

ASTONISHING SUPER HEROES

SPECTACULAR ORIGINS

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Developed, designed, and written by Tim Bannock.

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Introduction

Welcome to *Astonishing Super Heroes: Spectacular Origins* BETA! This is your guide to creating characters with customized powers and gear, coming up with thematic profiles to guide your heroic (or darkly heroic, or anti-heroic) roleplaying, and most importantly, playing and running a great game session!

BETA Test Rules & Guidelines

This guide is offered for free because it's a BETA test of some aspects of game play.

Most of the rules included are time-tested and approved, but we want to add more to it, make it even better as a reference, and add tons of cool art before releasing it. So, take everything in here as a starting point, look for updates with new stuff added, and feel free to provide feedback, either wherever you found this (such as DriveThruRPG or itch.IO), or at astonishingsuperheroes.com. We'll take all of your feedback and incorporate it into a bigger, more comprehensive release complete with sample characters and more!

Character Creation

Want to know how to build a character for *Astonishing Super Heroes*? You're in the right place!

But maybe you're also a little confused: why are character creation, example profiles, and generic power listings in a separate book from the *Astonishing Super Heroes Basic Rulebook*? We have several reasons.

First and foremost, creating a character and developing personalized profiles for them are not something you'll be referencing during gameplay. You only create your character once, and hopefully they last a few sessions (or more)! The same goes for powers: each power or piece of gear is customized for your hero, and therefore shows up on their character sheet with all the pertinent rules text. There's no universal version of each power, so describing the theories and mechanics behind how powers work serves much better for reference during a game session than a giant listing of all the possible modifications, customizations, SFX, and weaknesses.

Secondly, in all of the years of the original FASERIP system's existence, character creation systems have been many and varied. Iconic heroes from any number of existing media — comic books, movies, TV shows, novels, video games — have been created for the system...and there's no universal

system for simulating their powers. As we revised the system for *Astonishing Super Heroes*, it was clear there are actually many ways to create a character, and we want to support that without bloating the *Basic Rulebook*, since our first point still stands: it would be an unnecessarily hefty rulebook if it had three (or more!) character creation methods, much of which isn't needed when you're playing the game during a session.

Third, once we identified what rules are just monstrous lists of customizations (namely character creation methods, powers, and profiles), we realized we could feed two birds with one stone: let's release a free version of these things as a PDF alongside the *Basic Rulebook*, and gather feedback on it in order to make it something players will enjoy revisiting over and over again! There are entire communities across the internet of people building FASERIP versions of popular characters all the time, and we'd love to ensure our system promotes that and even provides a few fun, new ways to do that.

The core game mechanics in the *Basic Rulebook* are everything that we know works: it's a solid mechanical base. But the "mini-game" of making building characters fun, simple, and flexible, is a whole other ball game. It's art and science, and with your valuable feedback, we can turn it into its own source of fun!

Methods

The different methods of character creation included in this guide are:

- Narrative
- Random

In the full release, we intend to include dozens of pregenerated "Archetypes" — choose one, add a name, pronouns, contacts, profiles, and play! — as well as two alternative methods of character creation: Point Buy and Life Path.

We will also have full datafile conversion guidelines for folks used to using older FASERIP powered games.

Balance

Game balance is a subject we'll return to throughout these methods, as well as in the powers section. It bears some discussion.

Some folks find game balance overrated, and are perfectly happy just picking and choosing the scores that best simulate what a character can or should be able to do,

based on how they compare to existing characters in the comics, movies, and games we all know and love. Other folks worry about balance, seeking to ensure that every player starts on the same power level so that no one unduly outshines another character, or steps on the toes of the aspects that they most want to highlight as “what’s cool about my character.”

The *Astonishing Super Heroes* RPG tends to fall into the former category: build what you think is best. But it does so with a range of ranks and rank numbers that should be pretty comprehensive, making “guestimating” and “eyeballing it” pretty easy. There are tables of Material Strengths, what specific Resource ratings might afford, and so on. Use those to determine if some particular effect is balanced or not. If a run-of-the-mill jewel thief can punch through solid steel, buy a small island nation without it affecting their credit score, or has the Reason to invent a teleportation device...why are they committing petty crimes?

It helps to remember that there are two major factors to game balance in *Astonishing Super Heroes*:

1. Combat actions and the action economy.
2. Social relationships, Popularity and Resources, and profiles

Combat & Action Economy

There are very few powers that really play havoc with the action economy that all characters adhere to. Characters are usually going to have only a single action that can be used to deal damage or stress to opponents, a potential reaction which is usually defensive, and interactions that allow them to do things that aren’t damaging, like changing forms or interacting with objects.

Folks familiar with the original FASERIP system and its offshoots should pay attention to powers whose whole purpose provides additional actions or attacks. Such powers should be instead folded into other abilities as SFX, giving a free reaction, targeting multiple opponents or an entire area, or interacting with the advanced attack tactics.

Additionally, defensive actions have been balanced such that they are generally less likely to be effective than attack actions. Therefore, even a character with unlimited reactions for defensive activities will still have a pretty good chance of being hit and damaged eventually. Stay away from creating powers that provide limitless reactions for Dodge or Block maneuvers.

Social Traits

Outside of combat, characters have social abilities like Resolve (and take stress as “damage”), Popularity, and Resources. These things can’t deal damage, but they can

influence how characters are treated by bystanders, law enforcement, military personnel...or their landlord. If you can’t pay for rent and food, being super-strong doesn’t really help you stave off the effects of starvation or thirst.

Characters who are incredibly strong and can project beams of energy can still be stressed out by convincing arguments, psychological trauma, or psychic attacks. They can still default on a mortgage. The entire purpose of the social interaction rules and profiles is to show that superheroes (and villains) aren’t only subject to damage: they have goals, motivations, wants, needs, responsibilities, trauma, vices, and all the other stuff that makes them susceptible to stress.

The Most Important Rule

The key to building fun characters using any of these methods is consensus: if anyone objects to your Ranks, Powers, Gear, Talents, etc., then you need to refocus on what “collaborate” means.

The GM’s primary job is to determine the method that works best for their particular campaign, and stick with it. Their secondary job is to ensure all players are operating under the same boundaries or guard rails, that no one is just picking reams of Powers and Talents and setting everything at the highest possible ratings.

Both the players and the GM should be active in developing their characters’ relationships, both among the PCs and to the many NPCs that come up during character creation: at the very least the Contacts & Affiliations, but likely also some of the villains and other movers-and-shakers of the campaign setting, even if they don’t appear on a PC’s character sheet. Superheroes might be operating at street level or on the national (or interstellar) stage, so it’s inevitable that the players will have to consider how their characters interact with groups like law enforcement, government officials, the news media, local or national institutions like education or public works, and so on.

The GM’s Role

- Decide on which character creation method to use.
- Clearly state the “power-level” that the characters should be bound by.
- Provide guidance on important characters and organizations in the campaign setting.
- Collaborate with the players in bringing their vision of their characters to life.
- Help to simplify complex power customizations or ideas.
- Ask open-ended questions about the characters social connections (Contacts & Affiliations) and their personality (to develop profiles).

The Players' Role

- Create a vision of how your character's powers and abilities work, grounded in the world of the campaign setting presented by the GM.
- Take into account what makes the other player characters cool and unique, and collaborate with them to create synergies with your character's powers and abilities.
- Naming contacts and affiliations that make sense in the campaign setting, and work with the themes that everyone at the table wants to explore.
- Develop profiles that make your character interesting to work with, and think about choices (especially for the +10 Karma triggers) that can both benefit or hinder your team.

Keep It Simple

The rest of the book provides examples, guidelines, rules hacks, insights, and other tools for both players and GMs to run the game. The overriding theme is: **Keep It Simple**.

Here's how:

The Campaign Setting

Pick a setting that you and your group are familiar with. Use familiar locations, characters, and conflicts so everyone has the same fundamental expectations of what the scenarios will be about. "Use the MCU characters, but only during Phase 2" or "you are characters from the two major publishers during the 1980s, thrown together in Battle World" are shorthand ways to keep things consistent.

Character Concept

Keep the character concepts simple by using existing characters, or by referring to similarities with existing characters. Pick between 2 and 5 major aspects of existing characters and say "you can do that" and leave additional ideas and powers for later advancement during a campaign. Superdude doesn't need to fly in session one, right?

Power Level

You could get specific with which character types can achieve which ranks with which powers or primary abilities...or you can just keep everyone bound by one or two rules. For example, play street-level characters by making the highest possible rank in any trait IN 40. Have everyone play powerful alien superheroes by keeping all traits in the AV 6 to UN 100 range. You could even name a couple traits with higher minimums, or lower maximums, to show that there are still limits.

Power Customization

When crafting each character's powers, use the examples in the *Basic Rulebook* to cover a lot of ground. When you're in new territory, try to think how the power or gear would work without SFX and Weaknesses first, and with as few rule interactions as possible. For example, Teleportation is a power that begs questions of range, how many people are subject to it, do you have familiarity with the destination, and much more. To keep it simple, say it only affects you, you can only go as far as line of sight, and there's no disorientation or detrimental effects when you use the power. Customizations like teleporting and being able to perform another action (like an attack), bringing along other people, or teleporting "blindly" past a certain range are all cool customizations you can build up to after a few sessions of play, suggesting that the character is learning new facets of their power and unlocking them with experience.

Complex Powers

Some powers are complex by their very nature. Alternate Form has you controlling two datafiles. Power Armor might have a half-dozen or more different "systems" (powers by another name). Either stay away from these early on when first playing the *Astonishing Super Heroes* RPG, look for existing datafiles with the powers already built out for you, or focus on the absolute most important elements and ignore the rest for future advancement or customizations. For example, a simple Alternate Form power tells you when you transform to the new form and back to your "base" form, and you maintain a separate datafile for each, carrying over damage and stress when you change. Don't use the Alternate Form sheet with multiple versions if this is your first time playing. For a power armor-wearing character, determine the armor's Body Armor rating, one or two Attack powers, and maybe an alternative mode of movement (Lightning Speed, Flight, Swimming). Don't customize these powers much, and don't worry about different interactions or ways to shut them down.

Alternative: Really Simple Powers

There's an entire alternative system included that makes powers dead simple: Narrative Powers. Check out that chapter for tips and tricks on making powers just 1-2 sentences long!

Run Your Sessions Fast

The rest of the advice and tools are presented to help make your game sessions easy to manage, because pacing is the key. Keep your sessions fast and fun, simplify all the NPCs and situations you manage, and focus on challenging the players while giving each of their characters a spotlight to show how awesome they are!

Narrative Character Creation

The narrative method to building a character is to simply dream up what you want and collaborate with your GM and other players to make that happen. This method is at its best when you are building an existing character from some comic book or movie that's already well established, so you know exactly what your character should be able to do. Then you just build that!

This method is not "balanced" because you can effectively choose your own ranks, powers, etc.

Primary Abilities

Your Primary Abilities can be eyeballed. Some guidelines:

- An average human citizen of Earth as we know it has AV 6 in most, if not all, of their primary abilities.
- Humans with disabilities, significantly affected by ill-health, or facing other such issues will still usually have a score of MD 4.
- Null 0 means that ability is entirely absent; a human with such a score in any of their Primary Abilities is either dead or effectively so.
- RM 30 is the upward limit of humans in physical ability, but even that is absolute world-class, maybe a handful in a lifetime. EX 20 is the typical limit of humans.
- IN 40 and AM 50 are clearly past the abilities of humans, except for mental (RIP) traits. An Einstein or someone like that maybe had an IN 40 or AM 50 Reason.
- SP 75 and up are beyond even the enhancements of most science-fiction technology, magic, or mutation, and should be reserved for the rarest of the rare.
- X150 and the like are off-limits to starting characters, at least until you are familiar with the game or playing literal godlike characters. This territory is more meant for powerful characters (SP 75 or UN 100 ranks) with talents or powers modifying their abilities.

To put it a bit more simply, consider the origins of the character, and if they are human, don't go below MD 4 or above RM 30. If they are an enhanced human or low-level superpowered individual, a few scores of IN 40 and maybe a single AM 50 is fine. SP 75 and above is reserved for the most powerful characters in the game; you might see one or two such scores among the players, but even that's bordering on "what's going to challenge these characters?"

Secondary Traits

Your Secondary Traits are determined as follows.

Initiative

Initiative is a static score (not a rank) that is calculated as the sum of the following:

- Agility rank number divided by 10
- Intuition rank number divided by 10
- Any bonuses from talents (i.e. the Military talent provides a +1 bonus to Initiative)
- If you have gear/power armor that provides increased speed (no matter how fast or how many movement modes), you get a +1 to your initiative score while using it
- If you have a power that provides an innate increase to your speed, you add that power's rank number divided by 10
- If you have a power that increases your situational awareness (danger sense, heightened hearing or other senses, etc.), add your power's rank number divided by 10

This number is rounded down.

Example 1: A typical person has AV 6 Agility and Intuition and no other pertinent modifiers, so they have 1 for their Initiative score: $\text{Agility } 6/10 (.6) + \text{Intuition } 6/10 (.6) = 1.2$, rounded down to 1.

Example 2: A character with RM 30 Agility, EX 20 Intuition, the Military talent, and Lightning Speed IN 40 would have Initiative 10: $\text{Agility } 30/10 (3) + \text{Intuition } 20/10 (2) + \text{Military } 1 + \text{Lightning Speed } 40/10 (4) = 10$.

Health

Add together the rank numbers of your FASE abilities: Fighting, Agility, Strength, and Endurance.

Remember that you accrue damage, meaning you simply add it up as you take it. It's a problem when it equals your Health. You don't start the campaign with any damage.

Resolve

Add together the rank numbers of your RIP abilities: Reason, Intuition, Psyche.

Remember that you accrue stress, meaning you simply add it up as you take it. It's a problem when it equals your Resolve. You don't start the campaign with any stress.

Popularity

Your Popularity is a modifier between +3R (people know of you and like you) and -3R (people know of you and hate you). Pick the one that best fits. Some guidelines:

- If the general populace fears or hates you, -3R.
- If you're a known criminal, -2R.
- If you're unpopular with common folk or with people in a position of authority, -1R.
- If you're just another person on the street most of the time, or you're only known in a small neighborhood or district of one city, +0.
- If you're well-known in a city or if you've made the national news doing a minor act of heroics, +1R.
- If everyone knows you and you're a hero, or you've won a Nobel Prize, +2R.
- If you go out of your way to save common folks or the entire world on a regular basis, +3R.

Resources

Like your Primary Abilities, you can eyeball your Resources. Notably, however, you aren't limited to a ceiling of RM 30 for being a "typical" human.

- If you've got nothing and the stigma of that turns local authorities against you, WK 2.
- If you're just scraping by, never quite sure where your next meal is coming from, MD 4.
- An average person that can afford a decent rental or to own a modest home is AV 6.
- A wealthy individual is probably RM 30 or IN 40.
- The CEO of a company is looking at AM 50.
- The wealthiest people on Earth (billionaires) are rated at SP 75, with maybe a handful of individuals at most with rank UN 100.

Profiles

Your Profiles and milestones are determined by working with your GM to create suitable ones; there's no mechanic to it, but the guidelines in the Profiles section, as well as a look at some pregenerated ones (offered later), will guide you. See **Example Profiles** for a whole bunch of 'em.

Karma

You start a campaign with Karma equal to your Resolve divided by 10. It fluctuates throughout a session, and carries over from session to session at whatever you ended the previous session with.

Powers/Gear

Develop the powers and gear that work best for you. This is the part of a character sheet that's probably the most ripe for "balance issues." Here are some tips to keep things reasonable.

Number of Powers

If you have more than 5 powers or gear listed, consider how much you'll actually remember to use during play. Having every power in the book might seem cool, but will you remember the differences between controlling the air with an elemental power versus transforming into an air elemental via Alternate Form? What happens if you change your skin to steel but also want to be insubstantial?

Sometimes, an entire power can be collapsed down into an SFX for another power, dropping it to one line of text instead of a whole other listing. Do you need Telekinesis to call your magical boomerang back to you, or does it just return to your hand as an SFX?

If you're approaching 10 or more listings, consider how you might be able to use Alternate Form or similar powers to make it clear when you have access to them. Maybe you have to spend a round getting "powered up" to your superheroic form, so you can put all those powers on an Alternate Form datafile.

Remember Power Sets

Power sets help you organize related powers, and might help you decide when certain SFX or Weaknesses might be held in common to many powers. A werewolf allergic to silver might not be able to use any of their powers — Enhanced Smell, Claws, Lightning Speed, Regeneration — in its presence, and therefore you can just list those powers under a power set with that Weakness, rather than repeating the allergy with each separate power.

Don't Make SFX...Yet

Even if you can think of cool special effects for a particular piece of gear or power, don't build it into the power yet. Instead, chat with your GM about your ideas and play the game without the SFX, and see what comes up.

Oftentimes, folks new to *Astonishing Super Heroes* want to simulate every facet of their favorite heroes' powers and abilities, but during actual play some (or even most) never have a mechanical impact on the game, or don't need a bunch of complex mechanics. "The weapon returns to you after you throw it" might be enough. It's incumbent on opponents to get Bullseye results on their attacks to target the weapon in flight and stop you from getting it, rather than having to create the specific Flight speed of the weapon and its own Force Field. That added complexity is just wasted time.

Remember Gear

Gear might be a license to add even more powers to your character sheet, but it's also a great limiting factor: gear can be taken away, stolen, broken, sabotaged, lost, or simply dropped.

An unstated rule of common sense is also that gear needs to be carried, and you can only carry so much stuff, right? You might be able to lift a building with your super strength, but how many backpacks can you actually strap onto yourself before you impede your mobility and perception?

Add Weaknesses

The bigger they are, the harder they fall, right? Some players may seek the word “Weaknesses” as a big red flag that they want nothing to do with, but remembering that superheroes are what they are **because** they overcome adversity is important. Heroes have limits, sources of adversity or stress, or substances that can reduce their powers’ effectiveness. This is what makes them fun to watch and play!

Importantly, as you build your character’s Profiles, you can take a look at weaknesses as a great source of inspiration. Too much exposure to a weakness might be enough to convince a character to call it quits as a hero, at the very least leave a scene even if their allies are in trouble. The personal nature of a weakness is fertile ground for drama, selfishness or selflessness, and hard choices.

Talents

Pick the talents that best suit your character. Generally you shouldn’t have more than 5 or 6 to start.

More than 10 talents and you’re going to have a lot of extra math and situational corner cases to worry about whenever you perform certain activities that your character is best at. Additionally, after a certain point, all the bonuses in the world don’t mean much. You can never have enough bonuses to push your dice roll past Extreme 500 rank.

Affiliations & Contacts

Develop the characters you can call on for help. Note their name, and their role or relationship to you. Contacts might be organized by affiliations (groups and organizations), but they don’t have to be.

You should start with somewhere between 3 and 7, simply to keep things functional and memorable, if nothing else. Contacts are fully-fledged NPCs with personalities and roles in society as well as in the characters’ lives, so it’s important that the GM isn’t getting overwhelmed with additional characters to remember.

Good relationships that will inspire you when creating contacts include:

- Family
- Friend
- Mentor
- Business partner
- Patron
- College or school mate
- Friendly or competitive rival
- Someone who owes you
- Someone you owe
- The person that gave you your powers
- The person that taught you your Talents
- Organizations you work for
- Organizations you promote
- Organizations you seek sponsorship from
- Law enforcement
- Political factions
- Mercenary companies or war buddies
- Pets (especially if they are exceptionally intelligence, trained, or similar)

Random Character Creation

The random method of character creation does exactly what it says on the tin: randomly generates a superhero. It's not completely random, but it's pretty close: you will generate an origin, which then provides a few benefits and sets a few limitations on what you'll then generate for powers and such.

Step by Step

Creating a character using the random method works like this:

1. Generate your superheroic origin.
2. Generate your Primary Abilities (FASERIP).
3. Generate your Powers.
4. Generate your Talents.
5. Generate your Secondary Abilities: Health, Resolve, Resources, Popularity, Initiative.
6. Collaborate with your GM and the other players on creating your Profiles.

There are two special rules you should be aware of: the "That Sucks!" rule and "Pick Your Origin" rule.

The "That Sucks!" Rule

Before you begin rolling, you should know about the "That Sucks!" rule of random character creation: if you roll something that you absolutely hate, you can re-roll, taking the new result (and if it's the same result, ignore and re-roll until you get something different). Random dice rolls can get some weird results, so having a single re-roll, once during character creation, gives you a chance to get rid of something that just doesn't fit or doesn't jive with your interests.

Pick Your Origin

If you use the random character creation method but want to choose your origin instead of rolling it, that's perfectly okay. The origins are not so wildly different that you won't end up with fairly balanced characters, taking into account the previous discussion about game balance way back in the Introduction chapter.

That said, after this one choice, and keeping in mind the one re-roll you get from the "That Sucks!" rule, all other random rolls should be adhered to. If you're just going to go through and pick stuff anyway, there are other character creation methods for that. Though it's not like we're going to come to your house and tell you what you're doing is wrong: we've got other things to do with our time, like work on new character creation methods!

1. Origin

Roll 1d100 to determine your superhero's origin. This tells us the what and how (and potentially the where) of your character's first steps on the path to super-powered antics, and each one comes with some benefits and limitations that will influence later steps of the random character creation process, showing how each is unique.

Origin Generator

1d100	Origin
1-30	Altered Human
31-60	Mutant
61-90	High-Tech
91-95	Robot
96-100	Alien

Altered Human

Altered humans are often the most "common" form of superhero, relatively speaking: everyday human beings subjected to some form of catalyst that provides them with abilities beyond that of normal humans. It might be some form of energy or radiation, interaction with a magical or alien artifact, or a concoction of physically enhancing vitamins or toxins (usually engineered by a mysterious government group, but not always).

Benefits. You may increase one rank of one of their Primary Abilities by +1R during step 2.

Limitations. None.

Mutant

By dint of some genetic quirk, you were born different from everyday humans. You have special abilities and can defy the typical limitations of the human form because of this.

Benefits. You can increase one Power's rank by +1R during step 3.

Limitations. You are subject to devices or powers built to detect, inhibit, mimic, absorb, etc. mutant powers.

Mutant Stigma

In some settings, mutants are stigmatized for their differences from "normal" humans. In such campaigns, a mutant character will suffer -1R to their Resources and their Popularity starts as -1R (no roll) during step 5 of random character creation.

High-Tech

A high-tech hero derives their special abilities largely from wondrous inventions, technological marvels, and the like. They may have built them, or simply found them: the devices themselves may have an origin that's alien or otherwise, but the person using them is an everyday human being.

Benefits. Raise your Reason by one rank during step 2, to a maximum of IN 40 (see Limitations, below). Raise your Resources by one rank during step 5. If you do not end up with Power Armor as one of your powers (see below), you may increase either one other Primary Abilities other than Reason by one rank (to a maximum of RM 30), or one of your Powers by one rank.

Limitations. No Primary Abilities may be rated higher than RM 30 during step 2: simply re-roll until you first get a lower rank than RM 30, and take that new rank. Note that you use the benefit of raising your Reason (see above) after determining your Reason via a random roll, and therefore it may be IN 40. Additionally, all of your powers generated during step 2 have the gear designation, and/or are systems integrated into a Power Armor power set (see below).

Power Armor

If you're a high-tech character and you roll for Power Armor during step 2, any of your other powers can be designated systems that are tied to your power armor; otherwise, they are separate powers with the gear designation. Additionally, your roll for a power rank on the Power Armor determines its Body Armor rank: the Power Armor itself doesn't have a rank associated with it (it's effectively an overarching power set, after all).

If you're a high-tech character who receives Body Armor during step 2 of random character creation, you can choose to designate it as Power Armor, and incorporate any or all other powers into it as systems. Thereafter, you use the Power Armor sheet to record your suit's systems. This is effectively the same as rolling Power Armor. If you choose not to go this route, then the other powers are simply other gear, separate from your Body Armor.

When you have Power Armor, it modifies your physical Primary Abilities while you wear it. To determine the modifiers, roll a Reason check for each ability in order: Fighting, Agility, Strength and Endurance. Your result tells you what the modifier is while wearing the armor, recorded as a bonus on the Power Armor datafile.

- WHITE: No modifier.
- GREEN: +1R
- YELLOW: +2R
- RED: +3R

Assuming there are modifiers, the power armor itself gets Health equal to 10 times the total number of the modifiers. So if you have Fighting +0, Agility +1R, Strength +2R, and Endurance +1R, your power armor has Health 40. If there are no modifiers, it simply acts as Body Armor, and you use your (outside-the-armor) Health for tracking damage.

Fighting Modifier?

In the original (and subsequent revisions of the) FASERIP system, Fighting wasn't usually modified by Power Armor. We have decided to include it because most modern renditions of Power Armor include advanced A.I. capabilities, targeting systems that can lock onto multiple potential targets, advanced warning systems for incoming weapon fire, and so on. It may be a little bit of a stretch to assume this improves someone's combat training, but because the Block action relies on Fighting, we felt like it's at least possible that these systems would indeed modify someone's capabilities. Considering you might get a WHITE result when rolling for Power Armor modifiers, we ultimately decided to include Fighting, but you are free to make a house rule where that ability is not subject to potential modifiers.

Robot

You have been artificially created by some means, usually technological, making you a robot, android, synthetic life-form, or human consciousness uploaded into a machine-based body. Or, you might be from an alien or other-dimensional race of synthezoid beings, but it simply boils down to you being made of artificially-created parts.

Benefits. You are unaffected by abilities that target humanoid emotions or the "mind" since you do not have a biological brain or nervous system. You are assumed to have the ability to self-repair, healing in the same manner as other characters (but likely it is visually and narratively different). If you die, it's possible to be resurrected in a fashion by having your memories and experiences moved to another like machine: this requires a Reason check by someone against a difficulty equal to your highest rank (in anything: could be one of your Primary Abilities, could be a Power, etc.). Resurrection in this fashion doesn't entitle you to the same body, however; it's strictly what makes up your consciousness. Getting a like body (or a total replacement) must be handled narratively through the events of the scenario or campaign.

Limitations. You are affected by powers and abilities that affect machinery, such as the ability to control machinery, or potentially by activities like hacking or attacks such as EMP bursts. When in doubt, these things cause you damage equal to their rank number. Additionally, robot characters

start with a Popularity of 0, regardless of what is determined in step 5.

Alien

An alien is a being that is simply not from Earth, meaning they might originate from another planet, another dimension, or some sort of lost or non-human civilization. Specifically, however, the alien origin represents beings that are naturally different enough from Earthlings that they won't fit into one of the other origin categories. An alien that's just a green human in power armor is probably better off using the high-tech origin. On the other hand, an alien that comes from a planet with harsher gravity and environmental features, and therefore is by default going to be tougher or have a few non-human abilities inherent to its survival in extreme environments is a perfect case for the alien origin.

Benefits. In step 2, aliens add +10 to each roll in determining their Primary Abilities: they will always start with Primary Abilities rated at AV 6 or higher. You may designate any or all powers gained during step 3 as “natural” powers for your alien species: this designation gives you +1R to that power's rank, and is noted by the GM in case other members of your species show up later!

Limitations. During step 3, an alien receives one less power than what they roll.

2. Primary Abilities

For each Primary Ability — Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche — roll on the table below to determine your rank.

Primary Ability Generator

1d100	Primary Ability Rank & Rank Number
1-5	WK 2
6-10	MD 4
11-20	AV 6
21-40	GD 10
41-60	EX 20
61-80	RM 30
81-96	IN 40
97+	AM 50

Aliens add +10 to their roll for each ability, guaranteeing at least an AV 6 rank in each ability.

Altered humans improve one of their Primary Abilities of choice by one rank.

High-tech characters will re-roll any abilities that are higher than RM 30. Once all of their abilities are determined, they

will then improve their Reason by one rank (thus giving them a potential maximum of IN 40 in Reason alone). High-tech characters that don't end up with Power Armor will be able to increase one other ability by one rank, up to a maximum of RM 30.

3. Powers

When rolling for your powers, you will first roll to see how many powers you have, then determine a category for each of them, and finally determine the powers themselves.

It's a good idea to roll for the number of powers, and then roll for each power's category before rolling for the individual powers. Doing it this way provides some choices (more on that in a bit), and gives you a chance to use the “That Sucks!” roll more strategically.

Number of Powers Generator

1d100	Number of Powers*
1-20	2
21-60	3
61-90	4
91-100	5

* Aliens receive one less power than what the table indicates.

Power Category Generator

1d100	Power Category
1-2	Alternate Form
3-10	Attack Powers
11-15	Body Armor & Force Fields
16-20	Elemental Control
21-25	Enhanced Senses
26-30	Healing & Regeneration
31-50	Illusions, Invisibility, Intangibility, and Mimicry
51-55	Movement Powers
56-60	Power Armor
61-65	Psychic Powers
66-70	Resistance & Invulnerability
71-80	Shapeshifting, Size-Changing, Stretching & Transmutation
81-85	Sorcery
91-100	Teleportation

As you can see, the power categories match the categories as they are presented (in alphabetical order) in the *Basic Rulebook*, with only a few of them collapsed into a single possible result, to ensure a healthy dose of discovery during the character creation process!

Building Your Custom Powers

Once you've determined how many powers you have, and what category each one is, you then determine the actual powers themselves.

There are over 100 example powers of specific rank ratings in the *Basic Rulebook*. Therefore, the simplest and most random method of determining your powers is to roll on the following tables for those powers, and simply substitute a new power rank (see the table below). This method is great for players who are new to the system and don't want to worry about customizing their powers without having played the system much; it's truly random!

NOTE! For powers with multiple power ranks — such as attack powers that have Range, Area of Effect, and Damage, as well as powers that might have a Duration — roll for each component's power rank.

Power Rank Generator

1d100	Primary Ability Rank & Rank Number
1-5	WK 2
6-10	MD 4
11-20	AV 6
21-40	GD 10
41-60	EX 20
61-80	RM 30
81-96	IN 40
97+	AM 50

Alternatively, players can randomly roll their powers, but the player can suggest changes, swaps, and customizations. This is best for experienced groups. Some guidelines follow.

- You can swap energy types freely.
- For powers with multiple ranked components, you can swap the ranks around if you wish (making something attack at a longer range but deal less damage, for example).
- Ranges should have a minimum of 1 area if they use thrown ranges, or 2 areas if they don't, generally speaking.
- If a power uses thrown ranges but you want to use standard ranges, you must reduce the power rank of either the range or the damage by one.
- Areas of effect beyond 1 or 2 areas tend to be exponentially more powerful with each rank; the GM is well within their rights to cap such powers to only affecting 1, 2, or 3 areas.
- Similarly, durations for deadly effects, as well as effects that influence a target's actions (mind

control, paralysis, being turned to stone) should be capped at rounds or minutes.

Pregenerated Powers

Warning: BETA Material!

The Method 1 tables are a prime target for revision in the full release of *Astonishing Super Heroes: Spectacular Origins*. A more comprehensive “generic” listing of pre-built powers will be included, and therefore will supplant some of the information in these tables. Those updates will be incorporated into this free guide and made available wherever you purchased this, as well as at astonishingsuperheroes.com.

Alternate Form Power Generator

1d100	Power*
1-60	The Monster power set
61-100	Dark Matter Form power set

* **Power Sets.** These are both power sets. They automatically give you the powers and abilities listed below. Additionally, each counts as TWO powers for calculating your Number of Powers.

The Monster. The Monster uses the Alternate Forms datafile, and gives you three stages of forms. These stages give you different Primary Abilities at each stage, as well as the Adrenaline Surge power. To determine each stage's Primary Abilities, use the following rules:

- For Stage 1, roll all-new ranks for your physical (FASE) primary abilities, adding +10 to each roll. Any abilities that come up lower than your current (base form) ranks are instead improved to +1R above your current (base form) rank. For your mental (RIP) primary abilities, subtract -1R from Reason and Intuition, and re-roll for your Psyche rank (this roll stands, regardless of whether it's lesser or greater than, or equal to, your base form). Recalculate your Health and Resolve, and subtract -1R from your Popularity.
- For Stage 2, increase any two of Agility, Strength, Endurance or Psyche (your choice) from Stage 1 by +1R, and subtract -1R from your choice of Fighting, Reason, or Intuition from Stage 1. Recalculate your Health and Resolve.
- For Stage 3, perform the same operations as in Stage 2, using the same choices, but from your Stage 2 ranks. Recalculate your Health and Resolve.

Dark Matter Form. You track the Dark Matter Form on a separate datafile. You gain +4R that you can use to increase any of your Primary Abilities, however you wish to split it

up. For example, you could increase Agility by +1R, Strength by +2R, and Psyche by +1R. Recalculate Health and Resolve as necessary.

As noted in the power set's description, you also gain the following powers: Body Armor, Image Generation, Invisibility, Life Support, Regeneration, Shockwave, and Teleportation. For each one, roll its power rank. Count all of these powers as 1 power for the purposes of determining how many powers you get, not including the Dark Matter Form power itself. In other words, if you rolled 2 powers, you get Dark Matter Form and then those powers, and that's it. But if you rolled 3 powers, then you get Dark Matter Form, all of the powers noted above, and then one more randomly determined power.

Attack Powers Generator

1d100	Power
1-50	roll on Melee Attack Powers
51-100	roll on Ranged Attack Powers

Melee Attack Powers

1d100	Power
1-25	Bone Spikes
26-30	Corrosive Touch
31-35	Cosmic Metal Claws
36-50	Extra Arms
51-55	Rotting Touch
56-75	Shockwave
76-90	Taser Gauntlet
91-100	Thunderclap

Ranged Attack Powers

1d100	Power
1-15	Bola Launcher
16-40	Fire Projection
41-65	Ice Projection
66-75	Shuriken Launchers
76-85	Sorcerous Bolts
86-100	Venomous Spit

Body Armor & Force Fields Power Generator

1d100	Power
1-30	Body Armor
31-40	Organic Metal Skin
41-50	Force Field Projection Belt

51-65	Magic Shield
66-90	Personal Force Field
91-100	Storm Shield

Elemental Control Power Generator

1d100	Power
1-5	Air Control
6-10	Earth Control
11-15	Electrical Control
16-18	Energy Reflection
19-20	Energy Absorption
21-30	Fire Manipulation
31-35	Gravity Manipulation
36-45	Light Manipulation
46-50	Magnetic Control
51-60	Sound Manipulation
61-85	Telekinesis
86-90	Water Control
91-100	Weather Control

Enhanced Senses Power Generator

1d100	Power
1-15	Danger Sense
16-20	Detect Magic
21-30	Detect Radiation
31-60	Hyper Sense*
61-65	Mutant Detection
66-80	Night Vision
81-85	Protected Sense*
86-90	Sense Emotions
91-100	Tracking

* **Random Senses.** Roll 1d10 for which sense: 1-2 Hearing, 3-5 Sight, 6-7 Smell, 8-9 Touch, 10 Taste

Healing & Regeneration Power Generator

1d100	Power
1-20	Chi Healing
21-50	Fast Recovery
51-60	Healing Factor
61-100	Regeneration

Illusions, Invisibility, Intangibility, and Mimicry Power Generator

1d100	Power
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1-20	Illusory Duplicates
21-30	Image Generation
31-35	Visions of Fear
36-60	Chameleonic Coloring
61-85	Invisibility
86-95	Phasing
96-100	Power Mimic

Movement Power Generator

1d100	Power
1-30	Flight
31-40	Leaping
41-70	Lightning Speed
71-80	Swimming
81-85	Swingline
86-90	Wall Crawling
91-100	Levitation

Power Armor Generator

1d100	Power
1-75	Power Armor with listed example systems
76-100	Customized Power Armor*

* **Customized Power Armor.** When you roll this result, roll for its systems like so:

1. Choose one power from the Movement Power Generator.
2. Add Body Armor.
3. Roll twice on the Attack Powers Generator.
4. Roll 1d10 and choose a number of Resistances/Invulnerabilities based on the roll: 1-5 one Resistance power, 6-8 two Resistance powers, 9 three Resistance powers, and 10 two Resistance powers and one Invulnerability.

Psychic Powers Generator

1d100	Power
1-15	Enchantment
16-30	Mind Bolt
31-35	Mind Control
36-40	Plant Control
41-50	Psi-Screen
51-65	Psychic Force
66-90	Telepathy
91-100	Psychic Manifestation*

* **Psychic Manifestation.** Choose one attack power (melee or ranged) and describe how it is created by physically manifesting psychic energy.

Resistances & Invulnerabilities Generator

1d100	Power
1-5	Invulnerability - Fire/Heat
6-15	Life Support - Space
16-25	Life Support Systems - Space
26-40	Resistance - Fire/Heat
41-45	Water Breathing
46-95	Other Resistance*
96-100	Other Invulnerability*

* **Other Resistances/Invulnerabilities.** Roll 1d10 for type:

1. Cold
2. Electricity
3. Radiation
4. Poison
5. Magical Attacks
6. Emotional Attacks
7. Mental Attacks
8. Disease
9. Acid
10. Sonic

Shapeshifting, Size-Changing, Stretching & Transmutation Powers Generator

1d100	Power
1-5	Shapeshifter - Werewolf
6-15	Growth*
16-25	Shrinking*
26-30	Elongation
31-35	Absorption - Blunt Damage
36-40	Absorption - Cold
41-45	Animation
46-50	Body Transformation - Light
51-55	Body Transformation - Fire
56-60	Body Transformation - Gas
61-65	Body Transformation - Sand
66-70	Body Transformation - Water
71-75	Disintegrator Gun
76-80	Elemental Mimicry
81-85	Absorption - Other**
86-100	Body Transformation - Other**

* **Growth and Shrinking.** The *Basic Rulebook* presents both simple and advanced versions of Growth and Shrinking. GM

and players should collaborate on deciding which works best for them.

**** Other Absorption and Body Transformation Powers.**

Pick an element (fire, water, stone) or other type of energy (fire, radiation, dark energy, mystical energy) for your absorption/transformation power, and collaborate with the GM and other players on how this power works.

Sorcery Powers Generator

1d100	Power
1-10	Foretelling
11-25	Hex Curse
26-40	Postcognition
41-50	Power Block
51-100	Sorcery - The Book of Eibon*

* **Sorcery (Improvvised Magic).** Alternatively, use this opportunity to create your own pantheon of mystical entities to entreat. You might use mythological figures, a specific cultural pantheon of deities, and so on.

Teleportation Powers Generator

1d100	Power
1-20	Astral Projection
21-30	Dimensional Aperture
31-50	Shadowstep
51-100	Teleportation

4. Talents

Unlike other portions of random character creation, talents do feature several instances where players get choices. This allows players to make customizations based on the setting and character elements that have likely come up through the process of creating characters.

First, roll to see how many specialties you have.

Specialties Generator

1d100	Specialties
1-10	1 Major, 1 Minor
11-50	1 Major, 2 Minor
51-90	2 Major, 1 Minor
91-100	2 Major, 2 Minor

Next, roll for each major specialty, and then each minor specialty to see what talents you have.

Major Specialties

1d100	Talents
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1-15	Academic: Student - SPECIFIC SUBJECT, plus 2 more academic subjects.
16-20	Bruiser: Choose one from Close Quarters Combat, Martial Arts, Weapon Specialist - SPECIFIC WEAPON, and Wrestling. Then choose two from Intimidate, Interrogate, Crime, Military, Stoic, and Unfazeable.
21-30	Criminal: Crime, Intimidate, plus choose one from Close Quarters Combat, Interrogate, Sharpshooter, Streetwise, and Weapon Specialist - SPECIFIC WEAPON.
31-45	Financier: Business, Economics, plus 1 more specialization for your sector of choice
46-55	Martial Artist: Close Quarters Combat, Martial Arts, plus one other combat, criminal, or military-related talent.
56-60	Mercenary: Military, plus one more chosen from Intimidate, Interrogate, Leadership, or Weapon Specialist - SPECIFIC WEAPON.
61-65	Mystic: Mythology, Occult Lore, plus 1 other talent of any kind.
66-75	Politico: Business, Law, Politics
76-80	Scientist: Choose any 2 sciences, plus 1 other area of academic study.
81-100	Suit: Choose 2 from Business, Economics, Espionage, Law, and Politics.

Minor Specialties

1d100	Talents
1-20	Creative: Choose 2 from Art, Journalism, Performance, Charm, Inspire, Orate, Sway, and Tumbling.
21-35	Muse: Choose 2 from Convince, Deceive, Inspire, Leadership, Orate, Seduce, and Unreadable
36-50	Pilot: Drive, Pilot, plus choose 1 from Electronics, Mechanics, Aerial Combat, Military, and Situational Awareness.
51-70	Rebel: Choose 2 from Command, Convince, Cunning, Deceive, Insubordinate, Orate, Resist Domination, Stoic, Streetwise, Stubborn, Sway, Unfazeable, and Unreadable.
71-85	Snoop: Choose 2 from Computer Hacking, Espionage, Journalism, Charm, Convince, Cunning, Inspire, Orate, Situational Awareness, and Stubborn.
86-100	Tech: Choose 2 from Computer Hacking, Computer Science, Electronics, Engineering, Mechanics, and Crime.

Optional: Fully Random Talents

If you don't like the idea of choosing some/most/all of your talents, you can instead use the following method to determine your talents.

Be aware of two things:

1. This method is unlikely to produce results that are consistent with each other, but that may be okay: some people know a bit about a lot of random stuff, after all!
2. It's possible you will end up with less talents than the above method. This is fine for starting characters, but if you wish, consider allowing players to choose 1 additional talent so they have one freebie that's potentially complementary to their other (randomly determined) talents.

First, roll for the number of talent slots you have.

Number of Talents Generator

1d100	Talent Slots
1-10	3
11-50	4
51-85	5
86-95	6
96-100	7

Next, roll for each talent slot, noting that talents with asterisks (*) cost two slots, and therefore you may end up with less overall talents.

Talent Generator

1d100	Talent
COMMON TALENTS	
1	Guns
2	Thrown Weapons
3	Bows
4	Blunt Weapons
5	Edged Weapons
6	Demolition
7	Archeology
8-9	Architecture
10-11	Art
12	Astrophysics
13	Biochemistry
14	Biology
15-16	Business
17	Chemistry

18	Computer Hacking
19-20	Computer Science
21-22	Drive
23-24	Electronics
25	Engineering
26	Espionage
27	Finance
28	Genetics
29	Geology
30	History
31	Journalism
32-33	Law
34	Mathematics
35-36	Mechanics
37	Mythology
38	Occult Lore
39-40	Performance
41	Photography
42	Physics
43	Pilot
44	Politics
45	Pop Culture
46	Psychiatry
47	Psychology
48	Radiobiology
49	Religion
50	Robotics
51	Zoology

SOCIAL TALENTS

52	Charm
53	Command
54	Convince
55	Cunning
56	Deceive
57	Faith
58	Inspire
59	Insubordinate
60	Intimidate
61	Interrogate
62	Orate
63	Seduce
64	Stoic
65	Stubborn
66	Sway
67	Unfazeable

68 Unreadable

other senses, etc.), add your power's rank number divided by 10

SPECIAL TALENTS

69	Acrobatics
70	Aerial Combat
71	Close Quarters Combat
72	Crime
73	Eidetic Memory*
74	Escape Artist
75	First Aid
76	Law Enforcement*
77	Leadership
78	Martial Arts
79	Medicine*
80	Military
81	Multi-lingual (Advanced) [SPECIFIC: native language + (1d10/2) others]*
82-85	Multi-lingual (Basic) [SPECIFIC: native language + (1d10/2) others]
86	Resist Domination
87	Sharpshooter
88	Situational Awareness
89	Streetwise
90-97	Student [SPECIFIC]
98	Tumbling
99	Weapon Specialist [SPECIFIC]*
100	Wrestling

This number is rounded down.

Example 1: A typical person has AV 6 Agility and Intuition and no other pertinent modifiers, so they have 1 for their Initiative score: Agility 6/10 (.6) + Intuition 6/10 (.6) = 1.2, rounded down to 1.

Example 2: A character with RM 30 Agility, EX 20 Intuition, the Military talent, and Lightning Speed IN 40 would have Initiative 10: Agility 30/10 (3) + Intuition 20/10 (2) + Military 1 + Lightning Speed 40/10 (4) = 10.

Health

Add together the rank numbers of your FASE abilities: Fighting, Agility, Strength, and Endurance.

Remember that you accrue damage, meaning you simply add it up as you take it. It's a problem when it equals your Health. You don't start the campaign with any damage.

Resolve

Add together the rank numbers of your RIP abilities: Reason, Intuition, Psyche.

Remember that you accrue stress, meaning you simply add it up as you take it. It's a problem when it equals your Resolve. You don't start the campaign with any stress.

Popularity

Your Popularity is a modifier between +3R (people know of you and like you) and -3R (people know of you and hate you).

Popularity Generator

1d100	Popularity
1-2	-2R
3-5	-1R
6-90	+0
91-96	+1R
97+	+2R

* **Optional:** Are you a mutant in a mutant-phobic world? Your popularity automatically starts at -1R.

5. Secondary Abilities

Your Secondary Traits are determined as follows.

Initiative

Initiative is a static score (not a rank) that is calculated as the sum of the following:

- Agility rank number divided by 10
- Intuition rank number divided by 10
- Any bonuses from talents (i.e. the Military talent provides a +1 bonus to Initiative)
- If you have gear/power armor that provides increased speed (no matter how fast or how many movement modes), you get a +1 to your initiative score while using it
- If you have a power that provides an innate increase to your speed, you add that power's rank number divided by 10
- If you have a power that increases your situational awareness (danger sense, heightened hearing or

Resources

Your Resources is generated similar to your Primary Abilities and Power ranks.

Resources Generator

1d100	Resources
1-5	WK 2
6-10	MD 4
11-20	AV 6
21-40	GD 10
41-60	EX 20
61-80	RM 30
81-96	IN 40
97-99	AM 50
100	SP 75

Modifiers:

- ❖ Are you a **mutant** in a mutant-phobic world? Your resources start at -1R from what you rolled.
- ❖ Are you a **high-tech**? Your resources start at +1R from what you rolled.

6. Profiles

Your profiles and milestones are determined by working with your GM to create suitable ones; there's no mechanic to it, but the guidelines in the profiles section, as well as a look at some pregenerated ones (offered later), will guide you. See Example profiles for a whole bunch of 'em.

If you truly don't know what kind of character you want to play, personality-wise, choose a theme — Heroic, Anti-Heroic/Dark Heroic, or Mercenary — and roll on the tables below.

Karma

You start a campaign with Karma equal to your Resolve divided by 10. It fluctuates throughout a session, and carries over from session to session at whatever you ended the previous session with.

Heroic Profile Generator

1d100	Profile
1-4	A Better Tomorrow
5-8	Are Those Bullet Holes?
9-12	Born Leader
13-16	One of The Company
17-20	Dangerous Work
21-24	Earth's Defender
25-28	Foster Guardian
29-32	High School Student

33-38	I'm Worthy
39-44	Martyr
45-50	Mentor
51-56	Military
57-60	More Human Than Human
61-64	Mystic Advisor
65-66	On the Wing
69-72	Power and Responsibility
73-76	Rogue's Gallery
77-80	Second Chances
81-84	Starstruck
85-88	Super Science!
89-92	Team Player
93-96	Treated Like a Kid
97-100	United We Stand

Anti-Heroic/Dark Heroic Profile Generator

1d100	Profile
1-4	Closed Off
5-10	Conflicted Hero
11-17	Dark Past
18-20	Edge of Darkness
21-25	From the Darkness
26-30	Haunted by the Past
31-38	Hero Trauma
39-45	Identity Crisis
46-48	Jekyll & Hyde
49-58	Just Remember Who Started This
59-65	Out in the Open
66-71	Rooting Out Corruption
72-78	Shadows from the Past
79-85	Sins of the Past
86-90	Two Sides
91-95	Uncontrollable Powers
96-100	Vengeance

Mercenary Profile Generator

1d100	Profile
1-4	British Ways
5-8	CEO
9-12	Charge!
13-16	Cracking Wise
17-20	Ex-Con

21-24	Fiscal Responsibilities
25-28	From Another World
29-32	Gloryhound
33-36	Hostile Takeover
37-40	...Including Occasionally Taking Out the
41-44	Trash
45-48	It Can't Buy Happiness...
49-52	It's About Damn Time
53-56	Jury-Rigger
57-60	Mercenary
61-64	New In Town
65-68	Newly Powered
69-72	Norman/Norma Normal
73-76	On a Mission
77-80	Private Investigator
81-84	Reclusive Mystic
85-88	Remembrance
89-92	Science: Neither Good Nor Evil
93-96	The Truth is a Matter of Circumstances
97-99	Thief
100	Vices

Final Details

Give your character a heroic name, an alternate identity (public or secret), note their pronouns, and consider jotting

down a few notes on their background details, relationships, and appearance, with particular attention to their costume!

Inspiration

Heroic names often take into account your character's powers and talents, so consider any themes. With those in mind, look for some adjectives associated with the theme, and a couple nouns, then see how they look together!

Another option is to look for a photo or some artwork that inspires you regarding your character's appearance, and see if that leads you to a cool name. Just plug in search terms like the following to your favorite search engine, art sharing site, or the like:

- "superhero"
- "heroic costume"
- "superhero art"

Don't be afraid to include terms related to your character's powers, or their ethnicity, culture, or other features that you may want to make sure are represented.

Play the Game!

Now that you've got your hero, it's time to play the game! Grab your character sheet, some ten-sided dice, a pencil, and start bringing some villains to justice!

Game Moderator's Guide

WARNING!

This chapter is still largely in BETA. Most sections are incomplete, and there may be references to sections that don't appear (yet).

The Game Moderator's Role

The role of the Game Moderator is easier than it often seems. It ultimately boils down to:

1. Have a working knowledge of the game mechanics.
2. Set up situations for the players to engage with.
3. React to the players' actions by revealing more about the world or scenario.
4. Give everyone time to shine.
5. Keep up the pace.

Understand the Game Mechanics

This doesn't mean you have to memorize the rules. Far from it. If you can remember the basic rules in the introduction of *Astonishing Super Heroes*, you'll do fine: when in doubt, you or the player picks a Primary or Secondary Ability or a Power, roll 1d100 based on its rank, and consult the Uni-Table. WHITE is a failure, everything else is an increasing degree of success.

Anything more than that is just knowing where to look in the Basic Rulebook, since that covers pretty much everything. There are tips and tricks aplenty in this book, but they are just that: extra information to help you out when you need it. Knowing the general layout of these books helps, but don't force it: you'll get to know them by referencing the Table of Contents during play, or hitting the handy compiled tables at the end of the Basic Rulebook.

Here's another general tip, something we've mentioned elsewhere but is worth repeating here. When a situation comes up that seems more complex than "pick a trait, roll on its rank column on the Uni-Table," consider the following checklist to resolve it:

Checklist: Winging the Rules

- Are you dealing damage or stress?** Pick a trait and deal its rank number in damage or stress.
- Want a special effect, like increased effectiveness, a called shot, knocking someone back or down, or something like that?** Check the Battle Effects Table and pick something appropriate. (Respectively: the General results, a Bullseye on a YELLOW result, a Slam effect.)

- Are you trying to extend something over a larger area or more people?** Check the Advanced Combat Tactics in the Combat chapter of the Basic Rulebook. Or simply reduce the overall effect to increase the range, area of effect, or number of targets affected.
- If something can be resolved with a single dice roll, do it that way.** It's tempting to have someone roll to do something for effectiveness, but then have someone resist it with one of their abilities... but that way lies madness! Or at least slow resolution. Pick one trait as the difficulty, and have the other one roll against that. Generally, the acting character should roll, with the defender using their trait as the difficulty.

Create Situations, Not Stories

The World Reacts to the PCs

Give Everyone the Spotlight

Pacing, Pacing, Pacing!

It's a super hero game: if the players don't know what to do or show signs of distraction or boredom, throw a very obvious conflict at them:

- A villain shows up and attacks!
- The brakes on a bus go out and you have to save the folks onboard!
- A building starts on fire and you gotta save granny's cat!
- A business tycoon shows up with local sheriffs and tells you to vacate your headquarters because they just bought the property!

The point isn't just to slam them with random problems, but to give them a clear sense of "stuff is happening right now and needs our attention!" Hopefully, in-between actions you can figure out how to get the main plot back on track. Use this scene to reveal something: another clue, who the villain is, a slip of paper suggesting where the villains came from, or the telltale signature of a villain's work on the cut brake lines.

Session 0 & Safety Tools

The Elevator Pitch

Length:

- One-Shot
- Scenario
- Campaign

Establish:

- Setting: Location, time period
- Major NPCs: Patrons, Contacts, Enemies, Rivals
- Key History
- Potential Conflict

Tips:

- Create a slideshow
- Create a lore sheet
- Create a newspaper

Safety Tools

As you and your fellow players come to a consensus on the characters, tropes, and subject matter that will make up your scenarios, make sure everyone feels welcome, safe, and is encouraged to speak up if they find any aspect of the game unsatisfying. Here are several tips and resources you can utilize to help you do so. Share these with your gaming group and choose the ones that work the best for all of you.

Welcome

As an absolute first step, in venues where you may be gaming with folks who are effectively (or actually) strangers, make sure you understand how each individual at the table wishes to be identified. Promote the understanding and use of their preferred personal (and later, their character's) pronouns.

Regardless of whether you are playing with strangers or intimate friends, make sure you are welcoming to each other. This means encouraging different ideas and opinions on setting, characters, tone, and subject matter. Ensure everyone has a say and use fair means of coming to a consensus on these topics. It also means encouraging open and honest conversation about hard lines folks may draw regarding the tone and subject matter piece, specifically.

Two excellent tools you can use to help with this are Monte Cook Games' *Consent in Gaming* and *Accessibility in Gaming Resources* by Jennifer Kretchmer. *Consent in Gaming* opens up discussion about which difficult topics to explore or avoid. *Accessibility in Gaming Resources* includes a host of discussions, practical tips, and both physical and digital gaming tools designed to improve accessibility and

awareness around disabilities that might affect how the game is played.

Additionally, let everyone at the table know that anyone may call for a break at any time to halt the current discussion or scene within a scenario. This provides everyone a chance to cool off and better organize their thoughts in order to discuss a difficult or unforeseen subject. Think of it as hitting the "Pause" button.

Safe

Safety means having tools and protocols in place to call out when things are approaching or have just crossed a line of any kind. Even with an open and honest conversation, a game based on word play is going to work differently for folks from different cultural backgrounds, or for whom a shared language might not be their primary. The *TTRPG Safety Toolkit Quick Reference Guide* (and associated Google Drive folder) by Kienna Shaw and Lauren Bryant-Monk maintains an excellent compilation of safety tools and protocols.

Encouraged

Continuously encourage your fellow gamers to know about, understand, and engage with safety and consent tools and protocols. Actively promote open conversation throughout a game session, but especially at the end of the session.

Providing a consistent cool down period at the end of the game session to reflect on its events and talk through the highs and lows is a necessary part of any game session. It can be extended to (but not relegated solely to) offline conversation through emails, texts, forums, or other means of communication afterward, giving players time and distance to reflect on issues that crop up. Or better yet, to reflect on all of the awesome stories you create as you see how the characters transform over the course of a game session!

Character Creation

1. Determine which character creation method to use.
2. Determine whether or not to use advancement.
3. Determine what character connections there will be.

Session 1: The Teaser

Play Fast & Loose

Encourage Teamwork

(See Encouraging Teamwork, later in this chapter, for specific rules mechanics.)

End on a Reveal

Continuing the Scenario

A typical game session is roughly equivalent to an issue of a comic book: 2-3 scenes on average, setting up a larger conflict, likely resolving a single major challenge (fight, investigation, etc.), and ending on either downtime (time to recover and reflect) or a reveal (possibly a cliffhanger, but certainly some kind of twist hinting at the larger events to come). A scenario, however, is usually a fully self-contained story that takes a few sessions: think of this like a trade in comics, collecting 4-6 issues and resolving a series of challenges that make up the larger conflict.

Scenario Types

- Action
- Exploration
- Investigation
- Chase
- Escape
- Insight
- Level Up

Scene Types

- The Setup
- Action Scene
- Dramatic Scene
- Downtime

Running A Campaign

Fronts

Faction X

Doom: Take over the world

Danger:

1. Steal all the money from a bank ○○○
2. Bribe the senators overseeing the weapons program ○○
3. Infiltrate the World Security Force ○○○○

Advancement

Advanced GM Tools

“Dramatically Appropriate”

Challenge Their Profiles

Players Frame Downtime

Flashbacks & B Plot

Encouraging Teamwork

Two fairly significant changes from the original version of FASERIP were purposely designed to speed up fights and encourage players to work together:

1. Higher color results increase the damage or effect of an attack or maneuver.
2. The Combined Attack and Double-Teaming tactics (*Basic Rulebook* Combat chapter, *Advanced Combat Tactics*) provide higher bonuses.

The Grappling maneuver has the added benefit of working really well with Double-Teaming. All of this was intentional. There are countless examples from comic books and superhero movies and shows where it takes the whole team working in concerted effort to break through a villain’s defenses, and these maneuvers ensure that’s not just a viable tactic in gameplay, but the preferred method.

But maybe your players need more nudging. Or maybe you want it to be about more than just dealing damage or restraining an opponent. Well, the one thing that *Astonishing Super Heroes* tries to do is keep modifiers to a minimum, but there’s a great argument here for turning modifiers into something the PCs can take control of using certain maneuvers.

The Help and Hinder actions are the answer! Add these variant actions (i.e. taking the place of a character’s attack on their turn) to make combat scenes about more than dealing damage, or even stress, and to extend the fun of Combined Attacks and Double-Teaming.

Variant Action: Help

On your turn, ready your action to help an ally. On their turn, describe how you're helping them and make an appropriate roll. WHITE or GREEN you give them +1R. YELLOW you give them +2R. RED you give them +3R. They can apply this to any one aspect of their action that it makes sense to do so: it could be the range, attack roll, or damage/effect of their attack, it could be to an ability or talent roll they make, it might apply to the amount of stress they cause when manipulating, intimidating, or otherwise manipulating an opponent, etc.

Note that the Double-Teaming bonus against an opponent you've grappled stacks with the Help action bonus. So you can grapple an enemy, and then on subsequent turns, rather than dealing damage you can provide an ally with a potentially hefty bonus to perform their maneuvers!

Variant Action: Hinder

The opposite of Help is Hinder: ready your action to give an opponent a penalty to WHATEVER their very next roll is. Same results, just a penalty: WHITE/GREEN -1R, YELLOW -2R, RED -3R. This is a great way to reduce the effectiveness of enemies that have reactions or take defensive actions to avoid an ally's attack that can punch through a special Resistance or circumvent an Invulnerability, Body Armor, or Force Field or the like.

Simplified Villains

One way to make running NPCs easier is to stop worrying about giving them full character sheets and just give them the stuff important for the most common rolls:

- Melee and Ranged Attacks of choice
- Charge and/or Grapple, if they are likely
- Dodge
- Shield
- Escape
- Endurance
- Social Attack and Defense

This allows you to either ignore or provide a blanket rank for some maneuvers (and therefore some Primary Abilities) they won't use, completely ignore Talents, and record only the Gear and Powers you need to worry about.

You definitely need the following:

- Health
- Resolve

You rarely need:

- Resources

You only need the following under certain circumstances:

- Popularity: NPC versus NPC dice rolls are boring for players, so knowing their Popularity with the general population is rarely relevant.
- Attitude: You usually only need to know an NPC's Attitude toward the PCs.

Running Mobs & Mooks

A typical villain or ally is created with about the same level of detail as any player character: FASERIP ranks, secondary abilities like Health, Resolve, Popularity, and Resources, a full retinue of Talents and powers, and so on. It's a lot to manage. Especially for characters who are meant to be the

villain's goons, or the nameless cops, soldiers, or government agents that might help the PCs for a single scene.

One method of handling them is to come up with a set of stats for them, but allow the PCs to knock them out of the fight in droves.

Using Advanced Tactics

The following two tactics from the Advanced Attack Tactics section in the Basic Rulebook's Combat chapter are a powerful tool for running mobs and secondary villains working in groups.

As a refresher:

Combined Attacks

As your action, declare that you will combine attacks with another character in order to punch through an enemy's defenses or increase the effect of a special attack. Doing so gives you a reaction on an ally's turn where you make an Agility roll. If successful, your ally's action receives a bonus to damage based on your color result: WHITE = no bonus, GREEN = +1R, YELLOW = +2R, RED = +3R.

Double-Teaming

Any time you attack a character that is currently subject to a Partial Hold or Hold from an ally, you get a +2R to your attack.

Taking Out Mobs

Additionally, fighting mobs doesn't have to be a slow slog of hitting just one target at a time until they are defeated. PCs should make use of Attacking Multiple Targets:

Attacking Multiple Targets

When making a melee blunt or edged attack, energy attack, or force attack, you target multiple adjacent opponents in the same area as you. Make a single attack roll at -4R then resolve the effects individually.

Shockwave

If your Strength is at least two Ranks greater than the Material Strength of the ground, you may affect a large area by creating an earthquake-like effect. Make a Strength roll, and everyone (and everything) other than you within 1 area of you applies the following effects individually. Damage is based on your Strength Rank Number.

- WHITE = Miss!
- GREEN = Damage
- YELLOW = Damage +1R, plus Slam
- RED = Damage +2R, plus Stun

NPC versus NPC Conflict

When the GM is rolling dice against a PC, there's tension:

- Stating the NPC's Rank tells the players how big of a threat the NPC is.
- Looking up the color result tells the players how much trouble this particular roll will cause them.

But when two NPCs roll against each other, the time to go from dice roll → Uni-Table lookup → adjudicate effect is a process that's very dull for players. Here are two ways to handle it:

1. Difficulties & Comparison

Simply use the rules for adjudicating difficulty to guestimate whether an action succeeds. If you need to roll, do so without counting modifiers and worrying about corner cases: just determine the difficulty, roll, and if you achieve the color result necessary, it's successful. Otherwise, it's not, and there are no retries or additional rolls unless the PLAYERS change the situation.

2. Roll Just the Tens Die

Don't worry about the ones die: you just roll the tens die and assume the ones die rolled a zero. So if you need a 55 to succeed, a 5 isn't going to cut it, but a 6 will.

Adjudicating Powers in Play

You have the power rank, telling you what column you are rolling on and what the effect is, so just judge each situation as it comes up:

Damage & Stress

Are you dealing damage or stress? Determine which attack type the power is for battle effects (i.e. is it a Force Attack that might slam or stun an opponent, or Energy attack that could bullseye or kill them), roll on the power's rank column, and deal damage or stress equal to the power rank (modified by the color result).

Special Effects in Combat

Use the Battle Effects Table as a guide. If you're doing something special like immobilizing a target, treat it as a Grapple. Trying to make life easier or harder for someone else? Use the General results and apply a modifier (+/-1 for YELLOW results and +/-2 for RED results). You could also flip the results of resisting an effect like Stun or Slam and make it a roll to inflict them: if your goal is a knockout blow to a mob enforcer, roll your power rank, on a YELLOW result they are stunned for 1 round, and on a RED result they are stunned for 1d10 rounds.

Are you trying to affect many targets, a large area, or hit something very far away? Check out the Advanced Combat Tactics for a template on how to handle attacks that strike

multiple targets or entire areas. Use the power's rank to determine ranges or durations, either using the Power Ranks Table or simply measuring distances by rank: "You can hit the sniper on the roof if you can reach Amazing distance." Consider lowering the rank in terms of effect commensurate to pushing the rank higher in order to affect larger areas, more targets, or cover longer distances.

Action Versus Resistance

Less dice rolls. Whenever possible, consider how to resolve something in one dice roll, two at the most. A long series of rolling to affect people, then having them roll to resist the effects, creates a loop that's both tedious and diminishes the fact that the character is awesome at whatever they are doing. It's their power, after all! One roll to see if it succeeds should be enough; only lingering problems over many turns for a victim or "insta-kill" high stakes should present opportunities where opponents are rolling to resist.

Difficulty Rating

When in doubt, use the power rank as difficulty! If you have a situation where you're not directly harming someone (stress or damage), but you are making life difficult for them in some other way, simply use the power rank as a difficulty for them to act or react. Filling an area with smoke? They have to spend an action to find you and roll Intuition with a difficulty of your power rank.

Keeping It Simple

Don't overthink it. Spending time thinking about rules interactions for powers is rather silly: they are super powers. Logic and simulation will always break down when you look at these things too hard. Instead, answer these two questions and be done with it:

1. How do I handle this situation with a single dice roll (assuming the opponent isn't using a defensive maneuver, of course!)?
2. Can I use the power rank as the difficulty for an opposed roll?

Sometimes you might need both, and that's okay, but strive to only do a single dice roll, apply an effect, and move on.

Other Simplified Rules

Part of creating simplified powers is also taking some of the complexity and simulationism out of other areas of the rules, namely movement and range.

Instead of measuring things in nebulous areas to get a simulation of distance as found on the Power Ranks Table, instead measure all distances in ranks; each rank is an area counting up from Null 0. For example, if something has GD

10 Range, it can hit something that's 4 areas away, because GD 10 is four columns to the right of Null 0.

A typical character can only move 1 rank at a time. A character falls at 3 ranks per round, and an elevator ascends or descends at the same rate.

Example Profiles

A Better Tomorrow

+2 Karma when you say something about how the world has changed for the worse.

+5 Karma when you face a setback or take stress while attempting to change the minds of the public or officials in a position of authority..

+10 Karma when you either take a prominent position in the government or military in hopes of leading change, or set your heroic identity aside, declaring someone else more fit to represent a better tomorrow.

Are Those Bullet Holes?

+2 Karma when you get into an argument with someone you care about over their recklessness.

+5 Karma when you choose to grudgingly go along with a plan you find too dangerous, and make it known.

+10 Karma when you reconcile with your ally and move forward to a new stage in your relationship with them, or decide things might be too dangerous and break things off.

Born Leader

+2 Karma when you give an order to an ally.

+5 Karma when your orders lead to the defeat of an opponent, or overcoming some other obstacle.

+10 Karma when you either step down as the leader of your team and take orders from someone else, or you form a new team in order to continue your leadership but with a new organization.

Brutish Ways

+2 Karma the first time you take on an opponent solo.

+5 Karma when you use physical force (or threat thereof) to drive people away.

+10 Karma when you join a team, or fake your death and cut yourself off from your old life completely.

CEO

+2 Karma when you discuss your business with potential clients, competitors, or partners.

+5 Karma when you close an important deal, or an important deal falls through at the last minute.

+10 Karma when you expand the business into new territory, or step aside and name a successor to be CEO.

Charge!

+2 Karma when you discuss a battle plan in which you take point, leading the charge.

+5 Karma when you inflict damage on the most potent threat on the battlefield.

+10 Karma when you either end a global threat with your fists, or find a more subtle way to save the world.

Closed Off

+2 Karma when someone doesn't take you seriously.

+5 Karma when you use sarcasm to hide your pain.

+10 Karma when you either fight your way out of a situation to avoid a heart-to-heart (dealing stress or damage), or calm down and speak to someone about your feelings.

One of The Company

+2 Karma when you run interference for your team with government operatives.

+5 Karma when you capture someone on law enforcement's most wanted list and hand them over to the authorities.

+10 Karma when you convince your team to become part of an official agency and chain of command, or cut all ties with official organizations to maintain autonomy.

Conflicted Hero

+2 Karma when you discuss what it means to be a superhero.

+5 Karma when you belittle or argue with a superhero who disagrees with you, or aid a teammate with their personal problems.

+10 Karma when you either decide on your place in the heroic world, or decide to leave your heroic legacy behind forever.

Cracking Wise

+2 Karma when you crack a joke while inflicting damage or stress on an opponent.

+5 Karma when you point out how absurd a situation has become.

+10 Karma when you either stop joking and declare a situation deadly serious, or say the wrong thing and irrevocably damage a relationship.

Dangerous Work

+2 Karma when you point out to a teammate the perilous situation you're all in.

+5 Karma when you spend your turn tending to an ally to get them back into the fight.

+10 Karma when an ally you supported is the one to end a serious threat, or you convince the team to regroup in order to fight again at a later time.

Dark Past

+2 Karma when you're forced to think back on your past and focus on your failures.

+5 Karma when you take (possibly violent) action or deal stress to stop a conversation about your past.

+10 Karma when you give into booze or other vice and push others away, or you embrace your past and step up when it's needed most.

Earth's Defender

+2 Karma when you investigate a threat to the Earth originating from another dimension.

+5 Karma when you deal damage to a threat by targeting it with powers or gear not native to Earth.

+10 Karma when you abandon your allies to deal with an extradimensional threat elsewhere, or when you abandon your duty to defend the Earth in order to stick with your teammates.

Edge of Darkness

+2 Karma when you declare that you aren't going to dwell on the negative elements of your past.

+5 Karma when your allies and friends have reason to believe that you are giving in to your dark side, or that you might be about to suffer a mental breakdown.

+10 Karma when you defeat a villain without sinking into madness or indulging in your darker urges, or you give up on your positive attitude and embrace violent revenge and brooding dark urges.

Ex-Con

+2 Karma when you discuss your time in prison.

+5 Karma when you free someone from prison or bondage.

+10 Karma when you attempt to correct the mistakes that got you into prison, or get revenge against those who put you in prison.

Fiscal Responsibilities

+2 Karma when you interact with a business rival for the first time in a scene.

+5 Karma when your business-related Talents solve or create a major complication.

+10 Karma when you choose to defeat a business rival once and for all, or your actions cause your business a major setback.

Foster Guardian

+2 Karma when you first declare to someone that they are under your protection.

+5 Karma when you chastise someone under your protection and attempt to discipline them appropriately, or first come to their aid.

+10 Karma when you either prepare someone for your eventual death in battle, or disown them and leave them to their fate.

From Another World

+2 Karma when you tell someone about the glories of your home world/realm, or tell someone from your home about Earth's quaint charms.

+5 Karma when you deal stress to an opponent from a realm or world other than Earth.

+10 Karma when you either choose to make Earth your home as a hero of its people, or decide that you are on Earth as a superior being to be worshiped or feared.

From the Darkness

+2 Karma when you first strike a foe who cannot see you.

+5 Karma when your allies first confront you about your methods, or you challenge another ally's methods because they aren't like yours.

+10 Karma when you choose to inflict damage or stress on a foe who has inflicted damage or stress on you and at least one ally, or you choose to shield a foe in order to spare them.

Gloryhound

+2 Karma when you talk trash to an opponent who has more Health than you.

+5 Karma when your refusal to back down when obviously outclassed or overpowered either causes you to take damage, or allows one of your allies to gain Karma from one of their Milestones.

+10 Karma when you publically take full credit for defeating a superior enemy, or acknowledge the aid of your allies.

Haunted by the Past

+2 Karma when you speak about the events of one of your past missions in a roundabout way.

+5 Karma when you relate a flashback while helping an ally overcome a problem.

+10 Karma when you resolve the trauma of some past event, or you move on, never to speak of it again.

Hero Trauma

+2 Karma when you push back against someone else's plans or orders.

+5 Karma when you address your trauma via flashback or heart-to-heart with another character.

+10 Karma when you choose to help someone else deal with deep seated trauma, or clam up and turn to drink or other vices to help dull the pain.

High School Student

+2 Karma when you skip class or schoolwork for superhero work.

+5 Karma when you are caught shirking your responsibilities without a good explanation.

+10 Karma when you hang up the costume and concentrate on your school life, or you decide to become a delinquent to keep superheroing.

Hostile Takeover

+2 Karma when you use your business-related abilities or contacts in a conflict.

+5 Karma when you exploit a friend or enemy's business holdings or resources to your benefit.

+10 Karma when you choose to either seize someone else's business assets, or surrender some of your own to them.

Identity Crisis

+2 Karma when you first tell someone that you're not the hero they think you are.

+5 Karma when you use your powers in an action scene without taking steps to hide your identity.

+10 Karma when you either join a team in spite of your identity crisis, or refuse to join a team because of it.

I'm Worthy

+2 Karma when you assert your worth as a hero, or empower someone else to do the same.

+5 Karma when you inflict damage or stress on someone who disparages someone else for who and what they are.

+10 Karma when you are convinced of your unworthiness to continue pursuing superheroics, or you convince a powerful naysayer of someone's right to be a hero or pursue the right thing.

...Including Occasionally Taking Out the Trash

+2 Karma when you point out an uncomfortable truth in a situation, or astutely point out someone's vice or flaw.

+5 Karma when you first use someone's personality traits or character flaws against them, dealing them stress.

+10 Karma when you choose to take a barbed comment too far and damage your relationship with someone you care about, or you look past someone's failings and make an impassioned plea for them to keep being who they are.

It Can't Buy Happiness...

+2 Karma when you suggest a solution to a problem that involves significant business assets or extreme amounts of money.

+5 Karma when you confront an ally who disagrees with your methods, and do things your way whether they like it or not.

+10 Karma when you either take a position of great power, or realize that some people do not have access to your considerable resources and dedicate your resources to social justice.

It's About Damn Time

+2 Karma when you display dissatisfaction with being left out of something.

+5 Karma when you force your way into a situation you were kept out of.

+10 Karma when you either take charge and become the leader, or you step back and decide to let someone else take the lead.

Jekyll & Hyde

+2 Karma when you first declare a character as your emotional ally, and when you assist or gain assistance from them.

+5 Karma when you do something in the presence of your emotional ally that you already know they do not approve of.

+10 Karma when you decide that your emotional ally has helped you all that they can, or you believe they have rejected you in terror, and either way you move on from this stage of the relationship.

Jury-Rigger

+2 Karma when you convince someone to lend you something valuable.

+5 Karma when you jury-rig something together as a useful tool or weapon.

+10 Karma when you either build something powerful with random junk that successfully deals damage or stress, or your creation blows up in your face (and is shut down or causes you to take damage).

Just Remember Who Started This

+2 Karma when you offer a direct, blunt approach to a complicated problem.

+5 Karma when you start trouble by punching a bad guy in the face, or inflict stress on a hero who is over-thinking his problems in order to convince them to get over it.

+10 Karma when you either defeat an enemy through direct physical confrontation, or take a step back and elect to use more subtle methodology to solve a problem.

Martyr

+2 Karma when you order an ally out of harm's way.

+5 Karma when your allies leave you fighting solo against a major foe or threat.

+10 Karma when you survive a major encounter while fighting solo and you reunite with your allies, or when your defeat allows an ally to escape.

Mentor

+2 Karma when you choose to aid a specific hero for the first time.

+5 Karma when you aid your chosen hero in recovering from wounds, or dealing with personal trauma or setbacks.

+10 Karma when you either give leadership of the team to another hero, or force your chosen hero to resign or step down from the team.

Mercenary

+2 Karma when you start a scene working for another character as an employee.

+5 Karma when you engage with a foe and your employer suffers consequences.

+10 Karma when you either quit working for your employer to join a team as an equal, or decline to work with a team in favor of staying in the pay of your employer.

Military

+2 Karma when your military affiliation is referenced.

+5 Karma when you follow the military's orders or put their priorities above all else.

+10 Karma when you stand with your friends regardless of your orders, or you abandon a friend to get the job done.

More Human Than Human

+2 Karma when you confess your true feelings to another character.

+5 Karma when you aid someone in dealing with emotional issues or deep seated feelings.

+10 Karma when you sacrifice yourself to give your teammates a shot at victory, or fight on so that you're the last hero standing.

Mystic Advisor

+2 Karma when you offer advice to an ally.

+5 Karma when you include an ally in a mystical ritual.

+10 Karma when you use your magic powers against an ally as punishment because you think they either disregarded your advice, or you bestow a magical boon or trinket upon them for their service to you.

New In Town

+2 Karma when you are confused by local objects and technology.

+5 Karma when you cause an awkward exchange because of your misunderstandings regarding other cultures.

+10 Karma when you embrace and seek to understand your current location, or when you finally give up and return to your people and their customs.

Newly Powered

+2 Karma when you relate being surprised by your own newly discovered/granted abilities.

+5 Karma when you shut down one of your powers and manage to get by without it for a scene.

+10 Karma when you deliver the final blow on a powerful enemy, or when you are knocked out of the battle and relate how you missed the victory.

Norman/Norma Normal

+2 Karma when you or an ally references your lack of powers.

+5 Karma when your actions provide a bonus to an ally with superhuman traits.

+10 Karma when an enemy with superhuman traits knocks you out, or you deliver the blow that defeats them.

On a Mission

+2 Karma when you first declare a specific opponent that you will stop at any cost, or you share how what they've done has affected you.

+5 Karma when you defeat a minion of your opponent.

+10 Karma when you either defeat your opponent or foil their plans through violence, or you show them mercy and search for another way to bring them to justice.

On the Wing

+2 Karma when you first take to the air during a battle.

+5 Karma when you save a teammate from damage due to falling, or engage in a dogfight with multiple flying enemies.

+10 Karma when you change the tide of a battle by providing air superiority, or shut down your ability to fly for the rest of a scene.

Out in the Open

+2 Karma when you describe how you internalize stress or trauma due to present circumstances, rather than show it.

+5 Karma when you take stress relating to your duties as a hero or your attempts at living a normal life.

+10 Karma when you either abandon your heroic identity to return to civilian life or when you strain your current relationships to be a full-time hero.

Power and Responsibility

+2 Karma when you first describe your energy powering up in a scene.

+5 Karma when you choose to shut down one of your powers for the rest of the scene after aiding an ally.

+10 Karma when you choose to either defeat an opponent using the full extent of your powers, or defeat an opponent without resorting to your powers.

Private Investigator

+2 Karma when you talk about a case in terms of the money, irrespective of the morality.

+5 Karma when you choose to help people despite your current caseload, or you alienate someone who's just trying to support you.

+10 Karma when you ask for help from other heroes to solve a case, or walk away from the job in order to avoid drawing attention to the people around you.

Reclusive Mystic

+2 Karma when you first use your abilities or talents toward mystical or otherworldly ends.

+5 Karma when you refuse to use your powers because they are too dangerous when asked to intervene by another character, or use your powers but only after thoroughly lecturing them on the dangers of your doing so.

+10 Karma when you abandon the world to engage in some mystical event or research, or you put aside your mystic arts to join the outside world.

Remembrance

+2 Karma when you relate a flashback to your previous life.

+5 Karma when a flashback causes you to change how you act towards others in the present.

+10 Karma when you embrace life as a normal person and solve a conflict without your powers, or you choose to unleash your powers even at the risk of endangering others or straining your relationships.

Rogue's Gallery

+2 Karma when you declare a villain as an old foe and relate a previous conflict with them.

+5 Karma when you take enough stress or damage from your chosen enemy to be taken down.

+10 Karma when you forgive your chosen foe, or they beg for your forgiveness and you let them go.

Rooting Out Corruption

+2 Karma when you call into question or directly confront an ally over their loyalties.

+5 Karma when you heatedly or violently confront a former ally, dealing them damage or stress.

+10 Karma when you leave an organization because it is corrupt, or you dedicate yourself to a personal mission to root out corruption from within.

Science: Neither Good Nor Evil

+2 Karma when you use your Reason to succeed at a task.

+5 Karma when your scientific experiments or origin gets you or your allies into trouble.

+10 Karma when your revelation of a creation either costs you greatly or leads to the ruination of an ally.

Second Chances

+2 Karma when you help out someone who is trying to get away from their past involvement in dangerous or illicit activities.

+5 Karma when you make amends for something you did in your past, or help another do the same.

+10 Karma when you help a fellow superhero make the world a better place through an act of kindness, or convince a villain to turn over a new leaf by giving up their villainous activities.

Shadows from the Past

+2 Karma when you declare another hero or villain an old friend or foe upon first meeting them.

+5 Karma when you succeed at an action against your foe, or take damage or fail at a roll while aiding your friend.

+10 Karma when you settle all debts with your friend or foe, ending this phase of your relationship.

Sins of the Past

+2 Karma when you express regret for a major decision that you were part of making.

+5 Karma when you choose to leave a situation or cut an interaction short in order to deal with something you feel is more important

+10 Karma when you either find a way to make amends to someone who was wronged in the past (by you or by others), or you confront someone and convince them to make amends with you or someone they've wronged in the past.

Starstruck

+2 Karma when you declare that an ally in a scene is a person you admire and get flustered being around them.

+5 Karma when you assist a person you admire.

+10 Karma when you put yourself in harm's way to help the person you admire, or when you lose respect for them and stop working with them.

Super Science!

+2 Karma when you use science or technology related Talents to identify an enemy's weakness or overcome an obstacle.

+5 Karma when you utilize technology on hand to deal damage or stress to an opponent.

+10 Karma when you dedicate your time and technology to changing the world for the better, or take away a piece of technology while stating how others aren't ready to use it responsibly.

Team Player

+2 Karma when you publicly give support to someone not already on your team.

+5 Karma when you confront a team member about your place on the team.

+10 Karma when you either walk away from your team, or join it at a cost to your family or relationships.

The Truth is a Matter of Circumstances

+2 Karma when you lie to an ally.

+5 Karma when your lies give you an advantage when dealing with an opponent.

+10 Karma when you reveal a major secret to the public, or you terminate someone to keep a secret.

Thief

+2 Karma when someone mentions your criminal record.

+5 Karma when you do, or plan to do, something illegal.

+10 Karma when you successfully get away with a heist or theft, or when you choose to get pinched for the crime and willingly face the consequences to protect others.

Treated Like a Kid

+2 Karma when you act out against something an older character told you to do (or not do).

+5 Karma when you team up with a new hero or perform some new stunt for the first time and defeat an enemy.

+10 Karma when you either save an adult and prove you're mature, or completely mess up and prove you're not ready.

Two Sides

+2 Karma when you confer with others on ways to avoid changing into your alternate form.

+5 Karma when an ally succeeds at an attempt to stop your change, or to force you into changing into your alternate form.

+10 Karma when you either give in and permanently change into your alternate form, or find a way to cure yourself of your other form.

Uncontrollable Powers

+2 Karma when your power creates unforeseen consequences.

+5 Karma when an ally attempts to help you, but in failing to do so takes damage or faces consequences.

+10 Karma when you leave the team for the safety of others, or seek outside help to control your powers.

United We Stand

+2 Karma when you issue orders.

+5 Karma when you defeat a foe without any team member being taken down.

+10 Karma when you either convince a hero to join a new team or disband your existing team.

Vengeance

+2 Karma when you select a target of your vengeance for some real or perceived slight or action against someone or something you care about.

+5 Karma when you inflict damage or stress on someone tied to or interfering with your quest for revenge.

+10 Karma when you either accomplish your revenge, or you abandon your hatred as you realize revenge is pointless.

Vices

+2 Karma when your first interaction in a scene involves one of your vices.

+5 Karma when you lie to a teammate about your vices, or when you give a teammate good reason to believe you've been indulging them again.

+10 Karma when engaging in your vice is enough to impair your abilities for a scene, or you check yourself into rehab.

Option: No Profiles

Instead of using the profile system to promote clever roleplay — which can be a bit complex for new or younger players — you can simply reward Karma for heroic activities as shown below:

- Defeating each villainous goon: +2 Karma
- Stopping a crime in progress: +5 Karma

- Defeating a super villain: +5 Karma
- Defeating a major super villain: +5 Karma
- Stopping a city-threatening event: +5 Karma
- Stopping a world-threatening event: +10 Karma
- Charity activity or appearance: +2 Karma
- Donation: +2 Karma

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