. You can take this Comp up to 4 times. Its effects stack.

Additional Comps

Additional Comp: Hostility

Value: 1CP

For every rank in this additional comp, when you encounter wild animals, their reactions to you are automatically one column into the negative. You can take this additional comp multiple times. Its effects stack

Additional Comp: Extreme Hostility

Value: 1CP

When attacking, wild animals always go after you first. This Comp is incompatible with the power Animal Affinity. However, you can still have a familiar because they are quasi-magical and intelligent versions of their respective species.

Anxious Activation

Value: 3CP per rank

One of your powers activates uncontrollably whenever you are under certain specific, anxiety-inducing situations. You react blindly out of a combination of anger and fear. If the power is offensive, then it **automatically targets the source of the anxiety** (see below), even if that means targeting an inanimate object or activating a power that you consciously know will have no useful effect. This Comp has two modes: damage and proximity

Damage

- **Rank 1 (3CP):** Any time you take lethal damage in excess of $\frac{1}{4}$ **your total HPs**, your designated power activates.
- **Rank 2 (6CP):** As rank 1, but your designated power activates any time you take **lethal damage**.
- **Rank 3 (9CP):** As rank 2, but your designated power also activates any time you take **non-lethal damage and any time you have to make a Fortitude or Reflex save**.

Proximity

- **Rank 1 (3CP):** Your designated power activates any time any threatening person, creator, or objects comes **within 10 feet** of you. Your conscious awareness of its presence triggers the Anxious Activation, however, so if you're unaware of it, then it does not trigger your power.
- **Rank 2 (6CP):** As Rank 1, but the radius is **20 feet**.
- **Rank 3 (9CP):** As Rank 2, but the radius is **30 feet**.

Additional Comps

Additional Comp: Exclusive Anxious Activation

Value: 4CP

Your designated power **activates *only* when it is set off by Anxious Activation**. Under dire circumstances, you can attempt a **Will save to trick yourself into feeling like you're in danger** (DC equals 10 + the CP value of the power). **For example**, recalling anxiety-inducing memories or sensations, getting a team-mate to attack you, etc.

Archive

Cost: 2CP per rank

You have a massive computer database or physical library. It grants two things. First, **you can access it at any time** in order to make Research checks. It has to have a physical location, but that location is in a private place that you won and/or have exclusive legal access to (i.e., a rental space). You can, of course, put a Database/Library inside a Lair.

Second, **it is built to satisfy your interests**, which means that it grants an Equipment bonus to any Research you do into specific areas. Those areas correspond with the 12 subtypes of Knowledge checks:

- Art
- Business
- Civics
- Current Events
- History
- Popular Culture
- Sciences, Behavioural
- Sciences, Earth and Life
- Sciences, Physical
- Tactics
- Technology
- Theology/Philosophy

The bonus and the number of kinds of Knowledge depend on how many ranks you purchase in the Ad.

Rank 1 (2CP): +2 to 4 fields of Knowledge.

Rank 2 (4CP): +4 to 6 fields of Knowledge.

Rank 3 (6CP): +6 to 8 fields of Knowledge.

Rank 4 (8CP): +8 to 10 fields of Knowledge.

Rank 5 (10CP): +10 to all Knowledge checks.

Enhancements

Enhancement: Instant Research

Cost: 2CP

Your Database/Library is so expertly organised, and you know it so well, that you can make a rushed **Research check in a single Full-Round** action rather than in four hours. The downside is that when you search this quickly, your Equipment bonus is worth only half.

Enhancement: Automatic Research

Cost: 2CP

Prerequisite: Instant Research

Your Database/Library is somehow automated (computerised, organised by ghost librarians, what have you), which means that you only have to enter search parameters, and the system will find the results for you, which means that you can perform a **Research check with a Swift** action. The downside is that the system doesn't have the same attentiveness that you would, so you lose your Equipment bonus entirely.

Enhancement: Remote Access

Cost: 4CP

You can access your Database/Library from pretty much anywhere. It might be plugged into a wireless network that only you have access to. You could be telepathically linked to it. The explanation is up to you. In any case, you can perform Research check, even Instant or Automatic checks (see above), from anywhere in the world. The GM reserves the right to *occasionally* cut off your access if you travel to genuinely far-off places such as the middle of the Ghobi Desert ("No signals here, I'm afraid"), the Moon ("Dude, it's just too far away"), or a parallel dimension ("No. Just no").

Enchantment: Unfettered Access

Prerequisite: Remote Access

Cost: 1CP

Your Archive is now accessible from anywhere in the known or unknown universe. It might be accessible because you have it on your person or even in your body—a cranial implant or mystical connection—but the exact explanation is up to you.

Bad Driver

Value: 2CP per rank

You just suck at driving anything with an engine.

- **Rank 1 (3CP):** You take a **-4 penalty** to Drive/Pilot checks.
- **Rank 2 (6CP):** You take a **-8 penalty** to Drive/Pilot checks.
- **Rank 3 (9CP):** You take a **-12 penalty** to Drive/Pilot checks, and you must spend 1 Action Point to even attempt such a check.

Special: This Comp is incompatible with all Vehicle feats.

Bad Rep

Value: 1CP per rank

For every rank you take in this Comp, one of your identities (superheroic, normal, Additional Identity, etc.) gains a **-1 penalty to its Reputation** score.

Additional Comps

Additional Comp: Misinterpreted

Value: 1CP

An **unpleasant group of people has embraced you** as a representative of their ideals, even though you are thoroughly against them and their ideology (e.g., religious fanatics, bloodthirsty vigilantes, neo-Nazis, etc.). This group will tend to appear in your life at untimely intervals, and statements to the press never seem to make them go away. This can cause serious social friction if some people do not understand that you actually aren't associated with that group.

Additional Comp: Mistaken Identity

Value: 1CP

You find yourself **continually confused with a villain** who uses a similar name or costume ("I'm not Firemaster, dammit, I'm Firedancer!"). You must deal with the constant indignity of rumours and mistakes concerning your true identity ("No, no, the victims were rescued by Firedancer! Dancer, you idiot! What? No, I did not burn down Parliament, that was *Firemaster!*")

Bad Save

Value: 1CP per rank

You take a permanent **-1 penalty to one save:** Fortitude, Reflex, or Will (player's choice). You can take this Comp up to 5 times per save. Its effects stack.

Bad Shot

Value: 2CP per rank

You **cannot take any proficiency or feats** that pertain to ranged weapons, including firearms, non-ballistic projectiles, or thrown weapons. Because of this non-proficiency, you take a -4 penalty on all ranged attack rolls.

Special: This Comp is incompatible with Amazing Accuracy.

Additional Comps

Additional Comp: Worse Shot

For every rank in this Additional Comp, you take an additional -2 to hit when using firearms. You take take this Additional Comp up to three times, for a total penalty of -10.

Bane

Value: varies

There is one substance, your Bane, that your powers cannot affect in any way. The following list identifies those specific powers that your Bane can affect, but the GM reserves the right to rule that a particular power in a particular situation might also be unaffected by your powers. However, traits are never affected by Bane.

- Amazing Defence
- Amazing Deflection
- Cause Blindness
- Cause Confusion
- Cause Deafness
- Cause Fear
- Cause Pain
- Cause Pleasure
- Cause Unconsciousness
- Charismatic Aura
- Damage Reduction
- Energy Attack
- Force Field
- Gremlinism
- Healing Touch
- Life Leech
- Mystic Spellcasting
- Penetrating Vision
- Phase
- Power Absorption
- Power Detection
- Power Duplication
- Power Leech
- Power Nullification
- Power Resistance
- Possession
- Probability Manipulation
- Psionic Manifestation
- Regeneration
- Resist Power
- Super Senses
- Supertech Invention
- Surface Adhesion
- Technopathy
- Telekinesis
- Telepathy
- Teleport
- Tempport
- Webbing

Defensive powers, including anything that grants save bonuses, offer **no protection** against your Bane, while offensive powers **cannot harm it**. Anyone wearing armour made of your Bane gets **double protection** from it, and that doubled protection applies to your touch attacks or rays. You cannot **project your powers through any solid barrier** made of your Bane. It

blocks your sensory powers, as well. Gadgets/Power Armour or Iconic Items loaded with the powers, above, also cannot affect your Bane, although an Esoteric Item could. If you have Danger Sense or use any other power that might alert you to a looming threat, then the presence of your Bane will continuously set it off.

There are two kinds of Bane substances: common and rare.

Bane: Common

Value: 30%

Common substances include anything that is found in great abundance in the modern world, with the caveat that it has to be something that's also capable of doing you harm or preventing you from functioning. In essence, a common substance has to genuinely get in your way on a regular basis. The CP value of a Common Bane is **30%** of the total value of all the powers you have from the list above, rounded down. If you're unsure of a particular power, ask the GM. The following list contains several Common substances, but you and the GM can discuss other ones, as well:

- oxygen
- flesh (i.e., people and animals)
- metal
- plastic
- stone
- water
- wood

Bane: Rare

Value: 15%

Rare substances include any subtype of one of the common substances, anything that you're not likely to encounter on a regular basis, and/or anything that's generally not harmful. In essence, a common substance doesn't get in your way on a regular basis. The **CP value of a Rare Bane is 15%** of the total value of all the powers you have from the list above, rounded down. The following list contains several Common substances, but you and the GM can discuss other ones, as well:

- gas (other than oxygen)
- liquid (other than water)
- metal other than steel
- specific type of wood (e.g., ash, cedar, oak, etc.)
- specific type of stone (concrete, granite, limestone, marble)

Additional Comps

Additional Comp: Crit Range Increase

Value: 1CP

The Critical Threat Range of any weapon made of your Bane increases by +1. You can take this Additional Comp three times. The effects stack.

Additional Comp: Crit Damage Increase

Value: 2CP

The Critical Damage of any weapon made of your Bane increases by x2. You can take this Additional Comp twice. The effects stack.

Additional Comp: Disfigurement

Value: 1CP

If you are reduced to zero or fewer HPs by your Bane—by physical damage or by one of the Toxicity comps, above—you take -1 ability damage to Charisma due to a lasting scar or other damage to your appearance. This damage is permanent, but can be removed through plastic surgery (purchase DC 25), or [Restoration](#), but not simple healing, mundane or otherwise.

Additional Comp: Extra Sensitivity

Prerequisite: a Toxicity comp

Value: 3CP

The effects of your Toxicity double. You take 1d8 damage per round instead of 1d4, and a -8 to attack rolls, saving throws, and skill checks instead of -4. In the case of Ingestion, your Fortitude save is DC 30 and the effects last 2d8 rounds. To take this Comp, you must have 1 of the 3 Toxicity comps.

Additional Comp: Ingestion Toxicity

Value: 2CP

Swallowing more than a few grams of your Bane, putting it in your mouth, or otherwise having it introduced to the *inside* of your body provokes a Fortitude save (DC 30). Failure indicates that you take 1d4 HPs of poison damage per round and a -4 penalty to attack rolls, saving throws. This effect lasts for 2d4 rounds.

Additional Comp: Contact Toxicity

Value: 2CP

Prerequisite: Ingestion Toxicity

Physically touching anything anything made out of your Bane causes 1d4 HPs of poison damage per round and imbues a -4 penalty to attack rolls, saving throws, and skill checks for as long as you maintain contact. Anything thicker than cotton will block this effect for 10 rounds, but eventually the Bane does start to effect you.

Additional Comp: Area Toxicity

Value: 2CP

Prerequisite: Ingestion Toxicity, Contact Toxicity

Being within 10 feet of more than a few grams of your Bane causes 1d4 HPs of poison damage and induces a -4 penalty to attacks rolls, saving throws, and skill checks for as long as you are in the area of effect. This range effect can be due to dust particles, radiation, or the like.

Berserker Rage

Value: 5CP

You fly into an violent rage under physically stressful. The most common condition is combat. After **a number of rounds in combat equal to your Wisdom modifier, to a maximum of 5**, you must start making Will saves (i.e., at the start of the 6th round). GMs can also impose a Rage save outside of combat if you're in a situation of physical danger, such as a car crash or an earthquake.

The **save is DC 0, +2 per the total rounds of stress/combat**, including that number of rounds equal to your Wisdom modifier (see above). Thus, at the maximum of five rounds, the save starts at DC 10. GMs will raise the DC if the situation is dangerous/stressful (above and beyond just being in combat), and the list below is as a guide for doing so. The standard modifier is +2, and the items on the list are cumulative, so if three of them applied, the DC would be 16, but GMs reserve the right to apply more than a +2 if necessary.

DC Modifiers:

- surrounded by strangers
- surrounded by enemies
- surrounded by hostile enemies
- in combat (i.e., initiative has been rolled, etc.)
- grossly outnumbered/outmatched
- dangerous environment
- recently attacked/attacked someone else
- recently attacked/attacked someone else with firearms
- recently attacked/attacked someone else with powers recently hit/hit someone else for damage
 - e.g., super strength, energy attack, etc.
- recently critically hit/critically hit someone else
- other factors (GM's judgement)

Note that you can work yourself up by getting hurt, but you can also work yourself up by doing damage to other people. **For example**, if you were *surrounded by enemies*, and had *recently been attacked*, and that attack had been *with a firearm*, that had *scored a critical hit*, then the DC would be +8.

Your Will roll, as opposed to the save DC, can also receive circumstance bonuses (see below). Just like above, this list is cumulative, and GMs reserve the right to alter the bonuses if necessary.

Save Modifiers

- surrounded by friends/loved ones
- surrounded by teammates
- surrounded by teammates who are fighting by your side
- being directly "talked down" by friends, teammates, loved ones, etc.
 - the bonus is per person
- being compelled to attack friends, teammates, loved ones, etc. outnumbering/outmatching your opponent(s)
 - the bonus is per person
- unusually safe/familiar environment
- other factors (GM's judgement)

For example, if you're being *talked down*, in a *safe environment* and surrounded by *friends/loved ones*, your Will save would be +6.

You can **voluntarily force a Rage save** at any time, but the DC will depend entirely on your situation; i.e., it starts at DC 0, which you automatically pass, so to lose the save, you'd have to put yourself in a dangerous or anxious situation.

If you fail your save, you fly into a rage. While you rage, you **abandon all ranged attacks except for throwing things**, and you **attack whichever enemy most recently struck you for damage**. If no one struck you for damage, you attack the closest enemy.

If there is no enemy close enough to you to move and make a mêlée attack against (including by charging) or throw something at, then you must make another **Rage save to resist attacking whomever is closest** to you, including friends, teammates, or innocent bystanders. This roll is subject to all the same modifiers (i.e., probably using the same numbers). If you fail the save, you attack whomever is closest for one round, at which point you roll your Will save again.

If an **enemy falls** or is otherwise incapacitated--not necessarily dead, but on the ground and not moving any more, for example--then you move on to the next target, be it friend, foe, or poor schlub who was standing too close.

If you pass a Rage save or combat ends, you **continue to rage for 1d4 rounds**. Circumstances may provoke another Rage save during that 1d4 rounds.

Note, that when you Rage, **you do not immediately become stupid**. You can still use strategy and tactics. You can still attack intelligently. You are just driven to attack *something* at all times.

Finally, while you're raging, you are **unaware of how hurt you might be** (i.e., the GM keeps track of your HPs), but you also gain a **+4 to any Will saves that involve attempts to control your mind** (because you're in a near beastly state).

NB: This complication functions properly if and only if you voluntarily remind the GM that you have to make your Rage saves. You can't just wait for the GM to "catch" you on it. If you forget to roll your Rage save more than a couple of times, the GM is perfectly within her rights to state that you've been somehow cured of the Complication, and therefore you must give up 5CP worth of abilities (skills, feats, powers, advantages, etc.) from your character. It's on the honour system.

Additional Comps

Additional Comp: Emo Rage

Value: 3cp

Your Rage is now triggered by emotionally stressful situations as well as physically stressful ones. For example, being screamed at by your boss or "road rage" can both trigger you. The GM can impose Rage saves in such situations, and you must also voluntarily suggest them when you perceive them. Again, honour system.

Additional Comp: Fast Rage

Value: 1CP per rank

For every rank in this additional comp, you must start rolling Rage saves one round earlier (i.e., as if your Will were 2 points lower, or 4 rounds in combat, whichever is lower). You can take this comp a number of times equal to your Wisdom modifier.

Additional Comp: Form-Shifting Rage

Value: 4CP

Prerequisite : Form Shift (complication)

The only way to activate your Form Shift ability is to fly into a rage, and the only way to return to your normal form is to end

your rage. You have no access to any of your powers and/or traits when you're in your normal form unless you take Accessible Powers (see Form Shift).

Additional Comp: Powered Rage

Value: 4CP

Prerequisite: 10CP worth of powers that activate

The only way to activate any of your powers is to fly into a Rage. Only while you're Raging can you activate your powers. While in a Rage, you can use your powers, even if they are ranged attacks (e.g., Telekinesis, Energy Attack, etc.).

Additional Comp: Exhausting Rage

Value: 3CP

When your Rage ends, you suffer a number of rounds of *exhaustion* equal to the number of rounds you Raged. If you take this comp, you'll need to keep track of the number of rounds you Rage.

NB: "Exhausted": Strength -6, Dexterity -6, move at half speed, cannot run or charge.

Additional Comp: Stupid Rage

Value: 3CP

When you Rage, your Intelligence score drops to 4: just enough for simple speech but not enough for any kind of complex thought. You do not lose skill points, but your Intelligence modifier drops to -3.

Bizarre Area Effect

Value: 2CP per rank

You are constantly surrounded by some kind of unusual cosmetic or environmental effect that clings to you, or indeed emanates from you, as a side-effect of one or more of your powers or physical nature. This does not have to be a supernatural effect, but that's the most common explanation. You might exude a powerful smell, be surrounded by an eerie glow, or just give the screaming willies to anyone who's standing near you. The effect can be bright, loud, or annoying. The exact effect is the stuff of flavour text. If you take Form Shifting, then the Bizarre Area Effect, whatever it might be, only plagues in your empowered form.

For every rank in this Comp, you suffer a -4 penalty to Disguise, Gather Information, Handle Animal, and Stealth checks. You can take this Comp twice.

Reduce the CP value of this comp by half if you take it as well as Form Shifting. Having the Bizarre Area Effect 'on' only half the time means it's only half as complicating to your life.

Additional Comps

Additional Comp: Really Dramatic Activation

Value: 3CP

When Form Shifting and/or Dramatically Activating a power, your Bizarre Area Effect briefly, and spectacularly, activates. If this happens while you're Disguised, or are trying to Gather Information, Handle and Animal, or Stealth, the check penalty for Bizarre Area Effect triples.

Calling Card

Value: 2CP

You feel compelled to leave an identifying mark at the major scenes of all your adventures. It might be a physical mark on a wall, an object left at the scene, or even a particular way of incarcerating villains. You must leave your calling card whenever you are victorious in a physical confrontation, foil a criminal scheme more complex than knocking over a liquor store, or even just causing a public scene while in costume. The actual calling card is something simple, easy, and cheap, like an actual card, for example, and requires only a standard action. You will always leave your Calling Card if you have the time, but if you're pressed for time, you can make a Will save (DC 15). If you win, you resist the urge to leave your mark. If you fail, you just can't help yourself.

If you consistently elect to roll your Will save every time you leave a scene and are forced to leave your card only when you fail, then the GM is encouraged to raise your DC until you fail it consistently. If you take this Comp, you need to play along.

Additional Comps

Additional Comp: Calling Card Fixation

Value: 3CP

Your calling card borders on an unhealthy compulsion, rather than just an eccentricity. Leaving your card requires a full-round action, not necessarily because the actual object is that complex or delicate, but because it must be left in a particular way, or else it's just not right. Any attempt to flee a scene without doing so will require a will save (DC 20).

Additional Comp: Calling Card Obsession

Value: 4CP

Your calling card is now a full-blown obsessive-compulsive act. Leaving the card requires three full rounds of delicate placement and adjustment. You might need to carry special pigments for drawing, or a delicate, expensive object to leave behind (purchase DC 12). Any attempt to flee a scene without doing so requires a Will save (DC 25).

Chemical Activation

Value: 4CP

You must ingest, inject, or otherwise introduce a specific chemical formula into your body in order to use your powers. The effect lasts for one hour or until you use half of your PP total, whichever comes first.

Your chemical can be a known illegal drug (PDC 6) that you could be arrested for buying, possessing, or making yourself. It can be a legal drug that is expensive (Purchase DC 10) and for which you would need a prescription from a medical doctor. Finally, it could be a special substance you make yourself (Purchase DC 8) that, though not technically illegal, pushes the boundaries of legality and *could* get you in legal trouble. For this last kind of Chemical, you must have an appropriate skill, most likely Craft (pharmaceutical) or Craft (chemical), to make, mix, or brew it. Creating a single dose requires a skill check

(DC 15) and one hour in a relatively clean space, such as a kitchen or a bathroom. You can Take 10 on this check if you are in a totally safe environment.

If you regularly take your Chemical, every hour or less on each and every day, for example, then your GM might impose a Chemical Dependency on you. Thus, if you get your Chemical, your PPs are replenished, but if you don't, you suffer from withdrawal. You would not, however, suffer the side-effects listed in Chemical Dependency.

There are two different Additional Comps that go with this Comp. You can take either one, but not both.

Additional Comps

Additional Comp: Chemical Power-Point Generation

Value: 1CP

In addition to having to use your chemical to activate your powers at all, you must take it to regenerate Power Points. Every six hours, when you would normally regenerate your points on your own, you have to take your chemical. Without your chemical, your body just doesn't do the job.

This Additional Comp is incompatible with Single Power.

Additional Comp: Single Chemically-Activated Power

Value: 2CP

One of your powers relies on your Chemical. One dose grants you the ability to activate that power for 1 full hour. This Additional Comp can be applied to traits. If it is, then the trait physically manifests?you grow extra Appendages or Natural Weapons for example?for a full hour and then it disappears. You can take this Additional Comp multiple times. Each time, it applies to a different power.

Chemical Dependency

Value: 2CP per rank

You are dependant on a chemical substance. It could be a drug addiction, like cocaine or alcohol, or it could be a life-saving drug that you need in order to live. It can be anything else you and the GM dream up.

Your dependency can be on a known illegal drug (purchase DC 6) that you could be arrested for buying, possessing, or making yourself. It can be a legal drug that is expensive (purchase DC 10) and for which you would need a prescription from a medical doctor. It can be a legal drug that is commonly available and cheap, but has debilitating side-effects, like alcohol (Purchase DC 6). Finally, it could be a special substance you make yourself (purchase DC 8) that, though not technically illegal, pushes the boundaries of legality and *could* get you in legal trouble. For this last option, you must have an appropriate skill, most likely Craft (pharmaceuticals) or Craft (chemical), to make the chemical. Creating a single dose requires a skill check (DC 15) and one hour in a relatively clean space, like a kitchen or a bathroom. You can Take 10 on this check if you mix it up at home.

The effects of the Chemical itself stack with the effects of withdrawal. Thus, taking your Chemical affects you in specific ways, just as *not* taking your Chemical does. This is why addiction sucks. Different Chemicals have different side-effects, of course. Each one grants an equivalent of +2 to one or two different abilities and the equivalent of a -4 to up to four *other* abilities. For example, alcohol might make you charming (+2 Charisma) but totally remove your judgement (-4 Wisdom). Alternatively, it could make you insightful (+2 Wisdom) but weak and stupid (-2 Strength and -2 Intelligence). The possible combinations are at your discretion but the GM has final say on whether they're appropriate and reserves the right to over-ride them as she sees fit. As always, complaining to the GM is highly unlikely to get you very far.

Feats, advantages, powers, or any other in-game effect that boosts your ability to resist poisons or other chemicals has no effect how how this Comp affects you.

Rank 1 (2CP): You must receive at least one dose of this substance every 24 hours or you suffer a -1 penalty to *all* die rolls, including but not limited to attack rolls, skill checks, saving throws, and damage rolls. You suffer another -1 penalty every 24 hours that you're deprived of the substance. Eventually, craving and withdrawal will effectively leave you helpless.

Rank 2 (4CP): Rather than a -1 penalty, you suffer a -2 penalty after 24 hours, cumulative. When this penalty reaches -10, you must make a fortitude save (DC 18) or fall into a coma. You must make this save every six hours until you fall into the coma or get your substance. You can survive in a coma indefinitely if you are under professional care, but if you simply fall unconscious in an alley or on your bathroom floor, you must continue making Fortitude saves (DC 18) every six hours. If you fail, you die.

Rank 3 (6CP): In addition to the above, the DC of each fortitude save is 20 and rises by 2 with every subsequent save. If you fail a save, you die immediately.

Additional Comps

Additional Comp: Controlled Supply

Value: 4CP

The substance is rare and proprietary, and someone else has a monopoly on it. You are entirely dependent on an NPC for your supply.

Additional Comp: Side Effects

Value: 2CP

The substance has an intoxicating or debilitating side effect. For one hour following the intake of each dose, you suffer a -4 penalty to 2 abilities. You pick the two abilities and the choice is permanent.

Additional Comp: Power Linked

Value: 2CP

Your powers are linked to or granted by your substance. If and when you take penalties for withdrawal, you lose the use of 5CPs worth of powers (selected randomly). Every subsequent time you lose a save and/or take an additional penalty, you lose another 5CPs worth of powers, randomly selected.

Cold-Blooded

Value: 2CP

Your circulatory system has difficulty maintaining its essential core temperature on its own. You must spend at least one hour (preferably more whenever possible, but one is sufficient) out of every twenty-four basking in a heated environment, under a strong sun, or against a heated object. If you don't, you suffer a -2 penalty to Strength, Dexterity, and Wisdom until you can do so again. These penalties stack every 24 hours, starting 24 hours after the last time you were in a heated environment. If any of your abilities reaches 3, you fall into a comatose state. If they all reach 0, then you die.

This Comp is *not* incompatible with powers or special abilities that render the character resistant to damage from cold-based sources. However, such resistances will not change the affects of the Comp.

Comps

In a standard game, you cannot take more than 3CP worth of Comps per level (thus, 12CP at character creation), but your GM can choose to lift that maximum as she sees fit. Similarly, you can take new Ads/Comps at every level-up, provided that you can supply a suitable explanation for how these things suddenly appeared in your life. Ideally, these new Ads/Comps will result from experiences you've actually had, in-game, such as developing a Phobia, building a Lair, or undergoing a radical physical change that results in a Power Redistribution. If, in the normal course of the game, you *acquire* something that functions like a Comp, such as a Nemesis, then you are within your rights to ask the GM if you can receive compensation for it in the form of CPs. The GM might say no, but you are entitled to ask.

You can **buy off Comps with CPs** as part of the process of levelling-up. Buying off a Comp costs the value of the Comp plus 1CP for every 4CP of its value, to a minimum of 1CP extra (i.e., value of the Comp plus 25%, rounded up). A 6CP Bane costs a total of 8CP to remove, for example (see table, below).

Buying Off Comps

Comp's Value	Cost
1CP to 4CP	Value + 1CP
5CP to 8CP	Value + 2CP
9CP to 12CP	Value + 3CP
13CP to 16CP	Value + 4CP

A word of warning, **do not turn the Comps Table into a shopping trip.** Comps aren't here to give you bonus CPs. They're here to give you an in-game balancing factor against a character trait that you chose in order to make your character more interesting. If you take a Comp knowing that it won't have an effect on how you play the game, then it's not a "complication" and you shouldn't have taken it. At the very least, you shouldn't be rewarded for it.

Comps Table

Name	Cost	Effect
Accelerated Metabolism	3CP / rank	you need a lot food and sleep
Animal Antipathy	1CP	animals just don't like you
Anxious Activation	3CP / rank	powers go off when you're upset
Bad Driver	3CP / rank	cars just don't like you
Bad Rep	1CP / rank	a lot of people just don't like you
Bad Save	1CP	-1 to one Saving throw
Bad Shot	2CP / rank	you suck with ranged weapons
Bane	var.	your own, personal kryptonite
Berserker Rage	5CP	you sometimes lose it in combat
Bizarre Area Effect	var.	something's differentabout you
Calling Card	var.	you always leave your mark
Chemical Activation	4CP	your powers need chemicals
Chemical Dependency	2CP / rank	you need a chemical to function
Cold-Blooded	2CP	you need heat to keep moving

Dependent	var.	people you have to protect
Diurnal Power Cycle	4CP	powers only at night/in the day
Dramatic Activation	var.	power word or gesture
Empowered	1CP / rank	turn a Trait into a Power
Energy Weakness	1CP	penalty to resist energy types
Favours Owed	3CP / rank	you owe someone, big
Form Shift	2CP	shift from normal to heroic form
Forsworn From Firearms	2CP / rank	you <i>really</i> don't like guns
F/X Deficiency	2CP	barred from one domain/school
Glass Jaw	2CP	crits affect you more severely
Hero's Code	2CP / rank	rules to live by
Illiterate	1CP	you can't read
Impaired Hearing	2CP	you can't hear as well as others
Impaired Mobility	2CP / rank	you can't move as well as others
Impaired Vision	2CP / rank	you can't see as well as others
Inattentive	1CP	you are oblivious
Insatiable Curiosity	2CP	you can't let secrets go
Large-Sized	2CP	you are large
Light Sensitive	1CP / rank	the light... it burns...
Light Headed	1CP / rank	you get knocked out a lot
Monologueur	3CP / rank	you like making speeches
Nemesis	var.	an arch-enemy of your very own
Non-Oxygen Breather	2CP / rank	you don't breath air
Not From Around Here	3CP / rank	you've missed out on some things
Notoriety	2CP	everyone wants a piece of you
Origin Vulnerability	1CP / rank	-1 to resist one Origin
Ostracism	2CP / rank	the world hates you
Phobia	2CP / rank	you're afraid of something
Poor Healing	6CP	healing is half as effective on you
Quirky Systems	2CP	supertech penalized if damaged
Shortfall	2CP / rank	lose Profession check for Wealth
Slow Activation	1CP / rank	casting time increases
Slow Witted	1CP	-2 to Initiative checks
Small-Sized	2CP	you are small
Split Personality	2CP	your identities have split
Touch-Activated Power	2CP	skin contact sets off your powers
Unimaginative	2CP	you can't create spells/psi-powers
Unipower	2CP / rank	use only one power at once
Unreliable Power	1CP / rank	Will save required for activation

Dependent

Value: 2CP per rank

You take care of someone close to you, a spouse/partner or ex-spouse/partner, a parent or guardian, a child, a sibling, a friend, etc.. Any time someone discovers your identity, secret or not, they effectively know about your Dependant. While designing your games, your GM will roll to see if your Dependant shows up and then work him or her into the story.

When that happens, he or she will be threatened by some side-effect of your superheroic activities, including but not necessarily being directly attacked or kidnapped by a supervillain. The frequency with which your Dependant shows up in your life is based on his or her CP value. You can have up to 4 Dependents in your life at varying levels.

GMs are also encouraged to introduce your Dependants into the every-day life of your games. They're not just people who can be threatened. They're your loved ones, after all.

- **Rank 1 (2CP):** Your Dependant shows up on a roll of 3 or less on 1d20 during any given session.
- **Rank 2 (4CP):** Your Dependant shows up on a roll of 6 or less on 1d20 during any given session.
- **Rank 3 (6CP):** Your Dependant shows up on a roll of 9 or less on 1d20 during any given session.
- **Rank 4 (8CP):** Your Dependant shows up on a roll of 12 or less on 1d20 during any given session.

Diurnal Power Cycle

Value: 4CP

Your powers are closely attuned to the rising and setting of the Sun, and are useful for only about half of each twenty-four hour day, allowing for seasonal variation. You can access your powers only between dawn and dusk, or only between dusk and dawn (player's choice). During the other half of the day, they simply do not exist. This Comp does not affect Traits. You must have at least 10CP worth of powers to take this Comp.

Dramatic Activation

Value: 2CP

To activate one of your powers you must either make a Gesture or shout a Command Word. You pick which power and whether the Dramatic Activation is a Gesture, a Command Word, or both (see below). PP costs do not change. Sustaining the power does not require Dramatic Activation. The power must have an activation and a total cost of at least 5CP.

Command Word

If you are gagged or otherwise silenced, you cannot use your command word. You also cannot whisper a command word. You must speak it at *least* as loudly as you would to a small group of people in a public place. If you use a command word while attempting to Move Silently, you take a -10 on your opposed check. Your command word can be in any language, and indeed, doesn't need to be a *word*, per se. It can be a guttural grunt or a nonsense phrase.

Gesture

You cannot execute your command word when grappled, entangled, or pinned. If you perform a gesture while attempting to blend into a crowd, you take a -10 to your opposed check (Stealth vs. Observe). Your gesture can be dance-like, martial artsy, or profane. You can flex a biceps, close your hands in prayer, or just flip the bird. It's up to you.

Additional Comps

Additional Comp: Complex Activation

Value: 2CP

Your Dramatic Activation is finicky and requires that you pass a Perform check (DC 15). If you pass the check, the power activates normally. If you fail, the power does not activate, but you do not lose any PPs for the effort. This Additional Comp does not increase the activation time.

Additional Comp: Disruptable Activation

Value: 2CP

Your Dramatic Activation is so precise that it can be disrupted, just like spell-casting (see the skill Concentration for DCs to maintain concentration). You can apply the feat Combat Casting to Dramatic Activation to get a +4 on your Concentration check. This does not mean that your Dramatic Activation provokes an attack of opportunity.

Additional Comp: Provocative Activation

Value: 2CP

Your Dramatic Activation provokes attacks of opportunity, just like spell-casting. Your Command Word or Gesture requires so much concentration that they distract you from the fight in front of you. This does not mean that your Dramatic Activation can be disrupted.

Additional Comp: Slow Activation

Value: 2CP

Your activation time increases by one step up the "action" scale: free/swift, move, standard, full-round. A move action become a standard action, for example. Slowed full-round activations turn into a full-round action plus a swift action, then a full-round plus a move action, etc.

Empowered

Value: 1CP per rank

One of your Traits is now a Power. The activate cost is "free/free," but the Power doesn't work if you have no PPs left, and it is vulnerable to metapowers.

This Comp is incompatible with anything that turns a Power into a Trait (i.e., you cannot turn a Power into a Trait and then back into a Power). If a Trait already has a "powered" limitation of any kind, then use it instead of this Comp.

Energy Weakness

Value: 1CP per rank

You are unusually vulnerable to one kind of energy-based attack (player's choice). For every rank in this Comp, you suffer a -1 penalty to any d20 roll you make to avoid your chosen energy type (e.g., saves, skills, ability checks, etc.), *and* any d20 roll against you that uses that energy gains a +1 (e.g., attacks). In the case of opposed tests, your rolls take a -1, and the attacker's roll takes no bonus.

You can take up to 5 ranks of this Comp for every energy type.

Experienced

Cost: 10CP per rank

This Ad grants a single **character level** in the class of your choosing. It does not grant the corresponding 10CP that you normally receive for advancing a level.

You can take only one rank of Enhanced at a time from then one (i.e., at character creation and then once per level).

F/X Deficiency

Value: 2CP per rank

You cannot cast spells/manifest psi-powers from one school, domain, or discipline (player's choice). You can take up to three ranks in this Comp. Each time, pick a new school, domain, or discipline.

To take this Comp, you must be able to cast spells or manifest psi-powers from the school, domain, or discipline that you choose (i.e., if you can't cast spells or manifest psi-powers, you can't take this Comp).

Favours Owed

Value: 2CP per rank

You have incurred a substantial obligation to an NPC. This is a debt of service and/or honour rather than just money. You owe the NPC your time and effort at regular intervals and there are definite consequences should you fail to heed the call.

The NPC owed favours should be generally cordial, but not overly friendly or sympathetic toward your goals. Crime bosses, corrupt police officers, and government agencies are all great fun in this role.

- **Rank 1 (3CP):** The NPC is firm about the debt, but neither sadistic nor too demanding. He will ask for small favours. A minor annoyance, but not a continuous disruption to your life.
- **Rank 2 (6CP):** The NPC asks quite a bit more of the character, requiring risky and/or lengthy services that can thwart an attempt to keep a regular schedule.
- **Rank 3 (9CP):** The NPC all but owns you, makes use of you all the time, and has the means to respond unusually harshly should you not meet your obligations. This level of involvement must be approved by the GM because it can easily become disruptive to an ongoing game, though it can also be what fuels an on-going game.

Additional Comps

Additional Comp: Dark Secret

Value: 2CP

The nature of the NPC, as well as the nature of the favours owed, is so contrary to your public motives and reputation that you have to conceal the existence of the debt, as well as the nature of your service to the NPC, from even your closest allies. (Take this Additional Comp only with the GM's approval because it, too, can either disrupt or come to dominate an on-going game.)

Feat

Cost: 2CP

You gain one feat. You are not limited by feat groups, but you cannot use this Ad to buy a feat for which you don't have the

prerequisites. You can take this Ad multiple times. Each time, you gain a new feat.

Form Shift

Value: 2CP

Prerequisite: you must have powers

Activation: 1PP per shift

You must shift from your normal physical form to a super-powered hero form in order to access your powers. Shifting from your mundane to your powered form requires a move action, costs 1PP, and counts as Activating a power, which means you can apply the Dramatic Activation Comp to it. Form Shifting, the action, can also be detected by Power Detection.

Your heroic form's face can be covered or uncovered, at your option, and both your heroic and normal forms wear whatever clothing, armour, and equipment (up to a light load) that they wore the last time they shifted. Your Charisma score is not different (unless your Charisma is a power), but your facial features can be totally different if you want them to be. This means that you could have a heroic form that is not recognisably similar to your normal form, regardless of rolls made to Observe checks. The two forms don't have to be similar in any way, if you don't want them to be.

If you take this comp as well as Bizarre Area Effect, reduce the CP value of the latter by half. Having the Bizarre Area Effect 'on' only half the time means it's half as complicating to your life.

Additional Complications

Additional Comp: Multiple Forms

Value: 2cp

You have an additional "form," and at least one of your powers is accessible only in that form. You can freely shift between all of your forms. All other rules apply normally.

Enhancements

Enhancement: Accessible Power

Cost: 2cp of the power's value

You can access one or more of your powers in your normal form.

Forsworn from Firearms

Value: 2CP per rank

You shun the use of guns of any sort (including futuristic gun-like weapons like blasters or laser rifles). You might think of them as brutal, clumsy, noisy, or dishonourable. A family member or loved one might have been shot by one. The explanation is up to you. This restriction does not apply to non-lethal gun-like weapons that are not actual firearms or energy weapons, such as a taser, or a net-launching guns, and it does not apply to damaging projectile powers like Energy Attack, although it does apply to an Energy Attack Gadget.

Rank 1 (2CP): You steadfastly refuse to carry or use firearms, although you grudgingly acknowledge that other people might have legitimate reasons for doing so. In extreme cases, you may pick up a firearm and use it for a purpose other than shooting someone (e.g., cutting a rope, detonating an explosive, throwing it to an ally, etc.). The GM may call for a Will save (of at least DC 15) before allowing you to do so.

Rank 2 (4CP): You refuse to even touch a firearm, even when your life or the lives of others might be on the line. Your have

extreme personal reasons for actively hating guns. A loved one might have been killed by one, for example. Only in truly extreme circumstances?a number of lives hang in the balance?can the character attempt a very difficult Will save (at least DC 25) to pick up a firearm and use it on an inanimate object. Even then, under no circumstances can the character actually use it against another living or sentient being.

Glass Jaw

Value: 2CP per rank

You fall down when you take one in the chin. Whenever an opponent scores a successful critical hit against you with a mêlée attack that deals NL, the damage multiplier increases by 1, from x2 to x3, for example, or x3 to x4. You can take this comp twice. Its effects stack.

Special: You cannot take this Comp in conjunction with powers or feats that grant DR of 5 or better.

Good Rep

Cost: 1CP per rank

You are better-trusted and regarded by the authorities than most of your peers are. For every rank in this Ad, one of your identities (superheroic, normal, Additional Identity, etc.) gains a **+1 bonus to its Reputation** score.

Grunt

Cost: 5CP per rank

For every rank in this Ad, you get one Grunt. Grunts are **low-level fighters** whom you have employed or convinced to fight for you. Their application is primarily combat, but they can perform other mundane tasks if called upon to do so. Grunts are **loyal to a point**. They are paid muscle, primarily, although a leader who treats them well might get more loyalty out of them (at the GM's discretion). Individual Grunts will surrender or **retreat when they reach ¼ of their HPs**, and a squad or even an army of Grunts will eventually **collectively retreat once a battle is well and truly lost**. They do not fight to the death if they can avoid it, and they do not fight to the last if it's an option.

If a Grunt dies or leaves then they're gone for the rest of that gaming session. By the beginning of the next session after that, you have replaced that Grunt.

Grunts are **first-level NPCs**, either Martial Artists, Sidekicks, Sneaks, Soldiers, or Warriors (player's choice). **They do not get powers** of any kind. You build your Grunt yourself, just as if you were building any 1stlevel character, with the following options: **they do not get any CPs**, and therefore cannot buy Ads/Comps, additional feats, or powers. They do start with the standard 2 feats, but they get no more unless you take the Feat enhancement (below). They get 32 points to spend on Table 1-2 Natural Score Costs rather than the 40 points that PCs and NPCs get. You can arrange those points to taste or use the following even spread: 10, 10, 12, 12, 16, .

Enhancements

Enhancement: Grunt Feat

Cost: 2CP per rank

For every rank in this enhancement, you can grant an additional feat to one of your Grunts. You can take this enhancement

multiple times, either granting feats to multiple Grunts, or granting a single Grunt multiple feats. Note, however, that Grunts have to fulfil all of the same prerequisites that feats normally require, and they are only 1st-level NPCs with a limited range of stats.

Hero's Code

There are some things that you just won't do (see below). In moments of drastic need, you can attempt to over-ride your Hero's Code. The GM will set a DC for doing so (at least 20). However, if you go back to this well too often, the GM is perfectly within her rights to increase the Will save by *large* numbers. If you take this Comp, you have to play along.

This Comp is modular. You can take any or all of its Modes.

Mode: Fair Play

Value : 4CP

You refuse to flank in combat, shoot anyone in the back, take opponents unaware, or attack anyone lying prone. This comp is incompatible with the Dirty Fighter Feat and precludes you ever making Sneak Attacks.

Mode: Honesty

Value: 2CP

You may not place any ranks in Bluff or Gambling. You absolutely refuse to tell lies except in the most dire circumstances?even to "bad guys"?or to exaggerate, gamble, or lie on behalf of others. You can still conceal your non-adventuring identity or identities. That kind of lying just doesn't count for superheroes. This Comp is incompatible with any Feat that improves your Bluff or the Gambling skill.

Mode: Law and Order

Value: 4CP

Even if you are a costumed vigilante, you have the utmost respect for the letter of the law and balk at pushing its boundaries too far. You view yourself as a "forward element" of uniformed law enforcement and prefer to turn matters over to the legitimate authorities as soon as possible. You refuse to pick locks, break and enter, interrogate suspects without turning them over to the police first, commandeer vehicles or property from ordinary citizens, etc. Basically, if it involves anything more than patrolling and confronting criminals or villains engaged in obvious acts of mischief and mayhem, you can't do it.

Mode: Loyalty

Value: 4CP

You are incapable of abandoning a friend or ally, even if it would make sense to do so, even in foolish or suicidal conditions. Come Hell or high water, you fight side-by-side with your friends and will die doing so if that's what fate decrees. You are rarely the one that goes running for help.

Mode: Mercy

Value: 4CP

You do not kill, ever, even in the pursuit of the greater good. You cannot intentionally kill another person, nor allow another person to die when your actions could save them. Even an accidental death in which you're involved will *feel* like your responsibility.

Mode: Extreme Mercy

Value: 4CP

In addition to Mercy, you have extreme difficulty dealing with the guilt caused by a death that you think you could have prevented. If you accidentally cause or fails to prevent a death (provided you realistically could have done so), you lose all of your Action Points as a reflection of your anguish.

Illiterate

Value: 4CP

You cannot read, and therefore cannot place skill ranks in Computer Use, Craft (chemical, electronic, pharmaceutical, structural, writing), Decipher Script, Demolitions, Disable Device, Forgery, Gamble, Investigate, Knowledge (arcane lore, behavioural sciences, business, civics, Earth and life sciences, history, physical sciences, tactics, theology/philosophy, technology), Navigate, Pilot, Profession (GM's discretion), Read/Write Language, Research, Treat Injury, or Use Magic Device. You begin the game knowing only the spoken form of your native language. You can buy off this Comp, with the GM's permission, but until you do so, you cannot learn to read any new language. This Comp is incompatible with any feat that involves "book learning," including anything that enhances the skills listed above.

Impaired Hearing

Value: 2CP per rank

You have suffered damage to your hearing. The nature of the damage is such that it cannot be repaired by either technological or supernatural means, and powers or feats cannot compensate for the penalties associated with it.

Rank 1 (2CP), Partial Deafness: You take a -6 penalty to Observe checks to do with hearing, and may not spend Actions Points to re-roll them.

Rank 2 (4CP), Total Deafness: You automatically fail Observe checks to do with hearing, take a -4 penalty on Initiative checks, and have a 20% chance of spell failure when casting spells with verbal components and/or a -4 to Perform checks you make to Dramatically Activate a power.

Impaired Mobility

Value: 2CP per rank

You suffer from a permanent affliction that limits your ability to move. The nature of the damage is such that it cannot be repaired by either technological or supernatural means, and powers or feats cannot compensate for the penalties associated with it.

Rank 1 (2CP): Reduce your base speed by 10 feet.

Rank 2 (4CP): Reduce your base speed by 10 feet, take a -1 penalty to Defence, and a -2 penalty to Climb, Jump, and Tumble checks.

Rank 3 (6CP): Reduce your base speed by 10 feet, take a -2 penalty to Defence, and a -4 penalty to Climb, Jump, and Tumble checks. You cannot run or charge.

Rank 4 (8CP): You have lost the use of your legs. Without some kind of aid, you are capable only of crawling, which requires a full-round action to move 10 feet. You lose your Dexterity bonus to Defence, suffer a -2 penalty to Defence, grant attackers a +2 to hit, and automatically fail Jump and Tumble checks. Climb checks take a -6 penalty.

Rank 5 (10CP): You have lost the use of your legs and your arms. You are normally considered helpless. This does not prevent you from using alternative means of movement, such as *Flight*. You can take this Comp only with GM approval, and a good idea as to how to even play such a character.

Impaired Vision

Value: 2CP per rank

You have suffered damage to your sight. The nature of the damage is such that it cannot be repaired by either technological or supernatural means, and powers or feats cannot compensate for the penalties associated with it. You can take this Comp with the *Super Senses* power.

Rank 1 (2CP) Nearsighted. Your attack rolls take a -2 penalty and your opponents have a +1 bonus to attack you (*not* a penalty to your Defence). You take a -4 penalty on all Observe checks.

Rank 2 (4CP) Partially Blind. Your attack rolls take a -6 penalty and our opponents have a +2 bonus to attack you. You take a -10 penalty on all Observe checks. You can read only over-sized printing in books or on computers.

Rank 3 (6CP) Totally Blind. Everything has full concealment for you. You always have a 50% miss chance in combat. You lose your Dexterity bonus to Defence, if any, and your opponents have a +2 bonus to attack you. You automatically fail all Observe checks, as well as any other effort to detect things based on sight. Your Search checks take a -6 penalty. (NB: Totally Blind is incompatible with vision-based powers, such as the Super Sight enhancement of Super Senses and Penetrating Vision because no matter what powers you load into your eyes, you're still blind.)

Additional Comps

Additional Comp: Night/Day Blindness

Prerequisite: Partially Blind *or* Total Blindness

Value: 50% discount

You suffer your Impaired Vision penalties only during the day or at night (player's choice). For one hour around dawn and dusk, you suffer half the penalties. Partial Blindness becomes Nearsightedness, and Total Blindness becomes Partial Blindness (as above). This Additional Comp halves the value of your Blindness.

Inattentive

Value: 1CP

You are generally oblivious. You suffer a -1 penalty to all Observe and Search checks. You can take this Comp up to 6 time. Its effects stack.

This Comp does not stack with *Impaired Hearing*, *Impaired Mobility*, or *Impaired Vision*.

Insatiable Curiosity

Value: 2CP

You are compelled to look in drawers and medicine cabinets, find out people's secrets, and generally know all the things that you're ostensibly not supposed to. Whenever you are confronted with a chance to learn something new and interesting, especially if relevant to your current adventure or investigation, you must make a Will save (minimum DC 15, higher at the GM's discretion, depending on just how juicy the secret is) in order to keep from immediately dropping what you're doing in order to pursue the mystery. You will generally not pry into the private lives of your team mates and trusted allies, but will usually ask more questions than most would.

If you consistently try to ignore secrets and are forced to pursue them when you fail your will save, then the GM is encouraged to raise your DC. If you take this comp, you need to play along.

Laboratory

Cost: 4CP per mode

You either own or have access in perpetuity to a laboratory, workshop, or other such space in which you can build Items. Laboratories have three modes?mystical, psionic, and supertech?which correspond to the kind(s) of items you can build. A mystical lab contains basic texts on mystical enhancement, a wide floor area for drawing sigils and other symbols of power, and a large table with measuring, mixing, and cooking apparatus. A psionic meditation chamber is usually quite empty, with only a few mnemonic icons drawn on the walls, but the geometry of the room is attuned to the deep hypnotic states required for creating and perfecting psionic items. Finally, a supertech workshop is usually a utilitarian space filled with spare parts, books on basic math and physics as well as highly specialised computers that aid in tuning and testing supertech devices. A Laboratory takes up a large room: bigger than a den, smaller than a dining hall. You can buy all three modes of this Ad, but they would be useful to you only if you could build all three types of Items.

Lair

Cost: 2 CP per rank

You have a hidden base of operations?a head quarters, a cave, a secret chamber?where you are safe from the prying eyes of the public. The entrance to this lair might be a secret passage from your public residence, or it might be a hidden entrance connected to the city's sewer network or a subway tunnel. The exact details are up to you. In any case, the entrance to your Lair is hidden; only a **Spot (DC 30)** or **Search (DC 20)** can detect it. If you have an Archive or a Laboratory, it is most likely located in your Lair, but it doesn't have to be if you don't want it to be.

Rank 1 (2 CP): Room. Your lair is a small room, no more than 10-by-10 feet in which you could hide your costume and other, personal equipment (a walk-in closet, a basement, an attic, a garage, etc.). There is room for a map, a police-band scanner, a dedicated computer, or the like.

Rank 2 (4 CP): Suite. Your lair is a small suite complete with a bed and some basic furnishings. It is supplied such that you could spend up to a month in it without needing to go out. If you have a super vehicle, your *Suite* automatically has a drive-in entrance so that you can store it there. There is enough space that one or two allies could hide with you, if the needs demanded it, but you would get in each other's way and on each other's nerves within a couple of days.

Rank 3 (6 CP): Fortress. Your lair is large and comfortable. You and your team could remain there indefinitely if you needed to. It is stocked with first-aid and medical supplies as well as tools for fixing your equipment.

Enhancements

Enhancement: Defensible Lair

Cost: 2CP per rank

For every rank in this power, your Lair has **5CPs worth of Devices** (weapons, gadgets, etc.) defending it. You can upgrade these defences any way you like using that 5CP. These defences automatically activate (target, shoot, affect) anyone who attempts to enter the Lair without your permission or the proper clearance (e.g., you've introduced them to your AI, you've given them a key, you've scanned their fingerprints into the system, etc.).

All automated defences have a **BA of +0** and/or inspire **Saves at DC 10**. These Devices will not function if you remove them from their built-in positions, so you cannot use them to arm yourself or your team.

Your teammates or your Grunts, if you have any, can also take control of the automated defences and substitute their own Base Attack Bonuses in place of the computer's, but they must have the appropriate proficiencies or else they take the standard penalty. Any weapon built into the defences that does not have any other set type is an "exotic" weapon for the sake of purchasing proficiencies.

If you also purchase the Sidekick ad at the same time that you take this enhancement, you can elect for your Sidekick to be a construct that acts as the central brain of your Lair. In addition to the Sidekick's full compliment of abilities, it technopathically controls the Lair's supertech defences if it is within 500 ft. of the Lair.

Enhancement: Isolated Location

Cost: 3 CP

Your hide-out is located 200 kilometres (120 miles) from any human settlement. It could be in the Arctic, the middle of a desert, on a remote island, or the like.

This enhancement is not compatible with Public Location or Professional Location (see below).

Enhancement: Professional Location

Cost: 2 CP

Prerequisites: Lair (2 ranks)

Your lair is in a building that you own. It could be a high-rise apartment, a store, a research facility, or any other public or professional building. Your Lair includes a business of some kind, a business directly related to your public persona. Thus, this enhancement grants a +2 Circumstance bonus to Profession.

Enhancement: Public Location

Cost: 1 CP

Prerequisites: Lair (2 ranks)

Your lair is not hidden. It is a location that is known to the public, and your association with the location is well known. Instead of a hidden entrance, you have a security system that requires a Disable Device check (DC 20) to bypass. This public location grants Reputation +2.

This enhancement is not compatible with Isolated Location, but can be taken together with Professional Location.

Large-Sized

Value: 2CP

Your size is large. You might be an alien, a clinical giant, or the result of an accident or experiment gone wrong. You are large-sized instead of medium. You are between 8 and 16 feet tall, weigh between 300 and 600 pounds, take a -1 size penalty to your Defence, a -1 size penalty to attack, gain a +4 size bonus to grapple checks, and a -4 size penalty to Stealth checks.

Law-Enforcement Powers

Cost: 2CP per rank

Your character has been deputized by a legitimate law enforcement agency, and as a result has both the legal authority and the legal responsibilities of a sworn officer of the law.

Rank 1 (2CP): *Local Law Enforcement.* You the power to arrest, detain, search, and use reasonable force **equivalent to a local police officer**. You also have all of the attendant professional and legal responsibilities of such a position, including reporting to superior officers and filing paperwork. You do not have to be an actual cop, but your powers and responsibilities will be equivalent to one. If you follow the rules, Legal Enforcement Powers can be very useful. If you ignore the rules, they will be stripped from you quite quickly.

Rank 2 (4CP): *National Law Enforcement.* As above, but your **legal powers are granted by your nation**, making an entire country your jurisdiction.

Rank 3 (6CP): *International Law Enforcement.* As above, but your powers are granted by an international organisation, like INTERPOL, or through a treaty or other agreement between nations. This type of Law-Enforcement Power does not apply to the whole globe but instead **a specific group of nations**, like the European Union, NAFTA (US, Canada, Mexico), OPEC, or another such group of friendly countries. You can invent such a group, if you wish, but within reason. Your GM retains the right to say that Ireland, Pakistan, and Berkina Faso, for example, simply have no reason to have a treaty with each other.

Level Adjustment

Cost: 10CP per rank

Every rank in this advantage grants a +1 Level Adjustment. Thus, if you were to take a Template with an LA of +4, you could buy 2 of those levels for 20CPs (i.e., 2 ranks in the advantage). Obviously, you can take this advantage multiple times, and its effects stack.

Light Sensitive

Value: 1CP per rank

You have an aversion to bright light, especially sunlight. Whenever exposed to light of equivalent brightness to full daylight without the benefit of eye protection, you suffer a -1 penalty to all skill checks and saving throws. You can take this Comp up to 6 times. The effects stack.

Additional Comps

Additional Comp: Vulnerable to Sunlight

Value: 2CP per rank

When directly exposed to bright sunlight, you suffer 1 HP of damage per round per rank in the Additional Comp. Sunlight bypasses your DR, if any. Only a fully opaque barrier, including clothing but not including thick make-up, can protect you from this damage. You can take this Additional Comp multiple times. The effects stack.

(NB: "Clever" players who take many ranks in this Comp and then contrive a way to never *ever* risk exposure to sunlight should expect their GMs to contrive even more cleverer ways to expose them to it at every turn.)

You can take this Additional Comp as well as Vulnerable to Light. The effects stack. If exposed to artificial light, you take damage from Vulnerable to Light. If exposed to Sunlight, you take damage from Vulnerable to Light and from Vulnerable to Sunlight.

Additional Comp: Vulnerable to Light

Value: 4CP per rank

When directly exposed to bright light, you suffer 1 HP of damage per round per rank in the Additional Comp. Sunlight, as oppose to artificial light, bypasses your DR, if any. Only a fully opaque barrier, including heavy cloth but not including thick make-up, can protect you from this damage. You can take this Additional Comp up to 6 times. The effects stack. (NB: see Vulnerable to Sunlight above re: "cleverness.")

You can take this Additional Comp as well as Vulnerable to Sunlight. The effects stack. If exposed to artificial light, you take damage from Vulnerable to Light. If exposed to Sunlight, you take damage from Vulnerable to Light and from Vulnerable to Sunlight.

Light-Headed

Value: 1CP per rank

You suffer dizziness and frequent bouts of unconsciousness when seriously injured. Any time you take 10 or more HPs of damage from any single source (including an attack, an accident, or the results of a failed saving throw) there is a 10% chance that you become stunned for 1d4 rounds. For every rank you take in this Comp, the chance of becoming stunned increases by 10%. You can take up to 6 ranks of this Comp (60%).

Additional Comps

Additional Comp: Lights Out

Value: 1CP per rank in Light-Headed

Rather than being stunned by more than 10 or more HPs of damage, you fall unconscious for 1d4 rounds. The value of this Comp is keyed to the number of ranks you have in Light-Headed. If you have 5 ranks in Light-Headed, this Additional Comp

is worth 5CPs.

Magnetic Signature

Value: 2CP

You generate a potent magnetic field. You set off metal detectors, fixed or portable, you cannot use a magnetic compass because it will always point to you, you take a -2 penalty on Computer Use, Craft (electronics), or anything else that involves electronics being placed within 5 feet of you, and any magnetic recording medium (tapes, hard disks, credit cards with magnetic strips, etc.) must make a Fortitude save (DC 10) every time you handle them, or the data is permanently and irretrievably scrambled.

Minion

Cost: 2CP per rank

For every rank in this power, you get one Minion. Minions are **low-level, quasi-loyal followers who do your bidding**. They can have a variety of uses. Minions can, for example, do bank runs, perform mundane labour, answer phones, relay information, act as spies, or even parley with the enemy. Minions are **as loyal to you as someone would be to a paying job, but no more so**. They will not sacrifice their safety for you. They are not believers in your mission. They succumb easily to intimidation or bribery. Their first choice is *always* to remove themselves from a situation rather than choose sides based on risk or reward.

If a Minion dies or leaves then they're gone for the rest of that gaming session. By the beginning of the next session, you have replaced your Minion.

Minions do not have any combat abilities. They surrender or flee at the first sign of violence. They have no feats or proficiencies, and certainly no powers. They don't even have a BAB. They can theoretically do anything that a PC can *if* it requires no training or special skills, but they are utterly unable to function in combat. They just cower or run away. You can find stats for Minions in the NPCs section of Chapter 10: Heroes and Villains.

Enhancements

Enhancement: Skilled Minion

Cost: 1CP

This enhancement grants a single Minion a Competence bonus **+4 to a single skill** of your choice. The skill in question can be either Trained Only or Untrained. Minions can Take 10 or Take 20. In dangerous situations, they tend to drop what they're doing and run away rather than attempt to complete their task. This Competence bonus does not stack with itself, of course, so if you take this enhancement multiple times, it must apply to different skills or to a different Minion.

Monologueur

Value: 3CP per rank

You can't help but **make a little speech whenever you're about to do something important**, even in combat. "Something important" includes, but is not limited to: starting combat (every time); activating a device or machine that would, in theory, end a fight or accomplish your over-all goals (i.e., a "master plan"); or delivering what looks to be the final blow to an *almost* subdued opponent. When this happens, you must **make a Wisdom check or spend one Standard action monologuing** about

the situation you're in. For the purposes of role-play, it's best if you actually make a little speech (and that is half the fun of this comp, isn't it?).

The most common form of monologuing is when you explain, in dramatic detail, exactly what you're doing and why, which often gives your enemies *just* enough time to stop you. Other options include: gloating about how they couldn't possibly stop your plans from completion (once you push this button right here) or telling them how their many mental deficiencies have kept them from stopping you (until now).

GMs have final say as to what triggers a monologue, and they are perfectly within their rights to trigger one outside of combat as well, but **it is ultimately up to you to voluntarily make monologuing checks**. If you or the GM determine that you should have made a check but didn't, you automatically fail the next one.

This comp is obviously most common among villains, specifically Masterminds, but Champions are also prone to stopping in mid-fight to preach to the enemy about the virtues of ethical behaviour or physical fitness, and more playful heroes might think it's worth the time spent to sling clever insults at the bad guys.

NB: This Comp requires some vigilance, and therefore attention and energy, on the part of your GM. Ask him or her before taking the Comp.

- **Rank 1 (3CP):** Wisdom DC 15
- **Rank 2 (6CP):** Wisdom DC 20
- **Rank 3 (9CP):** Wisdom DC 25

Multiple Origins

Cost: 2CP per rank

Prerequisite: more than one power

Your powers come from more than one origin. When you take this Ad, you must designate one of your powers at character creation *or* a new power that you purchase at the same time as the Ad as having a different Origin. As a completely random example, your Webbing could be supertech and your Surface Adhesion could be biological (as it should be!).

Nemesis

Value: varies

A Nemesis is an arch-villain who, for whatever reason, is obsessed not just with defeating you, but doing so publicly to prove his or her superiority to you. A Nemesis can be any person, group, or organization that has a personal investment in causing you harm and the means to accomplish it. A Nemesis has two aspects, frequency and power. The frequency with which your Nemesis shows up in your life is based on his or her CP value. The CP value of this comp is the total of the frequency and power of your Nemesis. You can take this Comp up to 4 times, for a total of 4 Nemeses. Any other regular villains are just part of your Rogues Gallery, and though threatening and annoying, they don't have the same personal stake in humiliating you. You can also upgrade an existing Nemesis. This kind of thing should happen through an in-game explanation. A particularly humiliating defeat at the hands of your Nemesis might embolden her. Alternatively, if you embarrass *him*, he might come back even madder than before.

Frequency

Your GM will roll to see if your Nemesis shows up while designing your game and then work him, her, or them into the story. The frequency is expressed as a percentage chance with the GM will roll on percentile dice. They will always be integrated into the plot, not just random people who throw grenades at you out of spite.

- **Rank 1 (1CP):** 15%
- **Rank 2 (2CP):** 30%
- **Rank 3 (3CP):** 45%
- **Rank 4 (4CP):** 60%

Power

Your Nemesis has a number of CPs relative to your power. This includes the value of character levels. If you were 5th level and had 30CPs worth of powers, then you would have a total of 80CP in your character. That means that a 2CP Nemesis could have up to 40CP in either levels, or powers, or both. The power of your Nemesis is expressed as a fraction of your total CPs.

- **Rank 1 (1CP):** 25%
- **Rank 2 (2CP):** 50%
- **Rank 3 (3CP):** 100%
- **Rank 4 (4CP):** 150%

Non-Oxygen Breather

Value: 2CP per rank

Your respiratory system processes something other than oxygen. In Earth-like environments, you require a filtration system or portable atmosphere supply, as well as a sealed private refuge away from Earth-standard atmosphere. You can decide what you *do* breathe. This Comp is incompatible with the Need Not Breathe power.

Rank 1 (2CP): Normal nitrogen-oxygen earth air is inert gas for you. Breathing it causes no toxic distress, but you can smother in it the same way a human can smother in carbon dioxide. Apply drowning rules if you find yourself in an oxygen atmosphere without a filtration mask (same purchase DC as a gas mask) or holding your breath.

Rank 2 (4CP): Oxygen is a metabolic poison to you. Exposure to oxygen atmosphere (once you stop holding your breath) counts as a poison attack, save DC 18, 1d6 Constitution damage for round of exposure. Thus, you suffer both asphyxiation and poison effects at once. Ability damage lingers if you survive the asphyxiation effects.

Rank 3 (6CP): Oxygen is a virulent metabolic poison to you and an irritant to your mucous membranes. You must not allow any part of your face or respiratory system to come into contact with it. Even momentary exposure to oxygen (regardless of whether or not you hold your breath) counts as a poison attack, save DC 20, 1d6 Constitution damage for round of exposure. Exposing your eyes requires a Fortitude save DC 20. If you fail, you are blinded for as long as you're exposed to oxygen, and for another 1d6 rounds afterwards. You must make these saves versus poison every round until you leave the oxygen or start taking damage from it.

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.

Notoriety

Value: 2CP

You have acquired a reputation as "the one to beat" within a certain field of skill or ability. You might be renowned as the greatest pool player, the best shot with a bow, or something similar. You are notorious for a skill or ability that is governed by your statistics, such as skill or attack roll. You don't actually have to *be* the best. You just acquired a reputation *as* the best. Having a story of how you acquired that reputation is helpful, but not necessary.

Any time you're in public, there is a 10% chance that some random fool walks up and challenges you. It is your responsibility to remind the GM to make this roll. If you forget, the GM will double the percentage chance the next time. If you enter a specific environment, the GM will increase the percentage chance based on that environment. If you enter a pool hall and you're a pool player, you're *going* to be challenged, for example. Challengers can be friendly or rude, at the GM's discretion, but they are always insistent. If you refuse a challenge, a crowd will inevitably gather and goad you until you leave or take the challenge.

Every time you don't take a challenge, the next time you're in public, the percentage chance of being challenged goes up by 10%. If your percentage chance reaches 50%, your reputation flips from "the one to beat" to "the one who's a total chicken" and the percentage itself *keeps going up*. You do not flip back to "the one to beat" until you *win* a challenge. If your percentage reaches 100%, you literally cannot leave your house without some bozo telling you you're a huge 'fraidy-cat.

You cannot take this Comp unless you have a Reputation rating higher than 5. The higher your Reputation, the more powerful the challengers will be.

Additional Comps

Additional Comp: Violent Rep

Value: 3CP

Your Notoriety is for a challenge that is lethally dangerous, like duelling with pistols or drift racing. The challenges you take aren't necessarily direct attacks, but the activity is easily dangerous enough to kill you.

You cannot pick an activity that could not kill *you*. If you have *Need Not Breathe*, for example, the challenge cannot be holding your breath underwater.

Origin Vulnerability

Value: 1CP per rank

For every rank in this Comp, you suffer a -2 penalty to Saving Throws against one of the five Origins (Bio, Cosmic, Mystic, Psi, and Supertech). You are extra vulnerable to all attacks or effects that come from that Origin. You can take this Comp multiple times. Each time, its effect either stacks, or they apply to a new Origin type.

This Comp is incompatible with any feat or power that grants any special resistance to particular Origin types.

Ostracism

Value: 2CP per rank

You are feared and hated for something that you cannot change. You could be an alien, have mutant genes, or just have a look on your face that people hate.

Rank 1 (2CP): You experience occasional taunts from strangers, and often find yourself subjected to epithets or unpleasant scrutiny. Sometimes, shops or restaurants won't admit you, but you're free from actual violence.

Rank 2 (4CP): You face a society with a deeply entrenched suspicion of your kind (whatever "kind" that might be), and as a result experience constant discrimination, embarrassment, disdain, and occasionally even threats or physical assaults.

Rank 3 (6CP): The prejudice you face is officially sanctioned by the government of the society in which you live. You are formally treated as a second-class citizen, if you have any rights at all, and you must often submit yourself to some kind of official surveillance system and have restricted freedom of movement. You must get your GM's permission before taking this Comp because it has a significant effect on the game world.

Personal Assistant

Cost: 2CP per rank

A friend aids you in your heroic and personal life, your PA can be a family member (by blood, adoption, or choice), a close friend, or even a loyal employee. PAs are [ordinaries](#) not superheroes, and they can take levels only in the Smart, Wise, or Charming classes (i.e., d20 Modern base classes); every rank in the ad grants one level. You can multiclass your PA, but it must be from one of those three classes. PAs don't get Action Points or Character Points.

Enhancements

Enhancement: Skilled Personal Assistant

Cost: 4CP

Prerequisite: 1 Rank of Personal Assistant

Your PA gains **one level of Expert** for every two character levels that *you* have. Which is to say, every second time you gain a level, the Skilled PA gains a level. This enhancement cancels any levels you have purchased with the base Ad.

Phobia

Value: 2CP per rank

You have an unreasonable fear of a certain thing or situation. This phobia must centre on an object or situation that is reasonably common, yet not entirely disruptive to the ongoing game. Possibilities include (but are not limited to): animals (snakes, insects, rats), water, crowds, heights, open spaces, enclosed spaces, darkness, guns, knives, sharp objects, water, cards, or magic/the Occult.

Rank 1 (2CP): When you are in the presence of the object of your phobia, you suffer a -2 penalty to all rolls, including skill checks, attack rolls, and saving throws. Furthermore, if you move within 10 feet of your phobia, you must make a Will save (DC 15), or you cannot approach.

Rank 2 (4CP): When you are in the presence of the object of your phobia, you suffer a -4 penalty to all rolls, including skill checks, attack rolls, and saving throws. Furthermore, if you move within 10 feet of your phobia, you must make a Will save (DC 20), or you cannot approach.

Additional Comps

Additional Comp: Public Knowledge

Value: 2CP

Your phobia is known to the public, and any opponent who makes an Intelligence roll (DC 10) might use it against you, if he or she so chooses.

Poor Healing

Value : 6CP

You recover from injury and illness more slowly than most. Any and all means of healing, other than natural rest, work at half strength for you. This includes powers, mystical effect, medicine, and rest.

This Comp is incompatible with any feat or power that increases your rate of healing.

Position of Power

Cost: 1CP per rank

You enjoy a position (whether earned or inherited) of considerable **social privilege and responsibility**. The exact effects of this Ad are mainly left to role-playing situations. However, it can grant circumstance bonuses to certain situations, if the GM deems it appropriate.

You cannot hold multiple Positions of Power.

Rank 1 (1CP): You might be an assistant professor at an educational institution, a low-ranking military or law-enforcement officer (rank equivalent to Sergeant), a very minor holder of a patent of nobility (baronet), or have a minor position in local politics (city hall bureaucrat).

Rank 2 (2CP): You might be a dean or department head at an educational institution, a military or law-enforcement officer (rank equivalent to Lieutenant), a holder of a relatively minor patent of nobility (Baron or Viscount), or have a position in local politics of some influence (city council, regional representative).

Rank 3 (3CP): You might be a senior administrator at an educational institution, a major director of an institution such as a museum, a law-enforcement or military officer of some seniority (rank equivalent to Captain), a holder of a patent of nobility (Count or Earl), or a hold a fairly powerful position in local politics (mayor of a moderate-sized city, representative to a national ruling body).

With the GM's permission, you may purchase positions even higher than those listed and at prices deemed appropriate by the GM. GMs and players are both warned that positions of considerable power can be disruptive to an on-going campaign and difficult to maintain in conjunction with a heroic adventuring career.

Power Redistribution

Cost: 10CP

A bizarre, life-changing, even cosmic event scrambles your powers such that you now have a whole different set of powers. In game terms, you strip your character of everything they bought with CPs, including Ads, and buy a whole new everything. The new powers *replace* your old ones. You retain your Natural Ability Scores and anything you acquired through your levels and/or your class (e.g., HPs, feats, skill points, ability score increases from levelling, etc.).

Enhancements

Enhancement: Reboot

Cost: 15CP

A temporal anomaly (or whatever) literally rewrites your personal history such that you can rebuild your character from scratch. The character must be more or less the same person, but can have a few major differences; e.g., swap genders, change ethnicity, alter birthplace, etc. Everything else can be completely different: different class choices, different powers, etc. The world around you is oddly unaware of the change. Everyone remembers you in your present form. In cases of logical contradictions?your former self used flight to save a city whereas your current self can't fly?people *dimly* recall events as they originally happened, but don't perceive the contradiction.

NB : Players can take this enhancement only with the GM's permission and with the approval of their fellow players. A Reboot is a major change to a hero team and can potentially create a lot of confusion. It can *also* be a hilarious and bizarre and fun when the world just doesn't seem to remember that "you" used to be a red-haired, axe-wielding Valkyrie, but now "you" are a robot made of sentient diamond shards.

Protected Identity

Cost: 1CP per rank

You have taken extraordinary steps to ensure that one or more of your identities is totally unconnected to the other(s). You can come up with whatever explanation you wish. You can take this Ad multiple times, either to upgrade your Protected Identity to Rank 2, or you can apply it to a Alternate Identity.

Rank (1CP): The DC of any and all skills associated with uncovering a connection between one of your identities and any other(s) you might have **increases by +15**. An investigator must have solid, convincing evidence that the identities in question are in any way connected in order to ignore the DC increase, and that evidence must come from a direct blunder on your part, such as running around town with your mask down or calling your boyfriend "snooky bunny" in public.

Rank 2 (2CP): The DC of any and all skills associated with uncovering a connection between one of your identities and any other(s) you might have **increases by +30**. An investigator must have solid, convincing evidence that the identities in question are in any way connected in order to ignore the DC increase, and that evidence must come from a direct blunder on your part, such as running around town with your mask down or calling your wife "sugar lips" in public.

Quick Change

Cost: 1cp per rank

You can change from street clothes to your superhero costume much faster than normal. This Ad is usually the result of sheer quickness and/or years of practice (doing drills at home with a stop-watch in your shower). It can also be a fantastic effect: supertech armour teleporting from a remote location, a magic ring that expands into wizard's robes, or a lightning bolt that strikes you and reveals your spandex tights. If it's a fantastic effect, then its origin matches (one of) your own, and it is vulnerable to the metapowers.

Rank 1 (1CP): It takes you only 1 round to reveal your superhero costume, or two rounds to change from street clothes to your costume.

Rank 2 (2CP): It takes only a single standard action to reveal your costume, or a full-round action to change from street clothes to your costume.

Normal: Revealing a set of tights takes 2 rounds and changing from one set of clothes to another takes 4.

Quirky Systems

Value: 2CP

Your Supertech powers behave strangely when you take damage. At least half of your CPs invested in powers must be supertech in Origin. This includes Gadgets and Power Armour. Whenever you take a critical hit or more than ten points of electrical damage from a single attack, there is a 25% chance (non-cumulative) that a system dysfunction will render you a bit spastic, inflicting a -2 penalty to all rolls related to your Supertech powers or parts for 1d10 rounds. These effects do not stack if you are similarly damaged again before the first effects have faded, but because the durations happen simultaneously, you can extend your Quirky time.

Shortfall

Value: 2CP

For your current level, and your current level only, you do not get a Profession check to increase your Wealth. You still potentially receive a Wealth increase based on your Ranks in Profession. You can justify this sudden loss of money any way you like including a surprise audit, a really bad investment, or theft or accident (which requires you to replace the stolen/destroyed item[s]). You can apply this Comp during level-up only, of course, and *Phoenix* characters start at 4th level, so you can apply it up to 4 times during character creation.

Sibling Bond

Cost : 2CP per rank

This advantage creates a psychic bond between yourself and one sibling. That sibling must take Sibling Bond as well. It works only with a minimum of two members, but more are possible. This sibling must be either another PC or Sidekick.

Rank 1 (2CP) , *Sibling Awareness:* You are aware of direction and distance to your sibling and his or her status: unharmed (full HPs), injured (some lethal or non-lethal damage), unconscious, immobilised (awake but unable to move), dying (into negative HPs), or dead. This sense works over any distance if you are on the same plane of existence or in the same dimension.

Rank 2 (4CP) , *Sibling Empathy:* When you are within 30 ft. of your sibling, you can use a move action and spend 1 PP to sense his/her emotional state. You can sense any emotion that you can describe in a single word: afraid, happy, angry, joyful, etc. For reference, this enhancement functions just like the Empathy enhancement from the *Telepathy* power.

Rank 3 (6CP) , *Sibling Telepathy:* When you are within 30 ft. of your sibling, you can use a move action and spend 1 PP to sense his/her surface thoughts. For reference, this enhancement functions just like the *Telepathy* power.

Enhancements

Enhancement: *Telepathy*

Cost: varies

Prerequisites: Sibling Bond rank 2

You can take enhancements from the *Telepathy* power at a discount and apply them to your Sibling Bond only. They do not grant any powers not available to you through this advantage. You can take the following enhancements: Broadcast, Converse, Increased Range, Long-Distance Range, Swift-Action Telepathy. Each enhancement costs half its normal price (rounded up). If you and your sibling(s) take the very same enhancement(s) at the same time, each of you receives a 75% discount (again, rounded up), but you have to take them at the same time. You cannot retroactively gain CPs because a sibling took an enhancement. The minimum, discounted cost of an enhancement is 1CP.

Sidekick

Cost: 3CP per rank (special)

You have a loyal lieutenant who aids your fight against the evils of the world. This Sidekick probably has powers and a persona that match yours, but not necessarily. The Sidekick can be a youthful ward, a romantic partner, a robot you built yourself, or anything else you can think of that fits the stats available.

The CP cost of a Sidekick depends on your Character Level. You pay **3CP per your levels and you get a Sidekick who always has $\frac{3}{4}$'s your Levels and CPs**. If you continue to pay 3CP per level, then your Sidekick progresses alongside you, gaining 3 levels for every 4 of yours. For example, if you buy a Sidekick at character creation, CL4, then they won't gain a level at your CL8, CL12, etc., but they will gain a level at your CL5, 6, 7, 9, 10, 11, and so on. If you stop paying 3CP when you level-up, then your Sidekick stops progressing as well. You can resume paying for your Sidekick any time you like.

You can choose your Sidekick's classes and spend their CPs any way you like. When you create them, you follow all of the same rules as a when you create your own character. You can choose any class for the Sidekick, not just the actual Sidekick class, although a Mastermind or a Champion might be hard to role-play (but not impossible). They get 10CP per level, just like any other PC.

Most of the time, you play your Sidekick as if they were another character, making decisions on their behalf, speaking for them, and so on. The GM does, however, reserve the right to step in from time to time and play your Sidekick for you if the story calls for it. For example, if you send your Sidekick off on a mission and they get kidnapped, the GM might take over from that point in order to preserve the mystery.

If your Sidekick dies, you must spend the rest of that gaming session and the next two sessions in mourning. After that time has passed, you may, at the beginning of the third session, respectfully announce that you have found a new Sidekick, a different person who has nearly the same abilities (with some leeway if the GM permits) and a variation on the same costume. For the sake of role-play, this new Sidekick might behave as if they were less loyal or less dedicated to your cause because of the death of the previous Sidekick, but you can play them basically the same as the old Sidekick.

Enhancements

Enhancement: Sidekick Reincarnation

Cost: 3CP

If your Sidekick dies, instead of replacing them with exactly the same character, for a one-time fee of **3CPs, you can redesign a new Sidekick** with the same number of levels and Character Points as the last one. This Sidekick is a new person with a new history, but takes on the persona of the old one.

Skill Points

Cost: 1CP

You gain 4 skill points. This Ad does not raise your Max Ranks, nor does it change your Class skills. It merely grants more skill points. You can take this Ad multiple times.

Slow Activation

Value: 3CP

You cannot use the Ready action on any power that has an activation time/cost (i.e., anything that you have to "turn on").

Additional Comps

Additional Comp: Slower Activation

Value: 3CP per rank

The activation time for *one* of your powers (player's choice) increases by one step on the following scale:

- free/swift action
- move action
- standard action
- full-round action
- 1 round

For example, if your activation time were normally a standard action, this Comp would turn it into a full-round action. If it's normally a swift action, this Comp turns it into a move action.

You must have at least one power with an activation time of at least a swift action to take Slower Activation. You can take this Additional Comp multiple times. Each time, it either applies to a new power (player's choice) or it increases the activation time by one step. You can apply this Comp to Mystic Spell-Casting and Psionic Manifestation, in which case it applies to individual spells or psi-powers.

Slow-Witted

Value: 1CP per rank

For every rank in this Comp, you take a -2 penalty to all Initiative rolls. You can take this Comp up to six times. The effects stack.

Small-Sized

Value: 2CP

Your size is small. You might be an alien, a clinical dwarf, or the result of an accident or experiment gone wrong. You are small-sized instead of medium. You are between 2 and 4 feet tall, weigh between 8 and 60 pounds, gain a +1 size bonus to your Defence, a +1 size bonus to attack, gain a -4 size penalty to grapple checks, and, finally, a +4 size bonus to Stealth checks. You can take this Comp if you're adolescent (not at your full height yet), but you will have to pay it off as you grow.

Split Personality

Value: 3CP

Your superhero persona and your mundane persona have built a wall in between them, in your head. They behave like two distinct people. They can have different moral systems, love different people, and see the world from completely different points of view. Your personae might have different skills, feats, or even different classes (ability scores and powers remain the same). Neither remembers the experiences of the other, but both will invent reasons to seek a private space to change personae (and clothes). Neither persona needs to be "fake," necessarily. They could both be very real, honest parts of your personality. They're just split from each other. If one of them is fake, it doesn't have to be the mundane one. The superhero persona might have sought refuge in an invented "normal" life.

Normally, if you're in your mundane persona and you take damage from an attack or are forced to roll a saving throw, you will switch to your superhero persona to protect yourself. When you finish a fight or mission as your superhero persona, you will change back to your mundane persona within 1d4 minutes. Also, if you go to sleep as your superhero persona, you will invariably wake up as your mundane persona, even if you've been rendered unconscious in a fight and wake up in that same fight.

You can voluntarily switch between personae or resist switching personae. Both require a Will check (DC 20). The GM might raise this DC under extreme circumstances, for example, if you're being shot at but want to stay as your mundane persona, or if a loved one is pleading with your superhero persona to change back into your mundane self.

If you combine this Comp with [Form Shift](#), then each personality will correspond to one form. Usually, this means that your empowered form will correspond with your heroic persona. If you combine the two, your ability scores might shift between personae because you lose your powers in mundane persona form.

It is entirely possible to buy off this Comp, perhaps even as the culmination of "years" of hard work on the part of the character. When that happens, the two personalities integrate with each other, becoming a combination of the two, a middle-ground that remembers everything that both experienced.

Super Pet

Cost: 2CP per rank (special)

You have an animal that helps you fight crime. This Super Pet probably has powers and a persona that match yours, but not necessarily. The Super Pet can be **any creature from the SRDs that is in the "animal" section** (i.e., no fantasy monsters).

The CP cost of a Super Pet depends on your Character Level. You pay **2CP per your levels and you get a Super Pet that has $\frac{3}{4}$'s your HD and CPs**. Its first "levels" are its species-determined CR. If it is a CR3 creature, then those are its first three "levels." After that, the Super Pet gains levels in a class, just like a PC. If you continue to pay 2CP per level, then your Super Pet progresses alongside you, gaining 3 levels for every 4 of yours. If you buy a Super Pet at character creation, CL4, then it won't gain a level at your CL8, CL12, etc., but it will gain a level at your CL5, 6, 7, 9, 10, 11, and so on. If you stop paying 2CP when you level-up, then your Super Pet stops progressing as well. You can resume paying for your Super Pet any time you like.

When you create your Super Pet, you follow all of the same rules as a when you create your own character, except that it's an animal. It gets 10CP per level, just like you, and you must pick a class that seems appropriate to its personality and physical abilities. A bullfrog Champion might not be a great idea, but you're free to chose any combination you like. They get 10CP per level, just like any other PC.

Most of the time, you play your Super Pet as if they were another character, making decisions on their behalf, acting for them, and so on. The GM does, however, reserve the right to step in from time to time and play your Super Pet for you if the story

calls for it. For example, if your Super Pet were possessed by a villain who forced it to fight you, the GM might take over, or at least direct you to use certain specific powers that the pet has (i.e., the really nasty ones you don't want to have to deal with).

If your Super Pet dies, you must spend the rest of that gaming session and the next two sessions in mourning. After that time has passed, you may, at the beginning of the third session, respectfully announce that you have found a new Super Pet, a different animal that has the same abilities and a variation on the same costume. Perhaps it's a pup from the same litter, or perhaps your previous Super Pet's egg finally hatched. The specifics are up to you.

Enhancements

Enhancement: Super Pet Reincarnation

Cost: 3CP

If your Super Pet dies, instead of replacing it with exactly the same animal, for a one-time fee of **3CPs, you can redesign the new Super Pet** with the same number of CR, levels, and Character Points as the last one (i.e., $\frac{3}{4}$'s of yours). You can take this enhancement multiple times. Each time, it applies to a new, reincarnated Super Pet.

Touch-Activated Power

Value: 2CP per rank

You have a power that activates whenever you touch people, whether you want it to or not. Choose one power that can affect targets at range (either Touch or a range in feet) and that has a negative effect (damage, blindness, etc.). The power goes off whenever you make skin-to-skin contact through anything thinner than cotton or polyester cloth.

In combat, your clothing can be cut or ripped off, therefore whenever you occupy the same square with anyone who is not completely covered, make a Reflex save (DC 10) to avoid skin contact. Occupying the same square includes moving through spaces occupied by comrades. You can also accidentally set off your power by Aiding Another, getting or giving first aid, searching through someone's possessions, exchanging objects, or anything else the GM deems to have a risk of skin-to-skin contact. The GM can also, as the situation dictates, either raise or lower the Reflex save DC.

If you fail your Reflex save, the power activates as normal (causing damage, provoking a saving throw). Both Touch attacks and ranged attacks alike are both presumed to be "hits" by virtue of failing the saving throw. You expend PPs as normal. If you do not have any PPs left, nothing happens. Don't bother with the Reflex save.

You can take this Comp up to 4 times. Each time, it increases both your Reflex save (to avoid contact) and your Constitution save (to resist ability damage) by 5. Alternatively, if you take this Comp multiple times, you can apply it to a different power each time, in which case you can take it as many times as you have separate powers.

Unimaginative

Value: 2CP

You cannot invent new spells or psi-powers, nor assist another in the process of inventing spells or psi-powers. You must have at least 5 ranks in the Mystic Spell-Casting *or* 5 ranks in Psionic Manifestation, the base powers, to take this Comp.

Unipower

Value: 2CP per power

Prerequisite: at least 3 powers

You have a power that you cannot activate when you have any other power activated. This might be because that one power requires all your concentration, or that it's derived from a fickle energy source, or something else entirely. The explanation is, of course, up to you. If you designate Flight as your Unipower, for example, then you cannot activate any other power while you are *Flying*. You must land before using an Energy Attack, Webbing, Cause Unconsciousness, or any other power that requires activation. You can use traits simultaneously with a Unipower.

You can take this Comp multiple times. Each time, it designates one new Unipower.

Unreliable Power

Value: 1CP per rank

Your powers don't always activate when you want them to. Select one power that requires the expenditure of PPs to activate. Whenever you attempt to use that power, you must succeed at a Will save or the power fails to activate (you don't expend PPs if you fail). You can take this comp multiple times. It applies to a new PP-activated power each time.

- **Rank 1 (1CP):** Will DC 10 to Activate your power.
- **Rank 2 (2CP):** Will DC 15 to Activate your power.

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](#).

Windfall

Cost: 2CP per rank

For every rank in this Ad, you get an **extra Profession check** the next time you level up, including the bonus points that come

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from having Profession ranks.

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