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Heroes of the Megaverse®

By Kevin Siembieda



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I've said it many times for years and years: Gamers are the best fans on the planet, and Palladium's fans are the best of the best. **Heroes of the Megaverse®** is my "thank you" to all our fans. Each and every one of you are *true heroes*, and I am humbled in your presence.

Keep those imaginations burning bright, and game on.

– Kevin Siembieda, 2010

The cover, by *Apollo Okamura*, depicts a cadre of heroes from across the Megaverse empowered by the Book of Heroes and destined for greatness.

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Palladium Books® Presents:

Heroes of the Megaverse®

A Rifts® Dimension Book™ & Minion War™ Crossover

Written by: **Kevin Siembieda**

Additional Ideas: **Alex Marciniszyn**

Editors: **Alex Marciniszyn**
Wayne Smith

Proofreader: **Julius Rosenstein**

Cover: **Apollo Okamura**

Interior Artists:

Nicholas Bradshaw

Kent Burles

Mark Dudley

Michael Mumah

Kevin Siembieda

Art Direction: **Kevin Siembieda**

Typography and Layout: **Wayne Smith**

Based on the RPG rules, text, characters, settings,
concepts and Megaverse® created by **Kevin Siembieda**.

Special Thanks to the heroes who worked on this book with me, and especially to my heroic staff who have moved mountains and accomplished the impossible: Alex, Wayne, Julius, and Kathy. There are a multitude of other people to thank, many of them are listed among the 2,000 names in this book.

– Kevin Siembieda, 2010

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The Legend of the Book of Heroes

“In the eternal battle between light and dark, it is inevitable that a time will come when the darkness gets the upper hand and threatens to extinguish the light and all that is good.

It is just as inevitable that *heroes* rise to challenge the encroaching darkness. Where they draw the line, great battles erupt and the fates of many hang in the balance.

“Since the beginning of time, such epic battles have taken place more often than can be counted, for such is the ebb and flow of the cosmos. The battlefield may be limited to a single world, or a single continent, while other times the battle may span galaxies or straddle dimensions.

“In this darkest hour, heroes are born from the most unlikely of places. Upon their shoulders they carry with them hope, courage and strength to restore the light to a new brilliance.

“And in this, the hour of greatest need, the **Book of Heroes** shall help spawn a mighty tidal wave of champions.

“Heroes who will stand against men and demons, machines and magic, and, if necessary, knock on the very gates of Hell to restore the balance.

“So it has always been, so it shall remain.”

– A famous saying from an anonymous source describing the role the *Book of Heroes* plays in the eternal struggle between good and evil.

The **Book of Heroes** is said to be an ancient tome of magic containing many powers and resources. It is most famous, cov-

eted, and feared as a *hero maker*. Not just in the sense that it inspires individuals to take a stand to do what’s right, but it is said to *grant* worthy individuals the power of the gods. If the legends are to be believed, the Book of Heroes has empowered millions over the eons all across the Megaverse.

For people in the Three Galaxies, and most civilizations, the Book of Heroes is a magic artifact and the stuff of legends. The story goes something like this: Long ago, when the galaxies were young and nary a humanoid had yet reached for the stars, a powerful force somewhere, somehow, created a magical book to inspire great good. The tome is said to be the mystical embodiment of the greatest of heroes, and able to empower ordinary beings with heroic virtue and incredible power. A force for good, the Book of Heroes seems impossible to hold onto, and never remains in place for very long. Thus, it has appeared and disappeared on countless worlds. It is frequently thought to be lost or destroyed, only to appear or reappear as if out of nowhere.

The legends around the Book of Heroes are many, but the one thing everyone agrees upon is that in times of trouble and great strife, when heroes are most needed, the book appears and a new generation of heroes are born.

With the eruption of the Minion War, the return of the Demon Stars, and the intergalactic invasion by the demons of Hades, trillions of the faithful call out for the Book of Heroes to return. They believe it will reappear at any time and shall deliver them from this new enveloping darkness.

Some of the legends and speculation

Though many claim the **Book of Heroes** does not exist and never did, there are others who insist it is real. Like any legend, there are those who believe the stories are real or have some bearing in fact, while the majority do not. Believers are found in all

walks of life and include global and intergalactic leaders, heroes, clergy and ordinary people, some of whom claim to have witnessed its miracles or even to have seen and held the tome in their very own hands. But where's the proof? Where's the fabled book? How does it seem to simply appear and then vanish? While heroic warriors possessing strange and unusual power may claim to stand as evidence of the Book of Heroes' existence, there are often many explanations as to how they became empowered. And for those who defy explanation, there is still no concrete proof that they are the creation of the legendary book, other than their say so.

Stories about the Book of Heroes number into the millions. Some would say they are almost as numerous as those concerning the *Cosmic Forge*. In fact, more than one legend suggests the book is the creation of the Cosmic Forge to insure new heroes would always rise in times of need. Those who choose to believe the Book of Heroes is the creation of the *Cosmic Forge* regard it as a magical, if not sacred, artifact created to keep the Three Galaxies safe. Countless stories and legends about the Book of Heroes span the galaxies and date back to stories passed on by oral tradition, way before the start of recorded history. Even the *Splugorth* and *Naruni* have stories about the Book of Heroes dating back at least 60,000 years, and believe it to be real. Yet stories of an indestructible magic book that breeds superheroes can be found light years beyond the Three Galaxies. This supports true believers who say the Book of Heroes has no boundaries and goes *wherever* it is most needed – anywhere and everywhere – in the Megaverse. That's why it seems to vanish for long periods of time, but always resurfaces in times of need. The fact that it is purported to have appeared in the Three Galaxies many times adds credence to the claims of those that it was created by the Cosmic Forge or some other force in the galaxies such as the First Race. Cosmo-Knights neither confirm nor deny the existence of the Book of Heroes, and insist they are not the artifact's protectors.

Others claim the book comes from an *alien reality* or parallel dimension, and predates the Cosmic Forge. Still others attribute its creation to *Thoth* or *Osiris*. Of course, over the millennia a litany of deities have been identified as the book's creators, and religious wars fought over the issue.

As a thing of legend, there are those who question if the tome has ever existed. For while there are many incredible tales, myths and legends spanning tens of thousands of years, there is no proof that the **Book of Heroes** is real. Indeed, the stories are so fantastic that some scholars, mages and scientists consider the book to be nothing more than a flight of fancy created to give people hope in desperate times. A role it has served quite well, as stories attributed to the Book of Heroes *have* inspired people to rise up and become self-made "heroes" in the tradition of the fables and legends surrounding the book. While this has certainly occurred on countless occasions, and there are many famous heroes throughout history who have credited the legends of the Book of Heroes for giving them the courage to take a stand and do what's right, there are a multitude of heroes who claim the book is directly responsible for turning them into super-powered heroes. There are even people today who *claim* to have seen or held the Book of Heroes in their own hands, or that it has given them special powers.

The problem is, not only have many made false claims about seeing the book, but even those who seem sincere and convinced

they've had a close encounter with the Book of Heroes, offer a vast and varied array of accounts about the book, many of which seem contradictory, and some even frightening.

The Book of Many Things. Not only is the existence of the Book of Heroes called into question, but there are thousands of contradictory reports, stories and legends about how it works and what it can do.

Some claim the Book of Heroes contains nothing more than stories about heroes – some based on real heroes, some fictional – all meant to inspire or serve as fables.

Some claim the book is a fake. Nothing more than an ancient paperweight not worth the paper it is written on.

The names of the heroes listed within its pages are supposed to be the greatest heroes of the Megaverse, yet the majority of names (80%) listed in the book are unknown to even the most ancient civilizations in the Three Galaxies. Furthermore, many famous heroes are not included. These inconsistencies have caused some to insist the Book of Heroes is nothing more than a *hoax*, and a bad one at that.

Others have suggested the names in the book change over time, while still others say the book is so ancient that the names and some of the races described are those of heroes long forgotten or are the denizens of an entirely different dimension. Even the inclusion of known and recognized heroes of legend creates a problem as they seem to cover an expansive range of time and could not have been inscribed thousands of eons ago. Again, suggesting a hoax.

As to the abilities of the book, there are endless stories that seem to cover every conceivable possibility. Depending on who you listen to, the Book of Heroes can heal, protect, hide, teleport, and imbue its owner with great insight, knowledge, and extraordinary power.

One constant about the Book of Heroes is that it is indestructible. That when tossed into a blazing fire it does not burn, and when removed from the fire, it remains unscathed and cool to the touch. The Book of Heroes is said to be able to deflect energy blasts, and to have survived being sent to the bottom of an ocean, dropped into a volcano, and even launched into the heart of a blazing star. According to some legends, the book *can* be destroyed, but like the Phoenix it magically reforms whole, intact and at a new location.

Story after story recounts how just holding the Book of Heroes can protect the individual and those around him. There are tales of how the book has been used to deflect bullets and lasers, part the fires of a raging inferno so the innocent could escape, and even envelop people within a force field filled with air to protect them from the vacuum of space until they could be rescued. All of this and more has been known to happen with nary a thought on the part of the person holding the book, suggesting the Book of Heroes is *intelligent* and chooses to help the innocent. This has led some to believe the Book of Heroes is some sort of Greatest Rune artifact with its own consciousness, intelligence and range of powers.

Similarly, there is an endless cavalcade of stories telling how young heroes, knights, priests, maidens, children and those pure of heart can ask the Book of Heroes for help and it may grant their requests.

Countless reports tell how the Book of Heroes causes dreams. Some dreams warn of an impending danger or reveal the face of a secret enemy. Other dreams hint at things to come, and many

speak to the dreamer in a deep and personal way. Some dreamers are visited by the ghosts of heroes past and tutored to make them better warriors. Other times the ghosts talk of feelings and philosophy or may give the dreamer a quest or help him find his way. It is said the promise of power is also offered in dreams, and if the dreamer accepts, he becomes a hero. The latter has parallels to how people are said to be invited by the **Cosmic Forge** to become a *Cosmo-Knight*, which in turn, has made some wonder if the Book of Heroes might be a creation or manifestation of the Forge. Some cults have gone so far as to claim the Book of Heroes *is* the Cosmic Forge in disguise, which is why it never stays in one place for very long.

Other stories suggest the Book of Heroes can “speak” to those it deems worthy. There are many stories that tell how the book speaks to budding heroes, weary heroes and fallen champions to provide encouragement, advice, or training as a secret mentor. It is said the words are meant only for the hero who hears them in his own mind. This suggests a form of Telepathic communication, except psychics are unable to intercept the words and are said to be unable to communicate or probe the Book of Heroes with their psionic powers. Abilities such as Object Read and Empathy get no reading when applied to the Book of Heroes – no impression at all.

Legends tell how the book may not only speak to its current owner, but can visit upon him the ghosts of his ancestors or the ghosts of past heroes.

There are myths in which the Book of Heroes does much more than mentor or send ghosts to help guide the living – it can identify individuals who already possess “the heart of the hero,” and grant them an infinite range of superpowers, from Supernatural Strength to invulnerability, to powers of flight or shape shifting, to power over the elements or the ability to fire energy bolts from one’s own fingertips, and much more. Sometimes the “gift of power” is modest, other times it rivals the power of the gods. The list of abilities goes on and on, as some claim the book can instill a hero with psionic abilities or make him a spell casting mage. Such a vast and varied range of abilities seems unlikely even from a great magic artifact, yet if the legends are to be believed, such is the power of the Book of Heroes.

The Believers. The following is accepted as truth by those who believe the Book of Heroes is real.

- It dates back at least 100,000 years and is probably much, much older. Some say it predates the birth of the Three Galaxies.
- Though the *Cosmo-Knights* neither confirm nor deny the origin or the existence of the Book of Heroes, they act as if it does exist. Many, not just people who worship the Cosmic Forge, believe the book was created by the Forge. A small faction of people believe it *is* the Cosmic Forge, which is why the book is indestructible, vanishes for periods of time, may appear anywhere and seems to have limitless powers of transformation.
- Though the Cosmic Forge is frequently credited as the book’s creator, Cosmo-Knights are not charged with its protection and are not known to have ever used the tome.
- Though the Cosmic Forge is frequently credited as the book’s creator, if it is, it may not be *the author*. Stories suggest the Book of Heroes is written by many writers over a long span of time.
- The names listed in the Book of Heroes are said to be the *greatest heroes of the Megaverse* and include the names of Cosmo-

Knights, immortals, angels, and the avatars of the gods. That these great heroes are among the most noble, most powerful and the most enlightened and elevated beings to ever inhabit the Megaverse.

- To the confusion of many, a great number of the “heroes” in the book are strange and alien beings unknown to the people of the Three Galaxies, Rifts Earth, the Palladium World and other realms and realities visited by the magic artifact. Some say the heroes listed are not only plucked from countless galaxies and dimensions, but from countless and varied points in time and other dimensions.
- Some believe the Book of Heroes is protected and concealed for long periods of time. Some say its protectors are members of a secret society that has existed for eons, such as the Atlanteans, though they deny it. Others say the book somehow finds protectors as they are needed, and that they are often the most unlikely of individuals.
- The story of every hero named in the legendary book is contained in its pages.
- The Book of Heroes is magical and a source of great power in the name of good.
- The book may choose anyone to become a hero; all one has to do is accept the offer to become empowered.
- The forces of darkness, chaos and evil despise the dreaded Book of Heroes and want it destroyed or locked away.

Popular theories about the Book of Heroes

The easy answer to the inconsistencies with the legends about the Book of Heroes is that it is ancient, magical and nobody knows exactly how it works. Many believe different users get different knowledge, abilities and results from the book, hence the seemingly incongruous stories.

Another explanation is that the Book of Heroes is, indeed, a *hoax*. Not only a hoax, but a hoax that has continued over the millennia with *new legends* created to suit the specific needs of the people innocently perpetuating the legend/hoax without realizing it. The “innocent hoax” argument is extremely popular among certain groups of mythbusters. They point out that the vast majority of stories around the Book of Heroes are positive, hopeful and full of visceral stories about good triumphant over evil. It’s a “feel good” myth, and people want to feel good. They want to have hope. They want to see justice triumphant and evil punished or destroyed. Thus, the feel good legends of the Book of Heroes enjoy continued popularity. The fact that the legends say the book is *real* only adds to the intrigue and excitement about the miraculous ancient artifact. But it’s all stories. Legends about, and belief in, the Book of Heroes is spread almost entirely by word of mouth by people who have never seen the alleged book. Over the eons hundreds of “fake” editions have surfaced throughout the Three Galaxies and *all* been proven to be hoaxes; most weren’t even magical. There is no proof the book has ever existed.

The most adamant nonbelievers contend that the Book of Heroes never existed and is pure fiction. That it exists only in the minds and hearts of the people who want to believe it is real. They point out that hundreds of worlds outside the Three Galaxies have similar myths and legends, and that the legend of the Book of Heroes might not even originate in the Three Galaxies. That it could be an “alien myth” adopted by the people of the

Three Galaxies so long ago that they now believe it originated among them. Scholars and mythbusters are quick to point to all the inconsistent and contradictory stories to prove their point.

Even the description of the Book of Heroes has a thousand variations. The most accepted accounts describe the book as a massive tome with ornate images carved into the gem studded, Rune inscribed, leather covers. Several popular legends say the book has 10,000 indestructible pages, and that magic makes the large, thick book light as a feather. Many other myths and legends offer similar descriptions, with one saying the Book of Heroes is half the size of a human, but floats on a magic cloud and can shrink to fit into the palm of the hand or inside a jacket pocket.

Since the book is said to contain the life story of each of its 2,000 heroes, it has to be massive and contain thousands of pages. Even at 10,000 pages, as reported in many of the legends, that would be a meager five pages dedicated to each hero. If the book was half the size of a man, that might be the equivalent of 30-50 pages for each, which still seems inadequate to tell a hero's entire life story.

A popular theory among many scholars and mythbusters is that the Book of Heroes was never a single book, nor magical, but many volumes. They point to an ancient collection of smaller tomes about heroes that are known to be real. They, like the fabled Book of Heroes, tell tales of great heroes from long ago. Some of these books include stories about heroes known through legend to be listed in the legendary Book of Heroes. To critics and non-believers, this supports the idea that the Book of Heroes was a *collection* of these smaller volumes, and the story of one great, massive Book of Heroes was inspired by these many small books about individual heroes. Many of these small, ancient books may, in actuality, be *part* of what was once a series of 2,000 books once known as the **Books of Heroes**. If this theory is true, when this library of heroic journals became scattered across the Three Galaxies and beyond, the story about the collection became distorted and, over time, turned into the mythic tale of one, magic tome containing the names, stories and souls of 2,000 of the greatest Heroes of the Megaverse. A distortion of the truth that "the book" was once a *library* of books, half of which are lost to antiquity and the rest scattered across the Three Galaxies. Mythbusters are convinced this is the truth behind the fabled **Book of Heroes**. It's an excellent *theory*.

The mind over matter theory

There are no hard facts to support the existence of the **Book of Heroes** as no verifiable copy of the book can be held up as proof of its existence. While everyone has heard of the book, not everyone believes in it. If you survey most people, two-thirds will tell you the legends are just that, the stuff of make believe and fairy tales. Still, there are trillions who believe in its existence and there are many others who would like to believe in the legends. In fact, among the believers there are even advanced civilizations that pride themselves on science and technology who are convinced the magical tome is real.

The interesting thing about the Book of Heroes is that those who believe the tome *is* real are passionate about it. Many are absolutely positive it is real and that it appears much more often than people imagine, but is seldom reported.

They, and others, point out that the power of the *legends* alone has inspired individuals with a good heart and a fighting spirit to do what's right. Moreover, there are entire worlds and civiliza-

tions whose people credit the Book of Heroes for their existence today. Such people often point to one pivotal moment in their history in which the Book of Heroes is said to have appeared, *inspired* a throng of people to take the role of hero, and these "heroes" played an important role in their people's or world's survival or progress. Such tales speak of rising up against injustice and tyranny, or the courage of heroes who prevented mass destruction or stopped some unspeakable evil. While many of these savior scenarios go back thousands of years, some are only a few generations old. Yet whether the story took place tens of thousands of years ago, or within the last decade, there is never any physical evidence. Only eyewitness accounts and anecdotal evidence about the Book of Heroes and/or the miracles unleashed by it. Never any reliable documentation, tangible evidence or conclusive proof "the book" was present or played any direct role in "the event." Even when the "witnesses" number into the thousands, it is all word of mouth accounts and of questionable value. There are even modern day heroes who claim to have been empowered by the book, but again, there is no evidence to support their claims just their word. In many of those cases, there are other plausible, alternative explanations to how the hero manifested super abilities. Thus, even modern "sightings" are anecdotal and hearsay – the stuff of legend, fairy tales, works of fiction or mass hysteria.

There are true believers who have spent their entire lives searching for the Book of Heroes without success. There are also thousands of organizations and millions of individuals, good and evil, that have sought the book for generations, and they too have failed to find the enigmatic book or any hard evidence of its existence. This has led many scholars and scientists to point to the power of belief and conviction. They believe the legendary book is not, and never was, real. That it is the stuff of legend and dreams. That it is the legends, alone, that have caused people who had heroic souls and moral fiber all along, to take a stand and be heroic. Real-life heroes born from a noble *idea, hope* and *myth*.

A Book of Darkness?

Not every legend about the Book of Heroes is good or positive. There are plenty of cautionary tales that suggest the magic artifact is haunted and cursed. Some claim the pages contain the souls of slain heroes throughout the ages, and that these fallen heroes *haunt* and *torment* those who read or try to use the book. Worse, the ghosts fill idealistic and desperate individuals with impossible dreams and promises of justice, revenge and power that ruin and ultimately destroy the lives of those who succumb to their temptation.

In a similar vein, there are stories about idealistic people who, at the urging of the ghosts in the book, aspire to become great heroes only to fail in spectacular fashion. Those who believe the Book of Heroes is evil, or flawed and misguided, claim it has sent many naive and innocent individuals to *their doom*. Such accusations are refuted with arguments that the Book of Heroes only gives *birth* to a hero, and that the hero and circumstances dictate his fate. As with all ventures, there is no guarantee of success. Those noble beings who choose, of their own free will, to take a stand and do what's right, whether they succeed or fail, are still heroic, even if their efforts end in tragedy or failure. People who choose to take upon themselves the mantle of "hero" know the risk, yet do so anyway. And after all, isn't that what a hero does?

Put his own life on the line to help others, or to champion a cause or ideal worth fighting for? The path of the hero is one fraught with peril, hard choices and, in most cases, an untimely and brutal death. The fate of any warrior is often death in combat at the hand of his enemy. All a hero can hope for is that his *life* was worthwhile, he made a difference in the lives of others while he could, and that he did not die in vain. Indeed, a hero's final words, noble efforts and ultimate demise can, in itself, inspire people of entire nations to rise up and strike down injustice and wickedness, or serve to inspire people for generations to follow.

A book of imprisonment. There are a fair number of less popular legends that suggest the Book of Heroes was created by *dark forces*. One such legend suggests the heroes listed in the book are forever trapped – entombed – within its pages. It says that should the book ever fall into the hands of an evil deity or a Lord of Hell, more heroes could be imprisoned inside its pages, and that both *Deevils* and *demons* seek it out for this very reason.

The demons' search. The search for the Book of Heroes by demonic and infernal forces is a fact. So is the massive reward the monsters are willing to pay to possess it. Even before the **Minion War** swept across the Three Galaxies, demons and infernals had been raiding and searching libraries across the universe looking for the Book of Heroes and other powerful magic artifacts. The demons' recent invasion of the Three Galaxies has fueled speculation the legendary *hero-maker* artifact will make an appearance. The Demon Lords pretend not to be concerned about the Book of Heroes, but have expanded their quest to find it, adding thousands of private collections of magic items held by monasteries, magic guilds, brotherhoods and cults to their list of locations to be investigated. *Phase World* remains a prime location for where the book might be hidden, but various locations within the *United Worlds of Warlock* as well as *Splugorth* holdings are also being surveilled and searched by demons and Deevils, as are locations on *Rifts Earth* and other dimensions. Famed organizations of heroes who might protect the Book of Heroes from the forces of evil are also targets for scrutiny. *Cosmo-Knights*, the *Megaversal Legion*, *True Atlanteans*, and the *Cyber-Knights of Earth* are at the top of the hell spawned monsters' list of suspects, but there are literally millions of other possibilities. Finding the Book of Heroes, if it exists at all, is like searching for a needle in the proverbial haystack. Still, the demons continue their search, vowing they shall find it. And if the demons want it, the *Deevils* intend to get it first.

The demons' bounty on the Book of Heroes. It is well known that the Demon Lords are offering a king's ransom for the Book of Heroes. In addition, they are willing to hand over the rule of an entire solar system in their expanding empire to the individual or group that delivers them the magic artifact.

The Deevils are conducting their own, quieter search for the book, but also have teams of infernals as well as mercenaries and assassins shadowing every *known* group of demons and hopeful team of adventurers looking for it. If the demons or a group of mortals hoping to cash in on the bounty should find the legendary book, Deevils want to be in a position to take it from them.

Demons and Deevils are just two of the most notable evil factions seeking the magic artifact, but there are countless others, good and evil, also searching for the Book of Heroes. Some have been searching for thousands of years. Which raises the question: If the infernals of Dyval and the demons of Hades *believe* the book exists, and want it for themselves so badly, does that

confirm the book is real and that at least some of the legends are true? Or does it mean these beings are also duped by the prolific number of legends surrounding it?



The Darkest Hour

There are many variations within the legends of the Book of Heroes, but there is one thing all share in common: The Book of Heroes appears in the darkest of times when heroes are most needed.

The treachery of the demons' bold invasion of the Three Galaxies would certainly seem to qualify as a time of darkness and great need. The fact that the name of the *Cosmic Forge* was used to deceive and harm innocent people across the Three Galaxies only adds insult to injury. True, the galaxies have their share of heroes, the *Cosmo-Knights* chief among them, but the forces of good seem overwhelmed and outnumbered. As a result, the people of the Three Galaxies expect the Book of Heroes to make an appearance at any time. But will it?

The madness of the Minion War is spilling across the Megaverse and threatening many worlds and dimensions. The danger is widespread and the Book of Heroes is but one magic tome, it can not be everywhere at once. Who or what decides where the book of legend might appear? And with the forces of darkness waiting to capture it when it does, what hope is there for the Book of Heroes to remain free from the clutches of evil? (**G.M. Note:** This should be where the player characters come into play. Offering adventure galore. Hint, hint, hint.)

Since the darkness and danger unleashed by this war between demons and Deevils is not contained to the Three Galaxies, conflict and terror is sweeping hundreds of worlds within the galaxies and beyond. Nor is the Minion War the only crisis or time of darkness across the infinite Megaverse where the Book of Heroes could be of help. That means it could appear *anywhere*. It may also be moving from one place to another as circumstance dictates. As you'll soon discover, the artifact is a force for great good and sows the seeds of heroism wherever it finds fertile soil.

The Truth The Book of Heroes

The Book of Heroes is real.

Nobody knows who or what created it, nor when, where, how or why. It would seem the answers to those questions are lost to antiquity, for none of them are contained within the book itself or by the forces of good that communicate through it.

As told by the legends, the Book of Heroes contains the names of approximately 2,000 of the greatest Heroes of the Megaverse. The adventure and life story of each hero is contained in the book. Stories of triumph over hardship and tragedy, bravery and heroics, rise and fall, and redemption or new heights of achievement. The stories are inspiring in and of themselves, but there is much more to this book.

Those who read it usually find one particular hero with whom they feel a connection. In fact, upon finding this relatable hero, many find inspiration in his or her story, focus on that story, and stop reading the rest of the book. This empathy toward a Hero of the Megaverse may lead to a sense of renewed purpose, direction, adventure and raw power.

The experience with the Book of Heroes is different for every reader. Some are granted temporary powers to battle evil. Some find themselves with a Hero of the Megaverse as a mentor and advisor. Others are able to draw upon the knowledge and skills of the hero they relate to, while still others have dreams and vision quests that may send them on great adventures and help them become the hero they secretly hope to be.

A few – those with the truest, noblest and generous spirits – are given superpowers and *reborn* as super beings driven to right wrongs, destroy evil and protect the innocent.

Thus, the Book of Heroes is truly a forge from which heroes are made.

The Appearance of the Book of Heroes

The legendary Book of Heroes is nothing like people expect. It is a far cry from the massive and majestic tome described in the legends. Instead, it is a rather ordinary book, 96 pages long, 9x12 inches (23 x 30.5 cm) and a quarter of an inch thick (6.4 mm). The pages of the book are bound between a pair of plain, black, soft-leather covers. The title is carved into the cover and

filled in with silver. Along the spine are silver runes, some of which are unknown even to the handful of mages who know the secrets of Rune Magic. The book is so thin and ordinary looking, it is often overlooked, even when it is sitting out in plain sight. Gathered with other books or magazines, the great artifact is easy to overlook and lost among the larger, thicker volumes. Besides, nobody is looking for a thin book, they are looking for a 10,000+ page dictionary-style monstrosity with a gaudy cover, plastered in gems and radiating with magic energy. That's another surprise, until the Book of Heroes is opened, its energy signature is small and barely noticeable as being magical.

Being so thin and lightweight, the Book of Heroes can be folded in half or rolled up like a magazine to be stuffed in a back pocket, jacket, belt or bag without damaging it. This makes the artifact easy to hide and transport. When the book is laid flat or opened, it uncurls back into its flat, book shape in perfect condition without a crease, fold or scratch.

Indestructible. The legends that speak to the Book of Heroes being indestructible are completely true. Many an evildoer has tried to destroy it or send the book someplace where nobody can find it: The heart of a sun, the bottom of an ocean, inside a boiling volcano, etc. Yet not only does the Book of Heroes survive, it somehow escapes its prison and reappears someplace where heroes are needed. While nobody knows how this mechanic works, what is known is that the Book of Heroes has the power to *Teleport* and *Dimensional Teleport*. As a result, when cast aside or locked away someplace, the book vanishes and goes somewhere it can do good. Likewise, when the book has sparked the flames of heroism and/or created new heroes to champion a cause or defend the innocent, the Book of Heroes quietly disappears. Thus, there are many tales of the book being stolen, hidden and locked away, sometimes for centuries at a time. The truth is it has simply moved on to help someone else in need of a hero. If there is a way to destroy the artifact, and legend says there is a way to do so, no one seems to know how.

The interior pages of the Book of Heroes are printed on quality sheets of antique white parchment. There are three silver Runes on the corner of each page, on each side of the paper. Readers see words written in whatever language they know or favor. The text may appear to be set type like a machine-printed book or handwritten script, again, as the reader prefers or expects to see.

Stats for the Book of Heroes

Age: Unknown, but at least 100,000 years old, possibly millions of years old.

Alignment: Presumed to be Principled or Scrupulous. All of the 2,000 heroes of the Megaverse are Principled or Scrupulous.

Attributes: Unknown. The book itself is magical and is believed to contain the splintered life essence of approximately 2,000 great heroes throughout time. The attributes, knowledge, and skills of each of the 2,000 are contained within the pages of the book.

Intelligence: Though the Book of Heroes is a Greatest Rune Weapon, it does not possess a single controlling mind or life essence, but a splintered, partial essence of the approximately 2,000 Heroes of the Megaverse named on its pages. How this works remains a mystery. Clearly, there is an awareness and intelligence working from the magical tome, but it seems more likely to be the essences of the Heroes of the Megaverse contained within

its pages behind the activities of the book, not one overriding mind or controlling force. Whether the heroes work together as a team, take turns, or operate as an entire community or army is unknown. As a rule, the Book of Heroes only reaches out to one chosen individual or a small group of up to a dozen members at a time.

M.D.C.: Not applicable; indestructible.

Size: The book is 9 x 12 inches (23 x 30.5 cm).

Weight: 9 ounces (0.255 kg).

Horror/Awe Factor: The Awe Factor to the average person who knows the legends is 16. To heroes, would-be heroes, historians, and practitioners of magic, the Awe Factor is 18. To mortal evil-doers, practitioners of dark magicks, Witches and worshipers of vile deities the Horror Factor is 17, to most evil supernatural beings, the Horror Factor is 19, and to dark gods and Demon Lords it is 16.

P.P.E.: Unknown. Presumed to number into the hundreds of thousands, perhaps millions, of P.P.E. The book barely radiates of magic when closed, but when it is opened it's magic signature is on par with the most powerful of deities and Alien Intelligences. That being said, the P.P.E. of the Book of Heroes cannot be measured, tapped or syphoned by an outside force or third party against its will. However, the book, or a hero in the book, *may* share mystic energy with a chosen champion, young hero-in-training or worthy individual should it (or one of the heroes within its pages) choose to do so; usually at a moment of crisis.

I.S.P.: Unknown. Presumed to number into the tens of thousands. The I.S.P. of the Book of Heroes cannot be measured nor tapped by an outside force or third party. However, it may share some of its psychic energy with a chosen individual should it (or one of the heroes within its pages) choose to do so.

Source of Power: Presumed a product of ancient and forgotten Rune Magic. However, the book also contains the splintered life essences of the 2,000 named in it. There is no other Rune artifact like it known to exist.

Powers: Many and varied; see *Ways to Use the Book, As a Physical Weapon, As a Source of Protection, Hero Mentor, Hero Avatar and Birth of a Hero*. Arguably, its greatest power is *ideas*. Ideas that speak to the heart and inspire freedom, acceptance, compassion and noble ideals. Ideas that evoke courage and humanity, and help people find their voice and rise up to stand for what's right and defend the innocent. Other powers include being indestructible, appearing when needed, making superhuman heroes, and imbuing ordinary mortals with extraordinary powers. The inspiring stories, history, life and death of each hero named in the book is part of the magic artifact's power and legacy.

Allies: People of good alignment, with a focus on those who would stand up for others and battle injustice and wickedness.

Enemies: Evil and selfishness in all its forms.

Ways to Use the Book

The Book of Heroes has no instructions on how to use it or how to call upon the powers or heroes contained within it. Somehow the magic book, or the collection of hero-souls contained within it, develops an empathic and intuitive bond with every person (or group of people) with which it comes in contact. The stronger the bond a particular person or group forms with the hero(es) in the book, the greater the miracles that just seem to

unfold. Thus, the level and range of power, as well as the overall experience, varies a tremendous amount from person to person, even if they make contact with the magic artifact at the same time or as members of a team. For one person, the experience might be little more than an interesting read, for another it may be a life altering experience, and for a select few, it may be truly transfiguring.

The power of the book, be it magic or spiritual, works on an intuitive basis. Under the right set of circumstances, someone who knows nothing about the book – not even the legends – can use it.

Many of the powers described manifest without any direct contact or being called upon. It is as if the Book of Heroes knows what's transpiring around it, perhaps via an empathic and/or telepathic connection with one or more of the people in possession of the book. To say the Book of Heroes is in contact with those who possess it is somewhat incorrect. The magical tome seems to be keenly aware of its entire surroundings and has been known to reach out to people who are not in direct contact with the book as well as to people who are not heroes or adventurers. This is especially true when the book is held captive by dark forces, where it may reach out and make contact with a servant, slave or prisoner of good alignment who possesses the soul of a hero.

When the Book of Heroes is in the possession of someone who is pure of heart, and sometimes even a selfish or evil alignment it believes can be turned to good, the Book of Heroes is likely to make some sort of contact and allow some range of its powers to be used to help others. In short, anyone in possession of the book who has good intentions *may* be helped, protected or inspired by the magic tome.

The Book of Heroes can be used in a variety of ways. We'll start with the smallest and simplest, and work our way up to miraculous.

As a Physical Weapon

- **Defensive Weapon.** When the Book of Heroes is rolled and clutched in the fist to *defend* oneself or others, it can parry Mega-Damage and magic weapons without hurting the book. Furthermore, the wielder enjoys a bonus of +1 on initiative, +3 to parry, and +3 to pull punch. All are in addition to the character's usual bonuses. Also see *Parry Energy Blasts*.
- **Disarm an Opponent.** The act of disarming an opponent is a sort of attack, but it is meant only to take away or dislodge an attacker's weapon, not inflict damage or deliver retribution. As long as the character's goal is to *disarm* and stop a violent situation, he can use the Book of Heroes to swat (when open like a book) or bat (when rolled up) a weapon out of an antagonist's hand with a bonus of +7 to disarm. He can also block and parry attacks at +3 to parry. All are in addition to the character's usual bonuses. Also see *Parry Energy Blasts*.
- **Entangle and Delay.** This is the same concept as Disarm, above, only this time the character uses the Book of Heroes to entangle, trip and hold a would-be attacker to prevent violence, hold him at bay or to give an innocent person time to get away. In this case, the Book of Heroes is likely to be used rolled up as a baton to pin a wrist or weapon, or serve as an extra length to pin an opponent in a wrestling style hold, or opened to wrap around an arm, leg or weapon, and twisted or held to prevent its use.

- **Melee Weapon.** When the book is rolled and clutched in the fist with the intent to attack and fight *evil or selfish opponents*, or protect the innocent from them, it can be used as a blunt weapon. In this role, it provides the following bonuses: +1 on initiative, +2 to strike, parry and disarm, and inflicts 5D6 M.D. Bonuses and damage are *doubled* (1D6x10 M.D.) when used against Deevils, demons and other evil or selfish supernatural beings as well as evil creatures of magic. (In S.D.C. environments the rolled book does 6D6 Hit Point/S.D.C. damage, double against the supernatural and magical beings; bonuses are unchanged.) **Note:** If used against “good guys,” the damage is 1D6 S.D.C. and no bonuses apply.
- **Parry Energy Blasts and Other Incoming Attacks.** In the right hands, the Book of Heroes, whether held like a shield or rolled into a club, can be used to try to parry incoming attacks, be they sword strikes, a flurry of arrows, a spray of bullets or a barrage of laser fire. As an indestructible magic artifact, no such attack can penetrate or damage the Book of Heroes, so it can be used to block and bat them away.

The character in possession of the book just reacts or gets a flash of adrenaline and inspiration that compels him to use the book to block incoming attacks. This happens when a good character is in immediate peril or when he (regardless of alignment) is trying to rescue or protect innocent people. The character using the book can only *parry attacks* the entire melee round. He can NOT attack, not even once. If he stands fast, he can try to parry *every* bullet, energy blast and attack leveled at him and those he seeks to protect. Roll for each individual attack, burst or volley without the usual penalties for parrying high speed attacks such as bullets, rail gun rounds or energy blasts. In fact, the character is +6 to parry all such incoming attacks. The only bonus that can be added to this parry bonus is any that comes from a *high P.P. attribute*. As usual, the defender’s parry roll must match or be greater than the attacker’s roll to strike; defender wins ties.

A successful parry means the attack is blocked, no damage to the hero or anybody else.

A failed parry means the attack strikes the defender (only the defender) and he takes damage. In this case, however, the Book of Heroes further intercedes to reduce damage by half, and the parrying hero barely notices getting hit, until the battle is over. As long as the character using the Book of Heroes continues to parry and protect innocent lives, the ability to parry bullets and energy blasts continues. The moment he strikes back or thinks about something other than defending the innocent and his teammates, the ability vanishes. No bonuses. Dive for cover.

- **Thrown Weapon.** When thrown like a frisbee, the Book of Heroes stays closed, and has a range of 1,000 feet (305 m), double if thrown by an avatar of a Hero of the Megaverse, and triple range when thrown in outer space. +2 to strike when thrown. Damage is 1D4x10 M.D. against Mega-Damage opponents, 2D4x10 M.D. against supernatural evil, and 1D4x10 S.D.C. against S.D.C. opponents. Returns to the wielder after it is thrown.

As a Source of Protection and Aid

- **Flotation Device.** The Book of Heroes floats on water and is not damaged by moisture, humidity or being completely sub-

merged in water. It can be held onto as a flotation device to float on the waves. Furthermore, the person clinging to the floating tome does not suffer the effects of exposure, and is resistant to cold, hunger and thirst (one third normal damage or effect).

- **Impart P.P.E.** If it so desires, the book can grant a worthy recipient additional P.P.E. This is not something that happens on a frequent basis, but during a crisis where lives are at stake. The bonus P.P.E. is always provided in just the right amount to perform *ONE* much needed act of magic, usually to save lives, avert disaster or stop an evil force. The recipient of the magic energy immediately knows when it is available and how he needs to use it. *Duration* is situational and immediate, i.e. just enough P.P.E. is provided to perform that one crucial spell or other magic effect. After that, the mage is on his own. **Note:** Never more than 1,000 P.P.E.
- **Impart I.S.P.** If it so desires, the book can grant a worthy recipient additional I.S.P. This is not something that happens on a frequent basis, but during a crisis where lives are at stake. The bonus I.S.P. is always provided in just the right amount to perform *ONE* much needed psionic action, usually to save lives, avert disaster or stop an evil force. The recipient of the psychic energy immediately knows when it is available and how he should use it. *Duration* is situational and immediate, i.e. just enough I.S.P. is provided to perform that one crucial psionic action or attack. After that, the psychic is on his own. **Note:** Never more than 500 I.S.P.
- **Insight of Heroes.** When a hero or character of a good alignment sticks his nose in the book, i.e. opens the book to roughly the middle and puts his nose to the interior and holds it there, he is able to see through it as if it were transparent. More importantly, he gets +2 on Perception Rolls, can see the invisible, see through illusions, and recognizes forgeries and fakes at a base skill of 80% +1% per level of his experience. He also hears soft voices offering suggestions based on what he sees through the book.

The voices are the essences of the heroes listed inside the book (the avatars if no one else) whispering bits and pieces of information to benefit the hero and his noble mission, or save lives. The whispers offer only random comments and tidbits, and they cannot be asked questions or engaged in meaningful conversation. Furthermore, the voices offering the tidbits are seldom the same, so it is a series of different voices, male and female, human and alien, whispering in his ear. The voices can only be heard by the hero with the book, and telepathic probes by an enemy are blocked by the book; same as the psionic power of Mind Block.

The information, observations and suggestions are things such as, “Did you notice that? Look to your left.” “Doesn’t he seem nervous to you?” “Sounds too confident, be careful.” “I smell a trap.” “That doesn’t sound logical.” “That tattoo is the symbol of ‘X.’” “Ask him about ‘Y.’” “Those magic symbols on the door warn of evil.” “That circle on the ground requires human sacrifice.” “Be careful.” “She’s trying to seduce you.” “Be careful.” And so on. The tips and comments are always helpful, warn of danger, and point the character in the right direction, but seldom offer direct information or much detail. Furthermore, while the character’s nose is in the book and the voices are speaking to him, he loses track of time and is unaware of what others are saying and doing around him, except

for what he is currently focused upon or right in front of him. The voices sometimes realize this and may stop talking to snap him back to the moment and people at hand. To interact with other people and the outside world, the character must remove his face from the pages of the book. He cannot walk around with the book covering his face all the time.

- **Insight of a Hero Mentor.** When the book is clutched to a character's chest, be it flat or rolled tight, the character can hear the voice of one Hero of the Megaverse. This is the hero with whom the character feels a connection, and the mortal somehow knows this and trusts the voice. The voice operates very much like the Insight of Heroes, especially when it comes to information, observations and suggestions. However, the individual hears only the one voice, not several, and the voice also offers encouragement. ("Don't be afraid. You can do this.") Furthermore, the two can communicate and the character with the Book of Heroes can ask questions and discuss things with the voice. Of course, only he hears the voice so he may sound quite insane to those who see or hear him talking to himself.

For now, the voice – the same voice – speaks to the character every time he holds the book against his chest over the heart. Depending where things lead, the voice may become his permanent Hero Mentor or even a physical Hero Avatar, at which point the gesture of holding the book to his chest is no longer necessary. Unlike the Insight of Heroes, there are no special abilities or optical enhancement that comes with the voice. However, the character is likely to feel more confident and courageous when the voice is present.

- **Protection.** When the Book of Heroes senses danger it can protect whomever is in possession of it and everyone within a 50 foot (15.2 m) radius of it. Protection may include one or all of the following: Makes the character(s) impervious to heat, cold, disease, and if it so chooses, smoke and fire (not applicable to magical fire), as well as impervious to the environment of outer space. *Duration* is situational, and as soon as the danger passes, the protection is over. **Note:** As a general rule, the Book of Heroes keeps any good person who has it in his possession safe from harm (fire, heat, cold, disease, even pesky insects).
- **Restore and Heal.** When the Book of Heroes is held over an injury or wound, it magically heals it, and restores 4D6 M.D.C./Hit Points. It will not, however, work on evil or selfish beings unless a wielder of good alignment wants it to and is passionate about it. Even then, the good person must keep his hand on the book and mentally focus his thoughts on healing the wound of the selfish or evil being. It helps if there is a good motive for this healing. A good character cannot be possessed or mind controlled to invoke the healing powers of the magical book or otherwise forced to make the book heal a monster or evil being, not even to protect the good character.
- **Revive and Heal.** When held over or pressed against the heart/chest of person who has recently stopped breathing, lapsed into a coma, or collapsed from injury, but is not yet dead (has one or two Hit Points/M.D.C., is down to zero or less than 12 below zero H.P./M.D.C.), the book can revive and heal him. It can also instantly negate poison, resuscitate the heart and/or lungs to restore breathing and blood circulation, stop any internal bleeding, repair damage to internal organs, and heal 4D6+4 points of damage (S.D.C./Hit Point or M.D.C.).

- **Skill of the Moment.** Depending on the situation, the Book of Heroes *may* temporarily instill a worthy recipient with a skill he does not normally possess. This is not something that happens on a frequent basis, but during a crisis where lives are at stake. The skill always relates to a problem at hand and the recipient of the knowledge immediately knows what he must do. *Duration* is situational, and as soon as the danger passes, the skill knowledge is gone. Only one skill is imparted at a time, and the skill always comes with a +30% skill bonus. Once forgotten, it is completely gone. The skill is drawn from one of the 2,000 Heroes of the Megaverse listed in the book.

- **Spyglass.** When the book is rolled into a tube with the cover facing out, and looked through as if it were a telescope, the rolled book enables the user to see a specific target/visual point up to three miles (4.8 km) away as if it were an actual spyglass; line of sight required.

Another use of the rolled Book of Heroes is to enable the user looking through the rolled tube of the book, this time with the cover facing in, to see through magical and psionic illusions. The character sees what is real and knows anything else is an illusion. This knowledge and visual aid gives the character the opportunity to try to save vs illusion a second time with a bonus of +5 to save. If he fails to save, the illusion remains and appears real, unless he's looking through the tube. Use of the rolled artifact in this manner also enables the character to *see the invisible*, but only while looking through the rolled tube of the book; line of sight required.

- **Stop Attacks and Protect the Innocent.** When clutched in a fist of defiance and held forward or above the head, the book magically stops all incoming bullets, projectiles, energy blasts, radiation, blasts of cold, and similar attacks leveled at the wielder of the book and all within a 12 foot (3.6 m) radius around him. The incoming attack(s) stops short, as if hitting a force field, only there are no ricochets. Projectiles stop and drop to the ground, energy beams just stop short, and explosions/missiles go off, but the book absorbs up to 2,000 M.D./S.D.C. damage per melee round.
- **True and Clear Mind.** When the Book of Heroes is pressed against the side of the head, it magically prevents mind control, illusions and possession, blocks and negates telepathic, empathic or biological transmissions, and provides the character a bonus of +1 on Perception Rolls and +3 to save vs Horror Factor.
- **Visions.** If a character of a good alignment rests his head on the closed or open Book of Heroes and falls asleep, there is a chance he has a dream or vision about a problem or concern on his mind. The vision (entirely at the G.M.'s discretion) may regard something small and personal or deal with something of epic proportions. It may warn of a friend or loved one facing a dilemma or danger, or it could be about a king, hero, town, planet, etc., the character has never heard of before. Whichever it may be, the character knows he, she or it is in trouble (treachery, invasion, etc.) and needs his or the player group's help.

In the alternative, the vision may warn the character of some danger or problem he and/or his teammates may soon have to face. The vision is not always a warning or something bad. It may offer insight to a personal dilemma, reveal the solution to a problem or concern, or foretell of better times or some joyous event.

The vision cannot be made to happen. Its occurrence is completely by chance; i.e. up to the Game Master. **Game Masters, roll percentile dice if you like:** If you don't know or care if the player character has a vision, you can make a random roll of the dice. **01-15%** means a vision. **HOWEVER**, if the person is deliberately trying to get a vision by sleeping with his head on the book, the odds are reduced to a 01-03% chance. Game Masters, use this as a device to offer clues, hints, advice, adventure hooks, guidance, etc., as you deem appropriate.

- **Vision Quest.** If a character of a good alignment is committed to battling evil, righting wrongs or searching for something – a particular person, item, information or even his own purpose or place in the world – and rests his head on or near the Book of Heroes when he sleeps, there is a chance he receives a dream or vision that either sends him on a heroic quest or sets him on the right path to find what he's looking for.

That quest may send him someplace in need of a hero, to find the villain(s) he seeks or the wrong to right, or set him on the path to finding that which he seeks. The quest may be something small or the first step in a longer journey, or an epic adventure (G.M.'s discretion).

Hero Maker

The powers and abilities described in the preceding pages are the simplest. The book's greatest ability is to inspire others, instill hope and courage, fan the flames of virtue, and spark the creation of valiant heroes. The heroes that are given birth via the Book of Heroes go on not only to save lives and combat evil, but they inspire generations to come.

Although the Book of Heroes may be in the possession of one character, it is aware of everyone it comes in contact with or is nearby. It senses not only goodness in others, but strength of character, moral fiber and the ethereal intangibles that make the inner spirit of a hero. Thus, being a skilled warrior, powerful or brave has little meaning to the Book of Heroes, for these are but aspects of being a fighter or a soldier. The Book of Heroes is searching for individuals (and groups of people) who possess the soul of a hero. Someone willing to make sacrifices, suffer and even die for the greater good, but also someone who brings hope and inspiration to others. Thus, it is often the 90 pound weakling or scullery maid who gets the invitation to be turned into a superhero rather than the self-appointed champion or warlord. That having been said, there are plenty of warriors and leaders who have the stuff of heroes and may also be selected. It's all about heart, courage, empathy for others and a willingness to become a role model.

The Stories of Heroes. The first thing seen by anyone flipping through the Book of Heroes is a list of names; approximately 2,000 names of the greatest heroes of the Megaverse. The list is followed by pages of text. A random thumbing through the text pages reveals chapters that tell the stories of the 2,000 heroes named in the list. If the reader is looking for a hero of a *particular name* from the list, he'll find he has flipped right to it. If none of the names are known to the reader, it is inevitable that one particular name happens to catch his eye. The next page he flips to just happens to be the story of the hero whose name caught his attention. Every time.

Many of these "heroes" are not what people may imagine. Many are not warriors, mages or superheroes of incredible power, but ordinary people who, through character, conviction and force of will, accomplished great things, saved lives (even entire worlds) or inspired the multitudes to greatness. Most lost their own lives in the service of others and saving lives. All are flawed, but also indomitable forces of good who made their world and/or universe a better place by their actions and words.

The writing in these stories is always crisp and compelling. Many readers report not realizing how long they've been perusing the story once they start reading it. This is especially true if the reader feels a kinship or empathy with the hero and his tale. Whether reading about one of the famous *avatars* or a *specific hero* from the list, the reader is likely to realize, at some point, that he has read many more pages than a 96 page tome could possibly contain. In fact, the entire Book of Heroes might seem as if it were dedicated to that one hero. Of course, it is not, and looking up another name leads to another long, interesting story.

Even though the Book of Heroes is only 96 pages, an individual hero's story may be 300 pages, 500 pages, 3,000 pages or whatever it takes. With the flip of each page, the story continues until the reader is done or the story finished. A hero's tale may be read at one sitting or over several days or weeks. The reader can go back to reread what he's read, to start at the beginning or flip ahead like any normal book. The story is true, accurate, and filled with the hero's strengths and weaknesses, triumphs and failures, fears and hopes, and deeds good and bad.

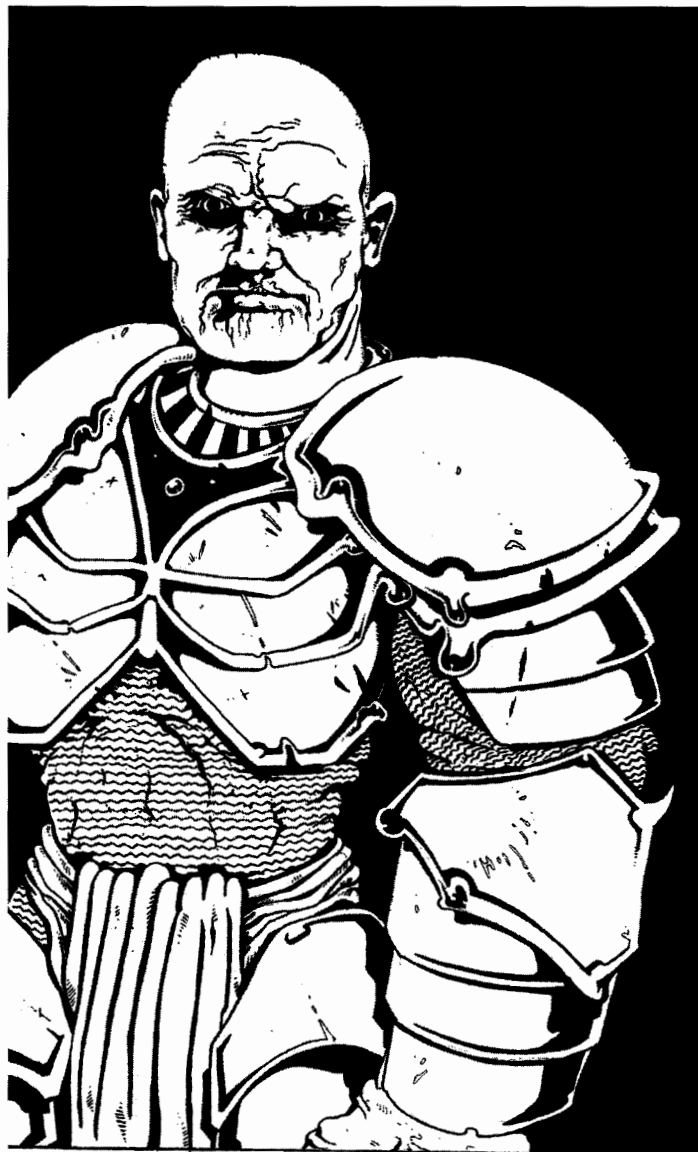
The text of the book cannot be photographed, photocopied, or duplicated in any way. Even characters with photographic memories or Total Recall find they cannot remember more than 1D4x10% of the names listed, and even those fade, or are misidentified, as time goes by. Likewise, details of the heroes' life stories are often forgotten, though the gist, main points and details most important or inspirational to the reader are remembered.

Like minds. Strong hearts. The soul of a hero. While a person can read about any and all of the heroes listed in the legendary book, inevitably there is one hero's story that speaks to the reader on a deep and personal level. As a rule, it is the *first hero* he reads about. The story behind this *Hero of the Megaverse* resonates with the reader's own experiences, outlook and life. The Hero's story has a profound impact on the reader, inspiring him to find, within himself, new reservoirs of strength, resolve, and courage he never knew he had.

This may help him to face the challenges in his own life or seek a new and different path in life. Perhaps even the path of a hero. Other times it helps the person come to terms with something that has haunted him, or helps him overcome something that has been holding him back. Other times it helps the reader find perspective and peace, purpose or understanding. Other times the story is a *calling*. A call to take a stand or to become something more.

He who holds the Book of Heroes is known to the heroes inside. The heroes inside the book know who possesses, holds, touches, reads or tries to use the book. Whether that individual is good, selfish or evil, has good and heroic intentions, or wicked desires, the forces within the book recognize and know them. They also sense the potential of said individual, and more than that, can feel the soul of a hero aching to be unleashed a million miles (1.6 million kilometers) away. The forces within the book also sense what's transpiring with said individual and the world around him. While the miraculous Book of Heroes is somehow

able to sense great need and evil forces at work, it also takes time to help those trapped in their own, smaller world of pain, suffering and injustice. Not everything is measured by cosmic scales and epic magnitude. Besides, the ripple created in a pond by a single, small pebble is felt across the entire pond. Goodness and greatness can take root anywhere and are needed everywhere.



The Hero Mentor

When the Book of Heroes, or perhaps more to the point, one of the heroes within its pages, finds kinship with a reader of the book, something dramatic and amazing occurs. The reader is visited in his dreams by the hero in the story.

Most of these **Hero Dreams** involve friendly conversations between the two. The conversations may cover any subject imaginable, from the troubles of life to philosophical discussions about good and evil, freedom, justice, responsibility and so much more. Some of the dreams may involve going on an adventure of exploration in which the dreamer may see things both wonderful and terrible that give him fuel for thought. Other dreams may involve instruction in a skill or training in martial arts, the use of weapons, or fighting or adventuring. The majority are fun, even the

thought provoking ones, and though he only exists in the dreams, a sense of friendship develops between the dreamer and the hero from the story. These Hero Dreams always feel much more “real” than a typical dream and are remembered in surprising detail.

The dreams stay with the dreamer, and he begins to notice things he dreamt about in real life. The dreamer is likely to feel his mind has taken flight and been freed to think deeply about many things he may or may not have considered before. There is an exhilaration about this newfound mental freedom, making life seem richer and more exciting. The feelings and awareness these dreams unleash make the dreamer more aware of the world around and the people in it. With awareness comes a greater sense of connection. It also means a stronger sense of empathy which enables the dreamer to more keenly recognize and feel the joy, goodness, sorrow and suffering of those around him. It is a feeling the dreamer is likely to embrace and cherish, but it is a blessing that cuts both ways. Still, somehow it gives him a better understanding of not only the world, but himself, and with it, a strength the individual never knew he had inside him.

If the dreams ended now, the dreamer is likely to be a better person because of them. Indeed, in some cases, the dreams stop here, but for most, the experience takes a new turn.

The dreamer begins to hear the voice of the hero from his dreams inside his head during waking hours. As strange as this might be, the voice is that of a friend, and there is nothing frightening about its manifestation. The voice is like a whisper, almost as if it were his own mind or conscience taking voice. It speaks as a caring mentor or friend, and offers ideas, observations, encouragement, advice, warnings and instruction that stimulate the formation of new ideas and reinforce positive thinking and the dreamer’s growing desire for more knowledge and real world experience.

The voice is a Hero Mentor, and *the dreamer* – male or female, young or old – is his new charge. As a mentor, it is the voice’s job to help the dreamer realize his potential, whatever it may be.

People touched by the Book of Heroes in this way feel the strongest ties and calling from the book, and may be candidates for becoming true heroes of renown. However, the path the person takes is entirely his own. For some, it is a journey that ends shortly after it has begun, with the Hero Mentor simply appearing in dreams or speaking out less and less until, one day, he is gone. Others find themselves enlightened, their courage fueled and their beings empowered for the duration of a particular crisis, conflict or period of their life. Such individuals may not only find themselves guided by a Hero Mentor, but able to call upon the Book of Heroes to grant them temporary knowledge, skills and superhuman powers to help others and combat evil in a time of need. Some are even given *temporary* super abilities. And some may suddenly find the hero from their dreams standing at their side, in the flesh, ready to assist in a fight and to offer personal instruction and training to help them become everything they want to be – a better person, a leader, a hero, a better hero. This often happens before the dreamer recognizes his own potential – for people all too often dismiss the talents, goodness and potential beating within themselves. The Book of Heroes, the Hero Mentor (voice) and Hero Avatar (the physical hero) have the ability to help draw out that greatness and help individuals realize their full potential, whatever it may be, no matter how grandiose or small.

People who experience the friendship and guidance of a Hero Mentor or Hero Avatar often describe the experience as being taken under the wing of a noble knight, wise sensei or big brother. Mentors and avatars are not ghostly spirits as the legends suggest, but manifestations of the heroes inside the book, come to help the individual with a good heart and strong spirit become a better person. And for those who have the heart and temperament, make them into proper heroes.

In the end, those who prove their mettle, and have the desire to be a hero and an inspiration to others, are granted permanent super abilities to continue the endless battle against the darkness, injustice and evil. When that moment comes, the Hero Mentor or Avatar bids the newborn hero a fond farewell and leaves him to make his own way in the world. However, the Hero Mentor or Hero Avatar is likely to stay with the blossoming hero for weeks, months or even a year or two before he leaves him to follow his own path.

It is interesting to note that once the Hero Mentor or Hero Avatar appears, the Book of Heroes no longer needs to be in the possession or within close proximity of the burgeoning hero. The book can, and often does, vanish to go help give birth to a new hero elsewhere on that same planet, a world light years away or in an entirely different dimension.

Guiding heroes. Many who come across the Book of Heroes are adventurers and self-styled heroes to begin with. The Hero Mentors and Hero Avatars are happy to point these well-intended people down the right path, or make them better warriors, wiser and more courageous people. They may even offer to remake the character as a superhuman.

In the company of evil. Even a character in possession of the book who is a selfish or evil alignment may be visited by a Hero of the Megaverse in a dream or hear a voice urging him to show mercy, be kind or appeal to whatever shred of decency the villain may have left. If there is a *chance for redemption*, the Hero Mentor is persistent. Even when dealing with evil characters, the voice, the appeals and the dreams are never mean, insulting or condemning, but calm, even tempered and kind. The Hero Mentor tries to rekindle the lost goodness, compassion and humanity to inspire the *villain* to do something kind or good, even if it's just for one instant. Truth be told, most villains are too lost in their vicious or self-serving way of life to reform and become a hero, but many can be reached, for a moment, and convinced to do something good despite themselves. That having been said, there are those (20%) beyond even a single act of goodness, but there are a few (7%) who can be convinced to forsake their wicked ways and become better people. They may not become meritorious heroes, but do become better people who work hard to make amends for their ugly past and strive to do what's right. Some small percentage of those reformed villains, however, do become true heroes.

Game Master Note:

Creating a Hero Mentor

Game Masters, you will need to know who the player character's Hero Mentor is and what powers, skills and abilities he possesses.

Pick the name of the Hero Mentor. The player (or Game Master) should pick any name listed in this book as the character's Hero Mentor. Or he may choose any of the NPC Heroes of the Megaverse described in this book.

The guiding voice of the Hero Mentor may be any of the approximately 2,000 greatest Heroes of the Megaverse listed in the Book of Heroes. As noted previously, one hero in particular resonates with the owner or reader of the book. Often, though not always, a connection is made between the person and the hero. That bond may be weak or strong. The greater the empathy between the two, the stronger the bond, and the more direct and frequent the contact between them. One third of those who enjoy the company of a Hero Mentor (and two-thirds of those who get a Hero Avatar) become empowered with super abilities and go on to become heroes themselves. However, a Hero Mentor or Avatar may also appear to lend a hand to other deserving heroes, underdogs in need, or to champion a good cause that seems hopeless, before vanishing back into the pages of the magical book.

Note: Once the name of (and other details about) the Hero Mentor is selected, it never changes.

Alignment: All Hero Mentors (and Avatars) are Principled or Scrupulous. Pick one.

Attributes: You'll probably want to roll up or ascribe the eight attributes to the Hero Mentor, as they will affect what strengths the player character can draw upon. They'll also be a factor if the Hero Mentor becomes an Avatar.

Use the Random Tables in the **Superhero Creation** section to pick a name from the 2,000 listed, heroize it, and then roll on the tables that follow to build the Hero Mentor just as you would a superhero player character created by the Book of Heroes. These tables are fast and easy to use, and are designed to create *Hero Mentors* and *Hero Avatars*, as well as *player character superheroes* and *Non-Player Characters (NPCs)*. The only difference is, as G.M. you may elect to pick the hero's powers, virtues, symbolism, weaknesses and other aspects of the character. **HOWEVER**, random rolls are fast, fun and often feel very appropriate for the character.

O.C.C. or R.C.C.: You should probably pick one, but just use the O.C.C./R.C.C. Skills and those provided by super abilities and other tables in the creation process.

Experience Level: Hero Mentors (and Hero Avatars) are some of the greatest heroes of the Megaverse and as a result, they tend to be quite experienced, but not godlike. For quick determination of the mentor's experience level, roll 1D6+6. Determine Hit Points and S.D.C. or M.D.C., P.P.E., I.S.P., skill proficiency levels, and other related variables (as applicable to the hero) per his experience level. Make sure you add all bonuses from other tables and super abilities to bonuses, skills, etc.

Duration of Help: The length of time a Hero Mentor (or Hero Avatar) stays to tutor and help varies a great amount and is often based on the situation, i.e. how long the hero's help is needed. A Hero Mentor (or Avatar) may help for a few (1D4+3) weeks, several (1D6+3) months or a year or so (2D6+7 months). When the danger has passed, or as is more often the case, when the hero(s) he has been helping is able to deal with things on his own and/or has gathered other heroes and people to support the cause, the Hero Mentor's work is done, and he vanishes. The Hero Mentor or Hero Avatar from the book may bid the new hero(s) a fond farewell and/or offer one last bit of advice before he leaves, or simply vanish. Half the time, such farewells take place in a dream to avoid messy goodbyes.

Note: Fundamentally the same process is used to create Hero Avatars.

Powers & Function of the Hero Mentor

- **Dream Visitations.** As previously described, the Hero Mentor can only appear to the individual under his tutelage in dreams. Visitations in dreams are often used as a time to discuss and go over the events of the day: the young hero's actions, achievements and mishaps or failures, as well as to discuss things that may be troubling the dreamer. The Hero Mentor is always encouraging and helpful in his comments.

The mentor can also manipulate the dreams in such a way that the two can go on imaginary adventures or face an imaginary challenge, villain or dangerous situation. This might be thought of as a training simulation except it takes place in the mind of the dreamer rather than at the console of a virtual reality simulator. Again, such simulations and exercises are designed to prepare the hero-in-training for real-life and to get him thinking along the proper lines. These dreams are usually a pleasant experience, and even ones that end poorly should leave the hero with food for thought and feeling more prepared and confident.

- **Ethereal.** The Hero Mentor is an ethereal essence able to communicate with his charge only in dreams and as a voice in the character's head. A Hero Mentor cannot manifest in the physical world, nor communicate with others. This ability would appear to be psionic or magical in nature, and since the Hero Mentor is with the character at all times you'd think his presence and communications would be detectable via any number of psionic abilities, but they are not. The Hero Mentor cannot be detected by any means, not by Empathy, See Aura, See the Invisible, Telepathy, Commune with Spirits nor others. Nor does the Hero Mentor possess his student. For all intents and purposes, the Hero Mentor does not exist!

If the character under the Hero Mentor's guidance is deemed worthy by his mentor or the Book of Heroes, the ethereal mentor may become physical as a *Hero Avatar* (described in the pages to come) to continue training and to help his disciple become a noble hero or to champion a good cause or help him and his teammates battle a great evil.

- **Guidance.** Once a relationship has been forged, the Hero Mentor is always present and aware of what his charge is doing, as if he were a constant part of the young hero. The mentor may choose to be silent to force the hero-in-training to think or deal with a problem on his own, as well as when he disapproves of his actions. However, the Hero Mentor is usually present and happy to lend a word of encouragement, a warning or observation.

As noted previously, the voice of the Hero Mentor is almost always kind, caring and comforting, never condemning, badgering, harassing or cruel. The suggestions, tips, and comments are always meant to be beneficial and encouraging. Since only the hero under the mentor's charge can hear him, the Hero Mentor functions in a similar role to a conscience and guardian angel combined.

To communicate with his Hero Mentor, the person must speak out loud, even if it is only a whisper or mumble, as if he were talking to someone at his side. Hero and Hero Mentor can even engage in an ongoing conversation like two friends traveling together. Casual conversation only happens during quiet moments and down time, because one of the Hero Mentor's

lessons is for the hero-in-training to be focused, observant and careful at all times when on a mission or dealing with trouble. However, even during quiet moments, the Mentor is likely to speak only when spoken to. The Hero Mentor never wants his disciple to become too dependent on his advice and powers. The hero-in-training must learn to think and act on his own.

In a game context, the role of the Hero Mentor is played by the Game Master, and G.M.s should take great care in playing this role carefully and well.

The voice of the Hero Mentor can only be heard by the hero under his tutelage, and no known psionic power or magic spell can detect the presence of the Hero Mentor; it's all in the character's head. While that is the case, the G.M. does not need to keep his conversation with the player secret or done through the passing of a million notes. The other players should find the dialog between the two interesting, and good players can easily play their characters as if they haven't heard a word the *Hero Mentor* has said. If in the heat of the moment a player forgets that little fact, the G.M. should remind him that only the character under the Hero Mentor's tutelage has that bit of information or insight.

The information, observations, warnings and tips offered by the Hero Mentor work similar to the description under the *Insight of Heroes* under the book's description of powers. "Did you notice that? Look to your left." "Doesn't he seem nervous to you?" "That circle on the ground requires human sacrifice." "Don't trust her." "She's trying to seduce you." "Where would you hide if it were you? Think and be observant." And so on. However, the Hero Mentor's comments are likely to be a bit more educational and informative. (Think the commentary of burned spy, Michael Westen, in the TV show *Burn Notice*.) The tips and comments are always helpful, warn of danger, and point the character in the right direction, but seldom offer direct information and rarely tell him exactly what to do, unless it is part of an instructional lesson.

As with any teacher, the style and approach to being a mentor varies with each hero who takes the job. Game Masters should try to base their approach on the name, virtue and powers of the Hero Mentor. Many have a gentle, nurturing approach, others use humor, some are eggheads armed with science, methodology and facts, some use the trial and error approach to let the hero-in-training make mistakes and offer suggestions on how to fix them and avoid them next time, others point the way before the mistake is made, and some take a more gruff, drill sergeant approach. All are teachers with a heart of gold and good intentions. Most behave more like a concerned friend or big brother than a hardline taskmaster. G.M.s, think martial arts sensei from Chinese fables and films and go from there. Ultimately, the goal of the Hero Mentor (and Hero Avatar) is to make the character a better hero.

The key word in that last sentence is "hero." To be a better hero. It is not enough to be a warrior or good fighter, or fast, or wise, or powerful; these are all but aspects of a *hero*. To be a "better hero," by the standard of the Book of Heroes, one must find himself, be aware, care about people, find value in life, beauty and joy, and learn to love and care about other people – even if they are very different and alien from oneself. Being a hero is not about being the smartest, strongest, deadliest or most powerful. It's about empathy with others and the courage to do what's right.

Game Masters, remember, the book and its heroes nudge, encourage, inspire, help, and train, but never dictate, force or “make” a person do or become anything. All choices and decisions are left to each individual, the Hero Mentor (and Hero Avatar) simply tries to help the person find the right path, do the right thing, and learn how to be a noble hero. In many cases, that path has nothing to do with becoming a Hero of the Megaverse, but with finding the courage and strength to take a stand, do what’s right and be true to oneself.

- **Temporary Super Power is Granted:** The Hero Mentor can temporarily infuse his charge with ONE aspect of any super ability he, himself, possesses. This is a very limited power manifestation. For example, if the Hero Mentor has the power of **Heart of Stone**, his charge can not receive all the abilities that come with that ability, but may receive ONE aspect or element of them. This means the hero-in-training could be granted one of the following: *Climb Stone*, or *Create Stone Wall*, or *Create Stone Weapon*, or *Find Secret Compartments in Stone*, or *Identify Stone and Minerals*, or *Matter Expulsion: Stone*, or *Turn to Living Stone* or *Walk Through Walls*. Not all of them or even two of them. Likewise, the bonuses or skills that come with some super abilities are not enjoyed by the hero-in-training, though he could be granted ONE of them in place of an actual super ability. Similarly, if the Hero Mentor possesses psionic powers or spell casting abilities, he can only impart the player character with *one* psychic power or one spell and enough I.S.P. or P.P.E. to use it three times in a 24 hour period. Only if the player character has his own energy reserve and similar abilities, can he use his own I.S.P./P.P.E. to cast the power or spell more often.

Once the single element of a super ability is granted, it cannot be changed for 24 hours, and it is up to the Hero Mentor to extend it for another 24 hours or offer it again. The player character may request it, but it’s up to the Hero Mentor to provide it. A super ability is often granted to assist the hero-in-training on a quest or heroic mission, or to teach him a lesson, or require him to experience something new and think outside the box. Of course, two elements that are part of every lesson involving the use of a super ability are: with power comes responsibility, and there are always consequences, good or bad, to every action.

- **Temporary Skill is Granted:** Any skill possessed by the Hero Mentor can be made temporarily available to his student, whether the hero-in-training has possession of the Book of Heroes or not. Only one or two of the mentor’s skills can be given to the young hero at a time. A skill not known to the character functions at his experience level, not the mentor’s, but gets a +20% skill bonus. The duration of this knowledge is conditional, such as a training exercise, special mission or a crisis situation. When the mission is over or the crisis has passed, the skill knowledge is gone. Once forgotten, it is completely gone. Available skills are limited to only what is known by the Hero Mentor.
- **Training & Permanent Skills.** On a player character’s journey to becoming a hero empowered by the Book of Heroes, the Hero Mentor can teach him a few skills that last and are added the character’s permanent repertoire of skill knowledge.

Hand to Hand Combat: The Hero Mentor can teach his charge any Hand to Hand Combat skill that is equal to or lesser than his own. Thus, if the mentor knows Hand to Hand: Martial

Arts, he can teach his student Hand to Hand: Basic, Expert or Martial Arts. This takes weeks to months of actual, formal, physical exercise, training and practice to master. If the hero-in-training already has a Hand to Hand skill, the Hero Mentor may be able to improve it; e.g. Hand to Hand: Basic could be changed to Hand to Hand: Expert or Martial Arts. All *new* Hand to Hand Combat and other skills start at level one proficiency. An improved Hand to Hand Combat skill is equal to the character’s current level of experience, but only if he has mastered it.

W.P. Skills: The mentor can teach his charge as many as two new Ancient W.P.s and two Modern W.P.s. The Hero Mentor can only teach what he himself knows.

Other Skills: The mentor can teach his charge 1D4 non-combat skills, from Dancing to Philosophy, to Surveillance or piloting a vehicle, provided the Hero Mentor knows the skill himself. The mentor can only teach what he himself knows.

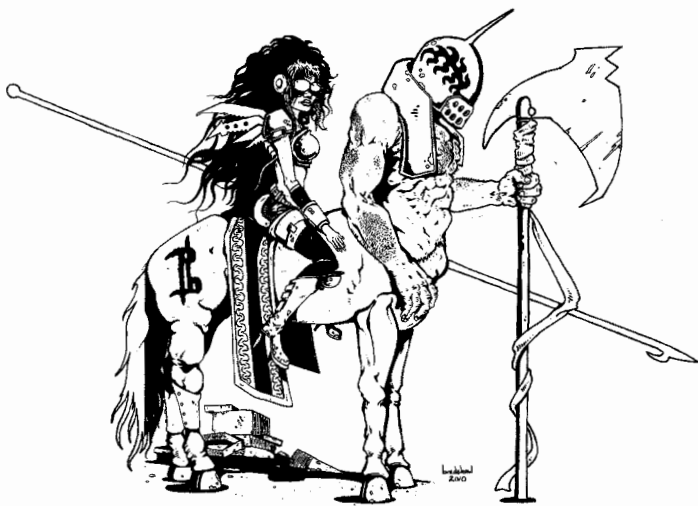
- **Use of the Book of Heroes.** A Hero Mentor can tell his charge how to access the powers of the *Book of Heroes* when in possession of the book. Such information is usually doled out on a “need to know basis” to prevent the young hero from becoming too dependent on the book.
- **The Birth of a Hero.** If the Hero Mentor/Book of Heroes believes the student reaches a point where they think he’d make a great new superhero, the character is offered the Gift of Heroic Power and is given super abilities. See the **Random Creation Tables** in the section entitled **Birth of a Hero**. The player may accept or decline this “gift” without repercussion, for the choice is entirely his to make and there is no wrong answer.

If the answer is no, the character gets the following permanent bonuses as a boon from his mentor and the book: Increase Hit Points or M.D.C. by 20%, +1 to M.A., +1 to Perception Rolls and +1 to save vs Horror Factor.

Hero Avatars

The Book of Heroes may be thought of not only as a “hero maker,” but as a sort of portal to heroes past. The essence of every hero named in the book is literally contained *within* the book. Any of these great heroes of the Megaverse may serve as a *Hero Mentor* or a *Hero Avatar*, or both. We’ve already discussed how a Hero Mentor works, and it is the most common form of interaction between mortals and the heroes within the magic book. However, there are times when the voice of a Hero Mentor takes physical form as a Hero Avatar to finish a worthy student’s training, or appears as a physical avatar in the first place. When this happens, the Hero Avatar functions very much in the same manner as the Hero Mentor, except he’s there, in person, like a personal trainer or knight come to train a worthy hero.

There are other times when a Hero Avatar takes physical form to help guide or inspire a group of heroes (the player group), or form a spearhead opposition force of would-be heroes to stand against the forces of evil. Just as the *Hero Mentor* inspires and aids an *individual hero*, the **Hero Avatar** often appears to inspire and help a *group*, organization of heroes, band of freedom fighters, or warriors. The avatar of the legendary hero NEVER takes center stage or a position of leadership, but rather a support role where he can encourage and help the members of the group to find the strength of will and perseverance to stand strong against



impossible odds. Like the mentor, he protects and defends the team members, offers words of advice and encouragement, and tries to inspire them to greatness. As a group mentor, the Hero Avatar takes an indirect hand and second seat to the young, living heroes with whom he associates, letting the living do the heavy lifting and helping out with words of wisdom, advice, suggestions, education, and words of encouragement. While that is the norm, when the forces of evil or chaos gather in great numbers or represent a tremendous danger, the avatars of heroes past may take a somewhat more direct hand and fight on behalf of the living.

Whatever the reason, to have a hero of legend suddenly standing in their midst is a surreal and miraculous experience that, in and of itself, instills the mortal heroes with a sense of confidence, purpose and destiny.

A Hero Avatar is a sort of magical construct created by the enchanted **Book of Heroes**. Just as many of the most powerful deities and Alien Intelligences can splinter their life essence to create a separate, seemingly living and independent representation of themselves to go into the world, and be in more than one place at a time, so can the Book of Heroes. These deific constructs are known as avatars and are living extensions of that deity.

Hero Avatars are similar, but different. They are not the splintered essence of any god, nor are they the living extension of the heroes. With a few rare exceptions, the Heroes of the Megaverse contained in the Book of Heroes died ages ago. Somehow, the Book of Heroes contains a fragment of each hero's life essence, and is able to use that fragment to create a new version of the hero as a Hero Avatar to inspire and help others long after his death. Each hero freely offered a part of his life essence for the Book of Heroes, so that even after death, they could, in a way, live on and continue to champion good and fight against the forces of evil and chaos.

Hero Avatars register as powerful magic, but even this aura or energy signature is different from a dragon or other creature of magic, and much more like that of a magic talisman or Rune Weapon. In this regard, the Hero Avatar might be thought of as a sort of magical android or doppelganger – a copy – based on a real hero who lived decades to thousands of years ago. The Book of Heroes is, in effect, imprinted with the life and knowledge of each hero listed inside of it, so in many ways the avatar *is* the hero, and in other ways, it is not.

Every time a Hero Avatar is created, the being knows exactly what his purpose is, what to do, and how to do it. Each brief

reappearance of the Hero Avatar becomes part of the hero's permanent memory and legacy. Thus, the Hero Avatar knows that when his purpose is served, he will die, as he has many, many times before.

Death of a Hero Avatar. There is no fear, regret or sorrow attached with death, for it is part of his destiny and job description. The Hero Avatar's death is always dramatic and deliberately staged to have a profound and lasting effect. Inevitably, the Hero Avatar's death serves more than one purpose. Thus, the avatar is likely to perish in battle against the forces of evil, while saving lives or holding off the forces of evil long enough for other new (and living) heroes to make the rescue or save the lives of many innocent people. The Hero Avatar's sacrifice serves the immediate need of saving one or many lives, but also serves to inspire and motivate other heroes to take up the cause or fight harder than ever. To that end, while the Hero Avatar's last actions are likely to have saved lives or prevented disaster, he is *not* the one to stop or destroy the source of evil. That is left for a hero of a new generation. A hero who should go on to right many wrongs, champion many causes and lead others.

When a Hero Avatar is destroyed, his entire body disappears as if he never existed. The moment just before his death, the Hero of the Megaverse often gives a nod to the hero or heroes he had been mentoring, offers up one last bit of advice or encouragement, or makes a statement that inspires others or becomes the battle cry for a generation of heroes to come. Such is the life, honor and fate of the Hero Avatar. Though the Heroic Avatars are not truly alive, they feel emotions and physical pain, so their death *is* deeply felt and very real to the hero. It also becomes part of the continuing legacy recorded in the *Book of Heroes*.

Just as Hero Avatars are not actually alive, they cannot truly die, and will be reborn to fight another day. However, with but a few exceptions, once destroyed, the avatar of that hero cannot be summoned as a physical Hero Avatar by anyone for 1D4 decades. The hero's name in the book turns from silver to black, indicating he has been slain, and invoking his name and spirit gets no result, nothing at all, for 2D6+2 days after his death. After that, the name of the slain Hero Avatar turns back to silver and the hero can again communicate via spoken words, whispers, and visions as a Hero Mentor only.

A Hero Avatar need not die. Though these essence fragments of heroes past often perish in dramatic fashion and with deliberate and purposeful intent, death is not inevitable or necessary. If the player group has a feeling the Hero Avatar's end is coming soon, they can send him back to the Book of Heroes before he sacrifices himself. This is done if all agree they no longer need his help, thank him for his wisdom and camaraderie, and insist he leave whatever lies ahead for them to deal with on their own. When this happens, the Hero Avatar bids them a gracious farewell, perhaps accompanied by a last bit of advice or a reminder, and he vanishes never to be seen again. As a result, he is immediately available to help another budding hero someplace else should he be needed.

Surprise reappearance. When a Hero Avatar leaves without dying, he cannot be called upon by the individual or group to whom he was a mentor. When a Hero Avatar (or Hero Mentor) ends the relationship (or is destroyed), the hero(es) he leaves behind is on his own. The Hero Avatar's words, friendship and lessons are his lasting mark on those he once befriended and served. The only exception is when the Hero Avatar is sent away by his

charge(s) before an upcoming confrontation, to prevent his destruction, but the Hero Avatar is not convinced they are ready to deal with it or move on without him. If this is the case, he may pretend to disappear, but secretly follow and observe them like a silent, ethereal Hero Mentor. When the climactic battle takes place he continues to be silent, watches and waits. Even if one to half the members of the group are captured, fall or are slain, the Hero Avatar may remain silent. However, if it is clear they are in way over their heads, that all are about to perish, or that evil is going to triumph, the Hero Avatar may elect to reappear to save the day, or at least rescue them or buy them time to make a retreat. This could result in the Hero Avatar's demise or not. If the Hero Avatar believes there is still much work to be done, he'll stay with them as companion and mentor for a while longer. If not, he may make this rescue or intervention his climactic death song.

Game Master Note: Creating a Hero Avatar

Game Masters, you will need to know who the player character's Hero Avatar is and what powers, skills and abilities he possesses. Roll this character up in the same way as you would the Hero Mentor, with a few exceptions.

Pick the name of the Hero Mentor. The player (or Game Master) should pick any name listed in this book as the character's Hero Mentor. Or he may choose any of the NPC Heroes of the Megaverse described in this book. When an NPC Hero Avatar is used, the character has all the powers described, but M.D.C., P.P.E., I.S.P. and experience level are *half* of what's in the description, because those were the character's abilities in life, which is not the same as an avatar.

A Hero Avatar may be any of the approximately 2,000 greatest heroes of the Megaverse listed in the Book of Heroes. The avatar may be one particular hero that resonated with one or several members of the player group, or a hero they wished would manifest while they were in the possession of the Book of Heroes. Note that once a Hero Avatar appears, the Book of Heroes is likely to vanish. That is not the case only if the book has a greater purpose/more work to do in that setting, or if the *player group* is to play a role in its plans (getting into someone else's hands, protecting it from the forces of evil that seek to possess it, and so on).

Once the name of (and other details about) the Hero Avatar is selected, it never changes. Typically there is only one Hero Avatar NPC per player group. G.M.s, use this Non-Player Character with discretion, care and to *YOUR advantage* in advancing the story and helping the player characters/group battle unspeakable evil and tyranny across the Megaverse.

NPC Hero Note: Any of the heroes named in the *Book of Heroes* may appear as a Hero Avatar or serve as a Hero Mentor. However, there are some heroes who anxiously wait to be called upon by the living and are quick to rush to their aid. These are the **Non-Player Character (NPC) heroes** described elsewhere in this book. They are not necessarily more powerful or important than any other of the heroes of the Megaverse memorialized in the Book of Heroes, they are just among some of the more famous ones, and are always ready to help other heroes in need or to fight for a good cause. Each is also famous for championing the underdog, fighting for seemingly lost causes, and defying impossible odds.

Alignment: Always Principled or Scrupulous.

Attributes: If not one of the NPC heroes, the G.M. needs to roll up or ascribe the eight attributes to the Hero Avatar. No attribute should be less than 10 and not all of them have to be outrageously high, but two attributes of choice get a bonus of +1D4+7.

Use the Random Tables in the Superhero Creation section to pick a name from the 2,000 listed, heroize it, and then roll on the tables that follow to build the Hero Avatar just as you would to make a superhero player character created by the Book of Heroes. These tables are fast and easy to use, and are designed to create *Hero Mentors* and *Hero Avatars*, as well as *player character superheroes* and Non-Player Characters (NPCs). The only difference is, as G.M. you *may* elect to pick the hero's powers, virtues, symbolism, weaknesses and other aspects of the Non-Player Character. HOWEVER, random rolls are fast, fun and often feel like the hand of fate is helping to create the character, so we recommend it. A hero Avatar should have at least two super abilities.

O.C.C. or R.C.C.: Even if the Hero Avatar is supremely powerful, he started out as an ordinary person and had an occupation and skills. Game Masters, you should probably pick one for the Hero Avatar, but to expedite his re-creation, just use the O.C.C./R.C.C. Skills and those provided by super abilities as his O.C.C./R.C.C. Related Skills in the creation process.

Experience Level: Hero Avatars are some of the greatest heroes of the Megaverse, and as a result, are quite experienced, but they are not gods. Some aren't even supremely powerful.

For quick determine of experience level, roll 1D6+6. Determine the hero's Hit Points and S.D.C. or M.D.C., P.P.E., I.S.P., skill proficiency levels, and other related variables (as applicable to the hero) *per experience level*. Make sure you add all bonuses from other tables and super abilities to bonuses, skills, etc. NPC Hero Avatars manifest at half the experience level they were in life. Adjust skills, bonuses, M.D.C./Hit Points, P.P.E., etc. accordingly.

Duration of Help: Here is a basic guideline, but ultimately it is up to the G.M. A Hero Avatar may help for a few (1D4+4) weeks, several (1D6+4) months or a year or so (2D6+8 months).

Lead by example and reputation. Other than serving as a mentor and supportive figure of the entire player group as a whole, the Hero Avatar is a powerful and experienced *superhero* who functions as a member of the players' team. As a Non-Player Character (NPC) played by the G.M., the hero should take a back seat to player characters and step in, like the proverbial cavalry, when they need his help most. Likewise, the Hero Avatar can be used as a foil to get the player characters to work as a team and to nudge them to action and toward adventure, especially when it involves doing what's right. Think of this heroic figure as a beloved big brother or a famous superstar most of the player characters should revere, respect and admire. They'll respect his opinion, listen to what he has to say, and should usually follow his lead.

Special Powers of the Hero Avatar

Two types of abilities are presented in this section. Powers of the Hero Avatar which can be used when needed or as often as desired, and those he can bestow to others.

The Hero Avatar can only bestow one special power to one person at a time. So if one character is given *Aura of Leader-*

ship, it cannot be given to someone else as well. These gifts are never given out with abandon, but carefully doled out when they are needed most or to help a potential hero find himself or lead others. Such powerful gifts are, as a rule, granted *before* entering into battle or undertaking a mission, and last until the battle or mission is over or the crisis has passed. Seldom are more than two people empowered with different abilities at the same time. **Note:** Each power granted to another person depletes the Hero Avatar of one of his own attacks/actions per melee round. Lost attacks do not recover until the temporary empowerment ends or the recipient is slain, whichever comes first.

Dimensional Travel (limited and conditional)

The Hero Avatar and those under his wing are able to follow through any dimensional portal opened by another being. If the portal has already closed, it reopens with a wave of the Hero Avatar's hand, but those going through the portal must hurry because it closes again in 1D4+6 seconds and those left behind will be unable to follow. If the portal is still open, the Hero Avatar can keep it open for 1D4+10 seconds longer. This includes magical dimensional spells like Mystic Portal and Open Rift, as well as random Rifts that open at a ley line nexus point.

Duration: 1D4+6 seconds when reopening a portal, 1D4+10 when keeping an opened one from closing.

P.P.E. Cost: 100 points.

Psionics: The Hero Avatar also has the following psychic powers whenever this ability is activated/used: Read Dimensional Portal, Sense Dimensional Anomaly, and Sense Time, without requiring the expenditure of I.S.P.

Note: This ability is exclusive to the Hero Avatar, and cannot be bestowed upon others.

Hero Avatar Bonuses

Regardless of the Hero Avatar's other powers, he is a Mega-Damage being, +1D4x100 P.P.E., +1 on Perception Rolls, +1 on all saving throws, and +1 attack per melee round. (If the character is still an S.D.C. being after super abilities are selected, convert his Hit Points and S.D.C. to M.D.C., double the result and add 100 M.D.C.)

Note: These bonuses belong to the Hero Avatar when he is in physical form. However, he can bestow them upon the hero-in-training under his charge (no one else), but when these bonuses are bestowed upon another, they are taken from the Hero Avatar, leaving him less powerful and more vulnerable. Bestowed Hero Avatar Bonuses last with a character until the immediate danger, battle or mission is over. They never become a permanent part of the character to whom they are bestowed, even if given to him on many occasions (which is unlikely to begin with).

Aura of Heroic Stature

The Hero Avatar can bestow the Aura of Heroic Stature upon the hero-in-training or a member of the group to which he is a mentor. This is not a gift handed out lightly, and it is only given to those the avatar believes can handle the responsibility.

The hero somehow seems to be larger than life and everything a hero should be: noble, strong, courageous, charismatic, and so on.

People are impressed and show the hero respect and high regard (see Awe & Horror Factor). However, if the character acts

the buffoon or in a rude, crude, cruel, arrogant, or superior manner, his heroic stature reverses, and people see him in an ill-light and lose respect for him.

Awe Factor: 2D4+10. Beings of good and selfish alignments see the character through idealistic eyes and uphold him with the utmost respect. When approached or spoken to by the character, they must roll to save vs Awe Factor or be temporarily stunned and lose one melee action or attack. Those impressed are quick to trust, honor and help the hero. They will confide secrets, express their honest feelings, doubts and fears, and treat the character and his teammates as honored guests. The more noble and heroic the character behaves, the more impressed and cooperative people are. Even Faerie Folk are not likely to mess with this noble character and will be helpful. Most people (those who don't personally know the hero and those with an M.E. of 13 or less) are submissive, intimidated, honest and do what's asked of them by this character.

Horror Factor: 2D4+11. Beings of evil alignments see this confident, noble character as a dangerous and imposing figure.

Lesser, evil supernatural beings, such as Lesser Demons, Devils, Sub-Demons, Witches and low level sorcerers (under 5th level) and lowly host and other minions must roll to save vs Horror Factor or be temporarily stunned and lose two melee attacks and are -2 on all combat rolls (initiative, strike, parry, dodge, etc.), including saving throws when they face this hero. Furthermore, these penalties last for a number of melee rounds equal to the hero's M.A. attribute number.

Greater, evil supernatural beings, such as Greater Demons, Devils, Reagents, Demon Lords and similar must roll to save vs Horror Factor but reduce the H.F. number by 20%, and a failed roll means only that the wicked monster is only temporarily stunned and loses one melee attack for one melee round when facing this hero.

Loss of Heroic Stature: If the character behaves in such a way as to lose his Heroic Stature (acts the clown/buffoon, lies, cheats, bullies, belittles, uses and/or mistreats or hurts women or children, engages in emotional or physical cruelty, and so on), his Heroic Stature turns into *Deplorable Stature*. When this happens, the Awe and Horror Factor are completely gone (reduce to zero), M.A. is effectively reduced by half, nobody respects him, and no good or respectable person wants to help or be around this cretin.

Lesser evil beings see the character as a lout and a weasel like them, perhaps even a laughing stock. Which means no fear or respect. No penalties when facing this "hero" and, in fact, the normal combat bonuses of the character with Deplorable Stature are reduced by half against all selfish or evil opponents. Worse, cruel, arrogant and evil beings will tend to target him before others, and seek to belittle and embarrass the character further.

Duration: These qualities and stature, good or bad, last until the present danger, battle or mission is over. If the Hero Avatar bestows this power on the same individual many times (six or more) and the character proves to be heroic and noble, and if the character is eventually made into a superhero by the Book of Heroes, this power and bonuses becomes one of his permanent abilities. However, should he ever lose his stature through foul actions, the penalties fall into place until he can redeem himself.

Aura of Inspiration

The Hero Avatar can bestow the Aura of Inspiration upon his young hero-in-training or a member of the group to which he is a mentor. This is not a gift handed out lightly, and it is only given to those he believes can handle the responsibility.

The hero bestowed with the Aura of Inspiration speaks with such passion and conviction that his words instill hope, raise morale and give people renewed optimism to press forward, face challenges and accomplish what others believe to be impossible. His inspirational words reduce feelings of anxiety, depression and fear, replacing them with a sense of purpose, confidence and excitement. People trust and believe in this hero to the point that they are willing to work hard, make sacrifices, change their lives and do what needs to be done despite the daunting task before them. When the hero speaks about doing what is right, standing up to evil, tyranny, and injustice, and/or standing united to fight for a good cause, all who want to believe in what he says are galvanized and inspired to take action.

The key here is they "believe in the hero" and turn to him for inspiration and hope. This means if it is discovered he has lied, does not believe his own words, does not share in the work and sacrifice, or does something to lose their faith, the people feel betrayed, lose hope and give up. They stop working, stop being positive, and give in to fear and despair. They are likely to reject the hero and never trust or believe in him again, unless he can somehow make amends and win back their faith in him.

If the hero loses their trust and hope, those who follow him see the previous bonuses (see below) turn into penalties; i.e. the +1 bonus on initiative becomes -1, the +2 bonus to save vs Horror Factor becomes -2, and so on. Without his inspiration the group becomes fearful, disorganized, and scattered. The worse the situation gets, the more despondent and unmotivated the people become.

Bonuses for All Who Follow: Inspired people stand united and motivated to do what's right, help others, defy evil, and fight for a good cause. The inspired masses, buoyed by bold and courageous leadership, feel they can accomplish anything, especially with our hero leading them. Such followers are +1 on initiative, +1 to parry and dodge, +2 to disarm and entangle, +10% on skill performance, +2 to save vs Horror Factor, +1 to save vs mind control, and fatigue at *half* the usual rate.

But without his inspiring leadership, they are frightened, disorganized and hesitant, and the bonuses above become penalties.

Bonuses to the One Bestowed with Aura of Inspiration: +8 to M.A. attribute whenever the inspiring leader gives a motivational speech or offers encouragement in a rousing and decisive manner; he exudes hope and resolve to accomplish something good and worthwhile. When he's part of a project he has endorsed and continues to champion, the inspiring figure evokes a sense of trust, belief and hope at 90%, causing people to follow his lead and work hard, plus the hero gets a bonus of +40% to the skills Anthropology, Barter, Find Contraband, Philosophy, and Public Speaking, provided the skill is known to him. If not, use the bonus number plus M.A. attribute number as his base for that skill while imbued with the Aura of Inspiration.

Combat Bonuses for the One Bestowed with Aura of Inspiration: In combat, the inspirational leader enjoys +6D6 M.D.C. (or +6D6+6 to Hit Points if an S.D.C. being), +2 to M.E. attribute, +1 on Perception Rolls, +1 on initiative, +2 to save vs mind con-

trol (all forms) and possession, and +10% to save vs coma and death.

Duration: These qualities and bonuses last until the present danger, battle or mission is over. If the Hero Avatar bestows this power on the same individual many times (six or more) and the character proves to be a competent and inspiring leader who cares about the welfare of his people, and if the character becomes a superhuman hero, this power and bonuses becomes one of his permanent abilities.

Aura of Leadership

The Hero Avatar can bestow the Aura of Leadership upon his young hero-in-training or any one member of a group to whom he is a mentor or traveling companion. This is not a gift handed out lightly. It is only given to those who he believes can handle the responsibility of commanding a group of people (other than the player group). The size of the group may vary by a wide measure, from a dozen to 100,000 or more.

The hero bestowed with the Aura of Leadership speaks with such confidence and conviction that his words have a profound impact on those who hear them. People trust him and believe in this hero to the point they will follow him into the jaws of Hell and back. The hero must use his motivational powers wisely or he may be leading his trusting followers to slaughter.

The key here is the people "trust and believe in the hero," and turn to him to lead them. If he does something inappropriate for a leader, exhibits fear or cowardice, loses their trust, or is taken down in battle (defeated, embarrassed, captured, or slain), there are very bad consequences.

If the leader goes down, those who follow him lose heart and the bonuses turn into penalties; i.e. the +2 bonus to strike becomes -2, the +5 bonus to save vs Horror Factor becomes -5, and so on. Without their heroic leader the group becomes fearful, unorganized, and scattered. The worse things get, the faster the people who once trusted the hero flee in terror or surrender to the enemy.

Bonuses for All Who Follow: Buoyed by bold and courageous leadership, the people who follow the hero are confident he shall lead them to victory and are +1 attack per melee round, +2 on initiative, +2 to strike, +1 to parry and dodge, +5 to save vs Horror Factor, and +1 to save vs magic and possession.

But without his strong leadership, they are frightened, disorganized and hesitant, and the bonuses above become penalties.

Bonuses to the One Bestowed with Aura of Leadership: +6 to M.A. attribute whenever the heroic leader takes command and speaks or leads in a decisive manner; he just exudes trust and confidence. When he goes into battle or faces the challenge he spoke about, the heroic leader, buoyed by the support of his followers, evokes trust 94%, intimidates evil and the enemy 90%, and is +40% to perform the skills Interrogation, Performance, and Public Speaking, provided the skill is known to the character. If not, use the bonus number plus M.A. attribute number as his base for that skill while imbued with the Aura of Leadership.

Combat Bonuses for the One Bestowed with Aura of Leadership: In combat, the heroic leader enjoys +1D6x10 M.D.C. (or +1D6x10+20 to Hit Points if an S.D.C. being), +1 attack per melee round, +1 to strike, parry and dodge, +2 to disarm, entangle, pull punch, and roll with impact, and impervious to Horror Factor. Also +2 on Perception Rolls involving combat, strategies, tactics and the welfare of his followers/troops.

Duration: These qualities and bonuses last until the present danger, battle or mission is over. If the Hero Avatar bestows this power on the same individual many times (six or more) and the character proves to be a competent leader who cares about the welfare of his troops, and if the character becomes a superhuman hero, this power and bonuses becomes one of his permanent abilities.

Identity Sharing also known as Two Become One

Identity Sharing merges the Hero Avatar with one specific player character. The avatar seems to vanish inside the other hero. Some have mis-characterized the power of Identity Sharing with being possessed. This is not the case. First, the Hero Avatar cannot merge with the person unless that individual is willing to allow it. Second, the Hero Avatar is an invisible *passenger*. Unlike possession, the Hero Avatar has no influence or control over the body of the person he inhabits. He does, however, see, hear, and feel everything the other person experiences. The Hero Avatar is simply along for the ride. Like the voice of the Hero Mentor, the avatar can and speak to his host without being heard or detected, and offers insight, suggestions, advice, warnings and helpful hints to the hero he now inhabits. This is a useful tool for a mentor, as well as for spying on the enemy. As is always the case, the presence of the Hero Avatar, while inhabiting another living humanoid, cannot be detected by any means, including psychic scans and magical forms of detection.

This ability is often reserved for a Hero Avatar that is a mentor to one specific player character. When this is the case, that person is the only one the Hero Avatar is able to merge with. However, a Hero Avatar who has come to help and inspire a *group* of heroes can merge with any of them, but only them. Even then, the Hero Avatar can not hop in and out of any group member and into another whenever he wants to. The participant must be willing to allow it, and the Identity Sharing can only be performed once per 24 hours. When the Hero Avatar exits the body of his disciple or comrade, he cannot merge with him or another person in the group until 24 hours have passed. Nor can he merge with several people simultaneously. However, once “two become one,” the Hero Avatar can remain merged as long as the host is happy with the arrangement. When that character wants the Hero Avatar out, the avatar must comply. Since the purpose of the two becoming one is to guide, train and observe, that’s what the Hero Avatar riding along does. In this instance, however, the hero-in-training can reap a few other benefits.

Bonuses: The presence of the Hero Avatar is like having a passenger in the car while you drive. Meaning he is free to look around, observe and offer his input and observations.

More than that, the presence of the avatar makes the character impervious to possession and +2 to save vs mind control and illusions. Should the person the Hero Avatar is inhabiting succumb to mind control or an illusion, the avatar is along for the ride and continues to experience everything that person goes through. However, if the Hero Avatar realizes his charge is being mind controlled or is under the influence of an illusion, he can try to reach the individual’s cognitive mind to snap him out of its influence. This gives the character a chance to save again (with the +2 bonus) every three melee rounds.

Once per 24 hours the Hero Avatar can also impart upon the person he is merged with, 5% of his own M.D.C. (they last until destroyed), as well as add a +15% bonus to save vs coma and death (in addition to the character’s own bonuses), and for *one melee round*, the hero-in-training can be infused with half of the Hero Avatar’s attacks per melee round in addition to his own!

Identity Swap

This ability is available only if the Hero Avatar has already established a relationship with the hero-in-training (player character) or a group of adventuring hero types. There must be a sense of trust, kinship, camaraderie and sense of purpose (shared goal, ideology, etc.) between the two.

Much like Identity Sharing, the two beings merge and become one. When the Hero Avatar is inside the modern hero he’s guiding, he has all the powers of Identity Sharing. However, when desired by the mortal hero, he can swap places with the Hero Avatar. Only the mortal hero (player character) can initiate the swap. When the swap happens, there is a flash of light, and the player character hero is replaced by the *Hero of the Megaverse* that is his mentor/guide. Now he (the player character) is the voice inside the Hero Avatar’s mind and the Hero Avatar is the physical body with all the power he has as a physical avatar. This can be a lot of fun for the player, because he is, in effect, playing two different heroes in the same body. As a training exercise, the Hero Avatar usually lets the mortal inside his head tell him what to do and how to handle a situation. The mentoring Hero Avatar may even ask his opinion aloud. “Should I kill him or show him mercy?” The Hero Avatar is not compelled to obey, nor is he manipulated like a puppet. If he doesn’t like the player character’s choice, he’ll say something like, “I don’t know, Matthew, I think that’s a bad idea,” and offer an alternative solution or other choice. If there is a strong disagreement, the mortal character can swap back into the physical world, putting his heroic mentor back inside his head to do what the avatar would not. The Hero Avatar may plead and appeal to the character’s better nature, but cannot force or stop him from doing as he chooses. A Hero Avatar always lets his disciple make the tough choices, even if it’s a bad one.

The player character’s choice may have a bad or dangerous consequence he will have to live with, but this is all part of the learning experience and tutelage through trial and error offered via the Book of Heroes. The Hero Avatar will try to mitigate collateral damage as best he can, especially to innocent bystanders, but it is the present day hero (player character) calling the shots who is truly responsible for whatever good or bad results.

Back to surface details: The flash of light that occurs whenever the two switch back and forth may be accompanied by the crackle of electricity or even a lightning bolt (no damage is inflicted), thunder or the sound of an explosion, smoke or dust, mist or ash, or some other dazzling display and sound effect. In short, a player or G.M. can customize the transformation as he or she desires. The swap from one being to the other is instant – less than one second – and a simple flash of light, a poof, and the transformation is complete. Where the player character once stood, stands “Hero of the Megaverse X,” with his full sense of identity and range of powers (and flaws and vulnerabilities).

Even when the Hero of the Megaverse appears to the world, the hero-in-training inside him (the player character) not only sees and hears everything the legendary figure does, but the shared experience is complete, right down to feeling the hero’s emo-

tions and physical pain. Fear, hate, anxiety, excitement, worry, the surge of adrenaline and all other emotions and sensations are shared by both characters. This includes the sense of power, restraint, and responsibility, along with the wind whipping through his hair, the heat of an energy blast, hunger, thirst, exhaustion, and pain (emotional and physical). All are felt by the Hero Avatar and the secret passenger inside of him as if he were experiencing it all himself. As it is with most aspects of the Book of Heroes, the experience is meant to be a tool to mentor young and would-be heroes, and it is an effective one.

If the Hero of Legend should die while swapped out, the individual with whom he has swapped places reappears in a flash. That individual will have felt the hero's death right down to his last thoughts, emotions, and physical pain. That having been said, the swapped back hero is otherwise unharmed. He has all his own Hit Points/M.D.C. and abilities, and is keenly aware of the hero's death, the immediate situation, and is himself emotionally likely to be charged and motivated to take action.

If the Hero Avatar perishes, he is GONE and no longer available as a mentor or ally. Nor can the living hero draw upon the powers and knowledge of that Hero of the Megaverse as he is no longer available to him. Mentor gone. Lesson over. Our hero (the player character) is on his own. With any luck, he is wiser and better for the experience. Furthermore, the slain Hero of the Megaverse is no longer available to ANY character associated with the surviving hero under his guidance. That means another player character in the group cannot call upon the slain Hero Avatar to serve as his mentor. That hero is off the table for years. The Book of Heroes and its avatars must never be taken lightly or for granted.

Note: The player character can NOT select a new Hero of the Megaverse to serve as a Hero Mentor or Hero Avatar to replace the one who has died. Death ends the relationship and damages the living character's connection to the book. However, he may use the Book of Heroes in other ways, and the book may still offer him the opportunity to become a superhero at a some point in the future, via a dream visitation.

One Power

The Hero Avatar may grant a person under his charge one of the powers he himself possesses (full range including sub-abilities), on a temporary basis as his own.

Limitation: The range, damage, and duration of the borrowed power is equal to sixth level experience, regardless of the experience level of the Hero Avatar or the character receiving the One Power.

Duration: Until the current crisis passes. The super ability lasts until the present danger, battle or mission is over, but may be granted as often as the Hero Avatar deems suitable. If the character is offered the opportunity to become a superhuman, he may pick this power as one of his abilities, should he desire it.

Power Boost

This bestowed gift increases the range, damage and/or duration of any one ability (super power, psionic power, natural/special ability or one specific magic spell) *already possessed* by the hero-in-training or an ally of the Hero Avatar. The Power Boost can also be used to boost an ability that has been provided by the Hero Avatar. In all cases, the boost increases the character's

power by 30% (increase damage, range, duration). Though Power Boost is most often given to one of the characters to whom the Hero Avatar is a mentor, he may bestow it upon *anybody*, including people not directly associated with his disciple or group, as well as selfish and evil aligned characters. In the case of the such selfish or evil beings, a Power Boost is bestowed only when the bad guy is trying to do something selfless, to help others, save innocent lives, stop a disaster or redeem himself.

Duration: The Power Boost lasts two minutes when used on a Principled character, one minute (4 melee rounds) when bestowed upon a Scrupulous character, and two melee rounds when given to a character of any other alignment.

Limitations: The Hero Avatar can only provide a Power Boost to the same individual twice in the same day (24 hours).

Superhero Creation

Being empowered by the Book of Heroes

Birth of a Hero

"To touch another life is one thing, to make a profound and positive difference in that life is quite another. To make such a difference in hundreds, thousands, even millions of lives – now that is rare even among the best of us."

– The Martian, a Hero of the Megaverse

Many will tell you the names listed in the Book of Heroes are those of Cosmo-Knights, immortals, angels, avatars of gods, and the gods themselves. That the heroes are among the most powerful, enlightened and exalted beings to ever tread the Megaverse. Perfect and flawless.

Those people are wrong.

Every name in the **Book of Heroes** comes from humble and even tortured beginnings. Most were mortal. Many were down-trodden or laughing stocks. Some were outcasts. Some even started out as roughnecks, rogues or villains. All faced challenges that tried their souls. Some were out of step with the world around them. Others were dreamers. Some would be classified as monsters, and at least one is a Deevil. Each and every hero, even the creatures who look less than heroic, are profoundly human. "Human" in the sense that each is flawed. All have their character foibles, temptations, blind spots, vulnerabilities and weaknesses. "Human" because despite their personal imperfections and weaknesses, they rose above them, faced hardship and challenges, never let go of their values or their humanity, and held onto their ideals. They loved and laughed, worried and feared, shed tears of sorrow and tears of joy, felt the sting of treachery and betrayal, and struggled with doing what was right and good, just as we



all do. They boiled in the heat of anger, bore witness to hatred and cruelty, and knew the tug of darkness upon their hearts bidding them to lash out in anger or vengeance. Each struggled with hard decisions, injustice, hatred, fear and more. Each stood at the precipice of darkness and considered stepping into the abyss. In the end, each hero found his path, did the right thing, and stepped into the light. All chose to stand against evil and injustice, and help others. For many, it was a choice that would cost them their lives.

Though flawed and human, these Heroes of the Megaverse strove to be as good as they could be. To stand up for others and to make whatever sacrifice was demanded of them. They stood for something more than themselves, and their words and actions reverberate across eternity because of it.

From the ordinary, greatness arises

“Many forget that a diamond starts as a lump of coal.”

– A Forge Scholar on the subject of the Book of Heroes

If there is a common theme among the 2,000 champions named in the Book of Heroes, it is that most come from ordinary and humble beginnings. Most were born into ordinary lives without the slightest hint of greatness or superhuman powers. They were another faceless cog in the wheels of civilization. Most were told *the eternal lie* that they were nothing special. As a result, many of these great heroes know firsthand, and all too well, the crushing weight of low expectations, disappointment, hopelessness, sorrow and suffering. Some struggled through poverty, some were tortured for their beliefs or the color of their skin, or for having

been born in the wrong place at the wrong time. Some were outcasts or rogues, and in some cases, they began life as miscreants, outlaws, and even hell-spawned nightmares.

Yet somehow, through it all, the Heroes of the Megaverse managed to either *keep* or *find* their humanity and goodness. Like the lump of coal that becomes a diamond, hardship forged the spirits of heroes and strengthened their souls. Rather than become hardened by hatred or blinded by vengeance, their souls burned with fires of justice, compassion and valor. Thus their hearts escaped becoming cold, dead stone, and turned into diamonds through which the light of hope, compassion and goodness shone with a radiance that cannot be contained, even by death. They live on inside the pages of the Book of Heroes, and continue to guide and empower generation after generation of new heroes, forged from the common and the ordinary, to bring courage and resolve to a universe in desperate need of heroes.

All the Heroes of the Megaverse contained in the Book of Heroes value justice and freedom, believe in the power of ideas and the sanctity of life, and embrace the virtues of compassion, tolerance and goodness. Each has the courage to speak out against inhumanity, take a stand against tyranny, and fight on behalf of those unable to fight for themselves. Perhaps most important, each hero feels empathy toward other sentient beings. They see through the barriers of race, economics, politics and belief. These heroes look deep into a person’s heart and find value in the lowliest of the low. They see to the core where we are all more similar than different. Moreover, the heroes understand what it is like to be an outcast, feared or hated. They share a kinship with all beings, everywhere, and fight for the fundamental rights of all people. Money, position, and power mean nothing to them, for these are but the trappings people like to drape themselves in, to distinguish themselves or feel more important.

And so it is, the new champions sought and empowered by the Book of Heroes are cut from the same cloth as the heroes whose stories fill its pages. It is the heart of the hero that matters and to which the book gives flight.

Hero Reborn

Transforming an existing character

The Book of Heroes is all about second chances, and can be used to *transform* and *recreate* an existing player character, provided it is something the **player** wants to do. The recreation of an existing character can be a way to breathe new life into a character the player has gotten tired of playing or would like to take in a new direction. The choice of a *redefining transformation* may even be an appropriate part of the story/champaign.

This decision should ALWAYS be the player’s choice to make. A player should never be corralled or forced into transforming one of his characters. The Book of Heroes NEVER manipulates people, but rather draws upon the individual’s inner feelings and supports and nurtures them. If the individual has a secret (or not so secret) desire to become a super being and has the heart of a true hero, the Book of Heroes (Game Master permitting) is happy to make that desire a reality. The hero candidate is likely to be accompanied by a Hero Mentor (voice, dreams and vision) or a Hero Avatar (physical hero), for a period of time before the transformation takes place, to make sure the would-be superhero is deserving and has the mettle to deal with the heavy responsibility. After the transformation, a Hero Mentor may become a Hero

Avatar, or a Hero Avatar may appear to help the Hero Reborn get off to a good start.

In game terms: One of the fun applications of the **Book of Heroes** is that a Game Master (G.M.) can use it to “reboot” or “reinvent” an *existing player character* and turn him into a *superhero*. Even selfish and evil characters can be “remade” into a mighty hero by the magic tome. All the character (and the player) needs is a *true desire* to give up his evil ways and start a new and noble life as a hero. This means accepting the *permanent changes* to the character, including an alignment of *Principled* or *Scrupulous*, and working to be heroic and good, and maintain that alignment.

If the alignment change is agreeable, then the player can use the following tables to reinvent his old character. Of course, the Game Master must agree to allow this, and has the right to limit the powers available and adjust the powers and the power level of the reborn super character. The player must be ready for many dramatic changes. So much so that, in the end, though the character has a history, he will be almost completely different.

The alignment of the Hero Reborn must be good, either Principled or Scrupulous. This is an absolute must. If the player wavers on this, the character should not be remade by the Book of Heroes. The character’s old way of life, outlook, habits, and past deeds may haunt him or tempt him to be less than noble, and the character may struggle with *being good* as well as being a *role model*. That’s good, because this is a role-playing game, and making the transition to noble hero will be a challenge for some characters and players. This can be a fun element of the game, and part of this “hero’s” story. The forces surrounding the Book of Heroes are all about *redemption* and *second chances*, so transforming a rogue or scoundrel into a hero is something it is happy to do, provided the individual is sincere in his desire for redemption. However, from a game context, the *Game Master*, as referee and the de facto conscience of the reformed and remade character, may need to pause the game and remind the player that his *heroic character* would not do X, Y or Z, and if he does there are likely to be ramifications.

There should always be *consequences* (good and bad) for the words and actions of every character, but for the Hero Reborn, one of those ramifications is a severe reduction of power. From time to time, even the best heroes may have a crisis of confidence or lose himself to emotion and make the wrong decision or act in anger or vengeance. Some even slip from their virtuous pedestal and lose their way for a period of months or years, only to rediscover themselves and make amends to regain their position as a great hero or build a lasting legacy. During that gray or dark period the character may be in a bad state of mind, but he retains his powers. For the Hero Reborn, it is a different story.

When a Heroes Reborn slips from a good alignment to a selfish or evil state of mind, the consequences are immediate and dramatic. If a Hero Reborn slides from a from good alignment to **Unprincipled** (selfish), his abilities are *reduced by half*— that includes M.D.C./Hit Points, available P.P.E. and I.S.P., the bonuses, damage, range, and duration of super abilities, magic spells and psionic powers, and Supernatural P.S. drops to Robot P.S.

If the alignments slips to **Anarchist**, the characters powers are reduced by 75%; adjust M.D.C./Hit Points, bonuses, damage, range, duration, etc., as described in the paragraph above, to only 25% of what they once were, and P.S. drops to Augmented.

If the alignment slips to any of the **evil** categories, the character *permanently loses* half his powers (super abilities, magic, psionics, etc.), the remaining powers are reduced by 75%; adjust M.D.C./Hit Points, P.P.E. and I.S.P., the bonuses, damage, range, duration, etc., as described early, to only 25% of what they once were, and P.S. drops within the human range (is not even Augmented, though the P.S. number may remain high).

A fallen Hero Reborn must restore his alignment to good (Scrupulous or Principled) before his remaining powers are restored to their prior level of potency (restore M.D.C./Hit Points, P.P.E., etc.). However, any abilities he *lost* by slipping to evil are gone forever. Repeat the process if he should fall again.

A fallen Hero Reborn who embraces evil or selfishness never regains his powers, and the few that remain are a fraction of what they once were (reduced by 75% as described above).

Note: A player character that starts out as a heroic superhuman inspired and empowered by the Book of Heroes does not suffer the same penalties or punishment as the Hero Reborn, and in fact, retains his powers at near full capacity. If the good hero slips to a selfish alignment, his powers are only diminished by 10%. If he slips to an evil alignment, his powers are reduced by only 20%.

Super Being Creation Tables Empowered by the Book of Heroes

As a true “crossover” sourcebook, Game Masters can use the Book of Heroes as a way to create and bring superheroes into any Palladium game setting from **Rifts®**, **Phase World®** and **Three Galaxies™** to the **Palladium Fantasy RPG®**, **Nightbane®**, **Splicers®** and all the rest. G.M.s should feel free to adjust the abilities and super beings created via the Book of Heroes as necessary to fit into their campaign setting and the player group, and is to ensure the character(s) are not overpowering or imbalancing.

The Creation Tables that follow can be used in a variety of ways for a variety of purposes.

A player with permission from his G.M. can use the Random Creation Tables to generate a **brand new** superhuman player character empowered by the Book of Heroes. We recommend such new player characters start at level one experience and let the player *grow* his character through role-playing. We also recommend random rolls to determine the character’s abilities, as it makes things more fun and random. However, if the G.M. allows it, the player may select two or three powers described under the 101 Super Abilities Table. Game Masters, if the player is going to “select” powers, we suggest he is only allowed two of them, but the choice is yours. The G.M. always has the right to limit the availability of super abilities as well as the right to reduce and otherwise alter and adjust the aspects of any power. Players should always get approval from their G.M. before introducing a new character into the game.

A player, with permission from his Game Master, can use the Random Creation Tables to recreate and turn an **existing character** into a new superhero, giving his character a new beginning and a different life. See the *Hero Reborn*, described previously.

Hero Avatars and Mentors. The tables that follow also enable Game Masters and players to use the *names listed* in this sourcebook as the *Heroes of the Megaverse* contained in the legendary Book of Heroes. These Non-Player Characters (NPCs) are the *Hero Mentors* and *Hero Avatars*, as well as the nameless voices that speak to characters through the magic book.

Other NPCs. A Game Master can use these tables to create superhuman Non-Player Characters for any purpose. When making an NPC, the G.M. may *roll* on the random tables or *select* the powers and other aspects of the NPC hero (or villain).

Anyone using these tables should find creating a super being fun, fast and easy.

Step One: Alignment

All heroes created by the Book of Heroes (as well as the Heroes of the Megaverse contained within it) are of good alignment. No exceptions.

- 01-50% Principled.
- 51-00% Scrupulous.

Step Two: Select a Race

We've found it best to leave this choice to the player character. Besides, this sourcebook is suitable for all Palladium world settings, and there is a vast range of different races from game setting to setting. For example, **Nightbane®** and **Heroes Unlimited™** are filled mainly with humans, while **Rifts®**, **Phase World®/Three Galaxies™** and **Palladium Fantasy RPG®** offer a wide range of different beings.

Step Three: Attributes

Roll for the eight attributes as per the specific race selected. Some super abilities *may* enhance certain attributes or provide additional bonuses to attributes and Hit Points/M.D.C. All bonuses are cumulative unless stated otherwise.

Step Four: Gender

We've found it best to let the player pick the sex of the character. For those who would prefer to make a random roll, here's the table.

- 01-60% Male.
- 61-00% Female.

Step Five: Age

This is another one of those character aspects that might be best left to the taste of the player. For those who would prefer to make a random roll, here's a table for *humans* and people of a similar life span. The age of long-lived beings may have to be adjusted. For example, an Elf with an average life span of 250-300 years could be 60 years old and look 25 by human standards. Adjust according to racial characteristics and life span.

- 01-10% 16-18 years old.
- 11-20% 19-21 years old.
- 21-30% 22-24 years old.
- 31-40% 25-27 years old.
- 41-50% 28-30 years old.
- 51-60% 31-35 years old.

- 61-70% 36-39 years old.
- 71-80% 40-44 years old.
- 81-90% 45-49 years old.
- 91-00% 50-60 years old.

Step Six: Physical Characteristics

Roll once on each of the following three tables, or pick the one desired.

Weight/Girth

Based on the human species.

- 01-15% Skinny.
- 16-40% Lean and athletic.
- 41-50% Built; muscular and chiseled.
- 51-80% Average.
- 81-90% A bit overweight.
- 91-00% Overweight.

Height

Based on the human species.

- 01-25% **Short:** Under 5 feet, 8 inches (1.73 m).
- 26-75% **Average:** 5 feet, 8 inches to 6 feet (1.73 to 1.8 m).
- 76-95% **Tall:** 6 feet, one inch to 6 feet, 6 inches (1.85 to 1.98 m).
- 96-00% **Very Tall:** 6 feet, 7 inches to 7 feet (2-2.1 m).

Birth Order

Based on the human species.

- 01-25% First Born.
- 26-50% Second.
- 51-75% Middle.
- 76-00% Last.

Step Seven: Skills & O.C.C.s

There are two ways to determine the skills and occupational background for a player character or NPC. For players who want a very complete and detailed character, go with Option One; for all others, I suggest Option Two. Option Two is ideal for *Quick Rolling* a character and for G.M.s when they need to create a *Hero Mentor* or *Hero Avatar*.

Option One: Full Character Development and O.C.C.

Each hero starts life as an ordinary person. That means he or she had an education, skills and an occupation. After all, the character is granted super abilities later in life. As a result, the player can roll up his character as usual, going through the normal creation steps right through the selection of an O.C.C. and skills. However, since he is super, select only *half* the usual allotted O.C.C. Related Skills and Secondary Skills. This is a long process, but creates a fully fleshed out character with a wide range of abilities.

Option Two: Quick Roll Skill Specialty Table. Rather than pick an O.C.C. the player rolls on the *Quick Roll Skill Specialty table*, below, to determine how many and from which skill categories to make selections. This is similar to a soldier's M.O.S. (Military Occupational Specialty), an area of specialized training. The character does not have a traditional O.C.C., but any number of occupations should fit his skill set. In this case, the character's occupation is likely to be a *civilian occupation* such as a comput-

er technician or truck driver, rather than a traditional adventurer O.C.C. Which is perfect for a superhero's secret identity.

Bonuses: The main set of skills selected under each category all get a +20% skill bonus, the rest get a +10% bonus.

The S.D.C. bonus listed with each area of specialty becomes M.D.C. if the character is a Mega-Damage being to begin with, or was turned into one when made into a super being by the Book of Heroes or by one of the super abilities. If a Hit Point/S.D.C. being, then the bonuses are S.D.C.

Hand to Hand Combat Random Determination: All "heroes" have a Hand to Hand Combat skill. Roll on the following table to determine which Hand to Hand Combat training is known to your hero.

01-45% Expert.

46-95% Martial Arts.

96-00% Assassin.

Quick Roll Skill Specialty Table: Roll percentile dice or if the Game Master allows it, pick one of the following areas of specialty. Each indicates how many skills to pick from a particular (main) skill category (this is the area of specialty), plus a few additional skill choices.

01-10% Communications: Select 1D4+3 skills from the Communications category, and 1D4 skills from the Technical or Piloting category, plus the character gets a bonus of +2D6+1 to physical S.D.C.

11-20% Domestic: Select 1D4+3 skills from the Domestic category, and 1D4+1 skills from the Technical or Piloting category, plus the character gets a bonus of +2D6+2 to physical S.D.C.

21-30% Engineer/Mechanic: Select 1D4 skills from the Electrical category and 1D4+2 skills from the Mechanical category, and two skills from the Technical or Piloting category, plus gets a bonus of +3D6+4 to physical S.D.C.

31-40% Espionage: Select 1D4+3 skills from the Espionage category, and 1D4+1 skills from the Rogue or Military category, plus gets a bonus of +3D6+6 to physical S.D.C.

41-50% Medical/Science: Select 1D4+3 skills from the Medical or Science skill category. If Medical was selected, the character also gets 1D4+1 Science skills. If Science was selected first, the character also gets 1D4+1 Medical skills. Plus two Technical skills or two Piloting skills, and a bonus of +3D6 to physical S.D.C.

51-60% Physical/Athlete: Select 1D4+2 skills from the Physical category, 1D4 skills from the Domestic or Wilderness category, and two Piloting or Technical skills, plus gets a bonus of +3D6+10 to physical S.D.C.

61-70% Piloting: Select 1D4+3 skills from the Pilot category, two Pilot Related skills, and 1D4 skills from the Communications or Technical category, plus gets a bonus of +3D6+2 to physical S.D.C.

71-80% Technical: Select 1D4+4 skills from the Technical category, and 1D4 skills from the Rogue or Medical category, plus gets a bonus of +3D6 to physical S.D.C.

81-90% Warrior/Soldier/Mercenary: Select 1D4+2 skills from the Military category, 1D4 W.P. Ancient, 1D4 W.P. Modern and two skills from the Communications or Wilderness category, plus gets a bonus of +3D6+12 to physical S.D.C.

91-00% Wilderness/Ranger/Scout: Select 1D4+3 skills from the Wilderness category, 1D4+1 skills from the Cowboy or Domestic category and one Horsemanship skill plus gets a bonus of +3D6+6 to physical S.D.C.

Step Eight: Heroic Symbolism

All heroes selected by the Book of Heroes are honest, compassionate and brave, but one particular virtue, power or aspect of the character stands out more than any other. Whatever it is the hero represents, it has a positive influence on the people around him, especially those who believe in the hero and support his efforts. Roll on this table to determine what that is. Roll percentile dice.

Note: The bonuses to those under the hero's protection or in his presence apply only to those who are inspired by the hero or share his sensibilities, not villains or his opponents.

01-03% Avenger/Retribution. The hero speaks for those who cannot speak for themselves, fights for those who cannot defend themselves, and avenges those who have fallen victim to evil. Those under the hero's protection or in his presence are +1 to strike, disarm and save vs magic.

04-05% Balance/Scales. The hero always tries to see the whole picture and all sides of a situation. Believes in fair play, justice and equality. Never jumps to conclusions. Always tries to seek a fair resolve. Those under his protection or in his presence are +1 on Perception Rolls and +1 to save vs illusions and mind control.

06-08% Bravery/Courage. The hero is able to face danger and overcome fear. Those under his protection or in his presence feel safe, more confident and brave themselves, and are +2 to save vs Horror Factor and +1 to save vs psionic attacks.

09-11% Charity/Kindness. The hero is a giver who is keenly aware of the concerns and needs of others. As such he does his best to help and protect other people or alleviate their troubles. Those under his protection or in his presence tend to pitch in to help each other and find contentment and joy in doing so. They are +1 on Perception Rolls, +2 to save vs disease, and fatigue 30% slower than normal.

12-14% Compassion. The hero has a strong sense of empathy with others, hates to see suffering and is quick to offer his help, as well as to show mercy. Cares about people, righting wrongs and helping the less fortunate, particularly underdogs and the downtrodden. Those good and caring people under his protection or in his presence fatigue at half the usual rate, heal twice as quickly and are +5% to save vs coma and death.

15-17% Destructive Power. This champion of justice is an avenger known as a righteous destroyer of evil and wickedness. Those under his protection or in his presence are +1 to strike and inflict 10% more damage when they battle evil, and are +1 to save vs Horror Factor and possession.

18-20% Duality. The hero believes the Megaverse is forever locked in a battle between good and evil, order and chaos, and that he fights on the side of goodness and order. However, he has a pragmatic outlook at these opposing forces and accepts that good and order must always be ready to stand against encroaching evil and chaos. He also represents the duality of the spiritual and the physical. As a result, those under the character's protection or in his presence are +4 to damage in combat, have 5% more S.D.C. (or M.D.C.), are impervious to the mind control and bite of vampires, and +1 to save vs all other forms of mind control.

21-23% Duty/Protector. The hero feels an obligation to battle evil and fight to protect the innocent, and never wavers from it. Those under his protection or in his presence feel safe, more

confident and brave themselves and are +1 to parry, dodge, and save vs Horror Factor.

24-26% Elemental: Air. A symbol of the element of air and wind, those under the hero's protection or in his presence run 20% faster, leap 20% farther and are resistant to cold (half damage).

27-29% Elemental: Earth. A symbol of the element of earth and strength, those under the hero's protection or in his presence are 20% stronger and can lift and carry 30% more than usual, +1 to save vs disease, and fatigue at half the usual rate.

30-32% Elemental: Fire/Rage and Unbridled Emotion and Passion. A symbol of the element of fire, the hero is passionate and feels deeply about things. He tends to speak his mind and is quick to take action. Those under his protection or in his presence are +1 on initiative and resistant to fire (half damage).

33-35% Elemental: Water. Fluid and flexible, yet cool, calm and collected even under duress. Those under the hero's protection or in his presence are +1 to save vs illusions and mind control, +2 to roll with impact and cannot drown.

36-38% Enlightenment. This hero has a broad, tolerant view of the world and is accepting of all people regardless of their race, beliefs or station. Those under the hero's protection or in his presence are +2 to save vs illusion and possession, and are +2 to save vs attacks by Entities.

39-41% Fortitude. The hero has strength of mind and spirit that enables him to endure pain and adversity with courage. Those under his protection or in the hero's presence are resistant to torture, on physical punishment and interrogation, inflicting a penalty of -50% such skills used against them. Likewise, those under his guidance are expected to refrain from such practices and suffer the same penalty should they try to physically punish others. Furthermore, those under the hero's protection or in his presence can endure 10% greater damage beyond their usual Hit Points/S.D.C. (or M.D.C.), fatigue at half the rate and suffer half the penalties from hunger and thirst.

42-44% Generosity. The hero is noble in mind and spirit, forgiving, kind and refrains from hatred and resentment. He is unselfish and giving of his time, lacks pettiness and is never cruel or condescending to others. Those under his protection or in his presence are inspired to react in kind and help others, and are +1 on initiative to help or rescue someone (not attack an opponent), +2 to parry an attack directed at someone else or to dodge in front of someone to take the attack meant for them (in which case the good Samaritan takes half damage).

45-47% Honesty/Integrity. Fortright, genuine, sincere and truthful, the hero always keeps his word, can be trusted with secrets, and hates deception and manipulation. Those under his protection or in the hero's presence are difficult to deceive, and those trying to do so are -50%. Likewise, those under his guidance are expected to be honest and sincere, and those who are not suffer the same penalty.

48-50% Humility. The humble and measured use of power, this hero seldom flies off the handle, never uses his powers unfairly nor ever thinks of himself as better than another person, including the most ordinary and mundane of people. To this hero, all intelligent life forms have value and worth, and should be treated as such. Those under his protection, or in his presence, feel a greater sense of empathy toward others, and are +1 to save vs magic and psionics that involve Charm, Domination, wealth, power and mind control.

51-53% Indomitable. The hero has great willpower and inner fortitude that makes him difficult to subdue or vanquish. Those under his protection or in his presence are impervious to possession and +2 to save vs all forms of mind control and Horror Factor.

54-56% Intelligence/Knowledge/Learning. An open and curious minded individual, the hero is imaginative, curious and open to new ideas. He has a deep appreciation for knowledge, science, learning and those involved in them. Those under his protection or in his presence are +1 on Perception Rolls and +10% on skill performance.

57-59% Joy. The hero is comfortable in his own skin, loves his work, and finds joy and beauty in everything from a sunset or rainbow to laughter, song, and the camaraderie of other people. He is good natured and enjoys fun and simple pleasures. Those under his protection or in his presence are +2 to save vs insanity and despair as well as +2 to save vs magic and psionic attacks that impose negative emotions and mind control. They are also able to find moments of peace and happiness even under difficult circumstances.

60-62% Justice/Fairness. The hero has a powerful sense of right and wrong, and is willing to stand up for it. Those under his protection or in the hero's presence are difficult to frighten, intimidate, seduce, or manipulate when they feel they are fighting for what's right, and those trying to do so suffer a penalty of -50%.

63-65% Love. The symbol of caring love, concern for the welfare and well being of others and seeing justice served. Tends to be paternal/maternal. Those under his protection or in his presence are +1 on Perception Rolls and +2 to save vs illusions and mind control.

66-68% Loyalty. This hero is faithful to his friends, ideals and values. He never betrays or abandons a friend nor breaks a promise. His word is his bond. Those under his protection or in his presence are inspired to work together and protect each other, +1 to disarm and parry, and +2 to save vs Horror Factor.

69-71% Mercy. The hero accepts all people as having significance and value. He is kind and compassionate even to his enemies, prisoners and all people regardless of their race or station in life. Those under his protection or in his presence are +5% on Medical and other skills that help or take care of others, and +2 to pull punch, disarm and entangle.

72-74% Optimism/Hope. The character has the infectious belief that good will always triumph over evil, and sees the world with a sense of wonder, adventure and hope. Those under his protection or in his presence are +1 on Perception Rolls and +1 on *all* saving throws!

75-77% Purity/Virtue. The ultimate Principled character, the hero is good and always tries to do the right thing and do good in every action. Never succumbs to greed, jealousy, and other dark emotions. Those under the character's protection or in his presence are +1 to save vs poison and +2 to *all* combat rolls (strike, parry, etc.) when opposing supernatural evil (demons, Deevils, etc.).

78-80% Resourcefulness. The hero thinks fast on his feet and those under his protection or in his presence are +1 on initiative, +1 to strike and disarm, and +5% to Technical skills.

81-83% Responsibility. The hero is a natural leader with a superior sense of accountability and a head for making decisions that serve the welfare of others. Those under his protection or in

his presence are accepting of his advice, take care of each other, are +1 to dodge and disarm, and are +5% on the performance of all Domestic and Medical skills.

84-86% Strength, Physical. The hero is a symbol of raw physical power, vitality and masculine strength. Those under his protection or in his presence fatigue at half the usual rate, can lift and carry 20% more than usual, and inflict +2 damage with physical attacks.

87-89% Strength of Character/Spirit. The hero is always true to himself, true to his word and highly respected by others. Those under his protection or in his presence are inspired to persevere and do what's right, +5% to all Communication skills and +1 to save vs psionic attacks.

90-92% Trickster. The hero is a playful instigator and prankster among friends, and enjoys figuring out puzzles and mysteries. He also delights in using his wits and cunning to trick, capture, undermine and destroy evildoers. Those under his protection or in his presence are +1 on Perception Rolls, +2 to save vs illusions, and are +5% on Jury-Rig and all Espionage and Rogue skills.

93-95% Valor. Bold and brave in the face of great danger. Those under his protection or in his presence are +1 on initiative, +1 to strike and parry, and +3 to save vs Horror Factor.

96-98% Willpower. The hero has great strength of mind and a powerful sense of purpose. Those under his protection or in his presence are inspired to take a stand and fight for what's right, and are +1 to initiative and +1 to save vs psionic attacks and possession.

99-00% Wisdom. The hero has sound judgement and is shrewd and practical. Those under his protection or in his presence are difficult to dupe or seduce (-50% penalty to skill rolls of those attempting to do so), and are +5% on the following skills: Appraise Goods, Barter, I.D. Undercover Agent, Law, Philosophy, Research, and Wilderness Survival.

Step Nine: Number of Super Abilities

Roll percentile dice to determine how many times to roll on the **101 Random Super Abilities Table**. Note that many of the abilities have two or more sub-powers or different capabilities within that power, and many also have *Bonuses* and *Bonus Skills*. Some also have limitations and weaknesses associated with them.

01-30% Two powers.

31-70% Three powers.

71-00% Four powers.

In the alternative, the G.M. may allow players to select abilities, but we don't recommend this. If the Game Master allows players to select super abilities, they should always be subject to G.M. approval, the G.M. may want to limit the number of selected super abilities to one or two, and the G.M. reserves the right to reject or modify the player's selections.

Note: These powers are intended for ordinary people who become superhuman, they are NOT to be heaped upon someone who is already "super." Thus, a character who is already a super being or a Cosmo-Knight, or similarly powerful being, is not a candidate for empowerment by the Book of Heroes. However, they may be mentored to be a better hero, to use their abilities wisely, and to perform good deeds.

A Sense of Destiny. Whether the character is a hero reborn or a brand spanking, new hero, he feels a sense of purpose and destiny. The hero feels this is the right path for him – his destiny. Once the choice is made, most heroes never waver from it and

live the rest of their lives with the abilities granted to them by the Book of Heroes.

Once the character has truly made up his mind, the powers acquired are permanent. Whether they become a blessing or a curse, they remain until the day the character dies.

Step Ten: Determine Super Abilities & Vulnerability

Roll on the 101 Random Super Abilities Table the number of times indicated in Step Nine to determine the character's range of super abilities.



Hero Vulnerability Table

Even the best and brightest heroes have a weakness or vulnerability. Roll once on this table to determine your hero's vulnerability.

01-10% Gambling: The character likes to gamble, and spends 1D6x10% of his money on the vice. He rarely wins, but enjoys it nonetheless. This also affects him as a hero, because he's willing to play the odds, bluff and take dangerous risks. While some see this as daring, his penchant for taking chances and willingness to

risk everything sometimes put the hero, his teammates or innocent people at a higher level of danger as well as undermine the carefully laid plans of others. On the other hand, sometimes his bluffing and risks save the day or end trouble more quickly.

11-20% Love of family. The character has a soft spot for families, mothers and children. Seeing a child, mother, grandmother, pregnant woman, teenager or an obvious father figure being threatened, held hostage, beaten, abused, killed or prepared for human sacrifice makes this hero's blood boil and compels him to take action. Unfortunately, his judgement is impaired by his emotions, causing him to take foolish risks and act before considering all his options or thinking everything through; -5 on Perception Rolls and -10% on skill performance.

21-30% Psionic Attacks. The hero has no bonus to save vs psionic attack, unmodified die rolls only.

31-40% Magic Weapons. Magic weapons and artifacts inflict double damage.

41-50% Magic Spells, Ceremonies, Wards, Circles and Potions. The hero has no bonus to save vs magic, unmodified die rolls only.

51-55% Cold. Cold/ice based attacks inflict double damage and penalties.

56-60% Heat and Fire. Heat/fire based attacks inflict double damage.

61-65% Sonic Attacks. Sonic and sound based attacks inflict double damage, and penalties last 50% longer.

66-70% Rare Substance. Weakened by a particular, uncommon substance such as gold, platinum, palladium, uranium, jade, alien material, etc. Having the substance placed on his body (a chain/necklace, bracelet, handcuffs, etc.) or being within 12 feet (3.6 m) of it, reduces all of the hero's powers and abilities by half, including his physical attributes (P.S., Spd, etc.) and M.D.C./S.D.C.

71-75% Publicity/Fame. The character wants to be famous so badly that he takes foolish chances and dangerous risks to win the favor of the media and public, especially when the cameras are rolling, the media is present, or large crowds are gathered. The corresponding stress, anxiety and nerves to prove himself inflicts a penalty of -10% on skill performance (all), -2 on initiative and Perception Rolls, and -1 on all combat maneuvers (strike, parry, dodge, etc.), and -10% on skill performance whenever anyone is watching.

76-80% Opposite Sex. The character is a sucker for attractive (P.B. 15 and higher) members of the opposite sex, and is likely to believe, trust and be duped by such individuals. When dealing with this hero, attractive members of the opposite sex get a +20% bonus to such skills as *Undercover Ops*, *Seduction*, *Performance*, *Palming*, *Interrogation*, *Gambling*, *Concealment*, *Begging*, etc. Furthermore, the hero's bonuses on initiative and Perception Rolls are half when dealing with attractive people, and he tends to pull his punches when in battle with one (-2 on all combat bonuses) without even realizing it! **Note:** This doesn't have to be based on sexual attraction, it could be women who remind the character of his ex-girlfriend, mother, or Aunt Betsy, or men who remind him of his father, and children who remind him of his little brother or sister who died when they were kids, and so on.

81-85% Alcohol and Drugs. The character has an addictive personality and weakness for booze and drugs. When "buzzed" the hero thinks he is actually sharper and better in everything he does. Consequently, he likes to get high especially before an ad-

venture or battle. In reality, the character is off his game: Reduce Spd by 10%, M.A. by 30%, and Perception Roll bonuses by half (round down). He is also -1 attack per melee round, -2 on all combat rolls (strike, parry, etc.) and -10% on the performance of all skills. When drunk or totally high/wasted, triple all penalties.

86-95% Psychological Weakness. The character believes a particular color, monster, location or thing brings him "bad luck" or is his "weakness." (Roll on the Phobia table found in **Rifts@ Ultimate Edition** for a large range of possibilities, or let the Game Master assign one.) When exposed to it (being at or near it - within 100 feet/30.5 m), the corresponding anxiety and mental block reduces the character's powers (damage, duration, etc.) by 10% and inflicts a penalty of -15% on skill performance (all), -1 attack per melee round, -3 on initiative and Perception Rolls, and -2 on all saving throws.

96-00% The Supernatural. The hero is vulnerable to supernatural beings and their attacks (natural abilities, magic, psionics, etc.). As a result, the hero suffers the following penalties when he battles them: *his* powers and attacks do half damage against them and he is -2 on initiative, -2 attacks per melee when battling them and is -2 to save against their attacks against him (i.e., -2 to parry, dodge, save vs magic, save vs psionics, save vs possession/mind control).

Super Being Experience Table

For characters that are reborn or have a fully fleshed out O.C.C. or R.C.C., use the table that follows, but they must earn an additional 5% experience points to make each additional level.

For a newly created super being made using the Quick Roll Specialty Skill Tables and starting at level one, use the experience table below, as is.

Super Being Experience Table

1	0,000 - 2,050
2	2,051 - 4,100
3	4,101 - 8,250
4	8,251 - 16,500
5	16,501 - 24,600
6	24,601 - 34,700
7	34,701 - 49,800
8	49,801 - 70,900
9	70,901 - 96,000
10	96,001 - 132,100
11	132,101 - 184,200
12	184,201 - 236,300
13	236,301 - 288,400
14	288,401 - 350,500
15	350,501 - 420,600

Hero Avatar or Mentor's Level of Experience

The experience level of NPC Hero Avatars and Mentors is half of what it was when the heroes were alive or at the peak of their careers.

Roll 1D6+6 to determine the experience level of the Avatar or Mentor that springs from the pages of the Book of Magic. This is the reduced level of experience for that character. NPCs described later in this book will indicate what their level is when they appear before people. Of course, all powers, magic and psionics are affected by the experience level of the heroic being.

Creating a Hero Mentor or Hero Avatar

To create a Hero Mentor or Hero Avatar NPC, follow Steps 1-10 as described above. The only difference is selecting a name from the 2,000 listed and turning it into a more heroic sounding name. Personally, I would recommend selecting and heroizing the name before going through Steps 1-10. A name is part of the character and will influence the proper feel and destiny of the hero. Silly? Maybe, but I think not. Especially if the G.M. is going to select skills and powers rather than make a random roll, because the name is likely to suggest certain abilities and inclinations for the character.

Selecting a Hero's Name

The fabled Book of Heroes contains the names of approximately 2,000 Heroes of the Megaverse. Those names are listed in alphabetical order at the back of this sourcebook. Each represents a Hero of Legend – a *Hero of the Megaverse*. Each name holds power and is a symbol of virtue. When a living hero or yet unrealized hero – your player character – makes a connection to a Hero of the Megaverse, it gives him a link to that legendary hero's knowledge and power. Knowledge and abilities the player character can call upon and use as his own, at least on a temporary basis.

The following tables enable players (and Game Masters) to use the names of the heroes listed in this book to create random *Heroes of the Megaverse* and their powers and abilities, as well as creating their own superheroes. It is a quick process.

Roll percentile dice to determine the alphabetical range from which you should select your "hero's" name. Don't over think it, just scan the list and select the first one that appeals to you.

- 01-10% Make selection from names beginning with A-C.
- 11-20% Make selection from names beginning with D-E.
- 21-30% Make selection from names beginning with F-G.
- 31-40% Make selection from names beginning with H-I.
- 41-50% Make selection from names beginning with J-K.
- 51-60% Make selection from names beginning with L-M.
- 61-70% Make selection from names beginning with N-Q.
- 71-80% Make selection from names beginning with R-S.
- 81-90% Make selection from names beginning with T-U.
- 91-00% Make selection from names beginning with V-Z.

Heroizing the Name

Every super-hero or hero of legend has his given name (*Peter Parker* or *Clark Kent*, for example) and his heroic name (*Spider-Man* and *Superman*, respectively, to use two examples from the pages of comic books). First, choose the name of a hero from a particular range of the alphabet. You might consider this the character's "true name" or "family name."

Next you need to determine his *heroic name*. The famous name of his heroic alter ego by which the Hero of the Megaverse is most commonly known. This can be fast, fun and easy. By the way, you can use this same process with your own name or the names of your players and friends.

One way to turn an ordinary person's *regular name* into the name of his famous *heroic persona* is to take part of the *last name*

and play with the sound until some cool and heroic, or alien and exotic, name is woven from it. Sometimes just taking part of the name sounds good, or combining parts of the first and last name works. Other times, word or sound association works well to find a similar sounding word that resembles the name or is inspired by the first and/or last name.

Additional words and meaning. One may also tack on an additional word or two to make the "heroic" name. Use additional words to add to the name and make it sound super-heroic. Adding a suffix-like word such as avenger, bringer, champion, cosmic, defiler, destroyer, fighter, fist, hammer, justice, justifier, knight, lord, man, might, rocket, striker, traveler, a number designation, etc., can make a name sound more heroic, powerful or threatening. A prefix like cosmic, mega, mighty, space, super or star can work nicely, and so can a rank such as Captain or Commander.

An odd or alien sounding name/word could also be a heroic name that, when translated, means valor, justice, freedom, power, truth and so on in an alien language.

Have fun with determining your hero's more famous and heroic identity.

Below are some random examples as a guideline. Most are selected from the names of the winners of the 2006 contest to see their *name* used as a fully fleshed out character/hero in a Palladium publication. Using their names in these examples does not satisfy that qualification, it's just a little extra fun, I hope, for you and them.

Rodger Gamblin could become The Gam, The Gambler, Game Changer, G'bln, Goblin, Goblin Knight, or Space Goblin. Using the first name only, one could come up with the Dodger, Comet Dodger, Rod of Justice or Rod of Might.

Joseph Quigley could become The Quig, The Key, Glee, Gleamer, Gleaming Fist, Ley Line Master or Quasar. Combining elements of the first and last name brings to mind possibilities like Qui-Jo, Qui-Seph, The Seph, or Sephlee. Using a prefix one could have Star Quig or Star Key.

Philip Reeves could become The Reeve or Reez, or Eve of Destruction. Combining the first and last name conjures up Free, Freeman, Freedom Fighter, Freedom Flyer or Freedom Bringer.

James Renger could become The Renger, or just Renger, or Renger Nine, or the Avenger, Jade Avenger, Renegade, Render, Jen, Jager or even Dagger. Using a prefix word, one could come up with Star Render, Super-Avenger and similar. **Note:** You notice one of the options I used was the entire last name. In this case, I thought "Renger" had a nice sound to it and could be an alien name or word.

Sion Soleymani could become Soul, Soul-Man, Soul Freer, Soul Healer, Solomon, Sol or Solar. Using the first name the hero could be the Sion, or Sion of Light, Sion of Justice, Sion of Doom, and so on.

Phillip Wehrheim could become the Wehr, the Werebeast, Where Traveler, Nowhere Man, Wehrheim the Builder, Filheim the Brave, or Star Heim or even Super-Phil.

Get the idea?

Of course, you can just *make up* something entirely different from the person's actual name, but it's fun to craft a name from a real person's name listed in this book. Besides, it pays homage to one of the *true heroes* (and fellow gamers) who helped Palladium survive the Crisis of Treachery. All these people are heroes in my book – no pun intended. – *Kevin Siembieda*.

101 Random Super Abilities

Roll on this table one or more times to determine the special power (or several powers) of a re-created hero, new born hero, or a *Hero of the Megaverse* listed in the Book of Heroes. If instructions require more than one roll on this table, roll as many times as required. If the same power is rolled, ignore it and roll again.

Alter Physical Structure, see “Heart of” powers and “Shape Shifter” powers.

M.D.C. to S.D.C. Conversions: To make life simple and easy, covert M.D. and M.D.C. – point for point – to S.D.C./Hit Points, unless stated otherwise in the description.

Recovery of Temporarily Lost P.E. Attribute Points: The use of some powers temporarily wear the character down, diminishing one of his attributes, typically Physical Endurance (P.E.). One P.E. point is recovered per hour of sleep or rest, two points per hour via meditation. Unless stated otherwise, this recovery rate also applies to any other attribute that is temporarily diminished from using a super ability. Make sure the player adjusts attribute bonuses as his P.E. (or other) attribute is diminished. In the case of reduced P.E. the character may fatigue more quickly, saving throws vs magic, disease, and other things may be reduced, and a low P.E. may affect the duration of some other abilities or the character’s survival.

When P.E. is reduced to only four or five points remaining, the character feels exhausted and weak. He cannot draw on any more P.E. points, and sees his number of attacks per melee, combat bonuses and Spd reduced by half, and skills are performed at -15%.

Shape Shifter, Animal, see Animal Metamorphosis.

Shape Shifter, Demon, see Demonic Transformation.

01% Animal Powers

The hero remains and looks completely normal for his species, but possesses the powers and abilities of one particular type of animal (lion, tiger, wolf, dog, hawk, horse, rat, etc.). Furthermore, the character has an affinity with his animal type and they accept him as one of their own. He can’t command them, but predators, birds and herd animals may attack humanoids and predatory invaders that threaten one of their own (i.e. the animal player character).

Note: See the **Palladium Book of Monsters and Animals™** for a comprehensive list of animals, or **Rifts® Spirit West™** for a fairly comprehensive list of Totem Animals and the powers and bonuses they bestow. Meanwhile **Heroes Unlimited™, Second Edition**, offers a fair list of animal powers starting on page 251 under Animal Abilities, and the **After the Bomb® RPG** is all about mutant animals and their powers. Any of these Palladium titles can be easily adapted to a character who possesses Animal Powers.

Animal Bonuses & Abilities as a Basic and General Rule of Thumb:

Amphibious (Frogs, Toads, Turtles, etc.): Swimming 82% +1% per level of experience, can hold breath for one minute per P.E. attribute point, double Spd when swimming, can see under-

water even in murky water, nightvision 500 feet (152 m), leap one foot (0.3 m) high and across per P.P. attribute point and +2 to dodge (double underwater).

Birds (excluding birds of prey): +1 on initiative, +3 on Perception Rolls, can see 180 degrees, +1 attack per melee round, +1 to parry, +3 to dodge and roll with impact, and +2D6 to S.D.C. or M.D.C., plus the character can fly, glide and hover (whether he has physical wings or not) one mph (1.6 km) per P.P. attribute point up to an altitude of 30,000 feet (9,144 m).

Fish: Swimming 98%, can breathe underwater and survive at a depth of up to two miles (3.2 km; unlimited if a shark or squid), plus the following bonuses when in or underwater or out of the water for less than five minutes: Spd attribute number x10 when swimming, can see underwater even in murky water, nightvision 1,000 feet (305 m), +6 to P.S. and is equal to Robot P.S. unless the character already has greater P.S., +1 attack per melee, +1 on initiative, +1 to strike and parry, +2 to dodge and pull punch.

Herd/Running Animals (gazelle, horse, buffalo, elephant, rhino, etc.): +1D4 to P.S. and P.E. attributes, +22 to Spd attribute, +1D6x10+12 to S.D.C. or M.D.C., +1 on initiative and +3 to dodge. Automatically gets the Dowsing, Herding, Identify Plants & Fruits, and Land Navigation skills at 78% +1% per level of experience and the character can ride any type of herd or riding animal whether tamed or wild.

Predatory Canines: +2 to P.S. and +1D6+6 to Spd attributes, +1 on initiative, +2 on Perception Rolls, +1 attack per melee round, +1 to strike, parry, and dodge, +2 to pull punch, and roll with impact, and +4D6 to S.D.C. or M.D.C. Automatically gets the Hunting and Tracking (people and animals) skills at 80% +1% per level of experience.

Predatory Felines: +4 to P.S. and +2 to P.P. and P.E. attributes, +2 on initiative, +1 on Perception Rolls, +2 attacks per melee round, +1 to strike, +2 to parry and dodge, +3 to pull punch, +4 to roll with impact, and +5D6 to S.D.C. or M.D.C. Automatically gets the Climbing, Gymnastics and Prowl skills at 84% +1% per level of experience.

Predatory Reptiles and Birds: +1 on initiative, +1 attack per melee round, +1 to strike and dodge, +1D6 additional damage on power punch, +2 to roll with impact, and +3D6 to S.D.C. or M.D.C. Automatically gets the Acrobatics and Land Navigation skills at 80% +1% per level of experience.

Rodents, Nocturnal and Shy Creatures: +1 attack/action per melee round, +2 to dodge and roll with impact, and +2D6 to S.D.C. or M.D.C. Automatically gets the Climbing, Escape Artist, Gymnastics and Prowl skills at 70% +1% per level of experience.

02% Animal Metamorphosis

The character can turn into *any type* of animal larger than a fly. In animal form, the character has only the power of speech, his intellect and the powers of that specific animal. Thus, if he’s a sparrow, the hero is small, can fly, has 180 degree vision, and other traits of that animal. If an elephant, he is huge, has the equivalent of Robotic Strength, can run 30 mph (48 km), has a prehensile trunk, and so on. The animal metamorphosis has many advantages. Not just the creature’s natural abilities, but the fact that it can make a fantastic disguise that nobody expects; no one is likely to pay much attention to a common animal like a horsefly, mouse, squirrel or sparrow, or suspect the creature is spying

on them or tailing them. Likewise, a small animal can squeeze into places a humanoid cannot, and an animal predator is likely to have considerable shock value and Horror Factor to scare people, especially ordinary people, away.

While in animal form, the hero can use any of his other super-abilities or powers, but they are at half their usual potency; reduce damage, range, duration, etc., by 50%. Although the hero can speak in animal form, he must turn back into his natural humanoid form to cast magic spells, operate most machines or use a weapon. However, most psionic abilities can be used as usual while in animal form. **Note:** The hero cannot turn into alien humanoids, supernatural monsters (Worms of Taut, Flying Horror, etc.) or creatures of magic (i.e. sphinx, dragon, etc.), only mortal creatures. **G.M. Note:** Space limitations prevent us from listing a wide range of animals and their abilities. Use common sense and resources such as the **Palladium Book® of Monsters and Animals™**, **Heroes Unlimited™**, **Rifts Spirit West™** and other Palladium sources, as well as real world reference books on animals.



03% Animal Transformation (Partial & Complete)

A sort of were-beast, the hero transforms into one particular type of *predatory* creature such as a lion, tiger, panther, wolf, coyote, canine, bear, Komodo dragon, alligator, shark, eagle, hawk, bat (most are insectivores that prey on insects), and so on. (Most predators are suitable choices, and predator/scavengers such as jackals, dogs, hyenas, badgers, weasels, etc., are accept-

able in this category by me, Kevin Siembieda, and I recommend other G.M.s allow them too.) The player needs to pick a specific animal and once selected, that is the animal his character *always* turns into.

Partial transformation is a *humanoid version* of the beast like the Wolfman. This half-man, half-animal form allows speech and intelligent human thought along with a humanoid shape and fighting capabilities (can carry and use weapons, operate machines, etc.) with animal instincts and many of the animal's abilities (a were-hawk may not have full wings to fly, but may glide for example, while a wolf-man may run fast but not at the speed of an actual wolf.)

In humanoid-animal form, the character has the equivalent of Supernatural Strength, Spd attribute is increased 50%, and he has most of the animal's natural powers and abilities, but also retains his human intellect, skills, emotions and ability to speak. He can also use any of his other super-abilities or cast magic but at half their usual potency; reduce damage, range, duration, etc., by half.

Complete animal transformation sees the character turn into a 25-50% larger version of the actual animal, like a true wolf that runs on all fours or a hawk that flies. Except for the larger size and more intelligent glint in the eyes, an observer can't tell the hero from an ordinary animal.

In full animal form, the character has the equivalent of Supernatural Strength, Spd attribute is tripled, leaping distance is doubled, +1 attack per melee, +1 on initiative, +1 to strike and dodge, and has *all* the powers and abilities of the animal. He retains a portion of his human intellect, but *animal instinct, blood lust and savagery* are now a powerful influence that may, at times, override logic, reason and restraint. The character can speak, but does so in a guttural animalistic voice and in simple, broken sentences. Human skills are performed at half the character's usual ability and emotions are raw, visceral and on the surface. In full animal form the hero can **NOT** use any of his other super-abilities or powers, use psionics, cast magic, use handheld weapons or devices, or operate machines.

04% Bestial Fury

Not all Heroes of the Megaverse are attractive or angelic. Many look quite ordinary, usual and even monstrous. Hence there are some super abilities, like this one, in which the character's ability gives him a monstrous appearance.

To use this power, a *Doctor Jekyll and Mr. Hyde-like transformation* takes place in which the attractive hero turns into someone who looks completely different and monstrous. The exact look varies from individual to individual, but the transformation is always something that looks less than human. One common transformation is a devolved, neanderthal or animal and savage looking appearance with a long, wild mane of hair, fur or lots of hair covering the body, or skin becoming reptilian with glistening scales, the eyes become round or feline, teeth are sharp and/or have large fangs, and the face and body share other animal features. Another type of monstrous appearance is demonic features such as bronze, red or other unusual skin color, blank or odd colored eyes, horns, clawed or oversized hands and feet, spikes and spines along the arm, shoulders, head or spine, and so on. The character *may* even increase in size by as much as 50%, but otherwise keeps his original humanoid shape.



Not only does the character's appearance change, but his entire DNA changes, keeping his secret human identity (if applicable) separate and distinct from his superhuman identity.

Bestial Fury: I.Q. and M.A. are reduced by 30%, as the bestial character becomes more reliant on brute strength, instinct and emotion than intellect.

Alignment changes from good to *Unprincipled* or even *Anarchist*, and the hero must struggle with himself to maintain control and not lash out at every perceived insult or challenge.

The character in his Beast/Mr. Hyde form is driven by a deep animalistic sense of survival and predatory instincts that make him a rough and tumble brawler who reacts to outside stimuli with growls, fists and fury. This is a creature of action who tends to attack first and ask questions later. Think *pit bull* on steroids. Threaten him, and he attacks. Threaten an innocent person, especially a child, female or friend, and he attacks. The bestial hero first steps in between the villain/threatening individual and

growls or bellows a warning telling the troublemaker to back off or suffer his wrath. This is accompanied by sometimes literal growling, threatening baring of teeth (or a confident grin) and chest thumping. If the villain/troublemaker continues to make threats or moves to hit/hurt/attack the hero or an innocent victim, the bestial hero responds to prevent it with extreme fury and violence. He remains in control enough to stop from killing his opponent, but he'll hurt him bad. And if the troublemaker deserves it, or is too stupid or angry to surrender or flee, the bestial hero *may* kill him.

Even as a beast, the hero saves his full fury for villains and evildoers, however, this character loves to fight, and in the heat of battle or when acting as a righteous avenger, he may become a merciless killing machine.

Bestial Powers: Hit Points and S.D.C. are combined, tripled and become M.D.C. (In an S.D.C. setting double the Hit Points and S.D.C., and give the character a Natural A.R. of 15.) If the char-

acter was a Mega-Damage being to begin with, increase M.D.C. by 30%.

P.S. is doubled and becomes Supernatural. (If the character had Supernatural P.S. to begin with, only increase P.S. by 25%.)

P.P. increase by 10%.

P.E. becomes Supernatural and the character does not easily fatigue even after hours of fighting or heavy physical exertion.

Spd and leaping distances are doubled. (If the character has super-speed to begin with, only increase Spd by 25%).

Bonuses: +2 attacks per melee round, +3 on initiative (also see W.P. Quick Draw), +2 on Perception Rolls but only as they pertain to fighting (incoming attacks, recognizing that an opponent is about to attack or back off, recognizing that someone is more than human – i.e. supernatural being, super-powered, and similar). +2 to strike and disarm, +3 to pull punch, and +3 to save vs Horror Factor and supernatural possession.

Bonus Skills: In bestial form replace one of the character's usual O.C.C. Skills with each of the following. Do NOT replace Physical or Weapon Proficiency skills. If you run out of O.C.C. Skills, replace O.C.C. Related Skills. **Note:** These are the skills of the Beast/Mr. Hyde. In his non-bestial other self, the hero has all of his other (probably more intellectual) skills, and does not know the ones that are available in his bestial alter-ego. If a skill is duplicated, use the highest of the two skill percentages when bestial.

Kick Boxing or Wrestling (pick one).

Climbing 80%+1% per level of experience.

Detect Ambush 70% +1% per level of experience.

Gambling 70% +1% per level of experience.

Hunting

Prowl 74% +1% per level of experience.

Recognize Weapon Quality 80% +1% per level of experience.

Tracking (people and animals) 80% +1% per level of experience.

W.P. Blunt

W.P. Paired Weapons

W.P. Quick Draw

W.P. Targeting

All Weapon Proficiencies are performed at the character's usual level of experience.

05% Bio-Regeneration/ Healing Factor

The character automatically bio-regenerates 4D6 M.D.C. (or 2D6 Hit Points and 2D6+3 S.D.C.) per melee round. In addition, the character is +25% to save vs coma and death, +2 to save vs poison, drugs, toxins and gas attacks, +3 to save vs disease, and +4 to save vs the effects of radiation, heat and cold. He can even survive in the vacuum of space without protection for one minute per P.E. attribute point, and recovers from apparent death, at double his P.E. attribute points below zero.

06% Breathe Without Air and Superior Immune System

The character does not require air to survive and can function without ill effect in a toxic atmosphere, smoke, gas, stench and

even survive in the vacuum of space without any environmental protection for one hour per P.E. attribute point. Furthermore, the character's immune system is such that he is highly resistant to chemical attacks, immune to disease and recovers quickly.

Bonuses: Impervious to disease, radiation and gas attacks, +7 to save vs poison, toxins, neural toxins, drugs/chemicals and magic potions and foods, If the hero fails to save he suffers only 30% of the usual damage, penalties and duration of symptoms. The hero recovers from injury three times faster than normal and is +20% to save vs coma and death. He is also +4 to save vs Bio-Wizard transmutation, parasitic and symbiotic augmentation and mutation (a successful save rejects the creature or transmutation) and the bite of a vampire/undead.

07% Creature of Water

The hero draws his power from water (rain, storms, the ocean, seas, etc.) and is likely to symbolize water, fluidity and deep thought or emotion.

Super Abilities include the following:

- Breathe without air for one hour per P.E. attribute point, after which the character needs to surface or acquire breathable air to refill his lungs. Requires three deep breaths. Can survive in the vacuum of space for half as long.
- Increased strength and abilities when, in the rain, soaking wet or in/under water: +8 to P.S. and Strength is Supernatural (becomes Augmented P.S. when trapped in a dry environment for more than an hour).
- Impervious to the cold and pressure of great depths and can survive any depth without any sort of breathing apparatus.
- Nightvision 1,000 feet (305 m); can see in total darkness.
- Resistant to cold. Being cool and wet feels refreshing and exhilarating.
- Super-Healing. When immersed or soaked in water for more than 1D4 minutes, the Creature of Water bio-regenerates half of his missing M.D.C./Hit Points and S.D.C. Cold based attacks of any variety do half damage.
- Super-Swimming Ability: Swim skill at 98%. Maximum swimming speed is 100 mph (160 km/86 knots) per level of experience, floats on the surface of water without effort, can dive 1,000 feet (305 m) in two melee actions and leap up and out of the water 30 feet (9.1 m) above the surface of the water, or ride waves (any height) and leap off of them.
- Space Swim: The hero can swim in outer space, provided he has an environmental suit and air supply or other means of protection from the harsh elements of the void. Swimming speed is double his Super Swimming Ability above.

Underwater/Wet Bonuses (in addition to other bonuses from skills, attributes and other): +1 on initiative and +2 on Perception Rolls, +2 to strike, parry, and dodge (automatic dodge in which the act of dodging does not use up a melee attack), +3 to pull punch and roll with impact, and +5% to skill performance due to sense of superiority when in his aquatic element. All bonuses apply only when in or underwater, in the rain or soaking wet. In the latter case, the character dries off within 2D6x10+6 minutes in dry, hot conditions; 3D6x10+12 minutes in cool, cold or hot and humid conditions.

08% Demon Sight

This ability enables the character to recognize demons, Devils, vampires, and similar *demonic, evil supernatural beings*, even when they are disguised by magic or shape-shifted to look like an innocent mortal. The hero knows exactly what the evil supernatural being is, just by looking at him. Likewise, the character recognizes vampires and other undead hiding in plain sight among mortals, and has a 75% chance to recognize demonic possession even in its subtlest form. This ability provides the hero with additional awareness and resistance against evil supernatural forces; see Bonuses. **Note:** This special sight is effective only against supernatural evil, not other types of shape shifters or creatures of magic such as dragons, nor magic disguises, illusions and concealment.

Bonuses: +2 on Perception Rolls involving evil supernatural beings, +1 to save vs Horror Factor, +2 to save vs possession, +2 to save vs demonic/vampire mind control, and attempts of seduction leveled against him are half as effective.

Bonus Skills: Lore: Demons & Monsters and Mythology, both at 80% +1% per level of experience.

09% Demon Talons

When this power is activated the character's hands and arms transform, turning into demonic looking limbs. The hand may be oversized and usually ends in claws that can cut and slash like daggers. The arm is likely to have spines or spikes and both the hand and forearm may be covered in scales or lumps as well as be an unnatural color such as a shade of red, orange, green, gray, or black.

Supernatural P.S.: Hands and arms have Supernatural P.S., which provides superior damage in all hand to hand attacks. However, the rest of the character's body is not supernatural so he can NOT lift or carry weight at a supernatural level, and he fatigues at the usual rate for his species.

M.D.C.: Combine the character's Hit Points and S.D.C. and turn them into M.D.C. (If an M.D.C. creature to begin with, increase M.D.C. by 10%. In an S.D.C. setting, increase Hit Points by 20% and S.D.C. by 30%.) Each hand and arm have 1D6x10+45 M.D.C. of their own and are impervious to fire, heat and radiation. Thus, the character can parry magical weapons, a flaming sword, etc. with his bare hands, juggle hot coals or plunge his hands in boiling lava without injury or pain. The rest of his body, though M.D.C., is NOT impervious to heat and fire and suffers normal damage from such attacks. The clawed hands are also formidable weapons in their own right.

Mega-Damage: Claw strike: 3D6 M.D. plus usual punch damage from Supernatural P.S., and damage is 50% greater to demons, Devils and other evil supernatural beings.

Bonuses: +10% to all Climbing and Digging/Mining skills, +2 to parry and disarm, hands can be used to parry the hand to hand attacks of demonic beings and can even parry magical M.D. weapons such as a flaming sword.

10% Demon Touch

When this ability is activated, the character's eyes turn solid black, his voice deep and menacing, and his hands become

stark white, a sickly gray, or pitch black and shriveled as if they were the hands of a 140 year old person. They also glow with a crackling black energy. The energy only hurts *evil supernatural beings*, including Sub-Demons, Witches, Devils, demons, animated dead, zombies, vampires and other undead monstrosities. The hero's punches do double damage to such creatures, and this Demon Touch is so destructive to these foul creatures that even the touch of one finger does 1D6 M.D.

The more powerful the evil supernatural being, the more damage inflicted, thus punches to Sub-Demons, Wild Vampires and Lesser Demons and Devils inflict 5D6 M.D., but 1D6x10 M.D. to Greater Demons and Devils, and 2D4x10+10 M.D. to Demon and Devil Lords, Dark Gods, Alien Intelligences and Demon Stars.

Demon Touch Blast: 3D6 M.D. per blast, double to Greater Demonic beings, triple to Demonic Lords and other powerful supernatural monstrosities. Each blast counts as one melee attack, but range is very limited, only 12 feet (3.6 m).

Bonuses: +2 on initiative when fighting supernatural evil, +1 to strike with punches, +2 to strike with blasts, and +1 to parry. The hands can be used to parry the hand to hand attacks of demonic beings and can even parry magical M.D. weapons such as a flaming sword.

11% Demon Slayer

The character might be considered a living anti-supernatural evil weapon. Whether he fights with his bare hands or uses melee weapons, guns or some sort of additional super ability, *all* of his attacks inflict high amounts of damage to evil supernatural beings. Double damage to Sub-Demons, Lesser Demons and Devils, vampires, the undead, and similar evil supernatural beings. Triple damage to Greater Demons and Devils, Demon Lords, Devil Lords, Godlings, Dark Gods, evil Alien Intelligences and Demon Stars. Even the hero's punches, kicks, bites, energy blasts, psionic attacks or magic spells inflict double or triple damage, as the case may be, when he is battling supernatural evil. **Note:** The character does normal damage against mortals, creatures of magic and good supernatural beings.

Bonuses: All apply *ONLY WHEN FIGHTING SUPERNATURAL EVIL* and are in addition to other bonuses the character may have. +3 on initiative, +2 to strike and parry, +4 to automatic dodge (the act of dodging does not use up a melee attack), +5 to save vs Horror Factor, +6 to save vs possession, +4 to save vs mind control, and is impervious to vampire/undead mind control and the vampire's bite (cannot be turned into a vampire/undead). Also see Resistance to the Supernatural, below. In addition the character is +5 to save vs any kind of supernatural or magical transformation the character does not want.

Bonus Skills: Boxing or Kick Boxing (pick one), plus Lore: Demons & Monsters at 96%, Lore: Faeries & Creatures of Magic 70% +1% per level of experience, and W.P. Paired Weapons.

Resistance to the Supernatural: All attacks by supernatural evil being leveled against the hero do *half damage*, even if the weapon is a man-made creation like an ion rifle. The effects, penalties, and duration of spells, psionics, poison and other attacks from supernatural evil are also *half*. **Note:** Attacks from mortals (regardless of alignment), good supernatural beings (angels, gods of light, etc.) and creatures of magic (beings like dragons, Faerie Folk, sphinx, Elementals, etc. are NOT supernatural beings) are



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not affected by any power that is designed to battle the supernatural, and inflict their full damage and effect on this character.

12% Demonic Transformation

When this ability is activated, the character physically transforms into one of the demons listed below. Once the type of demon is selected by the player, the hero always turns into that specific monster. In demon form, the character has ALL the powers and abilities of that type of demon, including its M.D.C. (in addition to his own), natural abilities, psionics, and spell casting abilities. However, the powers of the demon are only available when the hero takes that form. This power is also good for infiltrating demon forces. While in demon form the hero retains his own memories, skills, alignment, M.D.C., P.P.E., and I.S.P., which are added to those of the demon, but cannot use any other super ability except for psionics or spell casting.

Pick one of the following Demons: Baal-Rog, Brek-Shal, or Gal-lu Demon Bull. **Note:** *Rifts® Dimension Book 10: Hades* has the best descriptions for these demons.

Bonuses in Demon Form: Only those of the demon. Any bonuses the character has when not in demon form are reduced by half (round down) and are added to those of the demon form.

Bonus Skill (in either form): Lore: Demons & Monsters at 80%+1% per level of experience.



13% Deevil/Infernal Transformation

When this ability is activated, the character physically transforms into one of the Dyvalian infernals/Deevils listed below. Once the type of Deevil is selected by the player, the hero always turns into that specific monster. In infernal form, the character has ALL of the powers and abilities of that specific type of Deevil, including its M.D.C. (in addition to his own), natural abilities, psionics, and spell casting abilities. However, the powers of the Deevil are only available when the hero takes that form. This power is also good for infiltrating infernal forces. While in Deevil form the hero retains his own memories, skills, alignment, M.D.C., P.P.E., and I.S.P., which are added to those of the infernal, but cannot use any other super ability except for psionics or spell casting.

vil, including its M.D.C. (in addition to his own), natural abilities, psionics, and spell casting abilities. However, the powers of the Deevil are only available when the hero takes that form. This power is also good for infiltrating infernal forces. While in Deevil form the hero retains his own memories, skills, alignment, M.D.C., P.P.E., and I.S.P., which are added to those of the infernal, but cannot use any other super ability except for psionics or spell casting.

Pick one of the following Infernals/Deevils: Arch Fiend, Beast, Deevil Dragon, or Serpent. **Note:** *Rifts® Dimension Book 11: Dyval*, has the best descriptions for these infernals.

Bonuses in Infernal Form: Only those of the Deevil. Any bonuses the character has when not in infernal form are reduced by half (round down) and added to those of the infernal form.

Bonus Skill (in either form): Lore: Demons & Monsters at 80%+1% per level of experience.

14% Dimensional Door

The character can create a dimensional door similar to the Mystic Portal spell with some additional capabilities.

Dimensional Door: The hero can create a Dimensional Door (opening) in a wall, floor, or ceiling to get from one side to the other. Each creation of a Dimensional Door counts as one of the hero's melee attacks/actions. The door only stays open for five seconds, long enough for the hero and 2-6 others to pass through it. To keep it open longer requires the hero's deliberate intent and concentration, plus every five seconds it is open it burns up two of his melee attacks/actions for that round. The opening and closing of the Dimensional Door may look like a glowing circle or rectangle in the wall, but no damage is done to the structure. When the door closes, you'd never know it had been there. Maximum range to cast the door is five feet (1.5 m) per level of the hero; line of sight required (he must see where he's putting the door), or by touch.

Dimensional Transit Door: This is a limited, but longer ranged Dimensional Door that can open from one point and lead not to the adjoining room/area, but to a fixed point known to the hero. On missions it is usually a preordained location such as in the lobby, basement, rooftop, outdoors, a back alley, inside a getaway van and so on. The location can be up to 100 feet (30.5 m) away per level of the hero. The creation of the Transit Door counts as two of the character's melee attacks/actions and also takes a greater toll on him. **Limitation:** The creation of each Transit Door temporarily reduces the character's P.E. attribute number by two points, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly.

15% Energy Expulsion: Lasers, Minor

The hero can fire laser bolts from his eyes or hands that inflict 4D6 M.D. per blast, +1 M.D. additional point of damage per level of experience.

Bonuses: +3 to strike with this attack, and lasers, light blasts, heat and radiation attacks do half damage. Fire, other types of energy and magic all inflict full damage.

Range: 150 feet (46 m) per level of experience.

16% Energy Expulsion: Lasers, Major

The hero can fire laser bolts from his eyes or hands that inflict 1D6+2 M.D. per level of experience.

Bonuses: +4 to strike and disarm with this attack, impervious to lasers, while light and radiation attacks do only 10% of their normal damage. Fire, other forms of energy, magic and other types of attacks all inflict full damage.

Range: 500 feet (152 m) per level of experience.

17% Energy Expulsion: Heat, Major

The hero can fire microwave or similar heat bolts from his hands that inflict 1D6 M.D. per level of experience.

Bonuses: +4 to strike with this attack, impervious to microwaves, heat and fire; radiation does 20% of its normal damage. Magic fire and heat inflicts half damage. Smoke, other forms of energy, magic and other types of attacks all inflict full damage.

Range: 300 feet (91 m) per level of experience.

18% Energy Expulsion: Ion or Plasma Blasts, Major

The hero can fire ion or plasma blasts from his eyes, mouth or hands that inflict 2D6 M.D. +1D6 M.D. per level of experience.

Bonuses: +3 to strike with this attack, impervious to heat and fire; microwaves and radiation inflict 30% of their normal damage. Magic fire and heat inflict half damage. Smoke, other forms of energy, magic and other types of attacks all inflict full damage.

Range: 300 feet (91 m) per level of experience.

19% Fly, Angel Wings

A pair of magnificent feathered wings appear at will. They may be the color of metallic gold, gold and white, white with gold markings, gold with white markings, or entirely white. In the alternative, the wings may appear in the form of golden or white energy wings, or wings may be made of fire – usually with a feathered/bird-wing appearance, but energy wings can take the form of any type of wing from bat to butterfly or other insect. When the wings are visible, the character can hover, glide and fly. **Note:** The character can only hover and fly when the wings are out, but he can survive falls from great heights.

Wings that Appear and Disappear at Will: One of the amazing aspects of this Major Super Ability is that the character can make the wings appear when he needs/wants them, and vanish when he doesn't. They are not invisible, but completely gone, allowing the character to wear normal clothing without having to worry about concealing his wings or wearing custom clothing, and without the large appendages getting in the way in a ground-based humanoid environment. Similarly, when the wings appear, they do not damage the character's clothing, and can even appear if the character is wearing armor.

Flight in an Atmosphere: 120 mph (192 km) per level of experience, has superior maneuverability, make sharp turns, dive and stop on a dime. Winged flight is quiet compared to mechanical means, and the character can, in effect, use Prowl when flying at speeds under 100 mph (160 km), gliding or diving.

Gliding and dive attacks are both done in total silence (+10% to Prowl in the air). Dive attack counts as three melee actions, but is performed at three times the character's normal maximum flying speed and inflicts double damage.

Hover at will at any altitude, be it a few inches or feet above the ground or at a great height.

Flight in Outer Space: The winged hero can reach any altitude and escape the gravitational boundary of any planet. Flies in space at double his usual speed, and does *not* need a space suit for protection from the hostile environment of space; when the wings are in place the character is protected in the space environment, breathes without air and can fly in a vacuum. For that matter, a character with Angel Wings is protected from, and can fly in, any environment.

Environmental Protection: As noted above, the character can breathe without air and is protected from all deadly environments, but only when the wings are extended and visible. When the wings are not out, the character chokes and suffers all the usual effects, pain and potential of death the same as any normal person without an environmental suit and air supply.

Bio-Regeneration of Wings: Each wing has 1D6x10+40 M.D.C. (or S.D.C.). If one wing is reduced to one M.D.C. point, the character cannot fly. Likewise, a wing can take 10 points of damage below zero for every one P.E. attribute point, without the hero losing the wing. The wing is damaged and may look broken or mangled, but it will regenerate at a rate of 2D6 M.D.C. (or S.D.C.) per hour until fully restored. Once the wing has at least two M.D.C./S.D.C. points above zero, the hero can fly. If a wing is completely destroyed, it takes a full 24 hours for it to be restored and the character able to fly again. The wings regenerate whether they are visible or not.

Bonuses: +1 attack per melee and +2 to automatic dodge (the act of dodging does not use up a melee attack) when flying, +10% to all Navigation skills and has a keen sense of altitude, speed of travel, and proximity to the ground or crashing, as well as +3 bonus to roll with impact and suffers 5% of the normal damage from a fall. The hero with Angel Wings suffers no penalties or discomfort from the environment (cold, thin air, etc.) and is impervious to motion sickness, vertigo and the effects of friction.

20% Fly, Demon Wings

Demon Wings are a pair of large, leather wings that appear at will. They resemble the leathery wings of a bat, dragon or pterodactyl. The wings can be any color, but most are a shade of bronze, red, gray or green. When the wings are visible, the character can hover, glide and fly. **Note:** The character can only hover and fly when the wings are out, but he can survive falls from great heights.

Appearance and Disappearance of Wings at Will: One of the amazing aspects of this Major Super Ability is that the character can make the wings appear when he needs/wants them, and vanish when he doesn't. They are not invisible, but completely gone, allowing the character to wear normal clothing without having to worry about concealing his wings or wearing custom clothing, and without the large appendages getting in the way in a ground-based humanoid environment. Similarly, when the wings appear, they do not damage whatever the character is wearing.

Bio-Regeneration of Wings: Each wing has 1D6x10+50 M.D.C. (or S.D.C.). If one wing is reduced to one M.D.C. point, the char-

acter cannot fly. Likewise, a wing can take 10 points of damage below zero for every one P.E. attribute point, without the hero losing the wing. The wing is damaged and may look broken or mangled, but it will regenerate at a rate of 2D6 M.D.C. (or S.D.C.) per hour until fully restored. Once the wing has at least two M.D.C./S.D.C. points above zero, the hero can fly. If a wing is completely destroyed, it takes a full 24 hours for it to be restored and the character able to fly again. The wings regenerate whether they are visible or not.

Bonuses: +1 attack per melee and automatic dodge (the act of dodging does not use up a melee attack) when flying, +10% to all Navigation skills and has a keen sense of altitude, speed of travel, and proximity to the ground or crashing, as well as +2 bonus to roll with impact and suffers 5% of the normal damage from a fall. The hero with Demon Wings suffers no penalties or discomfort from the environment (cold, thin air, etc.) and is impervious to motion sickness, vertigo and the effects of friction. Furthermore, the character can see through smoke, is resistant to heat and fire (half damage), and likes the smell of sulfur.

Environmental Protection: The character can breathe without air and is protected from all deadly environments, but only when the wings are extended and visible. When the wings are not out, the character chokes and suffers all the usual effects, pain and potential of death the same as any normal person without an environmental suit and air supply.

Flight in an Atmosphere: 100 mph (160 km) per level of experience, has superior maneuverability, can make sharp turns, dive and stop on a dime. Winged flight is quiet compared to mechanical means, and the character can, in effect, use Prowl when flying at speeds under 100 mph (160 km), gliding or diving.

Gliding and dive attacks are both done in total silence (+10% to Prowl in the air). Dive attack counts as three melee actions, but is performed at three times the character's normal maximum flying speed and inflicts double damage.

Hover at will at any altitude, be it a few inches or feet above the ground or at a great height.

Flight in Outer Space: The winged hero can reach any altitude and escape the gravitational boundary of any planet. Flies in space at double his usual speed, and does *not* need a spacesuit for protection from the hostile environment of space; when the wings are in place the character is protected in the space environment, breathes without air and can fly in a vacuum. For that matter, a character with Demon Wings is protected from, and can fly in, any environment.

21% Fly, Wingless

The hero can defy gravity, hover and fly without any apparent means of locomotion; no wings or rockets. Maximum flying speed is 2D4x100 mph (320 to 1,280 km; roll once to make this determination). Regardless of speed, the hero can reach any altitude and escape the gravitational boundary of any planet, and in space, can fly at double his usual speed.

Bonuses: +1 on Perception Rolls while flying, +1 attack per melee and +4 to automatic dodge (the act of dodging does not use up a melee attack) when flying, +20% to all Navigation skills and has a keen sense of altitude, speed of travel, and proximity to the ground or crashing, as well as +5 bonus to roll with impact. The flying hero is also resistant to cold (half damage) and impervious to motion sickness, vertigo and the effects of friction.

Space Flight: The character can fly in the vacuum of space at triple his usual maximum speed and perform a Speed Burst that lasts two minutes per P.E. attribute point. **Note:** The character requires an environmental suit and air supply in space, unless he has some other power that allows him to survive in outer space.

Speed Burst: The hero can fly at five times his maximum flying speed for up to one minute per P.E. attribute point. During a Speed Burst, the character must focus on flying and reaching his destination or target and has no attacks until he slows down to his normal range of speed, but is +5 to automatic dodge during a Speed Burst.

22% Fly, Space

This is the ability to fly in the environment of space. The character is completely immune to the harsh space environment (cold, radiation, etc.), and can survive without an environmental suit or a breathable air supply for one hour per P.E. attribute point – longer as long as he is flying at superluminal speed (faster than light/FTL). Flying at FTL speed is ideal for traveling from one planet to another, following or chasing spacecraft, and works best traveling in a straight line or wide curve. Sharp turns are impossible, though the character can stop on a dime and enter and exit any planet's gravitational field without difficulty.

Top speed can be reached in 1D4+2 seconds. Deceleration and stopping takes 1D4 seconds, and the hero lands on spacecraft and planets without impacting like a meteor. Nor does he burn upon entering or exiting an atmosphere. If following or homing in on a location beacon or radio signal, the character can land at an exact, specific location. If not, he lands or stops within 1D4x100 miles (160 to 640 km) of his destination.

As formidable as this power may sound, the character cannot fly at slow speeds and the hero can not fly to places within close proximity – the nearest location must be at least 1,000 miles (1,600 km) away, which he arrives at in 1D4x10 seconds. Thus, the character can not cruise at 100 mph (160 km) or Mach 20, but only at speeds near or faster than the speed of light. Nor can he hover, glide or do any other type of flying unless he possesses another flying super ability or artificial means to fly at slower speeds, like a jet pack, power armor, vehicle, spacecraft, magic, etc.

Bonuses: +1 on Perception Rolls even while flying at FTL speed, +6 to automatic dodge (the act of dodging does not use up a melee attack) while flying at, near or just beyond the speed of light. Has a keen sense of speed, altitude, location and proximity to the ground or crashing, as well as +4 bonus to roll with impact.

Impervious to motion sickness, vertigo, the effects of friction, radiation and cold, but magic based cold does full damage and has full effect, as does all magic.

Bonus Skills: Add the following skills: Math: Advanced, Navigation (all), and Zero Gravity Movement & Combat, all at 86% +1% per level of experience.

23% Force Field Generation

The character has the power to generate force fields. In all cases, the creation of a force field counts as one melee attack.

Form Fitting Force Field (self). The hero can create a form fitting, transparent force field roughly equivalent to the Super-Psionic power of *Psychic Body Field* over his own body, with 20 M.D.C.

per M.E. attribute point; self only. Duration: 20 minutes per P.E. attribute point or until the M.D.C. of the force field is depleted.

Force Shield: Self. The hero can generate a force field that is attached to his forearm and spreads out as if it were a weightless medium-sized shield. The field is semi-opaque so an opponent can see it to some degree. The advantage of the shield is that it can be used to block and parry incoming attacks: +1 to strike as a blunt weapon (same as the character's punch damage +1D6 points of damage), +2 to parry, and +1 to disarm.

Force Field Blunt Weapon (self). A semi-opaque club or baseball bat force construct that can be created out of thin air and used to clobber or parry an opponent. 2D4 damage as per the character's punches (i.e., if he inflicts M.D. with his punches, damage is M.D., if he does S.D.C. damage, the damage is S.D.C./Hit Point damage) plus the character's usual punch damage and P.S. bonuses (if any). +2 to strike and parry with this weapon.

Force Field Bolt. Invisible bolt of force can be fired from the hands to pummel an opponent or target. Damage can be adjusted to inflict as little as 4D6 S.D.C. damage, one M.D. or as much as 1D6 M.D. by a single bolt of force. Each force bolt counts as one melee attack. (In an S.D.C. environment, damage can be adjusted to do 1D6 to 6D6 S.D.C. by increments of 1D6.) Range is 30 feet (9.1 m) per level of the character's experience. +1 to strike and disarm.

Telekinetic Force Field. A bubble or wall can be generated to protect the hero and his comrades or innocent bystanders. A wall can also be erected to block an opening and prevent escape or pursuit. The force field has 20 M.D.C. per M.E. attribute point. Duration: 10 minutes or for as long as the hero stays focused on keeping it in place, or until the M.D.C. of the force field is depleted. While concentrating to keep the force field in place, the hero loses half of his attacks per melee round. **Note:** The hero can double the amount of M.D.C. but to do so temporarily reduces the character's P.E. attribute by three points, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws accordingly, due to P.E. reduction.

Force Field Size: Up to 15 feet (4.6 m) in diameter per level of experience.

Force Field Range: The character can cast his force field around or near himself or up to 100 feet (30.5 m) away per level of experience, but must be able to see the target/location to place the force field.

24% Giant-Size Growth

The hero can grow to giant proportions, up to 10 times his original size. Cannot shrink smaller than his original size, only grow.

Scale for Reference: On average, the original size for a typical human and similar beings is six feet (1.8 m). Double would be 12 feet (3.6 m) tall, triple 18 feet (5.4 m) tall, quadruple 24 feet (7.3 m) tall, quintuple 30 feet (9.1 m) tall, up to ten times his original size. For humans that would be a maximum of 60 feet (18.3 m). As if by magic, the hero's clothing and gear grow with him, though any guns and similar weapons cannot fire at giant size, but can be used as a blunt weapon to strike or parry (damage is as per the giant's P.S. +2D6 additional points of damage, that's it).

Bonuses: The character can increase his size by 10 fold. Every size increase (up to 10) or "step" described above provides the

giant the following accumulative bonuses. Add them for *each* growth step (size increment). Increase the character's M.D.C. by 30% (S.D.C. for Hit Point/S.D.C. beings), +4 to P.S. for each growth step and +1 to his Horror/Awe Factor. At four times his original size P.S. becomes Supernatural Strength.

Example: If the character is six feet (1.8 m) tall, each "growth step" increases his size by six feet (1.8 m). Each increase or "growth step" provides the same set of accumulative bonuses. Thus at *triple his size* (two growth steps up from the original 6 feet/1.8 m) he is now 18 feet (5.5 m) tall. That means his starting M.D.C. (or S.D.C.) is increased by 60%, he gets +8 to P.S. and +2 to Horror Factor. If he makes himself 4x his original starting size of six feet (1.8 m), the hero is 24 feet (7.3 m) tall and he gets the bonuses three times because he is 3 "steps" larger than his starting size; P.S. is +12 and becomes Supernatural, +3 to Horror/Awe Factor and his *starting M.D.C.* has been increased by 90%. ALL bonuses and increases are based on the stats of the character *at his normal size*. So if the six foot (1.8 m) tall character has 120 M.D.C. to start with when at full health, each time he increases his size by one growth step (always 6 feet/1.8 m in this example because that's the character's normal size), he gets an additional 36 M.D.C. points. $36 \times 3 = +108$ at quadruple his original height. That +108 M.D.C. is added to his starting 120 M.D.C. for a total of 228 at 24 feet (7.3 m) tall. He can increase his size by six feet (1.8 m) up to ten times, and each time he gets the bonuses due to increased size, weight and bulk.

Carrying capacity is Supernatural P.S. x 1,000, so a giant with a P.S. of 24 can carry 24,000 lbs (10,800 kg) and can lift double that weight.

Weight Considerations: The character's normal weight is multiplied by the "*size multiplier*" cubed. That is, at double his normal height, his weight is eight times normal ($2 \times 2 \times 2 = 8$). At triple normal height, weight is multiplied by 27 ($3 \times 3 \times 3 = 27$), and so on, up to ten times normal height, which is 1,000 times normal weight ($10 \times 10 \times 10 = 1,000$). So in the example above, at maximum size, the 60 foot (18.3 m) hero would weigh 160,000 pounds (72,000 kg), or 80 tons.

Penalties: *Each* growth step (up to 9) *reduces* the character's I.Q., M.A., P.P. and Spd attributes by 5%, and skill performance by 10%. Thus, a 24 foot (7.3 m) human hero is 15% less smart and charismatic, 15% slower, and skill performance is -30%. At maximum height, the giant is only 55% as smart, dexterous and fast, and probably incapable of performing any skills (-90%); adjust bonuses and abilities accordingly.

All combat bonuses are -1 for each growth step after triple his normal size. This penalty is in addition to those from a reduced P.P. attribute.

-1 attack per melee round at 3, 6, 8 and 10 times the character's original size.

Furthermore, his weight may become a problem in some circumstances and environments.

Note: The character must always increase his growth in steps that are full increments of his original starting size. So a six foot (1.8 m) tall character increases six feet (1.8 m) in height each growth step; i.e. 6 feet (1.8 m) x 2, 3, 4, 5, 6, and so on. He cannot avoid size/growth step penalties by increasing his size to just under an additional six feet (1.8 m).

25% Heart of Darkness

An affinity with night and darkness gives the character confidence and additional strength during that time of day and in dark environments.

Bonuses: +1 to Perception Rolls at night or in darkness, +1 to save vs Horror Factor and is impervious to Horror Factor that involves the night or darkness or creatures of the night. Cannot be blinded by darkness, not even magical darkness. Shadow magic and other magic, powers and abilities that use or draw upon darkness do 10% of their normal damage, and their effects and penalties last for only 10% as long as usual. Also see Power of Darkness.

Bonus Skills: Add the following skills to the hero's repertoire: Land Navigation (including underground), Mining and Spelunking, all at 80% +1% per level of experience. In addition, the character is +20% to Prowl and Tailing in darkness. If the character does not normally have these skills, they are only available to him at night or in darkness, and function at a Base Skill of 70% +1% per level of experience.

Create Wall of Darkness: The character can create a wall of darkness through which light cannot penetrate. Thus, it can stop laser blasts and cannot be dispelled even by intense light. No one can see through the wall of darkness, but people and objects can go through it. The consequence of passing through the darkness is to feel a sudden burst of cold and it temporarily blinds (-10 on all combat rolls). Blindness and penalties last for 1D4+1 melee rounds. The wall of darkness also temporarily knocks out all photographic and optical systems, blinding them as well. Vampires, undead creatures and any creature of darkness is not blinded. The wall is as large as 10 feet (3 m) tall by 10 feet (3 m) long by 3 feet (0.9 m) thick per level of experience. It is always a weightless, vertical wall that touches the ground and cannot be created in mid-air and dropped on someone below, or over a spaceship. It is used to block a hallway, fill a door, create a barrier, etc.

Other Stats: Range: The wall of darkness can be created up to 50 feet (15.2 m) away per level of experience. Duration: The hero can make the wall disappear at will or leave it standing for up to 10 minutes per level of experience. Payload/Quantity: The hero can create one Wall of Darkness, regardless of size, per every two P.E. attribute points per 24 hours. Thus, if the character has a P.E. of 19 he can create nine walls (round down) in a 24 hour period. **Limitation:** The creation of each wall temporarily reduces the character's P.E. attribute by one point, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws accordingly, due to P.E. reduction.

Hide in Shadows: The hero can hide in shadows and become invisible (even to a "See the Invisible" spell) by just stepping into a shadow and concentrating on being invisible. The shadow must be at least five feet (1.5 m) tall/long to become an effective hiding place. The shadow is a superior method of hiding or moving unseen as the hero is able to move, walk, or run through the length of a shadow, or total darkness unseen. Likewise, he can run from shadow to shadow becoming visible only for the time he is not inside a shadow. While in shadow/darkness the character is still susceptible to magic, psionic and physical attacks, although attackers are -10 to strike, because they can not see him. Area effect magic and attacks do not suffer such a penalty when they cover the entire radius of the shadow. Infrared and thermal-optical vision are the only ways to see the hero cloaked in shadow.

Intense light dispels the shadow, leaving the character momentarily revealed. Of course, sanctuary can be found by fleeing into another shadow. Feeble light, less than 10 torches or 300 watts, only creates more shadows and will not reveal the hidden character.

Provided there are shadows or darkness in which to hide, the hero can do so at will, but each use of his ability counts as one melee attack/action. This ability can only be performed on himself and up to two people he is touching. As soon as he lets go of that individual, the person is no longer hidden.

Power of Darkness: The following bonuses apply at night and in darkness: +10% to all skills, increase M.D.C. (or S.D.C.) by 30%, resistant to cold (half damage), heals three times faster than normal, +20% to save vs coma and death, +2 on Perception Rolls, +2 attacks per melee round, +10 to P.S. and Spd, and P.S. increases to the equivalent of Robot P.S. (If the character has a superior P.S. just add the P.S. bonus.) Can survive in the vacuum of space without environmental protection or an air supply for 20 minutes per P.E. attribute point.

Superior Nightvision: He can see in total darkness up to one mile (1.6 km) as if it were clear as day.

26% Heart of Fire

An affinity with fire makes the character impervious to fire, heat and flames. He can swim through lava as if it were a day at the beach, breathe smoke, sulfur and noxious fumes without injury, and handle burning hot objects without a problem.

Bonuses: Impervious to heat, fire, smoke and noxious fumes (no damage), including magic heat and fire, but water, cold and ice based magic attacks and super abilities do double damage. The character is not blinded by smoke, can see right through it, and can breathe in smoke, ash, sulfur and toxic gases as if they were all breathable air. Likewise, he can parry weapons and attacks made of fire and likes to use fire in his own attacks. Other energy attacks, physical weapons, magic and psionics do full damage.

Bonus Skills: Add the following skills to the hero's repertoire: Cook and Firefighting at 86% +1% per level of experience.

Create Fire: The character can make combustible materials (dry grass, dry leaves, clothing, carpeting, drapes, rags, paper, wood, gasoline, alcohol, etc.) burst into flame from up to 300 feet (91.5 m) away; line of sight. **Note:** Volatile substances that are contained in something, like gasoline in the gas tank of a car or a container, can NOT be ignited unless the lid is open or very loose. Furthermore, the target to be set on fire must be clearly visible (line of sight). Maximum area of effect is 3 feet (0.9 m). If somebody's clothes or hair are set on fire, they have two melee rounds (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible as all energy is used on dousing the flame. Damage from the small fire is 2D6 S.D.C. per melee round (beginning after the first 2 melees). Once ignited, the fire burns and spreads as usual or may be fueled by the character.

Create Wall of Fire: The character can create a blazing wall of fire. No one can see beyond the wall of fire, and even coming close they can feel its heat. Trying to go through the fiery wall inflicts 1D6x10 M.D. and has an 80% likelihood of setting combustibles (hair, clothing, etc.) on fire. Creatures vulnerable to fire take double damage. The wall is as large as 10 feet (3 m) tall by 10 feet (3 m) long by 3 feet (0.9 m) thick per level of experience.

Its creator can shape and mold the size/proportions as he desires. It is always a weightless, vertical *wall* that touches the ground and cannot be created in mid-air and dropped on someone below, or on top of a spaceship. It is used to block a hallway, fill a door, create a barrier, etc. While the fire does not need physical fuel to burn, it does need air.

Range: The wall of fire can be created up to 30 feet (9.1 m) away per level of experience. **Duration:** The hero can make the wall disappear at will or leave it standing for up to 5 minutes per level of experience. **Payload/Quantity:** The hero can create one wall of flame, regardless of size, per every two P.E. attribute points per 24 hours. Thus, if the character has a P.E. of 19 he can create nine walls (round down) in a 24 hour period. **Limitation:** The creation of each wall temporarily reduces the character's P.E. attribute by one point, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws accordingly, due to P.E. reduction.

Fire Bolt: The hero can unleash bolts of fire from his hands. Damage from a single fire bolt may range from 2D6 to 5D6 S.D.C. or M.D. as the character so desires. Each blast counts as one melee attack. Double damage to creatures vulnerable to fire. (In S.D.C. settings the range is 1D6 to a maximum of 5D6 Hit Point/S.D.C. damage.) Range is 200 feet (61 m) per level of experience.

Fire Ball: The hero can create a large ball of fire and send it shooting like a projectile. Damage is 2D6+1D6 per level of experience with a range of 300 feet (91.5 m) level of experience.

Extinguish Fire: As if by magic, the hero can instantly extinguish fire within a 30 foot (9.1 m) radius or create a path that is four feet (1.2 m) wide and 120 feet (36 m) long, per level of experience. Increase the radius 10x if the character willingly (and temporarily) burns up 10% of his own physical M.D.C. (or Hit Points). That's 10% of the character's normal total. So if he has 120 M.D.C. (or Hit Points) he expends 12 points each time he increases the area to be extinguished by 10 times. Each Extinguish Fire counts as three melee attacks and M.D.C. expended in this manner cannot bio-regenerate, but heal over time as usual (which may be faster than the Average Joe).

Fuel Fire: As if by magic, the hero can instantly fuel fire and cause it to spread over a 20 foot (6.1 m) radius or create a trail of fire that is five feet (1.5 m) wide and 90 feet (27.4 m) long, per level of experience. Increase the radius 5x if the character willingly burns up 10% of his own physical M.D.C. (or Hit Points). That's 10% of the character's normal total. So if he has 120 M.D.C. (or Hit Points) he expends 12 points each time he increases the area on fire. Each Fuel Fire counts as three melee attacks and M.D.C. expended in this manner cannot bio-regenerate, but heal over time as usual.

Identify Cause of Fire: The hero can identify the cause of the fire and where it originated after only a brief look around (1D4 minutes). Base Skill: 96%.

See Through Smoke: The character can see clearly through smoke as if it were a light mist.

27% Heart that Flows (Water)

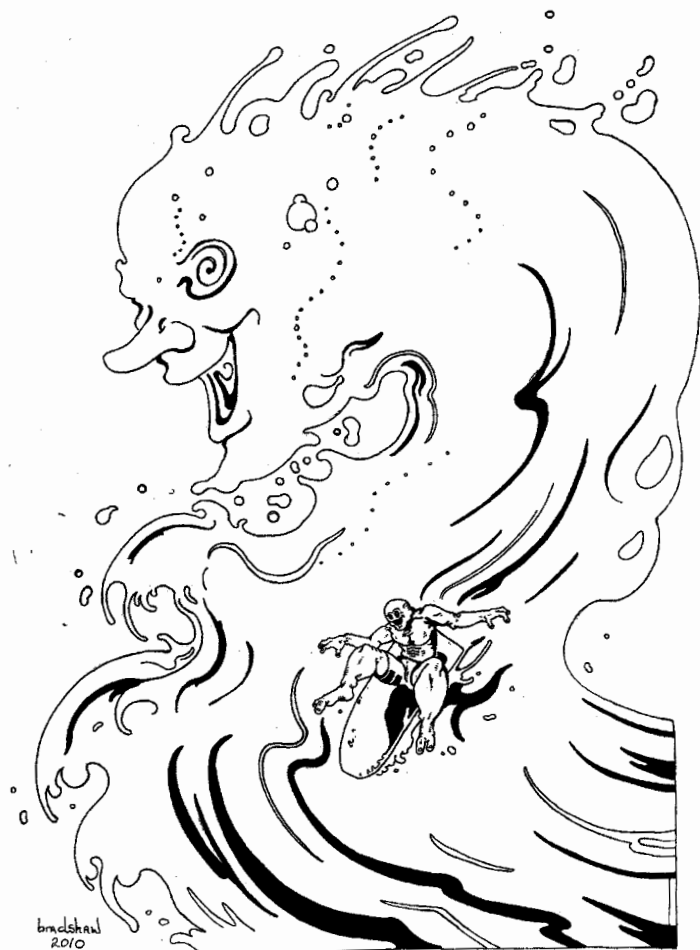
An affinity with the ocean or other bodies of water enables the character to stay cool and calm under fire and the ability to go with the flow. In addition, he can swim, float, breathe underwater and, to some degree, manipulate water.

Bonuses: Breathe underwater, cannot drown, is impervious to the pressure of great depths and can walk or swim across the bottom of the ocean, nightvision 1,000 feet (305 m; can see in total darkness), fatigues at 10% the usual rate when swimming, and resistant to cold (half damage). Water based attacks and magic spells do half damage.

Bonus Skills: Brewing, Dowsing, Sailing and Swimming at 84% +1% per level of experience, and has an excellent sense of depth, location and direction (+20% to Land Navigation and Navigation skills when in or under water).

Create Wall of Water: The character can create a wall of water out of thin air. It is as large as 10 feet (3 m) tall by 10 feet (3 m) long by 3 feet (0.9 m) thick (and weighs 2 tons) per level of experience. It is always a vertical *wall* that touches the ground, and cannot be created in mid-air and dropped on someone below. Rather it can be used to block a hallway, fill a door, create a barrier, etc. The wall of water flows and seems to circulate as if it were contained inside an invisible container.

Anyone who tries to walk through the flowing wall is drenched, cannot breathe air while in the wall of water (he is, in effect, underwater), and must fight a punishing current of resistance as if he were trying to walk through a waterfall that pushes him back, down and out. Characters with a P.S. less than 27 need one full melee round (15 second) for every 3 foot (0.9 m) thickness of the wall to force their way through. Characters with a P.S. 28 or higher, and those with Extraordinary/Superhuman P.S. (Augmented to Robotic) use up three melee attacks slogging through every three feet (0.9 m) of thickness. Those with Supernatural



P.S. only expend one melee attack/action to get through every three feet (0.9 m) of water. Characters, such as vampires, vulnerable to water suffer 1D4x10 damage (Hit Point/S.D.C. or M.D.C. depending on the being) per every five seconds they are exposed to the flowing torrent.

When the duration of the wall ends, the water turns into a vapor that creates a miniature rainbow (it lasts for 2D6 seconds) and vanishes, leaving only a shallow puddle the length of where the wall of water had been. Of course, attacks made against the wall as well as violent attempts to go through it may cause splashing and water damage to the area and items near the wall.

M.D.C.: 1D4x10+30 M.D.C. per 10 foot length. **Range:** The wall can be created up to 20 feet (6.1 m) away per level of experience. **Duration:** The hero can make the wall of water disappear at will or leave it standing for up to 12 minutes per level of experience. **Payload/Quantity:** The hero can create one wall of water, regardless of size, per every two P.E. attribute points per 24 hours. Thus, if the character has a P.E. of 19 he can create nine walls (round down) in a 24 hour period. **Limitation:** The creation of each wall temporarily reduces the character's P.E. attribute by one point, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly.

Identify Aquatic Life (Animal & Vegetation): Can I.D. any type of aquatic life from crustaceans and fish to algae and other plant-life at a glance. Base Skill: 96%.

Matter Expulsion: Ice: The hero can generate solid ice shards or spheres out of thin air and launch them like projectiles. He can fire as many as three ice shards simultaneously up to a range of 200 feet (61 m) per level of experience. Each shard (or ice ball) does 1D6 M.D. (S.D.C. damage in S.D.C. environments). Firing one or volley of two or three simultaneous shards counts as one melee attack.

Matter Expulsion: Water: The character can fire bolts of water with the power of a fire hose. Damage can be regulated to be 1D6 S.D.C., 2D6 S.D.C. or 1D6 M.D.; double damage to beings vulnerable to water. (In an S.D.C. setting damage may be adjusted to be 1D6, 2D6, or 3D6 S.D.C.) The water blast hits with the impact of a physical punch as well as soaks the victim. This attack can be used to inflict damage, but is also +3 to disarm an opponent of his weapon and the hero is +1 to strike and on +1 on initiative when using this attack.

Turn to Living Water: The hero can transform into water at will. In this form he has 1D4x100+20 M.D.C., in addition to his usual amount. (In an S.D.C. environment the hero sees 40 points added to Hit Points, 6D6x10 added to his S.D.C., and has a Natural A.R. of 14.) Physical attacks do NO damage and pass right through the living water. However, explosive attacks do 10% of their usual damage and if they inflict 200 or more M.D. will blow the character to pieces. The "splattered" hero is likely to survive the attack (only suffers 10% damage), but it takes 2D6+1 minutes for him to reform into his body of living water. Furthermore, as a being of living water, he can survive any ocean depth, the vacuum of space, and airless or toxic environments, can turn into a puddle and slide through cracks and travel through pipes. The character cannot be bound as he can flow out of any chains or handcuffs, flow through bars, and escape through any water pipe. Cold and ice based attacks do one third damage. **Duration:** As long as desired or until all the extra M.D.C. of living water is destroyed, at which point the hero turns back into his normal form. **Limita-**

tions: Increase weight by half a ton, reduce Spd by half when on dry land, but Spd is unchanged on or in water or traveling in snow or on ice. Skills that require a delicate touch are performed with a penalty of -20% and items that should not get wet, like electronics and paper products, are best to be avoided or they may suffer damage or be destroyed. Each transformation into living water temporarily reduces the character's P.E. attribute by two points, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly. If all the M.D.C. of being living water is wiped out, the character returns to normal and cannot become water again for one hour.

Ride the Waves: The hero automatically floats on water and cannot drown. He can even ride the waves like a surfer without a surfboard at a base skill of 80% +1% per level of experience. This ability also enables the character to swim against the tide at full speed, climb waves as if they were a hill even in the worst of storms, and leap out of water at a height and distance of 10 feet (3 m) per level of experience.

Walk on Water: The character can walk across water, climb up a waterfall, or ride the water spouts of a fountain at full running speed. Likewise, he can run across ice without fear of falling at full speed and climb ice at half speed.

28% Heart of Light

An affinity with light enables the character to see in all spectrums of light, including infrared, ultraviolet and heat imaging (same as a thermal imaging device). He can also manipulate light frequency and radiation.

Bonuses: Cannot be blinded by even the most intense light and can look directly into the heart of a burning sun. The character is impervious to lasers and radiation, and takes half damage from all other types of energy attacks, heat and smoke. Physical weapons and attacks, as well as magic and psionics, do full damage. Can see through smoke.

Bonus Skills: Add the following skills to the hero's repertoire: Firefighting, Optic Systems and TV/Video, all at 80% +1% per level of experience.

Create Blinding Flash: The hero can create a sudden burst of intense, white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for 1-4 melee rounds, and are -10 to strike, parry, dodge and other combat rolls. The chance of falling is 01-50% for every 10 feet (3 m) traveled. The character can perform the Blinding Flash as often as once per melee round. It counts as one melee attack and can be cast up to 100 feet (30.5 m) away. **Note:** Does not affect robotic, bionic or cybernetic eyes, nor other beings made of light or who control light.

Create Light Beam: The character can create a harmless beam of light for use as a beacon or searchlight. Range is 1,000 feet (305 m) per level of experience.

In the alternative, the character can make his entire body radiate with an aura of light. The intensity of the light can range from dim to radiant and hard to look at, but not entirely blinding.

Create Wall of Light: The character can create a wall of light that is blinding. No one can see beyond the wall of light. Furthermore, other light beams and lasers are absorbed by the wall of light (no damage or data). While people and objects can go through the light, its intensity usually holds them at bay and temporarily blinds (-10 on all combat maneuvers) anyone who looks at or tries to pass through it even with eyes closed or covered. Blind-

ness and penalties last for 1D6+6 melee rounds. The wall of light also washes out all photographic and optical systems, blinding them as well. Vampires, undead creatures and any being sensitive to *sunlight* are forced back 100 feet (30.5 m) or they suffer 6D6 points of damage per melee round. If a vampire or other light sensitive creature tries to pass through the wall of light, it takes 3D6x10 points of damage and is blind for 4D6+6 melee rounds. The wall is as large as 20 feet (6.1 m) tall by 20 feet (6.1 m) long by 3 feet (0.9 m) thick per level of experience. It is always a weightless, vertical *wall* that touches the ground and cannot be created in mid-air and dropped on someone below. Rather it can be used to block a hallway, fill a door, create a barrier, etc.

Range: The wall of light can be created up to 50 feet (15.2 m) away per level of experience. **Duration:** The hero can make the wall disappear at will or leave it standing for up to 15 minutes per level of experience. **Payload/Quantity:** The hero can create one Wall of Light, regardless of size, per every two P.E. attribute points per 24 hours. Thus, if the character has a P.E. of 19 he can create nine walls (round down) in a 24 hour period. **Limitation:** The creation of each wall temporarily reduces the character's P.E. attribute by one point, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws accordingly, due to P.E. reduction.

Fire Laser Beams: The hero can fire laser beams from his eyes and fingertips. Damage from a single beam can range from 1D6, 2D6, 4D6, 6D6 to 1D6x10 S.D.C. or M.D. as the character so desires. Each blast counts as one melee attack. Double damage to vampires and others vulnerable to sunlight. (In S.D.C. environments, the range of damage is limited entirely to S.D.C. damage – 1D6 to a maximum of 1D6x10 Hit Point/S.D.C. damage.) Range is 600 feet (183 m) per level of experience, double the range in outer space.

Superior Vision: The character can see clearly up to 10 miles (16 km) away and, as noted previously, can see all spectrums of light including infrared, ultraviolet light, invisible laser beams, and heat radiation signatures. The different range and types of vision kick in by concentrating on the task at hand or what the hero is trying to see. This means he can see infrared and ultraviolet light beams, can see through smoke, use thermal imaging, and can see in the dark up to five miles (8 km).

This wide range of vision enables the character to see flaws in metal and materials, and find weak spots and concealed/secret compartments, doors and passageways by examining them under different light. Base Skill: 60% +2% per level of experience.

29% Heart of Steel

An affinity with the earth gives the character the power to influence and manipulate iron, steel and other metals. It is important to note that the character's powers are limited to *iron, steel and metals*, not dirt/earth, mud, clay, sand or tar or the minerals inside a living creature.

Bonuses: The hero inflicts 50% greater damage whenever he wields a weapon made of any kind of metal and he takes *half damage* from attacks from metal weapons, arrowheads, bullets and even rail gun rounds. However, weapons made of wood, stone, ceramics, plastic, energy or other materials, inflict their normal damage, as do magic attacks. Likewise, electrical attacks do half damage when the character is turned into living steel.

Bonus Skills: Add the following skills: Recognize Weapon Quality and Salvage, both at 82% +1% per level of experience.

Climb Steel: The hero can scale sheer walls of steel/metal, such as the sides of ships, spacecraft and metal girders even if there doesn't appear to be any handholds, as well as hang onto speeding vehicles and the hulls of spaceships without fear of losing his grip or falling off. Likewise, he can climb and hang upside down from a ceiling, scaffolding, or underbelly of a ship (ocean or space) as if he were a bug on the wall, however, when crawling along the side of a wall or upside down, reduce Spd by half.

Create Iron Wall: The character can create a wall of iron out of thin air. It is as large as 10 feet (3 m) tall by 10 feet (3 m) long by a half foot (0.15 m) thick (and weighs 2 tons) per level of experience. It is always a vertical *wall* that touches the ground and cannot be created in mid-air and dropped on someone below. Rather it can be used to block a hallway, fill a door, create a barrier, patch a break in the hull, etc.

M.D.C.: 2D4x10+60 M.D.C. per 10 foot length. **Range:** The Iron Wall can be created up to 20 feet (6.1 m) away per level of experience. **Duration:** The hero can make the iron wall disappear at will or leave it standing for up to 12 minutes per level of experience. **Payload/Quantity:** The hero can create one Iron Wall, regardless of size, per every two P.E. attribute points per 24 hours. Thus, if the character has a P.E. of 19 he can create nine walls (round down) in a 24 hour period. **Limitation:** The creation of each wall temporarily reduces the character's P.E. attribute by one point, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly.

Create Steel Weapon: The character can create any kind of blunt, (hammer, mace, club, staff, etc.) or sharp (axe, knife, sword, or spear) handheld melee weapon made of iron or steel, out of thin air. The weapon appears right in his hand at will, but does not return if thrown. Damage by Size: 1D6+1 M.D. for a small weapon like a dagger or hand axe, 2D6+2 M.D. for a medium-sized weapon like a short sword or mace, 3D6+3 for a large weapon like a broadsword or war axe. Also see damage bonus when using metal weapons, above. **Duration:** The weapon remains as long as the character needs it. When done with it, it fades into thin air or is dropped and sinks into the ground. If the weapon is destroyed, dropped or lost, he can make another one in seconds. However, only he can use the weapon. The hero cannot make multiple weapons for others to use.

Identify Metal: Can I.D. any type of metal at a glance, whether it is in the form of ore or a finished alloy, including precious metals like silver and gold. Base Skill: 96%.

Matter Expulsion: Steel: The hero can generate solid steel shards or spheres out of thin air and launch them like a projectile. He can fire as many as four steel shards simultaneously up to a range of 200 feet (61 m) per level of experience. Each shard or sphere does 1D8 M.D. (S.D.C. damage in S.D.C. environments). Firing one or volley of two or three simultaneous shards counts as one melee attack.

Turn into Living Steel: The hero can transform into living steel at will. In this form he has 2D6x100+60 M.D.C., in addition to his usual amount. (In an S.D.C. environment the hero sees 120 added to Hit Points, 2D4x100 added to his S.D.C., and has a Natural A.R. of 17.) Furthermore, as a being of living steel, he can survive any ocean depth, the vacuum of space, and airless or toxic

environments. He is also resistant to heat, fire, electricity and cold (half damage, though magic versions of each do full damage). The character does an extra 1D8 M.D. with his punches and kicks. Duration: As long as desired or until all the extra M.D.C. of being living steel is destroyed, at which point the hero turns back into his normal form. **Limitations & Penalties:** Increase weight by two tons, reduce Spd by half and skills that require a delicate touch are performed with a penalty of -20%. Each transformation into living steel temporarily reduces the character's P.E. attribute by two points, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly. If all the M.D.C. of being living steel is wiped out, the character returns to normal and cannot become steel again for one hour.

Walk Through Metal: The hero can walk through steel or other metal walls as if it were air. Only the hero can do this. He cannot take another person with him.

30% Heart of Stone

An affinity with the earth enables the character to identify all rocks and minerals, create and hurl stone, and other feats of manipulation over stone (including concrete, even Mega-Damage concrete). It is important to note that the character's powers are limited to *stone* and *minerals*, not dirt/earth, mud, clay, sand or tar, nor man-made metal alloys or the minerals inside a living creature. However, he can manipulate concrete and brick.

Bonuses: The hero inflicts 50% greater damage whenever he wields a weapon made of stone, be it an ordinary rock or hand-crafted weapon. The character takes half damage from attacks that use Stone or Earth Magic.

Bonus Skills: Add the following skills to the hero's repertoire: Excavation, Masonry and Mining, all at 80% +1% per level of experience.

Climb Stone: The hero can scale sheer walls and cliffs even if there doesn't appear to be any handholds, as well as climb stone pillars, mountains and other stone structures like a monkey, and at his full running speed without fear of losing his grip or falling. Likewise, he can climb and hang upside down from a ceiling, cliff or underpass as if he were a bug on the wall, however, when crawling upside down, reduce Spd by half.

Create Stone Wall: The character can create a wall of stone out of thin air. It is as large as 10 feet (3 m) tall by 10 feet (3 m) long by 3 feet (0.9 m) thick (and weighs 2 tons) per level of experience. It is always a vertical *wall* that touches the ground and cannot be created in mid-air and dropped on someone below. Rather it can be used to block a hallway, fill a door, create a barrier, etc.

M.D.C.: 1D6x10+60 M.D.C. per 10 foot length. Range: The stone wall can be created up to 20 feet (6.1 m) away per level of experience. Duration: The hero can make the stone wall disappear at will or leave it standing for up to 12 minutes per level of experience. Payload/Quantity: The hero can create one stone wall, regardless of size, per every two P.E. attribute points per 24 hours. Thus, if the character has a P.E. of 19 he can create nine walls (round down) in a 24 hour period. **Limitation:** The creation of each wall temporarily reduces the character's P.E. attribute by one point, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly.

Create Stone Weapon: The character can create any kind of blunt (hammer, mace, club, stone staff, etc.) or sharp (axe, knife, sword, or spear) handheld melee weapon made of stone, out of thin air. The weapon appears right in his hand at will, but does not return if thrown. Damage by Size: 1D6 M.D. for a small weapon like a dagger or hand axe, 2D6 M.D. for a medium-sized weapon like a short sword or mace, 3D6 for a large weapon like a broadsword or war axe. Also see damage bonus when using stone weapons, above. Duration: The weapon remains as long as the character needs it. When done with it, it fades into thin air or is dropped and it sinks into the ground and fades away. If the weapon is destroyed, dropped or lost, the character can make another one in seconds. However, only he can use the weapon. The hero cannot make multiple stone weapons for others to use.

Find Secret Compartments, Doors and Passages in Stone: The character can sense and find weak spots and concealed/secret compartments, doors and passageways by examining the stone structure. Base skill: 70% +1% per level of experience.

Identify Stone and Minerals: Can I.D. any type of stones and minerals at a glance, including precious gems and rare minerals. Base Skill: 96%.

Matter Expulsion: Stone: The hero can generate solid stone shards or spheres out of thin air and launch them like stone projectiles. He can fire as many as three stone shards simultaneously up to a range of 200 feet (61 m) per level of experience. Each shard or sphere does 1D6 M.D. (S.D.C. damage in S.D.C. environments). Firing one or a volley of two or three simultaneous shards counts as one melee attack.

Turn to Living Stone: The hero can transform into stone at will. In this form he has 1D6x100+60 M.D.C., in addition to his usual amount. (In an S.D.C. environment the hero sees 60 added to Hit Points, 1D6x100 added to his S.D.C., and has a Natural A.R. of 15.) Furthermore, as a being of living stone, he can survive any ocean depth, the vacuum of space, and airless or toxic environments. He is also resistant to heat, fire and cold (half damage, though magic heat, fire and cold do full damage), and does an extra 1D6 M.D. with his punches and kicks. Duration: As long as desired or until all the extra M.D.C. of being living stone is destroyed, at which point the hero turns back into his normal form.

Limitations: Increase weight by one ton, reduce Spd by half and skills that require a delicate touch are performed with a penalty of -15%. Each transformation into living stone temporarily reduces the character's P.E. attribute by two points, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly. If all the M.D.C. of being living stone is wiped out, the character returns to normal and cannot become stone again for one hour.

Walk Through Stone: The hero can walk through brick, concrete and stone as if it were air. Only the hero can do this. He cannot take another person with him.

31% Impervious (conditional)

The hero is impervious to many different things. Ordinary S.D.C. weapons do no damage to the hero. Mega-Damage weapons and M.D. attacks inflict only 10% of their normal damage, and the character *bio-regenerates M.D.C.* at a rate of 2D6 M.D.C. per melee round. **(S.D.C. Note:** In an S.D.C. setting, weapons and physical attacks that do 12 points of damage or less bounce off and do *no damage*. Furthermore, the character has a Natural

A.R. of 18 so only rolls to strike that are 19 or higher penetrate his tough hide and do damage, and even then, damage is *half!*).

Psionic and *magic attacks* that affect or attack the physical body (Telekinetic Punch, Fire Ball, Call Lightning, Shards of Ice, etc.) do half damage, all others have *full* effect. Paralysis, Blind, Mute and similar *debilitating attacks* see their durations reduced by 70%. Magic weapons do *full damage*. Magic Net, Carpet of Adhesion, magic walls, pits, charms, mind control, and illusions all have full effect and are excellent ways to stop, trap or control the otherwise impervious character.

Bonuses: +1D4 to P.E. attribute number. Impervious to disease and radiation. The damage, duration and penalties/side effects of drugs, poisons, toxins and cold are one third. The hero fatigues at 10% of the usual rate. The hero ages at half the usual rate for his species and can breathe without air for one hour per P.E. attribute point, can go without water for one day per P.E. attribute point, and go without food for two days per P.E. attribute point.

M.D.C.: Add Hit Points and S.D.C. together and make them M.D.C., then add 2D4x100 additional M.D.C. to them. If the character was a Mega-Damage creature to begin with, add the 2D4x100 additional M.D.C. to the rest. (In S.D.C. settings, multiply the character's Hit Points x5, and add 1D4x100+120 to the S.D.C. number.)

32% Impervious to Energy (conditional)

Electricity, lasers, ion blasts, particle beams, plasma, radiation, nuclear blasts and other forms of intensified energy do absolutely *no damage*. Heat and fire only do 10% of their normal damage, while magic fire, magic electricity and magic energy do 30% damage. Kinetic attacks (bullets, arrows, punches) do full damage while cold and ice based attacks inflict *10% greater damage*. Physical attacks, melee weapons, gunfire and explosives also do full damage, as do other types of magic and psionic attacks.

Bonuses: Recovers from damage three times faster than ordinary members of his species.

33% Impervious to Fire

Heat, fire, smoke, plasma, microwaves, and radiation do *no damage* to the hero, and not even magic fire and weapons made of magic fire hurt this character. Can breathe without air for 10 minutes per P.E. attribute point. Physical attacks, melee weapons, gunfire, electricity, lasers, other types of energy attacks, magic and psionic attacks do full damage.

Bonuses: Recovers from damage two times faster than ordinary members of his species.

34% Impervious to Kinetic Attacks/Bulletproof

All types of kinetic attacks, including blows from punches, kicks, falls, impact, arrows, bullets, rail gun rounds, explosive force and explosive shrapnel, do *no damage*. In the case of explosions, the force of the explosion may knock the hero down or hurl him several yards (meters), but the blast and the impact do no damage and shrapnel bounces right off. The same is true of punches and kicks from a Supernatural P.S. Missiles and bombs that unleash fire or radiation as part of their attack inflict 30% of

their usual damage. Energy attacks and other types of magic and psionic attacks do full damage.

Bonuses: Recovers from damage three times faster than ordinary members of his species.

35% Impervious to Magic (conditional)

The hero is highly resistant to all forms of magic. To save vs any form of magic, be it a magic spell, potion, ward, circle, magic curse, etc., the character only needs to roll a *saving throw of nine* (9) or higher. Do not include bonuses to save vs magic from attributes, O.C.C. or any other sources – unmodified 1D20 roll only.

A successful save means *no* effect or damage whatsoever.

A failed roll to save means the magic attack does only 10% of its usual damage. Any magical effects or penalties are only 10% as effective and they only last for 10% of their usual duration. Likewise, magic weapons, talismans, charms, amulets, potions, Techno-Wizard weapons and devices, and similar items inflict only 10% of their usual damage, penalties and duration. None if the hero saves vs magic.

More magical resistance. Physical attacks by magic creatures including Automatons, Golems, Zombies, Elementals, Dragons, Faerie Folk, Sphinx, etc., *are* effective against the hero, but even their attacks only do *half damage* to him. The punches, claw attacks, breath weapons and bites of creatures of magic inflict *half damage!* Sees right through magic illusions if he saves, otherwise is fooled for only 10% of the illusion's usual duration.

The hero's own P.P.E. reserve (if any) cannot be stolen or accessed via blood sacrifice or ritual magic, and he cannot be transformed or mutated via Bio-Wizardry and symbiotes, parasites, curses, metamorphosis magic, and other types of transformative magic. He is also unharmed by Ley Line Storms, Faerie Food, Faerie Magic, potions, charms, and most things magical. Psionics and manmade weapons do full damage.

Cannot use or rely on magic. While all of the above is good news when under attack, being impervious to magic means the character can NOT perform magic (no magic O.C.C., no spell casting, etc.). He can use magic weapons, but other than that, he can't work magic and has little interest in magic. This also means beneficial magic does NOT work on the character: Healing potions and spells have no effect if the hero saves vs magic (9 or higher) and work at only 10% if he fails to make his saving throw. The same holds true of the healing touch of a cleric and healing potions, but psionic healing and modern medicine work fine. Other types of beneficial magic such as the ability to fly, swim, breathe without air, see the invisible, turn invisible, grow, shrink, be concealed, and so on, do NOT work or barely work (10% of their usual effect), making them, in affects, useless to the hero. Magic that has physical properties or effect the environment, like a *magic wall*, *pit* or *barrier* do stop/block the hero's path, but magic clouds and other area effect magic have no or little (10% effect), and spells like *Carpet of Adhesion* have no effect whatsoever, and the impervious hero can slip out of a *Magic Net* and other magical restraints in two melee actions. Of course, the character can walk through *Mystic Portals*, *Rifts* and *Dimensional Portals* opened by magic, but Teleportation spells and metamorphosis don't work on the character.

Bonuses: The Horror Factor of magical effects and creatures of magic are reduced by half, he is impervious to metamorphosis

and teleportation magic, and greatly resistant to all other forms of magic.

Weak Spot: Tends to underestimate the power and value of magic, as well as the cunning and resourcefulness of creatures of magic and magic users.



36% Impervious to the Supernatural (conditional)

This hero is impervious to the seduction, temptation and most powers of supernatural beings, both good and evil. Whatever a supernatural being's *natural powers*, they do NOT work against this character: Beams of petrification, soul stealing, seduction, charm, fiery touch, breath attacks and so on, from the supernatural being do NO damage and have no effect on the hero. Even the monster's physical attacks – punches, claw strikes, kicks, tail slash, bites, crushing attacks, etc. – inflict only 20% of their usual damage! Likewise, a hero Impervious to the Supernatural is impervious to mind control, possession, insanity and Horror Factor where supernatural beings are concerned, even from deities and Alien Intelligences.

Spells and psionic attacks cast by supernatural beings do half damage, and the penalties, effects and duration are also half. The hero is also impervious to the bite and mind powers of vampires, cannot be turned into a vampire or any form of undead, and cannot be transformed or mutated by the dark magic or powers of some supernatural beings. HOWEVER, the same types of attacks from ordinary mortals and creatures of magic (dragons, Faerie Folk, etc.) have full effect and damage. So do magic weapons, Techno-Wizard devices and all weapons made by mortals, from

Vibro-Blades to energy rifles. **Note:** Supernatural beings often have Witches, dark priests and other *mortal* henchmen and monsters in their service, so heroes Impervious to the Supernatural need to be on their guard.

Bonuses: +4 to save vs psionic and magic attacks from supernatural beings only, and impervious to their Horror Factor and supernatural possession, plus he cannot be charmed or mind controlled by vampires or turned into a vampire or any form of living dead.

37% Insect Powers: Stingers

The hero possesses the insect-like powers of flying stinging insects such as wasps and bees. The hero can fly whether he has physical wings or not. It is the player's choice as to whether his character has insect-like wings or no wings.

Bonuses: The Insect Powers ability provides the following bonuses and skills: +1 to strike with stinger attacks, +1 to dodge while flying, +1 to roll with impact, and the effects of neurological attacks (Neuro-Mace, neural toxins, stun blasts, paralysis, stinger attacks, etc.) do no damage and have half the penalties and duration when used against this character. Add the following skills: Acrobatics (+20%) and Climbing (+10%). If the character already has one or both of the skills, add the bonus to it.

Flight: The character can hover and fly at a speed of 35 mph (56 km) per level of experience. Maximum altitude is 20,000 feet (6,096 m). The sound of flying creates a low humming sound or buzz reminiscent of a buzzing fly or propeller aircraft.

M.D.C.: Add the character's Hit Points and S.D.C. together, double the resulting number, and make them M.D.C. If already a Mega-Damage being, increase M.D.C. by 20%. (In an S.D.C. setting, double the hero's Hit Points and S.D.C.).

Strength: +1D4 to P.S., and it is the equivalent of Augmented. If the character has another power that makes him stronger or is stronger to begin with, simply add the bonus to his superior P.S.

Stinger: Many flies can bite, while wasps and bees have a stinger. Select two of the following for the hero.

- **Stinger Appendage:** The hero has either one large, long prehensile tail that ends in a stinger, or a tentacle-like appendage on each arm (forearm or shoulder) that ends with a blade-like stinger. Each can strike like an extra pair of slashing and stabbing attack limbs, but cannot entangle or carry or use equipment. Suitable only for attacking. Each stinger does 2D6 M.D. (In an S.D.C. setting, damage is 2D6 S.D.C.), has 1D4x10 M.D.C., can parry Mega-Damage weapons, is +1 to strike, +3 to parry, +1 to disarm, +20% to Climbing skill, and gives the hero one extra attack per melee round.
- **Stinger Energy Blasts:** The hero fires a short-range energy blast from his hand (one hand at a time, not both simultaneously). The amount of damage inflicted can be regulated by the hero as follows: 1D6 S.D.C., 3D6 S.D.C., 1D6x10 S.D.C., 1D6 M.D. or 2D6+2 M.D. (In S.D.C. settings, damage is one S.D.C. point, 1D6 S.D.C., 3D6 S.D.C., 5D6 S.D.C. or 1D6x10 S.D.C.) Each single blast, regardless of the power level, counts as one melee attack. Range: 50 feet (15.2 m) per experience level. Can only fire from one hand at a time. Payload: Unlimited.
- **Stinger Neural Disruption Touch:** At will, the character can unleash a bio-energy attack with the touch of his hand or along with a punch. Victims need to roll 16 or higher to save. A failed roll means the victim suffers 1D6 damage and feels dis-

oriented and dizzy, loses half his attacks per melee round, reduce Spd by half, is -4 on initiative and Perception Rolls, -4 to strike, parry, dodge and other combat rolls, and -20% on skill performance. The penalties last for 1D4+2 melee rounds. A *successful save* means the victim of the attack suffers no damage, penalties are half and they last for only one melee round. Multiple stings in rapid succession do additional damage, but the penalties remain unchanged (they do not increase), but extend the penalties/disorientation for an additional two melee rounds. Range: Touch. Note that the character can attack two people simultaneously by touching one with each hand. Payload: Unlimited.

- **Stinger Projectiles:** The hero fires a dagger-like spike or quill from each hand or wrist. Damage is 1D6 M.D. for a single spike, 2D6 for two rapid-fire spikes or 3D6 M.D. from a three spike burst. 6D6 M.D. maximum damage when both hands are pointed at the same target simultaneously. However, the character is -3 to strike when firing from both hands at the same target, and -6 to strike when firing at two different targets. (In S.D.C. settings, damage is the same number of damage dice, but they inflict S.D.C. damage instead of M.D.) Range: 25 feet (7.6 m) per experience level. Payload: Unlimited.

Note: If this power happens to be rolled twice, the character gets all four stinger attacks, +24 to M.D.C. and a one time bonus of +50 mph (80 km) to flying speed.

38% Insect Powers: Beetles

The hero possesses the insect-like powers of beetles. The hero can fly whether he has physical wings or not. It is the player's choice as to whether the character has insect-like wings or no wings.

Bonuses: The Insect ability provides the following bonuses: +1D4 to P.B. attribute and +1 to M.A.; +1 on Perception Rolls and +1 to roll with impact.

Bonus Skills: Add the following skills: Acrobatics (+10%), Climbing (+10%), Intelligence (+15%), Land Navigation (+20%), and Tailing (+20%). If the character already has any of these skills, add the bonus to it.

Chemical Resistance: +3 to save vs poison/toxins, gas and drugs. A successful save means no damage or penalties. A failed roll means half damage and half the penalties. Duration of the chemical effect is the same as usual.

Chemical Powers: Many beetles can excrete one or more chemicals. In the case of the hero, the chemical is secreted as an invisible mist from the pores of his skin or by touch. The hero has all of the following chemical excretion abilities:

- **Chemical Attack:** The hero secretes a chemical through his skin that causes the skin of most mortal life forms to burn. May be used in conjunction with physical punches and kicks, but the victim must be touched by the hero's bare skin. Damage is 1D6 M.D. to Mega-Damage beings and 2D4 damage to S.D.C. beings. The burning sensation lasts and continues to inflict one point of damage per melee round for 1D4 melee rounds, which distracts and worries most victims, inflicting a penalty of -2 to Perception Rolls, -1 to initiative and all combat rolls (strike, parry, etc.), and -5% to skill performance.
- **Chemical Gas Attack:** The hero can, in effect, create a barely noticeable mist wall/cloud of toxic gas. Any character without a breathing apparatus or environmental suit is struck by

the gas cloud, causing him to gag and eyes to burn. Roll 16 or higher to save vs non-lethal chemical attack. A successful save means the victim loses one melee attack/action but is otherwise fine. A failed roll means the character involuntarily vomits, loses half of his melee attacks for that initial round and is -2 on Perception Rolls, initiative and all combat maneuvers for 1D4 melee rounds.

- **Seduction:** The character can release pheromones that make him more attractive to members of the opposite sex. Works best on species of the same animal "class" (e.g. fellow mammalian humanoids, but not reptiles, fish, etc.). Saving Throw: 18 or higher to save. A successful save means no effect. Duration: 10 minutes per level of experience and hangs over him like a cloud that follows him wherever he goes.

The effect: Provides the equivalent of the Seduction skill at 80% and all females intoxicated by the hero are distracted and suffer a penalty of -6 on initiative (they want to make love not war), -4 on Perception Rolls and -20% on skill performance. (If the character has the Seduction skill, he or she gets a +20% bonus.) This chemical is half as effective on Sub-Demons and Lesser Demons and Deevils, and has no effect on Greater Demons, Deevils and other types of supernatural beings or creatures of magic.

Roll to determine the effect on aliens and intelligent life forms of other animal or material classes (avian, reptilian, plant or silicon alien, etc.):

01-25% No effect at all.

26-50% Half as potent/effective, including half the penalties and half the duration of those who might be affected.

51-75% 20% more effective and makes females competitive and violent toward other females.

76-00% Half as effective on the females, and makes the males aggressive toward and threatened by the character.

- **Trail Scent & Target Marker:** The hero can lay down a chemical scent that only he, other characters with the Beetle power, and beetles can smell and see. This chemical is used to mark a trail that the character can both see and smell.

This scent can also be placed on a vehicle, object, animal or person so the hero recognizes it when in range, or as a means to follow the marked item, animal or person. The hero can smell and follow the scent up to 1,000 feet (305 m) away. It takes a thorough soaking or washing to remove the chemical, and a light rain is not enough. The chemical trail/mark lasts 1D4 days per experience level of the hero.

The marking scent is released as an invisible mist or by touch that does not stain clothing and is unnoticed. Only characters with highly evolved olfactory senses (or super ability) will detect the chemical, and only within 20 feet (6.1 m) of it. They cannot see the chemical, but the hero can.

Flight: The character can hover and fly at a speed of 20 mph (32 km) per level of experience. Maximum altitude is 20,000 feet (6,096 m). The sound of flying creates a low humming sound or buzz reminiscent of a buzzing fly or propeller aircraft.

M.D.C. for Beetles: Add the character's Hit Points and S.D.C. together, triple the resulting number and make them M.D.C. If already a Mega-Damage being, increase M.D.C. by 40%. (In an S.D.C. setting, double the character's Hit Points and S.D.C., plus he has a Natural A.R. of 16.) **Note:** If the player so desires it, the character may have a hard exoskeleton like that of an insect.

Strength: +2D4 to P.S., and it is the equivalent of Robotic P.S. If the character has another power that makes him stronger or is stronger to begin with, simply add the bonus to his superior P.S.

39% Insect Power: Wingless

Think ants, ticks, crickets and other crawling and hopping insects.

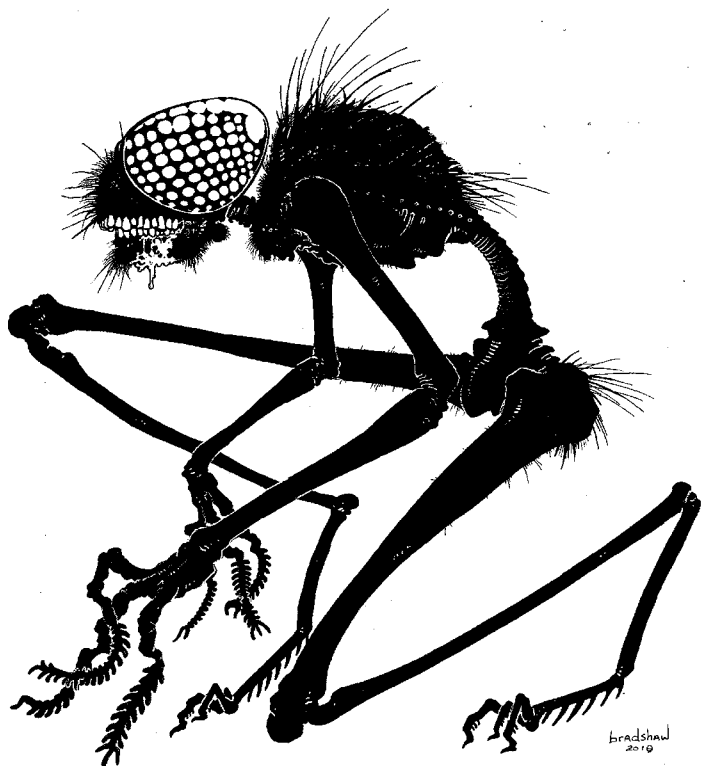
Adhesion/Insect Walk: The character can cling to, hang from, walk on and run across the side of walls and along ceilings without falling off. The hero has no fear of heights and is a natural gymnast who is happy to scale walls, climb rope and swing from tree limbs. The ability to walk on walls is so natural that the hero may even sleep adhered to the ceiling or high up on a wall or ledge. When on the prowl, the character is likely to approach from the ceiling.

Bonuses: +2D6+6 to Spd attribute, +1 to strike with kick and leap attacks, +2 to dodge and pull punch, +2 to roll with impact. Add the following skills: Climbing (+20%), Gymnastics (+20%), Land Navigation (+20%), Prowl (+10%), Tailing (+15%) and Kick Boxing or Zero Gravity Combat. If the character already has any of these skills, add the bonus to it.

Leaping: The hero can leap one yard (one meter) up and/or across per P.S. attribute point, increase by 50% with a running start.

M.D.C.: Add the character's Hit Points and S.D.C. together, triple them and make them M.D.C. If already a Mega-Damage being, increase M.D.C. by 30%. (In an S.D.C. setting, double the character's Hit Points and S.D.C., plus he has a Natural A.R. of 15.) **Note:** If the player so desires it, the hero may have a hard or leathery exoskeleton like that of an insect.

Strength: +1D6 to P.S., and P.S. is the equivalent of Supernatural Strength, and can lift and carry double the usual amount of weight for Supernatural P.S.



40% Kinetic Sponge

Physical attacks from punches, kicks, falls, ram/impact attacks, and blunt object attacks do 5% of their normal damage. Even explosions, bullets, arrows, spears and thrown objects bounce off this character with minimal pain and do only 5% of their normal damage.

Moreover, the hero absorbs the kinetic energy (damage) into his own body and is able to let it loose when he launches his own attacks. Thus, if the character is struck with a kinetic energy attack (perhaps rail gun fire or explosion) that inflicts 80 M.D.C., the hero suffers 4 M.D. (5% damage) and absorbs the remaining 76 M.D. points. He can release that stored up Mega-Damage (or S.D.C./Hit Point damage in an S.D.C. environment) with a kinetic attack (punch, kick, body block, thrown object) of his own, inflicting his normal punch/kick or blunt weapon damage for the attack, plus the 76 M.D. he has absorbed, upon his next opponent or physical target (door, vehicle, etc.).

The stored Kinetic Energy/M.D. must be unleashed the same melee round the character suffers kinetic damage or as the first attack in the next melee round. The hero can control the amount of energy unleashed in his physical attacks, so he can let loose with everything he's got in a single punch or spread it out over several of his attacks that melee round. Any damage absorbed from kinetic attacks not unleashed by the beginning of the next melee round is lost.

41% Magic: Air

The hero knows all Air Elemental spells levels 1-6, plus 1D4+1 from each subsequent level of Air Elemental Magic through level 8.

Bonuses: +1 to Spell Strength (victims need to roll a 13 or higher to save), can breathe without air for five minutes per P.E. attribute point, is resistant to electricity based attacks (half damage) and add the following skills: Astronomy/Navigation and Land Navigation, both at 80% +1% per level of experience.

P.P.E.: P.E. attribute number x10, +10 additional P.P.E. per level of experience. In all cases, this is in addition to any P.P.E. points the character may have from other sources.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

42% Magic: Control of Elementals

The hero knows spells that summon and provide a limited amount of control over select Elemental beings (as limited by the available spells). They include Animate Plants (10), Create Golem (80), Creature of the Waves (70), Creature of the Wind (70), Dancing Fires (35), Fingers of the Wind (8), Flame Friend (20), Flame Lick (7), Hopping Stones (6), Howling Wind (7), Leaf Rustler (15), Little Mud Mound (30), Phantom (30), Phantom Footman (20), Phantom Mount (25), Screaming Wall of Fire (30), Sculpt and Animate Clay (40), Stone to Flesh (30), Water Wisps (30), *plus* 1D4 Elemental related spells of choice from each level 1-3 of Spell Invocations.

Bonuses: +1 to Spell Strength (victims need to roll a 14 or higher to save), can see Elementals (even if they are invisible, but can only see invisible "Elementals," not all invisible beings) and the hero can communicate with Elementals in a similar way as Warlocks.



P.P.E.: P.E. attribute number x11, +12 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

43% Magic: Death

Not all Necromancers are evil or use their magic against people. Ours is one of the good guy practitioners of a magic that is easy to corrupt and misuse.

The hero knows all Necromancy Spell Invocations levels 1-11 plus 1D4+1 additional Necromancy spells from levels 12 and 13, and all Bone Magic spells (see list and page number of descriptions on page 7 of the **Rifts® Book of Magic™**).

Bonuses: +2 to Spell Strength (victims need to roll a 14 or higher to save), +1 to save vs magic, +3 to save vs voodoo magic, +2 to save vs possession, impervious to a vampire's bite and can not be turned into a vampire/undead.

P.P.E.: P.E. attribute number x10. +10 per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

44% Magic: Demons

The hero has the responsibility of using dark and dangerous *Demon Magic* for good. The character may have once been Anarchist or evil himself, or raised by dark forces, only to rebel against the darkness to become a champion of light. The charac-

ter knows all *Demon Magic* spells (see pages 177-191 of **Rifts® Dimension Book 12: Dimensional Outbreak™**) plus the following: Armor Bizarre (15), Breathe Without Air (10), Expel Demons (35), Impervious to Fire (5), Life Blast (15), Mask of Deceit (15), See the Invisible (4), Shadow Meld (10), Tongues (12) and Words of Truth (15).

Bonuses: +1 on Perception Rolls, +1 to Spell Strength (victims need to roll a 13 or higher to save), +3 to save vs demonic Charm and Seduction (no save against the charms and seduction attempts of mortals and other beings), and gives the hero the skills Lore: Demons & Monsters and Lore: Magic at 80% +1% per level of experience.

P.P.E.: P.E. attribute number x10. +10 per level of experience.

Note: The best reference for these and non-Demon Magic spells is the **Rifts® Book of Magic™**.

Substitution: If you don't own the **Dimensional Outbreak™** book for *Demon Magic*, we recommend you consider picking up a copy because it offers a wealth of fun source material and is an important part of the Minion War. If that's not possible, substitute the following: Spoiling Magic (all) and Necromancy spells levels 1-5, plus the specific spells listed above.

45% Magic: Dimensions

The hero specializes in magic involving dimensions, dimensional travel and effects, time and opening dimensional portals. They include all *Temporal Magic* spells (see page 244 of the

Rifts® Book of Magic™ plus the following: Astral Hole (120), Dimensional Portal (1,000), Dimensional Teleport (800), Dispel Magic Barriers (20), Energy Disruption (12), Mystic Portal (60), Plane Skip (65), Orb of Cold (6), Reality Flux (75), Realm of Chaos (70), Rift to Limbo (160), Rift Teleportation (200), Sanctum (390), Second Sight (20), Swallowing Rift (300), Swap Places (300), Teleport: Lesser (15), Teleport: Superior (600), Time Hole (210), Time Slip (20), Warped Space (90), and all *Ley Line Magic* spells (see list and page numbers of descriptions on page 7 of the **Rifts® Book of Magic™**).

Bonuses: This character can cast any spell that involves opening a dimensional portal or traveling to another place (including Mystic Portal and Teleportation spells) at *HALF the P.P.E.* (some listed above), +2 on Perception Rolls involving dimensional anomalies, time and dimensional gateways of all kinds, +1 to Spell Strength (victims need to roll a 13 or higher to save), and +2 to save vs dimension/Temporal magic.

P.P.E.: P.E. attribute number x12. +12 per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

46% Magic: Dominion

The hero knows spells that can be used to influence, impair, confuse and control others. They include Banishment (65), Befuddle (6), Blind (6), Blinding Flash (1), Calling (8), Carpet of Adhesion (10), Charismatic Aura (10), Charm (8), Cloak of Darkness (6), Compulsion (20), Constrain Being (20), Control/Enslave Entity (80), Death Trance (1), Desiccate the Supernatural (50), Disharmonize (150), Distant Voice (10), Dominion (10), Ensorcel (400), Enemy Mind (100), Exorcism (30), Expel Demons (35), Fear (5), Force Bonds (25), Illusory Wall (15+), Influence the Beast (12), Light Healing (6), Locate (30), Luck Curse (40), Magic Net (7), Mask of Deceit (15), Multiple Image (7), Mute (50), Negate Poison/Toxin (5), Paralysis: Lesser (5), Remove Curse (140), Repel Animals (7), See Aura (6), Sheltering Force (20), Sleep (10), Sickness (50), Tame Beast (60), Tongues (12), Trance (10), Turn Dead (6), and Wisps of Confusion (40), *plus* 1D4 spells of choice from each level 1-4 of Spell Invocations.

Bonuses: +2 to Spell Strength (victims need to roll a 14 or higher to save), and the hero is +2 to save vs illusions, +1 to save vs mind control of any kind, and +1 to save vs possession.

P.P.E.: P.E. attribute number x10, +12 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

47% Magic: Earth

The hero knows all Earth Elemental spells levels 1-7, plus 1D4 from level 8.

Bonuses: +2 to Spell Strength, +4D6 to S.D.C. or M.D.C., and the hero's strength is the equivalent of Robot P.S., unless the character already has a superior strength (use the better P.S.).

P.P.E.: P.E. attribute number x10, +10 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

48% Magic: Fire

The hero knows all Fire Elemental spells levels 1-6, plus 1D4+1 from each subsequent level of Fire Elemental Magic through level 8.

Bonuses: +1 to Spell Strength, impervious to normal fire, heat, and smoke, while magic fire and heat do half damage.

P.P.E.: P.E. attribute number x10, +10 additional P.P.E. per level of experience.

In the Alternative: If the player would prefer, his character can have all *Living Fire Magic* spells level 1-12 *instead of* the more traditional Warlock Elemental spells. Living Fire Magic is Russian in origin (see **Rifts® World Book 19: Mystic Russia™** or page 160 of **Rifts® Book of Magic™**).

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

49% Magic: Guardian and Protector

The hero knows spells to shield, help and protect others – emphasis on protection. They include Armor of Ithan (10), Banishment (65), Breathe Without Air (5), Calm Storm (200), Chameleon (6), Chromatic Protection (10), Circle of Flame (10), Cleanse (6), Cloak of Darkness (6), Concealment (6), Constrain Being (20), Control/Enslave Entity (80), Cure Minor Disorder (10), Deflect (10), Desiccate the Supernatural (50), Dispel Magic Barriers (20), Energy Bolt (5), Energy Field (10), Extinguish Fire (4), Featherlight (10), Fortify Against Disease (15), Heal Wounds (10), Escape (8), Fly (15), Globe of Daylight (2), Impervious to Fire (5), Impervious to Poison (65), Implosion Neutralizer (12), Lantern Light (1), Life Blast (15), Life Source (2+), Light Healing (6), Magic Net (7), Magic Shield (6), Mystic Fulcrum (5), Negate Magic (30), Negate Poison/Toxin (6), Null Sphere (220), Power Weapon (35), Protection Circle: Simple (45), Purge Other (100), Restore Limb (80), Sheltering Force (20), Sustain (12), Stone to Flesh (30), Tongues (12), Turn Dead (6), Wall of Defense (55), and Watchguard (10).

Bonuses: +2 to Spell Strength (victims need to roll a 14 or higher to save), +1 to Perception Rolls, +2 to save vs mind control in all forms, +4 to save vs Demon Magic and +2 to save vs Horror Factor.

P.P.E.: P.E. attribute number x12, +12 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

50% Magic: Illusionist

The hero is a master of deception and trickery, and his magic reflects that.

Knows all illusion magic and a few others, including: Apparition (20), Aura of Death (12), Aura of Doom (40), Aura of Power (4), Befuddle (6), Blinding Flash (1), Chameleon (6), Charismatic Aura (10), Chromatic Protection (10), Cloud of Smoke (2), Concealment (6), Death Trance (1), Detect Concealment (6), Fool's Gold (10), Hallucination (30), Horrific Illusion (10), Horror (10), Illusion Booster (15), Illusion Manipulation (25+), Illusory Forest (45+), Illusory Terrain (55+), Illusory Wall (15+), Manipulate Objects (2+), Mask of Deceit (15), Multiple Image (7), Telekinesis (6), and Thunderclap (4).

Bonuses: +2 to Spell Strength (victims need to roll a 14 or higher to save), +2 to Perception Rolls, +3 to save vs illusions, +3 to save vs possession and +2 to save vs Horror Factor.

P.P.E.: P.E. attribute number x10, +12 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.



51% Magic: Nature

The hero feels strong ties to nature, growth and the cycle of life. He knows all the Nature Magic spells, plus those listed, below. Nature Magic is Russian in origin (see **Rifts® World Book 19: Mystic Russia™** or page 168 of **Rifts® Book of Magic™**).

All *Nature Magic* spells levels 1-12, plus all Shamanistic Magic spells (see page 209 of **Rifts® Book of Magic™** or **Spirit West**) or the following (pick Shamanistic or these, not both): Globe of Daylight (2), Chameleon (6), Cleanse (6), Climb (3), Create Wood (10-20), Create Water (15), Eyes of the Wolf (25), Familiar Link (55), Float in Air (5), Fly (15), Frostblade (15), Influence the Beast (12), Life Source (2+), Light Healing (6), Magic Pigeon (20), Mend the Broken (10+), Negate Poison/Toxin (5), Purification (Food/Water; 20), Repel Animals (7), Sheltering Force (20), Swim as a Fish (6), Tame Beast (60), Tongues (12), Turn Dead (6), Wave of Frost (6) and Wind Rush (20).

Bonuses: +1 to Spell Strength, and the Dowsing, Identify Plants and Fruits, Land Navigation and Wilderness Survival skills each at 90% (in addition to his other skills).

P.P.E.: P.E. attribute number x10, +10 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

52% Magic: Negation, Entropy and Chaos

The hero possesses the fatalistic magic of entropy and chaos, but tries to use it for good and against evil.

Knows all Spoiling magic, plus Annihilate (600), Armorbane (100), Aura of Death (12), Aura of Doom (40), Anti-Magic Cloud (140), Befuddle (6), Blind (6), Collapse (70+), Death Trance, Deathword (70), Desiccate the Supernatural (50), Disharmonize (150), Energy Disruption (12), Fear (5), Frequency Jamming (15), Globe of Daylight (2), Havoc (70), House of Glass (12), Life Drain (25), Luck Curse (40), Mindshatter (130), Minor Curse (40), Negate Magic (30), Negate Mechanics (20), Realm of Chaos (70), Remove Curse (140), Shatter (5), Sickness (50), Soultwist (220), Speed of the Snail (50), Spoil (Food/Water; 30), Wave of Frost (6), Weight of Duty (10).

Bonuses: +2 to Spell Strength (victims need to roll a 14 or higher to save), +2 to save vs Horror Factor, and this character can perform all of the spells listed above at *HALF* the P.P.E. usually required, as listed above.

P.P.E.: P.E. attribute number x12, +10 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

53% Magic: Outer Space

The hero knows all *Space Magic* spells levels 1-15 plus all Spell Invocations from Levels 1-2.

Bonuses: +2 on Perception Rolls in space, +1 to Spell Strength (victims need to roll a 13 or higher to save), and +3 to save vs Space Magic.

P.P.E.: P.E. attribute number x10, +10 per level of experience.

Note: The reference for these spells is **Rifts® Dimension Book 13: Fleets of the Three Galaxies™**.

Substitution: If you don't own **Rifts® Dimension Book 13: Fleets of the Three Galaxies™**, select a different type of magic power.

54% Magic: Transforming & Transferral

The hero wields magic that transforms, transfers and confers power. This is magic that does not create, but changes/transforms something that already exists, or empowers it.

Spell knowledge includes all Metamorphosis spell invocations plus Chameleon (6), Cleanse (6), Death Trance (1), Enchant Weapon (400+), Energy Disruption (12), Energize Spell (12+), Escape (8), Extinguish Fire (4), Fortify Against Disease (15), Fuel Flame (5), Giant (80), House of Glass (12), Impervious to Fire (5), Impervious to Poison (5), Implosion Neutralizer (12), Instill Knowledge (15), Invulnerability (25), Ironwood (50+), Life Source (2+), Magical-Adrenal Rush (45), Mend the Broken (10+), Petrification (40; see Earth Elemental spell), Power Weapon (35), Reality Flux (75), Reduce Self (20), Restore Limb (80), Restoration (750), Restore Life (275), Resurrection (650), Spoil



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(Water/Food; 30), Stone to Flesh (30), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Swap Places (300), Swim as a Fish (6), Swim as a Fish: Superior (12), Swords to Snakes (50), Tongues (12), Transformation (2,000), Transferral (50), Water to Wine (40), and Winged Flight (35).

Bonuses: +2 to Spell Strength (victims need to roll a 14 or higher to save), +5 to save vs any unwanted transformation magic leveled against the hero himself, and he can cast any Metamorphosis spell upon himself at *HALF* the usual P.P.E. cost, including Giant and Reduce Self. Likewise, all restorative magic, including Resurrection, is performed at *HALF* the usual P.P.E. cost.

P.P.E.: P.E. attribute number x11, +11 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

55% Magic: Warrior

The hero is a warrior who uses a variety of magic spells in his war against evil, monsters and tyranny.

Knows all Level 1-2 Spell Invocations, plus the following: Armor of Ithan (10), Armor Bizarre (15), Aura of Death (12), Ballistic Fire (25), Barrage (15), Breathe Without Air (5), Call Lightning (15), Electric Arc (8), Energy Bolt (5), Energy Disruption (12), Escape (8), Featherlight (10), Fire Ball (10), Fire Bolt (7), Forcebonds (25), Frequency Jamming (15), Frost Blade (15),

Globe of Silence (25), Heal Self (20), Ignite Fire (6), Impervious to Energy (20), Implosion Neutralizer (12), Lifeblast (15), Lightblade (20), Light Target (6), Magic Shield (6), Negate Magic (30), Phantom Mount (45), Power Bolt (20), Power Weapon (35), Superhuman Endurance (12), Targeted Deflection (15), Ricochet Strike (12), See Wards (20), Sleep (10), Sonic Blast (25), Shockwave (45), Sub-Particle Acceleration (20), Swim as a Fish (6), Watchguard (10), and Weight of Duty (10).

Bonuses: +1 to Spell Strength, +1 on initiative, +1 attack per melee round, +1 to strike, parry and disarm, and +1 to save vs magic and Horror Factor.

P.P.E.: P.E. attribute number x10, +10 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

56% Magic: Water

The hero knows all Water Elemental spells levels 1-6, plus all Ocean Magic spells (see page 200 of **Rifts® Book of Magic™**).

Bonuses: +1 to Spell Strength, can breathe underwater indefinitely and survive any depth, and is resistant to normal cold (half damage). If the character does not have the Swimming skill, he gets it now at a base skill of 50% +5% per level of experience.

P.P.E.: P.E. attribute number x10, +10 additional P.P.E. per level of experience.

Note: The best reference for these spells is the **Rifts® Book of Magic™**.

57% Magic Spell Caster

The hero knows all Spell Invocations levels 1-6, plus 1D6+1 additional spells selected from each subsequent level up through level 8, and 1D4 spells from levels 9-11.

Bonuses: +3 to Spell Strength (victims need to roll a 15 or higher to save), +1 to save vs magic, and +2 to save vs illusions and possession.

P.P.E.: P.E. attribute number x15. +10 per level of experience.

Note: The best reference for these spells is the **Rifts® Ultimate Edition** or **Rifts® Book of Magic™**.

58% Manifest Super-Weapon

The weapon is the manifestation of the character's own willpower and inner strength and appears at will. Most crackle with energy, glow, or have some other unique feature that sets them apart from the ordinary (engulfed in flame, made of ice, etc.). When needed, the weapon magically appears in the hero's hand. When not needed it vanishes.

The hero can summon two types of weapons with the following stats:

Melee Weapon: The type of weapon is a matter of personal preference (axe, mace, morning star, spear, sword, war hammer, etc.), but is always the same every time it manifests.

Regardless of its shape, it does 5D6 M.D. to mortal opponents and 1D6x10 M.D. to supernatural evil and wicked creatures of magic; double when up against Demon or Deevil Lords, Dark Gods and Demon Stars. Melee weapons magically return when thrown, reappearing in the hero's hand a split second later, and have a range of 500 feet (152 m) per level of experience. The weapon is +2 to parry and disarm.

Long-Range Energy Weapon: The type of weapon is a matter of personal preference (pistol, rifle, shotgun, rail gun, oversized cannon, or even a bow and arrow that fires bolts of energy in place of arrows, and so on), but is always the same every time it manifests.

Damage: 6D6+6 S.D.C. against Hit Point/S.D.C. opponents, 1D6x10 M.D. against most Mega-Damage creatures, M.D.C. power armor, robots, vehicles and spacecraft, 2D6x10 M.D. against Demon Lords, Dark Gods and evil Alien Intelligences. Range: 600 feet (183 m) per level of experience, double in space.

59% Mind: Analytical

This character has a sharp mind that puts two plus two together in a third of the time of most other people. He sees the big picture and quickly runs all possible scenarios and results through his mind. This enables him to assess situations, the level of danger, and the best options to escape, survive or win.

Bonuses: +1D4 to I.Q. and M.E. attributes, +3 on Perception Rolls, +1 to dodge and roll with impact.

Skills: The following skills *replace* the character's O.C.C. Skills except for W.P.s and Hand to Hand Combat.

- Anthropology (+30%)
- Appraise Goods (+30%)
- Creative Writing (+20%)
- Cryptography (+25%)
- History (all; +20%)
- Lore (pick four; +20% each)
- I.D. Undercover Agent (+30%)
- Intelligence (+40%)
- Interrogation (+20%)
- Philosophy (+20%)
- Psychology (+30%)
- Recognize Weapon Quality (+30%)
- Research (+30%)

Psionics: Empathy (4), Group Mind Block (22), Intuitive Combat (10), Meditation (0), Mind Block (4), Object Read (6), Psi-Shield (30), Psi-Sword (30), Presence Sense (4), Psychic Omni-Sight (15), See Aura (6), See the Invisible (4), Sixth Sense (2) and Telepathy (4). I.S.P.: M.E. attribute number x8.

60% Mind: Builder/Tinkerer

This character loves to build, repair, maintain, tweak and improve machines and devices. He enjoys working with his hands provided it is done to fix, improve and be put to good use.

Bonuses: +1D4+1 to I.Q., +1 to P.P. and +3 to Perception Rolls involving the designing, building, maintenance, repair and use of machines as well as recognizing and finding flaws and problems.

Skills: The following skills *replace* the character's O.C.C. Skills except for skills related to building. Also keep the Hand to Hand Combat skill.

- Computer Operation (+30%)
- Computer Programming (+20%)
- Computer Repair (+30%)
- Demolitions (+24%)
- Demolitions Disposal (+30%)
- Electrical Skills: Select two of choice (+35% each).
- Mechanical Skills: Select four of choice (+40% each).

- Jury-Rig (+40%)
- Pilot: Tracked & Construction Vehicles (+20%)
- Recognize Weapon Quality (+30%)
- Salvage (+30%)

Psionics: Machine Ghost (12), Object Read (6), Telekinesis (varies), Telemechanics (10), Telemechanic Mental Operation (12) and Telemechanic Paralysis (20). I.S.P.: M.E. attribute number x8.

61% Mind: Cunning

This character is cunning, sneaky, and resourceful, able to think quick on his feet, adapts quickly to changing situations and is good at improvisation.

Bonuses: +1D4+3 to M.A. and +1D4 to M.E. attributes, and +1 on Perception Rolls.

Bonus Skills: The following skills *replace* the character's O.C.C. Skills except for skills related to espionage, stealth and rogue activities. Also keep the Hand to Hand Combat skill.

- Barter (+30%)
- Disguise or Escape Artist (+20%); pick one.
- Intelligence (+24%)
- Performance (+30%)
- Prowl (+20%)
- Roadwise (+20%)
- Seduction (+20%)
- Streetwise (+20%)
- Tailing (+20%)
- Undercover Ops (+30%)

Psionics: Alter Aura (2), Ectoplasm (6-12), Ectoplasmic Disguise (12), Empathic Transmission (6), Hypnotic Suggestion (6), Mask I.S.P. and Psionics (7), Mask P.P.E. (4), Mind Block (4), Mind Wipe (special), Psionic Invisibility (10), See Aura (6), and Sense Evil (2). I.S.P.: M.E. attribute number x7.

62% Mind: Deductive

A curious mind with an eye for details and a head for putting them together to solve puzzles and mysteries, uncover secrets, find the truth, and make logical conclusions.

Bonuses: +1D4 to I.Q., +1 to M.A. and M.E., and +4 on Perception Rolls.

Skills: The following skills *replace* the character's O.C.C. Skills except for Physical skills, W.P.s and Hand to Hand Combat.

- Computer Operation (+40%)
- Computer Programing (+20%)
- Computer Hacking (+25%)
- Crime Science Investigation (+30%)
- Detect Concealment (+30%)
- Electronic Countermeasures (+40%)
- Find Contraband (+40%)
- Forgery (+40% to recognize a forgery only)
- I.D. Undercover Agent (+30%)
- Intelligence (+20%)

Interrogation (+30%). The hero is likely to deduce when the suspect is telling the truth, holding back, and lying via observing his eyes and body language, as well as noticing details about his clothing, mannerisms, accent, behavior, and other tell-tale signs and evidence that might be overlooked by most people.

- Land Navigation (+20%)

- Surveillance (+30%)

Psionics: Detect Psionics (6), Meditation (0), Mind Block (4), Mind Block Auto-Defense (special), Object Read (6), Mentally Possess Others (30), Psionic Invisibility (10), Psychic Diagnosis (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Telepathy (4). I.S.P.: M.E. attribute number x8.

63% Mind: Curious and Scientific

The character loves science, logic, and discovering/learning new things.

Bonuses: +1D4+1 to I.Q., +2 to M.E. attribute, and +2 on Perception Rolls.

Skills: The following skills *replace* the character's O.C.C. Skills except for W.P.s and Hand to Hand Combat.

- Basic Electronics (+30%)
- Basic Mechanics (+30%)
- Computer Operation (+40%)
- Medical: Select three skills of choice (+20% each).
- Science Skills: Select five of choice (+40% each).
- Mathematics: Basic at 97%.

Psionics: Clairvoyance (4), Commune with Spirits (6), Detect Psionics (6), Electrokinetics (varies), Meditation (0), Mind Bolt (varies), Mind Bond (10), Object Read (6), See the Invisible (4), Sense Evil (2), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telekinetic Lift (6), Psychic Diagnosis (4). I.S.P.: M.E. attribute number x7.

64% Mind: Math Wiz

This character has an affinity for numbers and calculations and uses them to his advantage.

Bonuses: +1D4+2 to I.Q. and +2 to M.E. attribute.

Bonus Skills: Add these skills to the character's O.C.C. Skills.

- Astrophysics or Chemistry: Analytical (+40%)
- Computer Operation 98%
- Computer Programming 94%
- Computer Hacking 92%
- Cryptography (+30%)
- Intelligence (+24%)
- Mathematics: Basic at 99%.
- Mathematics: Advanced at 98%.
- Navigation: All (+40%).
- Safe-Cracking (+30%)

Psionics: Read Dimensional Portal (6), Sense Dimensional Anomaly (4), Sense Time (2), Meditation (0), Resist Fatigue (4), Resist Thirst (6), and Telekinetic Force Field (30). I.S.P.: M.E. attribute number x7.

65% Mind Over Matter

This character has an affinity for imposing mind and will over the physical world to manipulate matter.

Bonuses: +1D4 to M.E. and P.E. attributes, +3 to save vs possession, +10% to save vs coma and death.

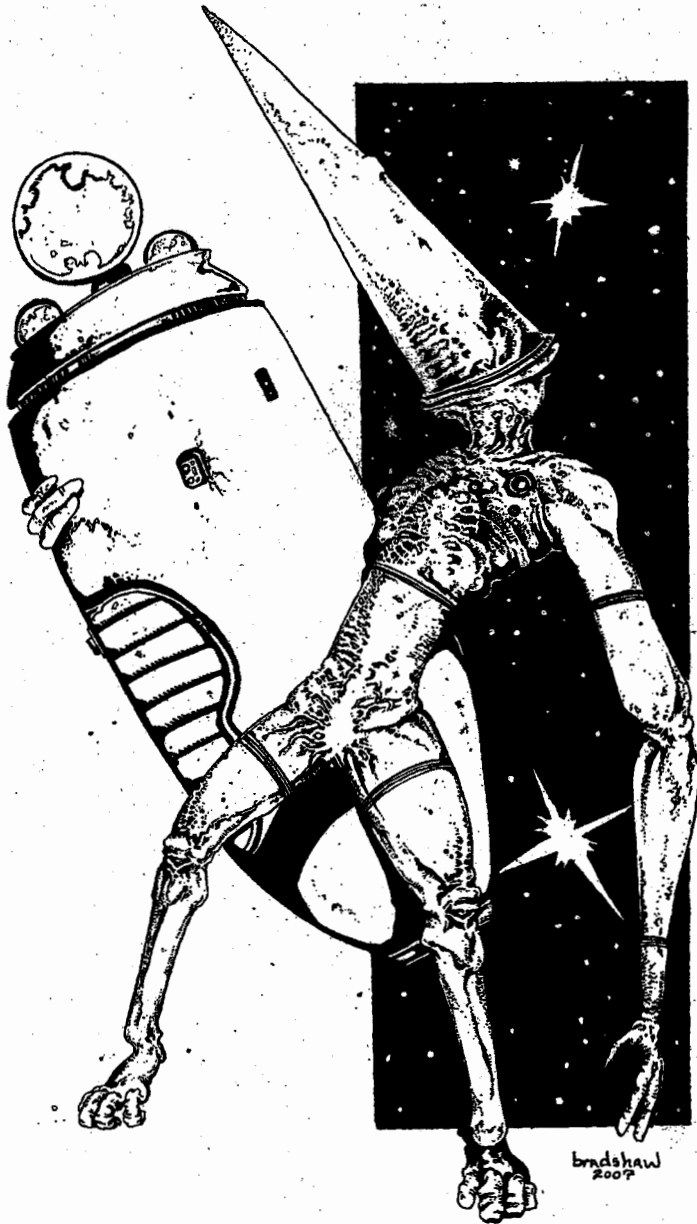
Bonus Skills: Add these skills to the character's O.C.C. Skills.

- Art or Calligraphy (+30%)
- Begging (+30%)
- Cook or Play a Musical Instrument (+20%)
- Dowsing (+30%)
- Fasting (+40%)

Paramedic (+20%)

Philosophy (+20%)

Psionics: Bio-Manipulation (10), Bio-Regeneration (self, 6), Exorcism (10), Deaden Pain (4), Deaden Senses (4), Death Trance (1), Healing Touch (6), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Meditation (0), Stop Bleeding (4), Telekinetic Leap (8), Telekinetic Punch (6), Telekinetic Push (4) and Super-Telekinesis. I.S.P.: M.E. attribute number x9.



66% Power, Cosmic

The hero has such an affinity to the universe that he feels connected to everything and every place in it, but feels most at home in the void of space. As a result, the character is impervious to radiation and cold (no damage – magic cold does half damage), can breathe without air indefinitely, and always has a sense of direction in space compared to where he's been and where he considers "home." Of course, the cosmic hero has the ability to survive in the vacuum of space, hover and fly.

Bonuses: +5D6 to P.P.E., +1 on initiative, +3 on Perception Rolls in outer space, and +1 attack per melee round in sunlight. Imper-

vicious to radiation and cold, can breathe without air indefinitely, and P.S. becomes Supernatural in outer space (equal to Robotic P.S. when on a planet or in an artificial environment). Also see Solar Powered and Vulnerability.

Energy Blasts: The character can fire an energy blast from the eyes and hands at will. Damage from energy blasts is 1D6 up to a maximum of 1D6x10+6 S.D.C. against Hit Point/S.D.C. opponents, and 1D6 up to a maximum of 1D6x10+10 M.D. against Mega-Damage opponents. Range is 600 feet (183 m) per experience level of the hero, triple range in outer space. Double damage when within 30 million miles (48 million km) of a sun, or closer.

Flying: He can fly in space up to a speed of Mach 20 or kick it into FTL of two light-years per hour. As a native of "space," the hero is rather like a fish in a very large ocean and is most at home, playful and happy in outer space.

In an atmosphere, the character can hover and fly up to a maximum speed of Mach 6, but can break the gravitational pull to reach outer space from any planet. Prefers life and travel in space, but enjoys visits, civilizations and adventures on other worlds.

Hitch a Ride: The cosmic hero can catch a ride on a comet, take a nap on an asteroid or attach himself to the hull of a passing spaceship to hitch a ride. Somehow, once planted on the surface of any moving body in space, the character can maintain his footing and is held snug no matter how fast his 'ride' is moving. When he wants to hop off he can do so at any time, whether his ride has stopped or is still moving.

M.D.C.: If the character started out as an S.D.C. being, add Hit Points and S.D.C. together and make them M.D.C., then add 5D6x10 M.D.C. to them. If a Mega-Damage being to begin with, just add the additional M.D.C. to the existing amount. (In S.D.C. settings, add 2D6x10 to Hit Points and 3D6x10 to S.D.C., plus in space, the character has a Natural A.R. of 15.)

Solar Powered: Bio-regenerates at a rate of 3D6 M.D.C. per hour in sunlight. In space and in the path of a sun's light, the hero bio-regenerates 6D6 M.D.C. per melee round, and injured internal organs heal or regrow and lost limbs completely regenerate in 1D6x10 minutes. Likewise, the character does not need food or water when he has the light of the sun to sustain him. On a planet, four hours of exposure to sunlight (even if it's while working, fighting, flying, playing, sleeping, etc.) is all the nourishment (food and water) the character needs for the entire day. In space, near a sun, one hour of exposure provides all the nourishment the character needs. Can survive walking across the surface of a sun.

Vulnerability: Darkness: Supernatural P.S. in space becomes the equivalent of Robot P.S. on planets and artificial environments, but becomes the equivalent of Augmented if stuck in darkness for 48 hours (needs at least 4 hours of sunlight a day to maintain abilities). After 72 hours without sunlight the hero's P.S. becomes equal to an ordinary human and attacks per melee round, all bonuses, and Spd attribute are reduced by half; requires 9 hours of exposure to sunlight to power back up to normal levels.

67% Phoenix Effect; Can Not Die (conditional)

The character regenerates to full form, abilities and full M.D.C. (or Hit Points and S.D.C.) 1D4 melee rounds (15-60 seconds) after dying. If blown to pieces, regeneration takes 2D6 minutes.

All limbs are intact, attributes, abilities and knowledge are unchanged, and the character does not suffer the usual trauma for having died. However, the character is “reborn” with his normal level of M.D.C. (or Hit Points and S.D.C.) temporarily at *half*. The missing half recover at the same rate the character usually recovers from damage, which, as a hero, might be at an accelerated rate or not. Any possessions destroyed at the moment of death are lost and do not reappear with him. When reborn, P.P.E. and/or I.S.P. points are at the same level they were at the moment of death and recover at the normal rate.

If slain a second time within 24 hours, it takes the hero *1D4 hours* to be reborn. If slain a third time within the same 24 hour period, it takes *1D4 days* to be “reborn.” A fourth death within 24 hours of the third rebirth means the hero *is* dead. If the character dies days apart, he is reborn without difficulty in a minute or less. **Note:** As impressive as this power is, it is not unlimited. The total number of times the character can regenerate and come back to life is once per P.E. attribute number +3D6. The G.M. should roll the 3D6, make a note and NOT tell the player the result. Thus, the hero does not know when his last Phoenix Effect may be, and does not know when he will die.

68% Psychic Healer

The hero possesses all the psychic abilities listed under the Healing category plus Bio-Manipulation (10), Bio-Regeneration (Super; 20), and Psychosomatic Disease (30). I.S.P.: M.E. attribute number x10, plus any I.S.P. the character may have had to start with. Special: The hero is +1 to save vs disease and poison and +10% to save vs coma and death.

69% Psychic Channeller

The hero possesses the following psychic abilities: Ectoplasm (6-12), Electrokinesis (varies), Exorcism (10), Healing Touch (6), Hydrokinesis (varies), Meditation (0), Psi-Shield (30), Psi-Sword (30), Psychic Purification (8), Pyrokinesis (varies), Radiate Horror Factor (8), Restore P.P.E. (4+), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), and Summon Inner Strength (4). I.S.P.: M.E. attribute number x10, plus any I.S.P. the character may have had to start with. Also gets a bonus 4D6 to P.P.E.

70% Psychic Master

The character possesses ALL Super Psionic powers and has six abilities of choice from each of the three other psychic categories: Healing, Physical and Sensitive. I.S.P.: M.E. attribute number x11, plus any I.S.P. the character may have had to start with.

71% Psychic Mind Controller

The hero possesses the following Super-Psionic powers: Empathic Transmission (6), Group Mind Block (22), Group Trance (15), Mentally Possess Others (30), Mind Block Auto-Defense (special), Mind Bolt (varies), Mind Bond (10), Mind Wipe (special), Psionic Invisibility (10), Psychosomatic Disease (30), and Radiate Horror Factor (8), *plus* Empathy (4), Induce Sleep (4), Mask I.S.P. & Psionics (7), Meditation (0), Mind Block (4), Te-

lepathy (4), and Suppress Fear (8). I.S.P.: M.E. attribute number x9, plus any I.S.P. the character may have had to start with.

72% Psychic Physical Manipulator

The hero possesses all the psionic abilities listed under the Physical category, plus Bio-Manipulation (10), Bio-Regeneration Super (20) and Psi-Sword (30). I.S.P.: M.E. attribute number x8, plus any I.S.P. the character may have had to start with.

73% Psychic Savant

The hero possesses ten powers from the Physical or Sensitive category and 2D4 psi-powers from the other, plus 1D4+2 Super-Psionic powers of choice. I.S.P.: M.E. attribute number x9, plus any I.S.P. the character may have had to start with.

74% Psychic Sensitive

The hero possesses all the psychic abilities listed under the Sensitive category plus Empathic Transmission (6) and Mind Bond (10). I.S.P.: M.E. attribute number x8, plus any I.S.P. the character may have had to start with.

75% Psychic Telekinesis Master

The hero possesses the following psychic abilities: Levitation (varies), Telekinesis (varies), Telekinesis (Super; 10+), Telekinetic Acceleration Attack (10 or 20), Telekinetic Force Field (30), Telekinetic Leap (8), Telekinetic Lift (8), Telekinetic Punch (6), and Telekinetic Push (4). I.S.P.: M.E. attribute number x10, plus any I.S.P. the character may have had to start with.

76% Psychic Warrior

The hero possesses the following psychic abilities: Death Trance (1), Electro-Kinesis (varies), Exorcism (10), Hydrokinesis (varies), Intuitive Combat (10), Levitation (varies), Meditation (0), Group Mind Block (22), Mind Block (4), Mind Bolt (4), Psi-Shield (30), Psi-Sword (30), Pyrokinesis (varies), Sense Time (2), Sixth Sense (2), Telekinetic Leap (8), Telekinetic Punch (6) and Telekinetic Accelerated Attack (10-20). I.S.P.: M.E. attribute number x10, plus any I.S.P. the character may have had to start with.

77% Regenerative Healing

The character regenerates damaged and destroyed body parts, never scars and never seems to age past 30 years old. Lost appendages regenerate within 1D6 hours, eyes and internal organs (including the heart and brain) within 1D6 minutes. Tissue damage (cuts, open wounds, burns, etc.) heals within 1D4 hours. However, in all cases, the minimum M.D.C. or Hit Points/S.D.C. to get the body part replaced and functioning is all that is restored (i.e. 1D6+1 S.D.C./M.D.C.). Lost Hit Points/S.D.C. or M.D.C. recovers at a rate of 5D6 per hour. Even if the character loses all his limbs, they will grow back in a matter of hours. In short, the character will be restored, provided he does not actually die; i.e. his body, even if brain dead, is kept alive on life support. Disease, poison and drugs inflict full damage, though their penalties and duration are half and any damage done to the physical body heals quickly.

Bonuses: +6D6 to P.P.E., +1D6 to P.B. attribute and +1D4 to M.A. and P.P. attributes, +20% to save vs coma and death even without medical treatment, and the character is less afraid of pain and torture (it has half the Horror Factor and interrogators using threats and torture see their skill performance reduced by half).

Limitation: This character cannot get cybernetic implants or bionic augmentation because his body rejects them and forces them out of his body.

78% Shape Shifter: Dragon

The character, at will, turns into a 20 foot (6.1 m) long, adult dragon with Supernatural P.S. and most of the classic powers of the magical creature. The character has his own, signature dragon appearance that is a reflection of his personality and orientation. This is the dragon he usually appears as, and it is certainly the appearance that comes natural to him. Thus, a hero who see himself as fighter/warrior is likely to have a powerfully built, menacing dragon with large, raking claws, horns on the head and a tail and spine covered in spikes. Those who see themselves more as an intellectual or explorer or helper/protector are likely to have no or few horns and spikes in favor of large, even frilly fins or plates running along the spine and tail and a more friendly appearance. However, all are powerful.

Breathe Fire: 1D6 M.D. per level of experience with a range of 10 feet (3 m) per level of experience.

Color: Again a reflection of the character and can range from metallic gold, bronze, silver, etc. to shades of green, blue, purple, red, orange, yellow, black, gray, white, and just about any color of the rainbow. The chest and underbelly is usually a different, lighter color than the rest of the body.

Combat: Claw Strike does 2D6 M.D. plus the character's usual punch damage for Supernatural P.S. attribute damage. Bite does 4D6 M.D. damage at 20 feet (6.1 m) or larger. Punch and tail slash does the equivalent of punch damage as per Supernatural P.S.

Duration of Dragon Metamorphosis: Thirty minutes per P.E. attribute point for maximum duration.

M.D.C.: In dragon form the character has his P.E. attribute number x5 in M.D.C. plus an additional +1D6x100 M.D.C. (In S.D.C. settings the character sees his Hit Points multiplied by 4, +1D4x100 added to S.D.C. and a Natural A.R. of 15.)

Horror Factor: 15; appears to be an adult dragon.

Magic: Pick one of the following or roll percentile dice for a random determination.

- 01-10% All Air Elemental spells.
- 11-20% All Earth Elemental spells.
- 21-30% All Fire Elemental spells.
- 31-40% All Water Elemental spells.
- 41-60% All Wizard Invocations levels 1-4.
- 61-80% All Wizard Invocations levels 1-5.
- 81-00% All Wizard Invocations levels 6-8.

Natural Abilities & Powers While in Dragon Form Only: Bio-regenerates 2D6 M.D.C. per melee round, magically understands and speaks all languages, nightvision 100 feet (30.5 m), resistant to fire or cold (pick one; half damage), prehensile tail, and impervious to disease. Also see Magic, Psionics and Wings. Cannot teleport, dimensional teleport, or metamorph into other creatures. However, the character can metamorph into other types of dragons, but keeps the powers listed here, thus it is only good for

disguise and bluffing other dragons or people afraid of dragons. The hero can not copy the appearance of a specific dragon and impersonate him.

P.P.E.: 2D4x100 +P.E. attribute number. If the character already has spell casting capabilities, they are also available for use. As for the P.P.E. amount, use whichever is highest – P.P.E. before the transformation, or after as a dragon. Do not combine the two P.P.E. amounts.

Psionics While in Dragon Form: Has 1D6+2 Physical or Sensitive psionic powers. I.S.P. is M.E. attribute number x2 +20 I.S.P. If the character already has psionic abilities, they are also available for use. As for the I.S.P. amount, use whichever is highest (I.S.P. before the transformation, or after as a dragon). Do not combine the two I.S.P. amounts.

Size: Size starts at 20 feet (6.1 m) but can adjust size up or down by 50%. Wingspan is 40 feet (12.2 m) and weight is 1D4x10 tons.

Wings: Most (80%), though not all, Dragon Shape Shifters have wings and the power of flight. May allow teammates to ride on its back; can carry up to three tons on its back. Flying Speed is 35 mph (56 km) with a maximum altitude of 40,000 feet (12,192 m).

79% Shape Shifter: Humanoid

The character can transform his entire body to look like another type of humanoid ranging in size from two feet (0.6 m) to 18 feet (5.5 m). The transformation is limited to a typical member of that race/humanoid species, not a specific individual. The Shape Shifter can, for example, transform from his own, true identity into a humanoid of any race: Demon, Deevil, Elf, Ogre, Noro, Kittani, Kreeghor, or any other humanoid race or variation within the race. He can even change his gender, size, weight, skin coloration, grow horns, wings, a tail, extra arms or legs, and any other appendages or feature necessary to look like a different humanoid race. Physical Beauty (P.B.) can be adjusted 50% up or down from the character's own base. But he cannot make himself look exactly like another, specific person. At least not without additional cosmetic help (see Bonus Skills). The beauty of this power is that the hero possesses the fundamental abilities of the race he now looks like, so if the being has wings and can fly, so does he, if it has four arms and an extra attack per melee, so does he, etc. HOWEVER, the abilities of the Shape Shifter are only 50% as good as the genuine article he is copying, so flying speed is half, a prehensile tail might not provide an additional attack per melee round, that extra pair of arms does provide an extra attack but any associated bonuses (parry, entangle, etc.) are half. **Note:** To shape shift into a different type of humanoid it is best if the character sees or has seen the species in person himself, or in action for at least 20 minutes in a video. A photograph and/or description is not sufficient.

Bonus Skills: Each of the following replaces one O.C.C. Related Skill: Disguise (+20%), Imitate Voices & Sounds (+12%), Impersonation (+10%), Undercover Ops (+12%) and Wardrobe & Grooming (+15%). The use of these skills and cosmetic applications may enable the character to disguise himself as a specific individual and impersonate him.

Duration: Indefinitely/as long as desired. However, most Shape Shifters prefer their own identity and use their powers to trans-

form for fun, adventure, combat, disguise, escape and espionage purposes. If rendered unconscious, the character maintains his current form, but if killed, he resumes his natural appearance.

Limitations of Note: This character cannot get cybernetic implants or bionic augmentation because his body rejects them and forces them out of his body. Dislikes and distrusts other Shape Shifters and metamorphs.

80% Shape Shifter: Impersonator

The character can transform his entire body and appearance to look like another humanoid. Size, weight and P.B. can be adjusted from the character's own attributes, up or down, by 60%. The impersonator can also change his gender to fit the person he is impersonating.

When impersonating someone for the first time, it is best if the character has the target for impersonation present, in which case he can copy him or her exactly by simply touching the skin. A touch can happen without the victim even realizing it (a handshake or a bump). The transformation takes only a few seconds and counts as two melee attacks/actions, but the Shape Shifting Impersonator doesn't have to transform immediately or in front of his victim. He has one minute per P.E. attribute point to make the transformation. When the transformation takes place, the Shape Shifter Impersonator becomes an *exact copy* of his target in every way, appearance, voice, inflection, and super abilities (and/or natural abilities, if any). Even his aura looks nearly the same, and only someone very familiar with the victim's aura will notice a difference. However, the abilities of the person being impersonated *temporarily replace* any of the Shape Shifter's other super abilities or own natural abilities, except for this Shape Shifting power.

Being an *exact copy* is good and bad. It's good in that the Shape Shifting Impersonator has the physical appearance, abilities and powers of the being he's impersonating at the exact same level, including super abilities. It's bad, because he doesn't have the target's memories or knowledge, which means he doesn't have the victim's skills. If the impersonated individual is a spell caster, the Shape Shifter does not have his knowledge of spells and is unable to cast spells or work magic (though he'll have the person's P.P.E.). Furthermore, though he can Shape Shift and impersonate other people, the hero does not have access to any other super abilities of his own, only those of the person he is impersonating (if any). The Shape Shifter can maintain those powers indefinitely, provided he doesn't change shape. Changing his appearance from the one being impersonated breaks the initial DNA bond, and though he can shape change back into the person he had been impersonating, he no longer impersonates his abilities. To do that again, the impersonator would need to touch the target again and get a fresh DNA imprint. However, if the Shape Shifter can refrain from changing his appearance, he can impersonate the target, complete with the target's powers, indefinitely.

A Shape Shifter Impersonator can also impersonate an individual without touching him. This requires high quality visual reference, such as seeing the target from a distance, video/film footage, and even photographs. However, to make the impersonation convincing, the Shape Shifter must spend at least 1D6+6 hours on research to capture the target's mannerisms, voice inflections and speech patterns. Also, without physical contact, super abilities are not duplicated.

Even an impersonation without the victim's super abilities is enough to fool most people in the short term and in public where there aren't any intimate moments. When this power is combined with research and careful study of the person being impersonated, the hero can survive even close scrutiny for hours by those who know the target well without giving away he's not the real McCoy. Of course, there's another concern the person he's copied is still at large. Unless the victim of an impersonation is kept away from where the impersonator is operating, or kidnaped and held someplace, there is the risk of the real person and the impersonator clashing face to face.

Unlike the *Shape Shifter: Humanoid* power described previously, the Impersonator cannot turn into a generic member of another race, but must "copy" the specific appearance of a specific person, not a general race or look. However, impersonation comes so easy for this individual, he is likely to have memory files on hundreds or even thousands of people he has impersonated, in the past and whose *appearance* he can reassume to disguise himself. The appearance of anyone the Shape Shifter has ever impersonated can be recalled and resumed. However, this *redo* impersonation is not an exact copy and he does not possess the individual's abilities. That would require a "fresh" touch of the genuine person. Still, when resuming the appearance of someone the character has impersonated in the past, the hero takes on that person's voice and mannerisms and is a convincing copy until proven otherwise.

Bonus Skills: Replace an O.C.C. Related Skill with each of the following: Imitate Voices & Sounds (+30%), Impersonation (+30%), Intelligence (+20%), Performance (+30%), Undercover Ops (+20%) and Wardrobe & Grooming (+20%). The use of these skills helps the natural born mimic impersonate and engage in undercover, infiltration and spy operations.

Duration: Appearance: Indefinitely/as long as desired. However, most Shape Shifter Impersonators prefer their own identity and use their powers to transform for impersonation, stealing valuables or power, combat, escape and espionage purposes. If rendered unconscious, the character maintains his current form, but if killed, he resumes his natural appearance.

To possess the natural abilities and super abilities of the individual being impersonated, the shape shifting hero must touch the person being targeted for impersonation. If the impersonator has touch access, he can hang onto those powers (in place of his own) until the next time he changes his appearance. Even if he changes back into himself or someone else for only a moment and goes back, the powers are lost, until he can get a "fresh" touch. However, when those powers are lost, the impersonator's own abilities can be used while he's still in disguise, but only at half their usual strength.

After impersonating somebody once, the Shape Shifter can reassume that *appearance* any time he desires. However, the hero can only "remember" the person's appearance, not his super abilities. Without physically touching the person anew and getting fresh access to his DNA, "appearance" is the best he can do. In this case, the impersonator looks like someone else, but he retains his own abilities, not those of the other person.

Limitations of Note: As described above, and this character cannot get cybernetic implants or bionic augmentation because his body rejects them and forces them out of his body. Dislikes and distrusts other Shape Shifters and metamorphs.

81% Shape Shifter: Vehicle

In a world where the impossible is common, this ability still seems surprising. The hero can turn himself into any type of vehicle no larger than a five ton truck. This includes any type of motorcycle, automobile, Jeep, SUV, pickup truck, van, small truck, sailboat, motorboat, hydrofoil, mini-submarine, hovercycle, hover vehicle, rocket bike, sky cycle, glider, very small airplane, small helicopter, small jet, and even a small space shuttle or space fighter. As a vehicle the character can carry passengers inside or on top of his vehicular body as is typical for that type of vehicle, he has all the standard capabilities of that vehicle (speed, handling, etc.), he retains full control over the vehicle (the person in the driver's seat is just another passenger and cannot control the vehicle), and he can verbally communicate to anyone and everyone riding in/on the vehicle. The hero can turn into any vehicle he knows about or sees in front of him and instinctively knows all the capabilities of the vehicle. Still, this character is likely to be a car/vehicle aficionado who reads about vehicles all the time and loves fast cars, aircraft and boats.

Bonuses: +4D6 to P.P.E., +1 to dodge in humanoid form, +5 automatic dodge as a vehicle (the act of dodging does not use up a melee attack/action), and +4 to roll with impact as a humanoid and as a living vehicle.

Bonus Skills: Add the following skills: Basic Mechanics (+20%), Combat Driving (self), Sensory Equipment (+10%), and Tailing (+30%) but only as a vehicle at driving and even high speeds.

Duration: Indefinitely/as long as desired, or until destroyed (see Vehicle M.D.C.). However, most Shape Shifters prefer their own identity and use their powers to transform for fun, adventure and as needed.

Increase Speed and Performance: As a living vehicle the hero can push the normal limits of the vehicle to increase speed by 30%, does not lose control making sharp turns, and has exceptional control and handling. **Base Skill:** 87% +1% per level of experience to pilot any vehicle he becomes, and penalties for evasive and trick maneuvers are half.

Vehicle M.D.C.: The vehicle has only the S.D.C. (and Armor Rating) or M.D.C. of the vehicle being emulated. When that S.D.C. or M.D.C. is lost/reduced to zero, the hero is forced back into his normal humanoid form. He can turn into a new type of vehicle the next melee round to escape, fight or keep going.

Vehicle Shape Shift Duration: 30 minutes per P.E. attribute point per 24 hour period. If rendered unconscious, the vehicle body destroyed, or the character is killed, he resumes his natural appearance.

Vehicle Weapons: The vehicle has NO WEAPONS unless the hero has other super abilities, such as Energy Exclusion, in which case, the vehicle will have a gun barrel or turret that allows the character to fire energy blasts, projectiles, wind blast projectiles, or whatever his other power may be.

Limitations of Note: This character cannot get cybernetic implants or bionic augmentation because his body rejects them and forces them out of his body. Nor can he have weapons, armor or other modifications or additions made to his vehicular body. Oddly enough, the character may not know how to actually drive 'real' vehicles. There is actually a huge difference for this hero between *being the vehicle* and piloting one. In fact, the disconnect is so disturbing and distracting that the character suffers a -10% penalty to all piloting skills.



82% Shape Shifter: Unlimited

Okay, the power is limited to living beings. The character can transform his entire body and appearance into any *living creature*, from the size of a mouse to a giant or dragon without limit. He can not exactly copy a specific person or animal, but can make himself look similar and possesses all the natural abilities for that type of creature. The transformation takes one melee round (15 seconds) and uses up all the character's attacks for that round. The hero can turn into any creature he has ever seen and doesn't need to have knowledge about its abilities; when he changes into it he automatically has them and intuitively knows how to use them. The transformed character retains all of his own memories, knowledge and powers, but they and spell casting are at half power when in any type of animal form; he must turn back into himself or a humanoid form to use them at full power. Retains his ability to speak regardless of his form. Great for disguise, infiltration, escape, hiding and temporarily having the powers of that particular race or animal species.

Bonuses: +4D6 to P.P.E., +1D4 to M.A., +1 to Perception Rolls.

Duration: Up to one hour per M.E. attribute point. Unlike most Shape Shifters, who prefer their own identity and use their powers of transformation discreetly and for various purposes before resuming their own appearance, the *Unlimited Shape Shifter* enjoys changing his appearance and is likely to change into different animals and races as the situation requires, suggests or simply strikes him. As a result, half of the time he is something other than his real self, and he transforms for fun as much as any other reason.

Limitations of Note: This character cannot get cybernetic implants or bionic augmentation because his body rejects them and forces them out of his body.

83% Supernatural Being

The hero is a supernatural being. Even his aura shows he is supernatural and demons, Deevils, angels, and other supernatural creatures will regard him as such.

Bonuses: P.S. and P.E. attributes are Supernatural, add a bonus of 1D6+10 to P.S., 1D6+2 to P.E., and 1D4 to all physical or mental attributes (not both); apply applicable bonuses. +1D4x100 years to life span, +1 to save vs magic, +3 to save vs possession and Horror Factor, and is resistant to cold, heat and fire (half damage, unless it is one of the character's vulnerabilities). He can even survive at any depth of the ocean and in outer space for 10 minutes per P.E. attribute point.

M.D.C.: Add Hit Points and S.D.C. together, make them M.D.C. and add 3D4x100 M.D.C. to them! (In S.D.C. settings the character is basically the same, but with 1D4x100 Hit Points, 2D4x100 S.D.C., and has a Natural A.R. of 14.)

Natural Abilities: The character bio-regenerates at a rate of 3D6 M.D. per melee round, can breathe without air, magically understands and speaks all languages 98%, nightvision 200 feet (61 m), and Dimensional Teleport 10% +1% per level of experience (+20% if using Dimensional Teleport to his home world/dimension or home away from home).

P.P.E.: 4D6x10+40.

Supernatural Vulnerability (one): Roll percentile dice.

01-20% S.D.C. Weapons made of ordinary S.D.C. wood inflict M.D. x2; magic weapons made of wood do triple damage. (In an S.D.C. setting normal wood inflicts double damage, magic weapons made of wood do triple damage.)

21-40% S.D.C. weapons made of ordinary S.D.C. silver inflict M.D. x2. (In an S.D.C. setting they inflict double damage.)

41-60% Magic weapons inflict double damage.

61-70% Cold/ice based attacks inflict double damage.

71-80% Heat/fire based attacks inflict double damage.

81-85% -3 to save vs magic.

86-90% -3 to save vs psionic attacks.

91-95% Reduce all attributes in sunlight and during the daytime by half, and M.D.C. by 30%.

96-00% Reduce all attributes in darkness and during nighttime by half, and M.D.C. by 30%.

84% Super Robot Body

The hero can fashion a giant robot body from available metal that is not part of a standing structure. Requires the equivalent of three full-size automobiles/trucks, four commercial garbage dumpsters, two boxcars or semi-truck and trailer, one medium to large aircraft, or equivalent of scrap metal. The cars or scrap metal come apart and reform around the hero to create a giant robot body that stands 15 feet (4.6 m) tall.

Bonuses: The robot responds as if it were an extension of the hero's own body and has all of his attacks per melee, combat bonuses and fighting capabilities, and +1 attack/action per melee round in robot body and +1 to strike and parry, +2 to dodge when running.

M.D.C. of Robot Body By Location:

Head – 100

Headlights (4 in front, 2-4 in back) – 5 each

Hands (2) – 40 each

Arms (2) – 80 each

Shoulders (2) – 100 each

Legs (2) – 120 each

Feet (2) – 100 each

Main Body – 400

Note: Increase M.D.C. (or S.D.C. in such settings) by 20% per each level of the hero's experience.

Robot P.S.: 2D4+20 points, +2 per level of the hero, but can pick up and carry 100 times the usual amount for Robot P.S.

Speed: 30 mph (48 km) per level of the hero, double if it is made from jet aircraft or small spacecraft. Can also run, leap and climb. If made from an aircraft, the robot has retractable wings and can hover and fly at 150 mph (240 km) per level of the hero's experience.

Standard Features: Car radio/music player, GPS system, radio communications with a 100 mile (160 km) range, environmental compartment for the hero inside, with 24 hours of breathable oxygen, air circulation, heating and cooling, comfortable seating for the pilot and one passenger.

Weapon System: In addition to punch, kick and stomp attacks, the robot can pick up and use a lamppost, other cars, etc. as blunt or thrown weapons, and may seem to grow any of the following as needed.

- **Flamethrower:** Bolts of fire can be shot out from the hand and mouth of the robot. Each blast counts as one melee attack, does 3D6 M.D. and has a maximum range of 100 feet (30.5 m).
- **Forearm Blade:** Large and retractable. Does 1D6x10 M.D. (includes consideration for Robot P.S.).
- **Hammer Hand:** The hand and forearm turn into a giant hammer or similar blunt weapon. Does 6D6+6 M.D.
- **Metal Claws for Both Hands:** Add 4D6 M.D. to Robot Punch Damage.
- **Projectile Shooter:** The robot can fire spikes one at a time or in a burst of four. One single spike does 1D6 M.D. (or 2D6 S.D.C. in those settings), or a burst does 3D6 M.D. (6D6 S.D.C. in an S.D.C. environment). Range is limited to 150 feet (46 m) per level of experience.
- **Ranged Energy Weapons:** If the character has other super abilities that create and fire energy bolts, fire, cold, projectiles, etc., then the robot can fire them from weapon systems built into one or both of the forearms or shoulders. Each blast counts as one melee attack. Damage and range are as per what's usual for that ability. Similar magic spells like Fire Ball, Electric Arc, etc., can be used in this fashion as well, but still burn up the usual amount of P.P.E.

Note: Remember, the robot responds as if it were an extension of the hero's own body and has all of his attacks per melee, combat bonuses and fighting capabilities.

85% Super Speed (Running & Reflexes)

Maximum running speed is 1D6x100+200 mph (480 to 1,280 km); running speed range is always the same after this initial determination. Regardless of speed, the hero can stop on a dime, make sharp turns, and neither he, the clothing he wears nor items he carries suffer from the stress of high speeds or friction.

Bonuses for Speed and Reflex Bonuses: +3 attacks per melee round, +2 on initiative, +1 to strike, +2 to parry and pull punch,

and +6 to automatic dodge (the act of dodging does not use up a melee attack/action).

Leaping: Can leap 20 feet (6.1 m) high and 30 feet (9.1 m) across from a standing position, and add 40 feet (12.2 m) to height and 60 feet (18.3 m) to length for every 100 mph (160 km) of speed running – that would be 100 feet (30.5 m) high and 150 feet (45.7 m) at a speed of 200 mph (320 km) and 260 feet (79 m) high and 390 feet (119 m) lengthwise at a speed of 600 mph (960 km).

Speed Burst: The hero can run at *double his maximum speed* for up to one minute per P.E. attribute point. During a Speed Burst, the character must focus on running and reaching his destination or target, which reduces his number of attacks to two until he slows down to his normal range of speed, but is +4 to automatic dodge during a Speed Burst run.

86% Super Martial Arts Warrior

The hero is a juggernaut of righteous anger and fighting prowess. Automatically knows how to use any *melee weapon* (W.P. bonuses are as per the hero's level of experience) and he has the Paired Weapons skill.

Bonuses: In combat situations the hero's P.S. becomes Supernatural and punches and kicks inflict Mega-Damage, P.E. becomes Supernatural enabling him to fight one hour per P.E. attribute point before he starts to feel tired, double Spd attribute, add +20 feet (6.1 m) to leaps upward and +30 feet (9.1 m) across, +3 attacks per melee round, +3 on initiative, +2 to strike, parry and disarm, +2 to dodge and roll with impact, +5 to pull punch, and add +2D6x10+40 M.D.C. to M.D.C. (If the hero is not a Mega-Damage being to begin with, he turns into one in combat situations in M.D. settings. In S.D.C. environments add 4D6x10 Hit Points and 1D4x100 to S.D.C., impervious to Horror Factor, +1D6 to save vs mind control or possession, and +1D4 to save vs magic.)

Skill Bonuses: Add the following to the hero's skill abilities: Boxing, Gymnastics, Hand to Hand: Martial Arts, and Kick Boxing.

Inspires and Emboldens Others: Those who fight at the character's side or are led by him, are emboldened and confident, and are all +1 on combat bonuses, +2% to skill performance, and +2 to save vs Horror Factor.

87% Super Pile Driver

The damage inflicted by the *power punches* of the hero are multiplied by 2x. So if a power punch normally does 6D6 M.D., this character's power punch does 6D6x2 M.D. Likewise, a running body block/ram attack does 5x as much damage. In both cases, the character can punch or body block/ram into hardened alloys/M.D.C. material without injury to his hand or body. This means the hero could run, headlong, into an M.D.C. robot, vehicle, wall or door, without injury to himself, even if he is normally an S.D.C. creature! His Pile Driver attacks grant him temporary and limited imperviousness to any ancillary damage that might be associated with his super-punch or body block/ramming attacks! Note that his other punches, kicks and all other physical attacks do their normal damage. This Pile Driver attack does not apply to kicks and other types of physical attacks.



88% Super Pilot

The hero can intuitively pilot any and all vehicles, from motorcycles and hover vehicles to spaceships! The character can jump into the driver's seat, start the ignition and go! In fact, one of his powers is the ability to *start the ignition* of any vehicle with the touch of his finger – no key necessary. However, he can not open a locked vehicle door unless he has a key, picks the lock, smashes out the window, forces it open, etc.

Bonuses: +2 to roll with impact, and +5 to automatic dodge when piloting a vehicle (the act of dodging does not use up a melee attack/action). He can push the vehicle to its design limits, and penalties for combat, evasive and trick maneuvers are only one third the usual amount.

Bonus Skills: Each of the following replaces one O.C.C. or O.C.C. Related Skill with each of the following: Automotive Mechanics (+30%), Basic Electronics (+20%), Basic Mechanics (+30%), Combat Driving, Locksmith (+30% when it comes to vehicles, +10% for all others), and Navigation (+30%).

Super-Roadwise: The character has near total recall when it comes to roadways. All he has to do is drive the roads of a particular town or city once, and he'll remember them like the back of his hand for the next 72 hours, giving him the equivalent of

the Roadwise skill at 90%. Places he actually knows and drives regularly are permanent knowledge. This applies to lanes of air and space traffic as well.

89% Super-Powerful

This character is your classic, physically powerful hero with skin like ballistic armor, agility and speed.

Attribute Bonuses: +2D6+12 to P.S. and increase strength to Supernatural. (If he already has Supernatural P.S., just add the bonus number to P.S.) Furthermore, the character can lift and carry twice the usual amount for his strength level, and fatigues at 10% of the usual rate. +1D4 to P.P. and P.E. attributes, +3D6+16 to Spd.

Bonuses: +1 on Perception Rolls, +1 attack per melee round, +1 to save vs Horror Factor and possession, , has keen hearing, exceptional vision, nightvision 200 feet (61 m), and can read a street sign from one mile (1.6 km) away.

M.D.C.: Add Hit Points and S.D.C. together and multiply the number by 10, and add 4D6x10 M.D.C. to it for the total. If a Mega-Damage creature to begin with, just add the 4D6x10 bonus M.D.C. (In an S.D.C. setting, the character gets +1D6x10+60 points to Hit Points, and 2D6x10+60 to S.D.C., and a Natural A.R. of 15.)

P.P.E.: 4D6x10.

Superhuman Resistance: Pick two of the following:

- Impervious to normal cold; magic cold and ice attacks do half damage.
- Impervious to disease.
- Impervious to heat and fire; magic heat and fire do half damage.
- Resistant to poison, drugs, toxins and radiation, all do one third their usual damage.

Superior Healing: Bio-regenerates 2D6+12 points of damage per hour, +6 to save vs disease, +2 to save vs poison, drugs, gas and radiation, and is +10% to save vs coma and death.

90% Super-Sense Blind Sight

The hero can see without using his eyes! Thus, if he is blindfolded, or his vision otherwise impaired or obscured, he can still see perfectly well – better than perfect. The weird thing about this ability is that it does not kick in/activate until the hero's eyes are unable to see normally. Thus, he must wear a mask, head gear or blindfold that covers his eyes so he cannot see through them. This means his eyes are protected in combat and are not bothered, hurt or obscured by pollution, particles in the air, dirt or sand thrown in his face, etc.

Abilities when Blindfolded: Vision is perfect, he has hawk-like vision that can read a sign two miles (3.2 m) away, sees in a 180 degree arc, nightvision (see in total darkness) 3,000 feet (914 m), and can see clearly through fog, mist, and smoke. He can also see in the ultraviolet and infrared spectrums of light, see auras and see the invisible!

Bonuses when Blindfolded: +4D6 to P.P.E., +3 on Perception Rolls, +2 on initiative, +1 attack per melee round, +2 to strike, parry, and disarm, and +5 to automatic dodge (the act of dodging does not use up a melee attack/action).

Related Psionic Abilities: Read Dimensional Portal (6), Remote Viewing (10), See Aura (6), See the Invisible (4), Sense Time (2), and Psychic Omni-Sight (15). I.S.P.: M.E. attribute number x4.

91% Swap Consciousness: Animal

The hero can, in effect, possess an animal by swapping its conscious mind with his own. When this happens, the animal's mind enters his body but is in a sleep-like trance, and the hero takes complete control of the animal. The animal in the hero's body is dazed and half asleep, so all it wants to do is curl up and have nice dreams. A friend or associate can stand the hero's body up and walk him out with the half awake animal purring or snorting as they do so. To all onlookers, it seems the hero has had too much to drink or is dazed, perhaps from a blow to the head.

The hero's mind inside the animal has his human intelligence, emotions, memories and skills, but only the abilities of the animal he now possesses. He cannot speak, nor cast spells or use any of his other powers, not even psionics, because he's not in his own body. Whatever the animal can do – climb, swim, fly, etc. – he can do. The great thing about this power is that the hero can use ordinary house pets to spy on the bad guys, or possess large, more ferocious animals like dogs, livestock, zoo animals and exotic pets to attack. He can also have the animal do things to create a commotion and a distraction. Best of all, the hero can switch from one animal to the next in a heartbeat. All he has to do is see the animal and be within range to possess it. Each possession swap-out counting as one of the character's melee attacks. Thus, he can possess the house cat one minute, the pet dog the next, and the sparrow on the window sill to make a getaway.

To take possession of an animal, the hero must be able to see the target animal and be within 60 feet (18.3 m) per level of experience. The same range and requirement applies to switching from animal to animal. Duration is 30 minutes per P.E. attribute point. If the animal he is possessing is killed while the hero is in control of his body, he is automatically thrown back into his own body, takes 2D6 points of damage, and is dazed for 2D4 minutes. Reduce Spd, attacks per melee, combat bonuses and skill performance by half while dazed.

92% Teleporter

The character can teleport himself flawlessly to any place he is very familiar with, up to 5,000 miles (8,000 km) away, or which he can see with his own eyes; e.g. he can teleport from the street to the rooftop of the building across the street. The ability to teleport a short distance to a location visible from the character's starting point can be performed at will. Each short teleportation counts as *two* of the character's melee round attacks/actions. He can teleport one other person with him, but he must have a grip on that individual to do so.

In the alternative, the character can take along objects or items with him, provided they are on his person or in a single container that he is touching or holding; maximum weight is three times what the character can lift. It is important to note that the hero cannot teleport an object or person someplace without him going with it. The way his power works is that *the hero* is the teleportation force, and it is *he* that is popping from one location to another. If he so desires, he can take a person, items or a container of things *with* him. **Note:** The hero must teleport to a location on

terra firma, and unless he can fly, that is not up into the air. This means he cannot teleport into the air, start to fall, but teleport back safely to the ground before he plummets to the earth. Such a tactic is unnerving (actually terrifying and happens much faster than one might imagine), which makes it difficult for the character to focus and use his power before he goes splat.

Long-range teleportation requires the character to either be familiar with the location he is teleporting to, or have a homing signal to fix upon.

Familiar Location: The former case requires a location the character has gotten to know well, and on a mission that might be a spot behind the dumpster of the building down the street, a park 20 blocks away, a motel room or safe house in the next state, province or country, or a beach-side resort half a continent away. Wherever it is, it has to be someplace the character *knows well* from his past, or recently made a point of familiarizing himself with. In a pinch or a panic situation, the character can teleport anyplace he knows well, such as his hideout, lair, home, his parent's house, high school, college campus, library, favorite restaurant, ex-girlfriend's living room, and so on. **Power Limitation:** Each act of teleportation more than one mile (1.6 km) away temporarily reduces the character's P.E. attribute by two points, causing him to tire faster and become vulnerable to other types of attacks. Adjust saving throws due to P.E. reduction accordingly.

Reminder: See *Recovery of Temporarily Lost P.E. Attribute Points*, at the beginning of this section for how quickly P.E. is recovered. One P.E. point per hour of sleep or rest or two points per hour via meditation is typical.

Homing Signal Teleport: The character can somehow home-in on the location on the other end of a cell phone, radio transmission or live video transmission. So if talking to a friend in California the character can teleport from his location in Detroit and appear right next to his pal on the phone. Must be an open line and active signal.

Saving Throw vs Teleportation: If a person doesn't want to be teleported, the victim gets to resist and try to save against it. A 16 or higher (P.E. attribute bonuses are applicable) means the individual saved and remains behind when the hero 'ports to a new location. Failure to save means the individual is teleported with the hero.

Note: The ability to Dimensional Teleport is not part of this ability.

93% Teleportation Transporter

A unique ability that is born from a need to rescue and protect others, this power *only kicks in* and becomes available to the hero when there is a *real and present danger* for other people. At which point, the Teleport Transporter can instantly and simultaneously teleport 1D6+4 people, per level of his experience, out of harm's way to either a location he can see or a nearby location he knows, and which is safe, such as transporting innocent people from inside a bank that is being robbed at gunpoint to outdoors or to the parking structure across the street, etc. As is usually the case with teleportation, the character must either see where he's teleporting the people, or be familiar with the location where they are being sent. Range is further limited to 500 feet (152 m) per level of experience.

Power Limitation: Each act of "transporting" more than a dozen people temporarily reduces the character's P.E. attribute

by one point, causing him to tire faster and become vulnerable to fatigue and other types of attacks. Adjust saving throws due to P.E. reduction accordingly. Please note that while the hero can get others to safety, he cannot actually teleport away with them and must find another way out. This encourages some with this ability to learn skills like Escape Artist and Pick Locks.

Saving Throw vs Teleportation Rescue: In this case, if a person doesn't want to be removed from harm's way (unlikely), the subject of the teleportation gets to resist and try to save against it. A 16 or higher (P.E. attribute bonuses are applicable) means the individual saved and does not teleport to a safe location. Failure to save means the individual is teleported to a safer location.

Note: Dimensional Teleportation is not part of this ability.

94% Unchained

This hero cannot be contained, imprisoned or held, at least not for long. Ultimately he can slip any restraints, escape any prison and keep coming at those who would want him stopped.

Escape Restraints and Bonds:

- Simple, conventional restraints such as tied rope, handcuffs, manacles, chains, straightjacket, and similar can be slipped in seconds (1D4 melee actions).
- More complex and high tech, but still conventional, manmade restraints such as electronic monitoring and tracking devices, high tech manacles and chains, etc. can be escaped in two minutes or less (2D4 melee rounds). If the device has an alarm or warning mechanism that is supposed to go off when tampered with or opened, the hero manages to escape without triggering it, even if that should be impossible to do.
- Bio-Wizard shackles and simple magic restraints and containment are broken and escaped in a matter of 1D4 minutes.
- Powerful and complex magic, including capture, containment and impairment spells (Carpet of Adhesion, Magic Net, Paralysis, etc.), circles and wards, are escaped or their effects broken in 1D4x10% of their usual duration.
- He can even escape death — once. If killed, as in beyond recovery from coma and death, the hero returns like the proverbial Phoenix after having been dead for 2D6+8 hours. However, the hero loses one experience level; adjust skills and abilities accordingly. The character must earn new experience points to get back to where he was and beyond. Dying a second time is permanent.

Bonuses & Special Abilities: Nightvision 200 feet (61 m), resistant to poison and toxins (half damage), can breathe without air for 1D4 hours per level of experience, and +2 to save vs Horror Factor.

Power Related Skills: Toss out half of the character's normal O.C.C. skills and add the following.

- Demolitions (+10%)
- Demolitions Disposal (+20%)
- Detect Ambush (+20%)
- Detect Concealment (+30%)
- Escape Artist (+40%)
- Find Contraband (+20%)
- Locksmith (+40%)
- Palming (+40%)
- Pick Locks (+50%)
- Trap/Mine Detection (+40%)
- Surveillance (30%)



95% Weapon Master

The hero can use ANY weapon, including melee weapons, guns, high-tech energy weapons, magic weapons, artillery, explosives, missiles and shipboard weapons as if he were schooled in their expert use, even if he's never seen the weapon before. Such *unfamiliar weapons* are used at a base skill of sixth level experience with all the appropriate bonuses. Skills/W.P.s known to the hero provide bonuses corresponding to his current level of experience or 6th level, whichever is highest. **Note:** This skill does not apply to the *piloting* of military vehicles, power armor and robots.

Furthermore, the hero can use simple melee weapons and makeshift weapons, such as a table leg or shovel handle, as if it were a well crafted war club, and inflicts 50% greater damage with all blunt weapons and makeshift weaponry.

Bonuses: The following bonuses apply only when the character is using one or more handheld weapons or guns (not applicable in bare fist combat or the use of magic or psionics): +3 on Perception Rolls involving weapons (i.e. recognizing what the weapon is, how it works, the danger it represents, damage, a potential problem or deficiency, etc.), +2 attacks per melee round, +2 on initiative, +2 to strike, +2 to disarm; these bonuses are in addition to any W.P. bonuses the hero may have. The character also has an immediate understanding of how any weapon works, its full capabilities, and how to clean, clear, unjam, maintain, and repair it, as well as how to make ammunition. Base Skill: 88% +1% per level of experience.

Bonus Skills: Automatically has *W.P. Paired Weapons* and *W.P. Targeting* equal to his current level of experience, and *Recognize Weapon Quality* at 96%.

96% Weapon Warper

This power enables the hero to temporarily transform and change weapons to do things they shouldn't be able to do.

Melee weapons: In the hero's hands, ordinary S.D.C. weapons turn into M.D.C. weapons that inflict Mega-Damage. An ordinary sword that does 2D6 S.D.C. damage does 2D6 M.D. to Mega-Damage opponents. (In an S.D.C. setting the weapon does double damage, and if used against a creature that is normally impervious to normal weapons, the weapon inflicts full damage.) The Weapon Warper can also temporarily turn metal weapons into different materials. For example, when fighting a vampire, he can turn a steel weapon into silver or wood, or into stone or bone to fight a monster vulnerable to it, and so on. He can even turn an ordinary blade weapon into a flaming weapon, a blunt weapon into one crackling with electricity, and a spear or javelin into a shaft that delivers a lightning bolt when it strikes. In all cases, the weapon has the properties the hero needs at that moment to best combat his current (or major) opponent. The weapons are transformed and stay that way only while he uses them and for one melee round (15 seconds) after he's done with it or drops/loses the item.

Melee Weapon Bonuses: +1 to strike, parry and disarm with any handheld melee weapon (club, sword, axe, etc.). Arrows and thrown weapons are +2 to strike and range is increased by 50%. A thrown melee weapon that misses, returns to the thrower like a boomerang.

Modern Firearms:

Slug Throwers/Guns that Fire a Projectile: Similar to above, the hero can change the ammunition fired: can turn bullets and rail gun rounds into something else, such as silver bullets, wooden slugs, rubber bullets, stone, etc. He can also *increase or decrease* the normal damage of the bullet/round by a maximum of 50%, increase a weapon's range by 20%, and turn ordinary S.D.C. ammunition into M.D.C. rounds depending on his opponent.

Moreover, the hero can make an ordinary bullet(s) turn around corners (-3 to strike penalty), or tip up or down, or swerve to one side or the other (-1 to strike) just before impact to make the bullet hit a different target than what he seemed to be aiming at. Even more impressive, he can fire a single bullet or a single volley at a specific target (a specific person, vehicle, item, etc.) that homes in and pursues the target like a guided missile. The bullet or volley will follow the target, turn corners, etc. for 1D4 melee rounds or until it hits. A successful dodge of 15 or higher means

the target successfully dodges out of harm's way, and the homing rounds hit a wall or something else. If they run out of time (15-60 seconds), they'll end up hitting something else or slow and drop to the ground. **Note:** The guided bullet attack uses up FOUR of the hero's melee attacks for that round.

Energy Weapons: The weapon warping hero can turn an S.D.C. energy blast into an M.D. blast, but at half damage (i.e. if the S.D.C. blast normally does 4D6 S.D.C. it does 2D6 M.D.). Meanwhile, he can increase the damage and range of Mega-Damage weapons by 20%, and the damage and range of S.D.C. weapons (as in energy blasts that do S.D.C./Hit Point damage even after getting boosted) by 50%. He can also cause an energy beam, bolt or pulse to curve around corners (-3 to strike), or bend up down or to the side to strike (-1) a target.

Warp Storage: The hero has his own personal Pocket Dimension in which he can open a small dimensional portal the size of a briefcase, at will, from which he can retrieve a small arsenal of mostly common and favorite (or trademark) weapons as needed. The character may add weapons as he comes across them. The Pocket Dimension is comparatively small, about the size of a walk-in closet, and holds a total of 1D4x10+60 items the size of rifles, plus an equal amount of ammunition.

Note: Opening the Pocket Dimension uses up one of the character's melee attacks, and finding the right weapon or ammo and retrieving it uses up another 1D4 melee attacks/actions. The Pocket Dimension can only store weapons and related items (ammo, scopes, slings, sheaths, etc.) and cannot be used to hide himself or others.

97% Weaver/Fabric Manipulation

The character can animate and control fabric on his person or near him (within 2 feet/0.6 m per level of experience). Thus, an innocent scarf can come to life and act to trip, grab and entangle an opponent as if it were a tentacle, or leap from the hero's shoulders to entangle an opponent as if it were a boa constrictor. A cap tossed at an enemy or pursuer entangles, blinds and hangs on to keep the villain's head covered and confused, and arms pinned. With the wave of the other hand, a carpet pulls itself out from under an enemy, knocking him off his feet, or wraps around his feet to prevent him from giving chase. A carpet in the lobby of a building can roll up and roll at people, knocking them down like bowling pins, or jam up against or under a door to prevent it from being opened without considerable effort and force.

This ability is ideal for entangling, tying up, tripping, blinding, encumbering and slowing down opponents. Even a handkerchief, silk scarf or a wool glove can be flung in the face of an opponent, where it hangs on to cover his eyes, cause confusion or blind. Or perhaps the hanky or glove covers the mouth to prevent a spell from being cast or a command given. These small but effective items cling to the face and actually move and squirm to avoid being pulled away. It typically takes 1D4+1 melee rounds to pull such a small obstruction off and 2D4+2 melee rounds to untie or untangle oneself from a long scarf, coat, jacket, cape, cloak, sheet, drapes, rug or rope. Any woven fabrics, be they cotton, silk, hemp, man-made fibers, and so on, can be animated and controlled by the hero, including thread, yarn, string, and rope. Even the cushions from a chair or couch might hop off of their place to hit a villain's gun hand just enough to knock his shot off target, cause a distraction or get under feet and trip him up. Likewise,

the hero can make an opponent's shoelaces come undone and tie together or to the leg of a table, or make an enemy's own cape cover his head or make his jacket pull at his gun hand.

Clothing, rugs, rope, cord and textiles are commonplace, but not so common on the street, in a spaceship or on the field of combat. As a consequence, this hero is likely to wear and carry items he can shed and use against an enemy. This is likely to include a scarf, ascot, cape or cloak, gloves (long or short), a bandana around the head and perhaps bandanas tied around the arms, wrists, and legs, or even stuffed inside his gloves, boots, belts or pockets. Bandanas and handkerchiefs are easy to stuff in pockets and utility belts. He may also carry a few short lengths of rope or cord (3-5 feet/0.9 to 1.5 m), and wear a hat.

Bonuses: +3 on Perception Rolls in noticing and finding fabric to use, +1 to disarm, +4 to entangle and +20% to the Rappelling part of the Climbing skill (if he doesn't already have the Climbing skill, he does now at +10%/+20%).

Bonus Skills: Add these skills to those of the character. Rope Works (+30%), Sewing (+20%), Roping (+50%) and W.P. Rope. If he already had them, add a +15% bonus to the existing skill.

98% Wind Rider

The hero rides the wind like a surfer on a surfboard or Aladdin on his flying carpet. This is one of those unusual abilities that requires *a prop*, such as a small carpet or rug, plank or panel of wood, a table top (no legs), folding table (legs folded flat), a sheet of metal, garbage can lid (plastic or metal), or similar flat piece of something he can toss into the air, catch the wind, jump onboard and fly away on. Even without a wind the object hangs in the air for a few seconds. If the hero jumps on it, he can control and ride it as if it were a skateboard or surfboard, only riding the wind in the air. He can hover, swerve, perform aerial acrobatics and fly on his magic carpet, plank or trash can lid. In fact, a hero with this power is likely to carry a shield or something that looks like a skateboard or snowboard as his designated ride, but as noted, any flat (or mostly flat) object other than paper will suffice.

Without a wind, the hero can fly at a speed of 20 mph (32 km) per level of his experience.

With a wind, the hero can fly up to *10 times as fast* as the wind speed. Thus, if the wind is 8 mph (12.8 km), he can fly as fast as 80 mph (128 km). A gusting storm wind of 50 mph (80 km) means he can fly 500 mph (800 km). The Wind Rider can also ride on the draft created by speeding vehicles or aircraft. In outer space, he can ride solar winds (Mach 34 maximum) or follow in the wake of a spaceship (in the latter case he must be within 100 feet/30.5 m of the ship). When riding a vehicle's wind draft, the Wind Rider is pulled along behind and cannot be ditched by the driver of the vehicle; wherever it goes the hero is pulled along behind it. Many heroes with this power like riding close to the ground, along rooftops and treetops, turning sideways and riding along the side of walls, and can ride straight up the side of a building without falling off their platforms. Maximum altitude of 50,000 feet (15,240 m), and does not suffer from the effects of friction.

Ride a storm. The character can even ride the winds of a storm, tornado or hurricane without injury to himself. In such storms, winds can easily reach speeds of 100-150 mph (160 to 240 km) and powerful storms can reach wind speeds of 200-350 mph (320 to 560 km). The Wind Rider can, in effect, capture this

wind, and fly 10x faster for up to one minute per Spd attribute point.

Bonuses: Flies in silence (+10% to Prowl from the air), +3 to dodge and +4 to roll with impact.

Bonus Skills: Land Navigation and Tailing (from above), both at 76% +1% per level of experience.

99% Raw Power

The player gets the power of *Energy Expulsion* (choice of any), one additional power of choice selected from this table, *plus* the bonuses below and the abilities of Number 101, in addition to any other powers he might have.

Or the player may roll again for a different result.

Bonuses: +1 on initiative or +1 to strike (pick one), +1 attack per melee round, resistant to heat, fire and cold (half damage; if already resistant to these things, the hero becomes impervious to them), +2 to save vs Horror Factor and heals twice as fast as normal.

100% Multiple Powers

The player gets to select one of the powers of *Flight* (choice of any) from this table, and one other power of choice selected from this table, *plus* the abilities of Number 101 and those listed below. These are in addition to any other powers he might have.

Or the player may roll again for a different result.

Bonuses: +1 on initiative or Perception Rolls (pick one), +2 attacks per melee round, +2 to pull punch, +3 to save vs disease and heals four times faster than normal.

- **Tough and Resilient:** Add Hit Points and S.D.C. together, triple the total and turn them into M.D.C. If a Mega-Damage creature to begin with, increase M.D.C. by 30%. (In S.D.C. settings, double the Hit Points and the S.D.C. numbers.) The hero fatigues at 10% of the usual rate.
- Once every 24 hours, the character can instantly recover/heal 1D6x10% of his Hit Points and S.D.C., or M.D.C. if a Mega-Damage being.

101% Universal Being

The hero gets the following abilities in addition to all the others under 99% or 100%: He understands and speaks all languages as if by magic, can make his costume appear and disappear on his body, at will (it always reappears brand new and in perfect condition), gets a bonus of +2 on P.P. or P.E. attribute (whichever the player prefers), and can survive *any* environment for two minutes per P.E. attribute point.

More & Different Powers

Below are a few Guidelines for using these powers in the **Heroes Unlimited™ RPG** series, and powers from **Heroes Unlimited™** in **Rifts®** and other Mega-Damage settings.

The Book of Heroes can imbue a worthy individual with virtually any super ability. The ones described in the *Random Super Abilities Table* are just some fun possibilities to consider and are ready to go for the Minion War™ setting.

The Heroes Unlimited™ series, particularly the main rule book and the Powers Unlimited™ sourcebooks, offer a wealth of hundreds of different and additional *super abilities* that can be used in the alternative to those listed in this book.

If the Game Master (G.M.) allows it, the player may select abilities from the **Heroes Unlimited™ RPG** and/or the **Powers Unlimited™** sourcebooks. For every power indicated in the Number of Super Abilities Table, pick one Major Ability or two Minor Abilities. Not all super abilities may be allowed, and G.M.s have every right to restrict or deny any ability they don't want in their campaigns.

Game Master note on limiting super abilities. The G.M. has *total control* over what abilities are made available to any given player character. If YOU – the G.M. – do not want any player to have a particular power for any fair reason – including you fear it will imbalance the game, you have trouble dealing with such a power, or you don't personally like that power(s) and hate having it in your game – **DO NOT ALLOW IT**. The Book of Heroes works in mysterious ways beyond anyone's understanding, so who knows how the powers are offered and what may or may not be made available to any given character? So it's not you denying the player a particular ability, it's the Book of Heroes.

S.D.C. conversions to M.D.C. The fastest, simplest conversion is point for point. If an energy blast or punch does 3D6 S.D.C. damage, in a Mega-Damage setting it does 3D6 M.D. Range, duration, payload, area of effect (when applicable), and other stats all stay the same. This works for super abilities, psionics, magic spells, magic weapons, guns, power armor, robots and vehicles.

Tweaks. If, as G.M., you think you need to tweak a power or ability, or tweak the damage, range, duration, etc. up or down to some degree for game balance or your story, do it. Adjusting powers, stats and rules to fit *your game* is always allowed. You can do the same with the super abilities in this book. Tweak to make it work for you!

Notable Heroes of the Megaverse®

Even among the greatest and most legendary Heroes of the Megaverse whose names and deeds shine forth like stars in the heavens, there are some whose light shines a little brighter. Some of those beings are described in the pages that follow. All are true blue heroes quick to volunteer to help as Hero Mentors and Hero Avatars. However, as miraculous and wonderful as it may be to have a Hero of the Megaverse appear before you offering a smile and a helping hand, channeling one of them also means you must accept the hero with all his strengths and weaknesses, flaws, foibles and Achilles Heel.

Heroes from the magic book. Many Heroes of the Megaverse were high level beings, with most ranging from twelfth to twentieth level, sometimes higher, but their avatar, their splintered life essence that springs forth from the pages of the Book of Heroes, is only half as powerful as the hero was in real life.

Design Note: Yes, these characters are *inspired* by real people, but they are by no means accurate or true representations. They are idealized and heavily fictionalized Heroes of the Megaverse. It was a fun exercise for me, and with any luck I haven't offended anybody.

- Devil Sax Man
- Dual-Mirrored Gridwork
- The Flo
- The Ghoul Queen
- The Machine
- The Martian
- The Open Fist
- The Smith
- The Wuj

The Devil Sax Man

The Devil Sax Man was spawned in the planes of Hell in a dimension known as *Dyval*. As a lesser infernal known as a *Devilkin*, he was expected to be a master of lies and a tormentor of mortals with a knack for temptation and deception. Only Joe Q had a problem: he didn't like to hurt, trick and deceive people. He thought it was mean and wrong. As one might expect, Joe Q was ridiculed for his singular point of view and loathed by his fellow Devilkins, who found him to be a horrible embarrassment and freak of nature. Try as he might, Joe Q could never find enjoyment in causing trouble and hurting other people, whether it was with words or physical torture. Not only that, he felt sympathy for the mortals and slaves tormented by his peers. He'd slip away when no one was watching to give the slaves and prisoners of Hell water or extra food whenever he could. When caught, Joe Q was beaten, chastised, beaten some more, and given the worst work assignments imaginable. Somehow, every beating only made Joe Q more resolute in helping the suffering slaves and prisoners.

There was something else unusual about Joseph, he loved music. All kinds of music, but especially jazz music and the blues. There was an old man in a dungeon courtyard every Deevil ignored except to kick and spit upon him whenever they walked

by him. He never spoke a word, but only played music on his Rune Saxophone. Joe Q often wondered why the other infernals, great and small, loathed this little, ancient man weighed down in chains. Then it dawned on him, they could never break him. Frail, kicked, spat upon and in chains, the old man was always smiling and always playing music. For some reason, he was allowed to have his magical saxophone, but the old man wasn't allowed to speak, not one word, so he played his music, day and night to the point of exhaustion. Sometimes the music caused tears to stream down the man's cheeks, other times he played swaying in time with the music, smiling away like a mad hatter.

Joe Q, given the assignment of slopping prisoners and cleaning up after their mess, spent decades in the depths of the dungeon, listening and learning the music. When he could do it without being seen, he'd even dance, sometimes with a prisoner who enjoyed the brief opportunity of fun. One day, Joseph approached the old man to tell him how much he loved his music, how it touched his soul and lifted his spirits, even the melancholy tunes. The old man grinned and thanked the Devilkin with a wink and nod. Joe Q soon learned that the old man could pause a minute or two between musical sets, and if careful not to be heard, could speak in the raspy whisper of old men. Until Joseph, there had been no one to speak with in centuries. It was a welcome change.

So began a long friendship. At night, the prison guards allowed the music man to crawl back into his cell or a dark corner where he could sleep for three hours. The rest of the time, they expected him to play his music. If he stopped for more than a few minutes, they'd come to investigate and jab him until he picked up his sax and played. At night, as long as they could hear him playing, they left him alone, hidden in shadow to play haunting melodies.

Joe Q would steal away and hide in the shadows with the old man listening to the sounds and studying the way the old man moved his fingers and huffed and puffed into the saxophone. He'd imitate the man's every motion and hummed along with the music. One day, Joe offered the idea to have the old man teach him the craft of playing the sax and jazz. The old man agreed. Since there were times the musician would play interpretive music and most infernals had no like for music, nobody noticed the squeals and shrieks of mistakes when Joe Q took over. Joseph was a fast learner and a natural talent. True to his word, once he learned how, he and the old man would hide deep in the shadows where Joe Q would play and the wizened old timer could sleep, listening to the lullaby of his Devilkin protegee. It was the first time in centuries the old man enjoyed rest and some measure of peace. With sleep the old man became more alert and he taught Joe Q everything he knew about the art of playing jazz on the sax. The secret of being a truly great jazz player, Joe Q was told, was to put your whole heart in the music, hold nothing back and bare your soul. Joseph was a natural. During his waking hours with the Devilkin, the old man whispered all his secrets into Joseph's ear and the two became the best of friends. As preposterous as it may sound, this continued for decades without anyone being the wiser.

When Joe Q was no longer in need of musical instruction, the old man spoke to Joe Q about love, life and other worlds. He'd gently prod Joseph's imagination and tell him how the young Devilkin didn't belong in Hell. That somehow he had been touched by the divine and was destined for greatness. That the



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realm of lies and darkness was no place for him and that Joe Q needed to escape Dyval and make a better life. Joe Q was polite and listened to his friend but dismissed the chatter as impossible. The old man knew this, and began to talk about how nothing was impossible. If it were, there would be no Joe Q or jazz music in the pits of Hell.

In between his nights of music, Joe Q continued to help those he could. He had learned to be much more careful, and had become an artful liar when it came to protecting the innocent and helpless. It didn't bother him one bit to lie to the deceivers and beat them at their own game. In fact, he liked it. He liked tricking his arrogant and wicked comrades to bring peace or aid to those they abused and enslaved. He also discovered his music had a profound impact on those who heard it. His music could raise spirits, bring tears, send Deevils fleeing and animate the dead. Joe Q and the Rune Saxophone had bonded, and with that bond, Joseph possessed a rare and mighty weapon. A weapon that he used to manipulate his evil brethren to treat the prisoners better and leave the old man alone.

Then they were discovered.

After days of beatings and torture, Joe Q pleaded for the old man's life and begged to be allowed to continue to play the saxophone every night. Amused by this pathetic yet bold Devilkin before him, his Deevil Lord offered Joe Q a deal. The Deevil Lord would spare the old man and allow Joseph to play the sax one night a week, if he'd allow himself to be flailed – his skin removed and cursed by his master so that it would never regenerate. Joe Q agreed.

One night, the old man greeted his friend with a thin smile and skin paler than usual. "Thank you for making an old man's last days happy. For that I teach you this one last secret and give you two gifts, this saxophone of mine and your freedom. Both come with a price. You leave Dyval, you find your destiny and you never stop playing."

Joe Q declined the offer, not because he didn't want to escape Hell, but because he didn't want to leave his friend. The old man knew this, smiled and said, "You're not leaving me, my friend. I'm leaving you. Now listen carefully, because you'll hear this song only once."

The last secret was the Song of Dimensions. A powerful magic that ripped open a portal to another dimension, a place called *Phase World*. When the old man had finished the melody, he squeezed his friend's hand, placed the saxophone in Joe Q's lap, and said, "You hold the music now. What are you going to do with it? I think it's time to explore those possibilities, don't you?" And with those words, the old man's spirit slipped away.

With no reason to remain, Joseph stepped through the doorway to a new life, but not before freeing half the prisoners – thousands of people – and taking them with him. It is said that one or two or small groups of prisoners have been known to escape from Hell every once in a while, but this is the only known *mass* prison break in the history of Dyval. It is an embarrassment that still stings hundreds of years later.

From that day forward, Joe Q, better known as the **Devil Sax Man**, has opposed evil, tyranny, slavery and Deevil games among mortals wherever he finds them. He is said to favor the Three Galaxies, and if you hear a particularly moving piece of music in a dimly lit tavern on Phase World or elsewhere in and around the Three Galaxies, there is a chance it's the Devil Sax Man taking a moment to bare his soul and revel in the delights

of music and creative expression. An immortal, he is one of the handful of Heroes of the Megaverse contained in the Book of Heroes who are still alive. Sacrificing a piece of his own life essence to the book reduced the level of experience of the genuine hero by one third, not that he minded one bit. Being who he is, the Devil Sax Man fragment in the Book of Heroes is always happy to serve as a Hero Mentor or Hero Avatar whenever he can make a difference.

Most Famous Name: Devil Sax Man.

Also Known As: Red Bones (especially in the music community), the Music Deevil, Skinned Deevil and Joe Q.

True Name: Joseph Quigley.

Race: Devilkin; Lesser Deevil of Dyval.

Alignment: Scrupulous.

Attributes: I.Q. 15, M.A. 25, M.E. 18, P.S. 19 (Supernatural), P.P. 20, P.E. 18, P.B. 6 (with skin removed; was 22), Spd 22 (15 mph/24 km).

Height: 6 feet (1.8 m).

Weight: 190 pounds (85.5 kg).

M.D.C. as an Avatar: 77 M.D.C., but the magical Rune Saxophone provides an additional 132 M.D.C. (The genuine Red Bones has 155 M.D.C. +268 from the Rune Saxophone. Yes, both the Avatar and the real Devil Sax Man have an identical looking sax with the same abilities, but the real one is twice as powerful as the Avatar's.)

Awe/Horror Factor: 15 Awe Factor for good people. 15 Horror Factor for evil. There can be no mistaking who he is, so when he makes an appearance he evokes respect and excitement (even hero worship) by people of good and Unprincipled alignments, and fear and loathing among the wicked and Anarchist. This applies to both the living Devil Sax Man and his Hero Avatar.

P.P.E.: 62. (The living Devil Sax Man has 126 P.P.E.)

Disposition: The Devil Sax Man is a hero of renown, especially at Phase World and throughout the Anvil Galaxy. (In fact, he might be on Phase World when the demons attack!) Despite his gruesome, skinless appearance, people accept him for who he is, not what he looks like. As a famous hero, Devil Sax Man has touched many lives with his deeds and his music.

Devil Sax Man is kind and compassionate, known for doing charity work, as well as having given away a fortune to the needy, many times over. He loathes bullies and anyone who belittles, abuses, torments or enslaves others. Though a capable fighter, Red Bones prefers to use cunning, trickery and their own fears and vices against his foes to undermine and undo them.

Age: 3,116 years old – immortal. As a Hero Avatar and as the genuine article, without his skin, there is no way to tell his age.

Natural Abilities: As per Devilkins: Nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, turn into mist, dimensional teleport 80% for the Hero Avatar (86% for the real Joe Q), fire and cold resistant (even M.D. attacks do half damage), bio-regenerates 1D4 M.D. per melee round, magically knows all languages, and can leap 15 feet (4.6 m).

Immortal (conditional): If the Hero Avatar is slain, Joe Q vanishes for a time.

If the genuine Red Bones is slain anywhere but the dimension of Dyvalian Hell, the Devil Sax Man reappears in Dyval,

reborn with all his memories, and his Rune Sax will follow. However, if slain in Dyval, he is killed permanently. (See Dimension Book 11: Dyval for details.) However, whether the originating hero lives or dies, his splintered life essence lives on forever within the Book of Heroes and helps new generations of heroes find their way, just as the old man helped him. **Metamorphosis: Human or Animal at Will (special):** A Devilkin can transform into a medium-sized animal or an attractive human or D-Bee, from handsome male to elegant female with a seductive quality. The transformation can be maintained as long as desired, even years. Yes, this means the Devil Sax Man can change his appearance, but his curse is such that it is always without skin, so the ability does him little good. It doesn't matter to Red Bones, he is comfortable with who and what he is, and prefers his skinless, Devilkin form.

Super Abilities: None. Though a famous, living hero, he is just an ordinary Devilkin with an extraordinary talent for music, a good heart and a magical instrument.

Symbolizes: Music and Compassion. The bonuses bestowed to others from Compassion are doubled when he plays uplifting and inspiring music on his magical saxophone.

Skills of Note: All Rogue skills plus Appraise Goods, Barter, Climbing, Computer Operation, Dance, Escape Artist, Forgery, Horsemanship: Exotic, Impersonation, Intelligence, Interrogation, Land Navigation, Literacy (Dragonese/Elven, American, and the Three Galaxies' two main languages, Trade One and Trade Four), Lore: Demons & Monsters, Math: Basic, Pilot Hover Vehicles, Pilot Hovercycle, Seduction, Surveillance, Swimming, and Undercover Ops, all at 80–90%.

Play Musical Instrument: Saxophone and Play Musical Instrument: Clarinet are at 98% and of top professional quality.

W.P. Blunt, W.P. Knife, W.P. Sword, and W.P. Energy Rifle at 10th level proficiency.

Note: As a 7th level Avatar, most skills are around 66-76%.

Experience Level: As a Hero Mentor or Avatar: 7th. (In life: 10th level. He was 15th level when he gave the Book of Heroes part of his life essence.)

Attacks per Melee: Five as an Avatar, seven in life.

Mega-Damage: Demons and Deevils inflict S.D.C. damage in S.D.C. environments and M.D. in Mega-Damage settings.

As per Supernatural P.S.: 3D6 S.D.C. on a restrained punch or kick, 1D6 M.D. on a full strength punch or kick, 2D6 M.D. on a power punch or kick, a slashing claw strike does 2D6 M.D., head butt with horns does 1D6 M.D., a bite does one M.D. or by weapon or magic.

Bonuses (includes attribute bonuses): As a 7th level Avatar: +2 on Perception Rolls, +1 on initiative, +7 to strike, +8 to parry, +8 to dodge, +2 to disarm, +2 to save vs poison and psionic attacks, +2 to save vs insanity, +6 to pull punch, +5 to roll with punch, +6 to save vs Horror Factor, +4 to save vs magic (all), 84% to inspire trust/intimidate, and +69% to save vs coma/death.

The character makes a Critical Strike on an unmodified 18-20, Karate punch attack does 1D6+ S.D.C. damage, Karate kick does 2D6+ S.D.C. damage, backhand strike does 1D4+23 S.D.C. damage, body flip/throw does 1D6 S.D.C. damage and victim loses initiative and one attack.

Vulnerabilities/Weakness & Penalties: Ordinary S.D.C. weapons made of bone or silver do damage as if they were M.D. weapons. Thus, if a wooden club or silver dagger normally does 1D6 S.D.C. it does 1D6 M.D. to the Devilkin (the weapon does double damage in S.D.C. settings). Unlike other Deevils and Devilkins, the Devil Sax Man never underestimates mortals nor any being. As for mortals, he has a keen appreciation of them and their musical genius, and is most fond of humans.

Magic: 62 P.P.E. and cast at level 7 strength for the Hero Avatar. (126 P.P.E. for the living Joe Q, and cast at level 10.) All level 1-3 Fire Elemental magic plus Trance (10), Domination (10), Calling (8), Energy Disruption (12), Turn Dead (6), Luck Curse (40), Curse: Phobia (40), Compulsion (20), Remove Curse (140), Cure Minor Disorders (10), and Heal Wounds (10).

Psionics: None.

Notable Weapons and Equipment: Rarely wears any armor unless he knows he's heading into combat in advance, and then he uses whatever is handy. Otherwise he has M.D.C. and the Rune Saxophone provides additional protection as long as the two are mentally linked.

- "Dominic Shembe-Edah" is a rare, Greatest Rune Weapon of Scrupulous alignment (was Anarchist before meeting Red Bone). Like all Rune Weapons it is indestructible, never tarnishes and possesses special powers. It can be used for good or evil, but in the hands of the Devil Sax Man, Dominic has become a tool for good.

Unless stated otherwise, the music affects everyone who hears it, and it can be heard for three miles (4.8 km).

In all cases, the bonuses or penalties last for only as long as the music plays, and the Devil Sax Man can play for 12 hours straight before needing a break.

Bebop Jazz, Cool Jazz, and Fast, Uplifting Music: This music bolsters people's spirits, encourages them to dance, laugh and celebrate. Those who were feeling sad or depressed, feel happy and grateful. Everyone affected in a positive way is +1 attack per melee round, +1 on initiative, +1 to parry and dodge, +5% to save vs coma and death, fatigues at half the usual rate and sees their Spd increased by 10%.

Penalties: Those beings negatively impacted by high energy, happiness and positive vibes suffer penalties rather than the bonuses above (reverse from plus to minus), and are likely to be driven away by such "awful noise" and positive energy.

Blues Jazz: The blues touches people's emotions, triggers memories and makes people reflective. This music lends itself to deep thought and might help a person remember someone or something, even if sad, in a joyful way, or remember something that may be important and helpful. It also provides the following bonuses: +2 on Perception Rolls, +5% on skill performance, +2 to save vs psionic attacks and illusions, and +20% to save vs coma and death.

Combat Music: When played by a true master, its pounding melodies can be used to bolster spirits or bring them low. It can also be used to heal (see *Symbolizes*, above) or destroy. When music that motivates his listeners is played, the Devil Sax Man's allies enjoy the following bonuses: +1 on initia-

tive, +1 to strike, parry and dodge, +3 to damage, +2 to save vs Horror Factor, +1 on all saving throws, and fatigue at half the usual rate. Double bonuses if the player of the music leads the charge.

The music has the opposite effect on the enemy, making them feel intimidated and uncertain. They suffer the following penalties: -1 on initiative, -1 to strike, parry and dodge, -2 to save vs Horror Factor, and -5% on skill performance.

Cool Jazz and Avant-Garde Jazz: This music has a calming, even hypnotic effect. As an attack against an enemy, it can be used to lower resistance and awareness, making the enemy -3 on Perception Rolls, -3 on initiative, -20% on skills requiring reading, watching a monitor, surveillance, and similar, and -5% on the performance of all other skills.

A variation can be used to help put agitated, stressed out, worried, anxious and ill people at ease, relaxed and able to fall asleep. Those of a good alignment recover lost I.S.P. and P.P.E at double the usual rate, and healing increases to 50% greater than usual.

Hard Bop, Rhythm and Blues, Gospel and Blues, Soul Jazz and Rhythmic, Uplifting Music: This music also raises the spirits and motivates people, though in a less physical way.

Everyone affected in a positive way is +5% on skill performance, +1 to save vs poison and disease, +3 to save vs possession, +10% to save vs coma and death, and +10% to skills like Communications and Domestic skills.

Penalties: Those beings negatively impacted by positive vibes suffer penalties rather than the bonuses above (reverse from plus to minus), or are driven away by such awful noise and sentiment.

Hot Jazz, Dixieland Jazz, Marches, and Rag Time: Rousing music that encourages and uses horns and other instruments: e.g. *The Saints go Marching In*.

Everyone affected in a positive way gets a bonus of +4 to their P.S., fatigues at 30% the usual rate, and is +5% on Cowboy and Domestic skills. **Note:** Double bonuses when there are additional musical instruments participating in the music – ideally the trombone, clarinet or other horns, and a rhythm section with a guitar or banjo, string base or tuba, or piano and drums.

Penalties: Those beings negatively impacted by positive vibes suffer penalties rather than the bonuses above (reverse from plus to minus), or are driven away by such awful noise and sentiment.

Modal Jazz and Improvisation: This music can be used to manipulate the musical scale in a variety of attacks. What follows are the most notable applications for this type of sonic attack.

- **Disorienting Sound Frequency.** A pitch and frequency of sound that causes pain and disorientation (reduce the number of attacks and combat bonuses by half) to everyone (including allies) within a 100 foot (30.5 m) radius of the sax player. Only the sax player and anyone touching him are unaffected. Beings with keen hearing like bats and hounds are dazed and continue to suffer the penalties for an additional 1D6 melee rounds.
- **Fire a sonic bolt** that inflicts 2D6 M.D. (or 3D6 S.D.C. damage). Each blast counts as one melee attack. Range: 3,000 feet (914 m).

- **Fire a supersonic blast** that inflicts 1D6x10+6 M.D. Counts as two melee attacks and can be unleashed only once per melee round. Range: 2,000 feet (610 m). Hits one specific target.
- **Jam radio transmission**, but must be played within 600 feet (183 m) of the radio transmitter or receiver to block the transmissions.
- **Shatter glass.** The musical note can be directed at a specific glass target or to all glass within 100 feet (30.5 m) of the sax player.
- **Signal beings with hearing** in the ultrasonic frequencies. Range: 3 miles (4.8 km).

Sad Music: Mournful and sad music has a few applications.

- **Everyone** who hears the music is taken out of their game and feels sad, worried and uneasy. Penalties: -1 on initiative, -1 on all combat maneuvers (strike, parry, etc.), and -1 to save vs illusions and mind control (magic or psionic).
- **When directed specifically against the enemy**, the music creates low morale and a sense of uncertainty, sorrow and doom, causing the enemy to suffer the following penalties: -1 attack per melee round, -2 on initiative, -2 to save vs psionic attacks, -2 to save vs mind control and illusory magic, -5 to save vs Horror Factor, -10% to Espionage and Rogue skills, and are more likely to surrender or flee if it starts to look like their side is going to lose. Prisoners are more likely to be successfully interrogated (+10% to the interrogator's skill). Those to whom the player of the music is allied suffer no penalties, but have no bonuses either. They get no delight in combat and are more likely to show mercy and take prisoners than they might be without the music playing.
- **Another variation of mournful, sad music** attracts Banshees, Ghouls, Ghostly Entities, Bonelings, Harpies and other creatures associated with death and dying to the place where the music is coming from. Range is three miles (4.8 km).

Money: As an Avatar, not applicable. The real life Red Bone has learned money means freedom and power, so he has a secret stash worth 4D6 million at any given time. The rest he gives away to schools for arts programs in the areas of music and dance, as well as to those in need.

Bionics: None.

Habitat: Devilkins are indigenous to Dyval, but the Devil Sax Man has no intention of ever going back. The living hero may be found anywhere, but he hangs out most in the Three Galaxies. The Hero Avatar is available wherever the Book of Heroes or those to whom he is a mentor take him.

Alliances and Allies: Any champion of light and characters of good alignment.

Enemies: Demons, infernals, and the forces of darkness, but the infernal Minions of Dyval most of all. His fellow Devilkins and other infernals regard him as a dangerous freak who gives them a bad name. If ever captured by them, he'd be taken back to Dyval, tortured and abused for eons.

Note: Appreciates music of all kinds, but his favorites are the blues and jazz.

Dual-Mirrored Gridwork

Dual-Mirrored Gridwork – more commonly known simply as “Gridwork” or “Grid” – is a classic example of “don’t judge a book by its cover.” At first glance, Dual-Mirrored Gridwork may appear to be a towering barbarian or rough and tumble, death dealing mercenary. He cuts an imposing figure at six feet, two inches of muscle and armor. His body armor and gear may look high-tech, but at closer inspection one realizes it is a combination of things. The armor plating, though modern looking, is made from the hide of a giant, Mega-Damage monster, and enchanted to regenerate from damage. His armor is accessorized with fur

armbands and a hooded fur cloak, as well as a modern utility belt, modern boots, hand grenades and military gear. Gridwork wears his long mane of light brown hair in dreadlocks, his strong face accented by a Vandyke beard and mustache. Always a character, he sometimes shaves words into his beard under his chin to express his current feelings, intention or mission, like “die,” “Deevils die,” “win,” “Phase World” and “Rifts.”

The embodiment of Duality and Dimensions, Dual-Mirrored Gridwork uses weapons that range from ancient to modern, magic to high-tech. Case in point, his two favorite weapons are a massive, magic sword he calls “Skull Slasher” and a sleek, sub-machine-gun style slug-thrower he calls “Little Becky.”

Based on appearance alone, Gridwork may seem like an unusual champion in the Book of Heroes, but many of the heroes in the ancient book are not what people expect . . . at least at first.

The Devil Sax Man and Gridwork, among others, are examples of that. But Dual-Mirrored goes even beyond the norm as his super abilities enable him to turn into a robot (Super Robot Body) or a vehicle (Shape Shifter: Vehicle). Thus the guy who looks rather like a barbarian warrior can transform into a towering robot, fast driving car or hover vehicle, or even a space fighter.

Despite his gruff warrior or hardened steel vehicular appearances, Dual-Mirrored Gridwork is a kind, compassionate and gentle soul. He has a deep empathy for people, and is surprisingly wise when it comes to relationships and matters of the heart. Grid cares about the welfare of people and justice more than his own welfare or safety, so he’ll give an impoverished family or friend his last dollar if it will help. The hero enjoys playing games, sketching and playing with children. When Gridwork puts aside his gruff warrior persona, he’s just a big grizzly bear of a kid himself, and can be downright silly and goofy at times. In a way, he is as innocent and well-intentioned as the children who adore him. He always strives to help his friends and protect people in need from the bad guys and ills in the world.

Most Famous Name: Dual-Mirror Gridwork

Also Known As: Gridwork and Grid.

True Name: Aubrey Douglas Lamberson.

Race: Human (mostly).

Alignment: Scrupulous.

Attributes: I.Q. 17, M.E. 14, M.A. 17, P.S. 38, P.P. 21, P.E. 20, P.B. 17, Spd 35 (23 mph/36.8 km).

Height: 6 feet, 2 inches (1.9 m).

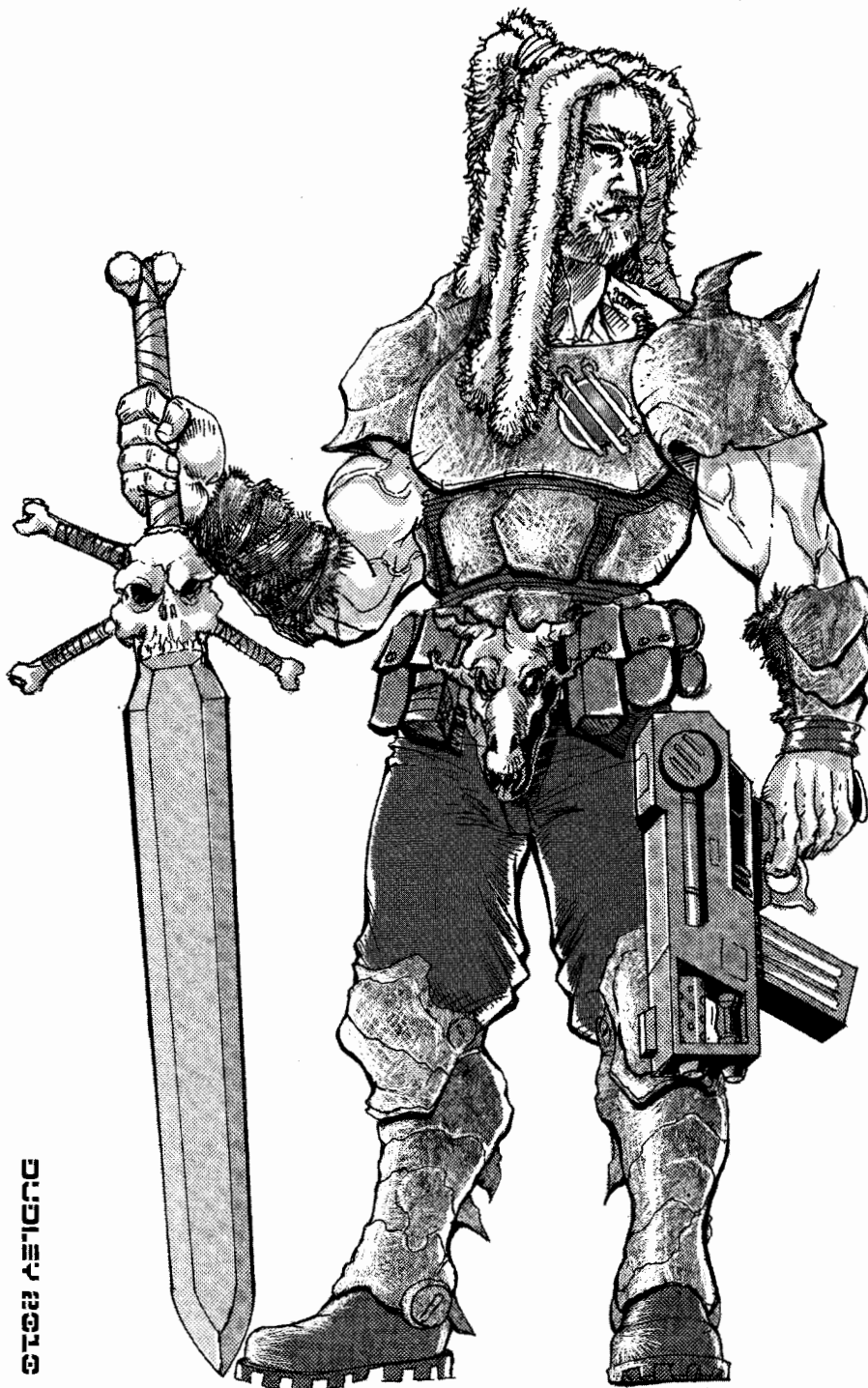
Weight: 235 pounds (106 kg) of muscle.

Hit Points & S.D.C. as an Avatar: 69 Hit Points, 112 S.D.C. Armor is M.D.C. and Grid can also transform into a vehicle or create a robot body.

Awe/Horror Factor: 13 (14 when angry, 15 as a robot or vehicle). It is Awe Factor for good people and Horror Factor for evildoers and evil supernatural beings.

P.P.E.: 39

Disposition: Grid has a “game face” in which he appears very stern, serious and dangerous, but



among friends, children and people with whom he feels at ease, he can be as gentle and playful as a kitten.

Age: As a Hero Avatar, he appears to be around 34 years of age, but in the world, Grid lived to the age of 68 and perished in combat defending an entire town. His heroic efforts held off alien invaders long enough for reinforcements to arrive and wipe out the attackers. Battered beyond survival, it was only force of will that kept the hero going. It is written in the Book of Heroes that when he saw the proverbial cavalry arrive, Gridwork collapsed, let out a deep sigh of relief, smiled and slipped away.

Natural Abilities: As per humans.

Super Abilities: Shape Shifter: Vehicle, Super Robot Body and Super Pilot.

Symbolizes: Duality.

Skills of Note: Basic Mechanics, Combat Driving, Demolitions, Demolitions Disposal, Hand to Hand: Expert, Land Navigation, Military Etiquette, Navigation, Optic Systems, Sensory Equipment, Recognize Weapon Quality, Radio: Basic, Road-wise, Tailing (in or as a vehicle), and Weapon Systems, all at 98%, plus W.P. Blunt, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Submachine-Gun, and W.P. Heavy M.D. Weapons, all at 8th level proficiency, and W.P. Paired Weapons at 2nd level. **Note:** As an 8th level Avatar, most skills are around 70-80%.

Experience Level: As a Hero Mentor or Avatar: 8th. In life: 16th level.

Attacks per Melee: Five as an Avatar, eight in life.

Bonuses (includes attribute bonuses): As an 8th level Avatar: +2 on initiative, +5 to strike, +7 to parry, +10 to dodge in human form, +5 to automatic dodge (the act of dodging does not use up an attack) in vehicular form, +23 to S.D.C. damage, +2 to disarm, +3 to pull punch, +6 to roll with punch, +2 to save vs Horror Factor, +3 to save vs magic/poison, +10% to save vs coma and death, 45% to inspire trust/intimidate, and 55% to charm/impress.

The character makes a Critical Strike on an unmodified 18-20, Karate punch attack does 1D6+23 S.D.C. damage, Karate kick does 2D6+23 S.D.C. damage, backhand strike does 1D4+23 S.D.C. damage, body flip/throw does 1D6 S.D.C. damage and victim loses initiative and one attack.

In vehicular or robot form: +1 attack/action per melee round, P.S. becomes Robotic and inflicts M.D., and other types of weapons and attacks apply.

Vulnerabilities/Weakness & Penalties: Dual-Mirror Gridwork can be much too trusting and naive about people and the treachery and dark deeds some are capable of unleashing. This allows devious blackguards to take advantage of him, and Grid is easily fooled, tricked or lured into trouble by a friend or an innocent-looking child, youngster or woman. Furthermore, when he gets angry, really angry, he is -5 on Perception Rolls, -3 to disarm and pull punch, and -2 to roll with impact; he charges in like an angry bull intent on avenging a wrong and sometimes gets in over his head.

Magic: None, but loves magic weapons and Techno-Wizard items.

Psionics: None.

Notable Weapons and Equipment:

● Magic M.D.C. Armor: Though partial armor by appearance, provides full environmental protection with a form-fitting

force field (A.R. of 18 in an S.D.C. setting). The armor is enchanted to regenerate lost M.D.C. at a rate of 5D6+15 points per hour.

M.D.C. by Location in Human Armor:

Head – 120

Arms (2) – 100 each

Legs (2) – 100 each

Main Body – 300

Note: Grid also turn into an M.D.C. robot or vehicle.

● “Skull Slasher” measures five feet (1.5 m) from the tip of the blade to the end of the hilt. It is a magical, demon slaying Rune Weapon named “Ruddell,” Scrupulous alignment, I.Q. 18, and inflicts 1D6x10 M.D. to all evil supernatural beings, double damage to Demon Lords, Alien Intelligences and dark gods, 5D6 M.D. to mortal and other Mega-Damage opponents, and 4D6 S.D.C. to mortal S.D.C./H.P. opponents.

The Rune Weapon can also keep its owner alive for 90 minutes in any environment, has 118 P.P.E. and cast the following spells: Desiccate the Supernatural (50), Globe of Daylight (2), Lantern Light (1), See the Invisible (4), Sense Evil (2), and Turn Dead (6), all equal to a 12th level sorcerer.

● “Little Becky” is a submachine-gun style slug-thrower that can fire ordinary S.D.C. rounds, silver bullets, or light M.D. rounds. A single round does 2D6 S.D.C., a three round burst does 4D6 S.D.C. (silver rounds do double damage to creatures vulnerable to silver). Range: 800 feet (244 m). Payload: 78 rounds (26 bursts). Its unique modular ammo system can also fire M.D. rounds: 1D6 M.D. per single bullet, 2D6 M.D. per three round burst. Same range and payload.

● Other gear includes a pocket flashlight, pocket mirror, cigarette lighter, a pair of sunglasses, a canteen, a rubber ball for playing catch, 2D6+6 hard candies, two signal flares, two smoke grenades, two explosive grenades (4D6 M.D. each), a Vibro-Knife (1D4 M.D.), and other odds and ends.

Money: Not applicable, besides, he’s a warrior and playmate, not a business person.

Bionics: None.

Alliances and Allies: Any champion of light and characters of good alignment.

Enemies: Demons, infernals, and the forces of darkness.

Note: Loves dimensional travel, going to strange new worlds, giant robots and role-playing games.

The Flo

The Flo was born into a culture of mixed values, double standards and prejudice. Her life was good and her family loving, but poverty and injustice were constant obstacles. From her low position in society, she could see the many inequities and injustices. She never let them stop her or hold her down, and the Flo fought for balance and equality, not just for herself, but for all people. She always had a kind word and a smile for everyone, and put people first. She saw time as a gift and made her time available for others, particularly her children and family. To her, the world was a place of promise and adventure. She believed in the goodness of people and that belief shined through her and touched others. Flo also dreamed of travel and exploring the Megaverse and never succumbed to the mundane. Thus, when the *Book of Heroes* appeared and offered her the mantle of hero, she accepted.



How could she not? Now she could make a real difference in the world. She was also happy to commit a piece of her life essence to the book so she could serve as a Hero Mentor and Hero Avatar for the ages.

A champion of justice and the underdog, the Flo protected the downtrodden, challenged the poor to dream big and to fight for their dreams. She gave people hope and strength, taught them how to stand on their own two feet, and to speak for themselves and for justice.

As a Hero Mentor or Hero Avatar, the Flo, also known as Mother Protector, is a patient and understanding teacher who nurtures and encourages those under her wing while offering simple and profound observations and bits of wisdom that lasts a lifetime. She enjoys opening people's eyes to new ideas and wonders, and giving people the tools they need to be a better and wiser person. Then she points them in the right direction and lets them find their own way. Under her tutelage, a hero learns to seek knowledge, truth and justice for all without becoming hard or indifferent. Quite the contrary, the Flo encourages empathy, understanding and compassion on a deep level.

One of Mother Protector's greatest gifts is the ability to see value in everyone and beauty everywhere, even in the simplest of things. She can make a beautiful sunny day and clear sky seem like a miracle, and the music of a songbird like a concert symphony. She inflames imaginations and is able to bring out the sense of wonder in most people she meets. She is a positive force of life and light able to bring joy and beauty to even the most dismal of places and dire of circumstances. Her compassion and

wisdom are legendary, and she has inspired heroes and ordinary people to stand up for themselves or dare to take a stand for a just and noble cause on countless worlds. Her concern is always for justice, equality and the welfare of others. When she stands at someone's side, be it an individual, a group, or an entire race of people, their spirits soar.

Though known for her gentle, nurturing spirit, kindness and empathy for all people, she can be a fierce protector, like a mother bear protecting her cubs – and fights to the death. She has an impressive arsenal of powers at her command and she is not afraid to use them.

Most Famous Name: The Flo.

Also Known As: Mother Protector which is almost as famous as the Flo.

True Name: Florence Siembieda.

Race: Human.

Alignment: Principled.

Attributes: I.Q. 19, M.A. 27, M.E. 24, P.S. 19, P.P. 14, P.E. 12, P.B. 20, Spd 11.

Height: 5 feet, 2 inches (1.6 m).

Weight: 110 pounds (49.5 kg).

Hit Points & S.D.C. as an Avatar: 145 Hit Points, 56 S.D.C.

She may also wear M.D.C. body armor and has her force fields to protect her.

Awe/Horror Factor: 14. It is Awe Factor for good people and Horror Factor for evildoers and evil supernatural beings.

P.P.E.: 329

Disposition: The Flo is a protector of the weak and helpless. Her nurturing, caring and maternal nature has earned her the title of Mother Protector. She is not a smothering mother figure, but a strong yet gentle and wise protector and caregiver. She is almost always pleasant, cheerful, and positive, but is angered by acts of cruelty and injustice and downright ferocious when battling evil or protecting the innocent.

Age: As a Hero Avatar, she appears to be around 38 years of age, but in the world, the Flo lived to the age of 57 and perished after a long battle with a devouring disease that resisted all treatment, including magical. That made some believe the hero was secretly assassinated by one of her many enemies. No villain ever took credit for her demise, as the legion of people who loved her would have likely torn them to shreds.

Natural Abilities:

Balance (special): The Flo can see both sides of a conflict and usually find an acceptable middle ground.

Awareness and Understanding of Others (special): As a 9th level Avatar: +4 on Perception Rolls regarding the emotional and mental state of the people around her and how best to comfort them, allay their fears and/or inspire them.

Rekindle Goodness (special): The Flo can see the good in everyone and can often bring it to the surface with her sincere words and compassion. Reminding of what's good and right, the Flo is able to rekindle that goodness in the person and give him the strength to do the right thing, if only for that one moment.

Super Abilities: Force Field Generation, Heart of Light and Magic: Guardian & Protector.

Symbolizes: Purity/Virtue.

Skills of Note: Computer Operation, Cook, Dance, Hand to Hand: Martial Arts, Public Speaking, Excavation, Firefighting, General Repair and Maintenance, Language: American, Law: General, Literacy: American, Literacy: Euro, Lore: Demons & Monsters, Paramedic, Philosophy, Pilot Jet Pack, Radio: Basic, Recycling, Salvage, and Sing, all at 98%, plus W.P. Blunt, W.P. Paired Weapons, W.P. Staff, W.P. Spear, and W.P. Energy Rifle all at 15th level proficiency. **Note:** As a 9th level Avatar, most skills are 95-98%.

Experience Level: As a Hero Mentor or Avatar: 9th. In life: 18th level.

Attacks per Melee: Six as an Avatar, eight in life.

Bonuses (includes attribute bonuses): As an Avatar: +2 on Perception Rolls, +1 on initiative, +3 on initiative when trying to protect or rescue the innocent, +2 to strike, +3 to parry and dodge, +2 to S.D.C. damage, +2 to disarm and entangle, +3 to pull punch, +3 to roll with impact, +2 to save vs Horror Factor, +5 to save vs psionic attack, +7 to save vs insanity, +20% to save vs coma and death (sheer force of will), 92% to inspire trust/intimidate, and 50% to charm/impress.

The character makes a Critical Strike on an unmodified 18-20, Karate punch attack does 1D6+ S.D.C. damage, Karate kick does 2D6+ S.D.C. damage, backhand strike does 1D4+ S.D.C. damage, body flip/throw does 1D6 S.D.C. damage and victim loses initiative and one attack.

Vulnerabilities/Weakness & Penalties: -2 to save vs poison and -4 to save vs disease.

Love of family: The character has a soft spot for families, mothers and children. Seeing a child, mother, grandmother, pregnant woman, teenager or an obvious father figure being

threatened, held hostage, beaten, abused, killed or prepared for human sacrifice makes this hero's blood boil and compels her to take action. Unfortunately, her judgement is impaired by emotion, and may cause her to take foolish risks and act before considering all available options or thinking everything through; -5 on Perception Rolls and -10% on skill performance. Flo can also be too idealistic and trusting of such people sometimes.

Magic: See the super ability Magic: Guardian & Protector.

Psionics: None.

Notable Weapons and Equipment: Flo tends to rely on her smarts and powers, so equipment is minimal.

● M.D.C. Armor: Lightweight M.D.C. fabric and plating. (A.R. of 16 in S.D.C. settings.)

M.D.C. by Location in Human Armor:

Head/Helmet – 50

Arms (2) – 35 each

Legs (2) – 50 each

Main Body – 75

● Favorite Weapon: M.D. Laser Staff: 2D6 M.D. as a blunt weapon, 4D6 M.D. as a high-powered laser (single shot, each blast counts as one melee attack) with a 3,000 foot (914 m) range.

● Other gear includes a cape, a jet pack, gauntlet-style gloves, tinted goggles, pocket flashlight, pocket mirror, compact with make-up kit and lipstick, wristwatch, a canteen, a Neural Mace, and other odds and ends.

Money: Not applicable to an Avatar, and she has no interest in personal gain or profit.

Bionics: None.

Alliances and Allies: Any champion of light and characters of good alignment. She was a known friend, ally and frequent teammate of the Machine, the Martian, the Wuj, and the Open Fist.

Enemies: Demons, infernals, and the forces of darkness.

Note: Loves to read, travel, see new places, go to strange new worlds, and enjoys art, museums and history; fascinated by people and their cultures.

The Ghoul Queen

“Why?” asked her mother, the evil Mistress of the Dark Plane.

“Because all beings deserve to feel the warmth of the sun, revel in beauty and find respite from their suffering. There is more to life than ugliness, suffering and darkness,” said the young Queen.

“Even for these ugly monstrosities? These misshapen ghouls?”

“I don't see ugly monstrosities, Mother. I see tortured souls screaming out for just a little love and kindness.”

“Hah, and do you think the outside world will accept these . . . these horrid creatures?”

“I accept them.”

“And is your soul any less tortured, my daughter?”

“No, Mother. We are all the product of your cruelty. That's why I know exactly how they feel. That's why I fight to release them from the blackness of your suffocating world. And I fight for them with the same resolve as I do for my own sanity and freedom.”



"My child, do you think life beyond the Dark Plane is any less cruel or ugly?"

"I think life beyond the Dark Plane is about more than darkness. I think it's what we choose to make of it."

"You'll find only disappointment and pain, my daughter. You know that, don't you?"

"I know that's all I can expect here with you."

"You didn't answer my question."

"I know we can never escape such things completely. The world is a cruel and unforgiving place. But, I know that beyond your reach – beyond the Dark Plane – there is balance between the light and the dark. There is beauty, love, light and so much more. So very, very much more."

According to the **Book of Heroes**, and confirmed by legends whispered by the demons of Hades and the infernals of Dyval, the *Ghoul Queen* is the daughter of the *Mistress of the Dark Plane*, *Queen of Lies and Ruler of Dark Ghouls*. As such, she is a greater demonic being on par with a Lord or Lady of Hell, complete with worshipers and minions. The Dark Plane is not Hell, exactly, but it might as well be Hell's dark reflection or bottomless belly, for it is a supernatural realm of darkness, suffering and despair. A

place where the deity known as the *Dark Queen* rules with impunity and drinks deep the pain and suffering she inflicts upon all around her.

To the outside world, the Dark Plane is a secret Hell only a few have ever heard about. A place where the inhabitants obediently suffer in silence. A dark hole shunned by mortals and creatures of light, and even by demons and Deevils, all of whom instantly feel hopeless and lost the moment they enter the Dark Plane. To outsiders who know about the Dark Queen and her domain, she seems to be a beleaguered ruler and sympathetic martyr who does her best to maintain order in a barren, dark place under terrible circumstances. Her subjects are wretched, lesser demons from another plane of reality and time who seem to shun light and life beyond the dark reaches of their bleak domain. They serve the Dark Queen with absolute obedience and snap to her every request out of respect (and fear). Underestimated on every level by outsiders, the Dark Plane and its malevolent queen are left to their own devices, forgotten and unwanted.

In reality, the Dark Queen is a bitter monster who revels in darkness, crushes imagination, reviles beauty, forbids joy, spreads despair, and rules her Dark Plane with an iron fist, a sharp tongue and a cutting lash. As Mistress of Lies, she has concealed the

true depths and power of her dark kingdom for countless millennia, content in the torment of her downtrodden subjects and her remaining children, all of whom languish in the suffocating darkness. Her subjects, the **Dark Ghouls**, are nasty, vicious monsters who eat the flesh of the dead, and delight in inflicting pain and torture upon any who fall into their clutches, or whom the Dark Queen declares an enemy.

The Dark Queen's greatest disappointment is her oldest daughter, *Kathleen the Kind* – the antithesis of her mother in every way. Unable to live in caged gloom and eternal hopelessness, Kathleen the Kind, better known as **the Ghoul Queen**, defied the Dark Queen's unrelenting will, and left the Dark Plane to forge a better life in the light of day. She took with her any *Ghoul of the Dark Plane* brave enough to follow her. And so it was that 13 million of them left the darkness, never to look back. A tiny number compared to the billions who suffer under the Dark Queen's reign, but enough to earn them all the Queen's eternal hatred and contempt. For none may defy her or escape the Dark Plane.

Since fleeing the darkness, the Ghoul Queen has engaged in countless adventures and heroics. She often does so in disguise, under many different names, and without a legion of monsters. Instead, she is usually accompanied by 2-6 Dark Ghouls or other monstrous looking beings. Elsewhere, in a secret location in the infinite Megaverse, the Ghoul Queen has created her own realm for her loyal subjects. A place said to be a paradise of light, flowers, colorful birds, and changing seasons. Here, in a land of light and joy, beauty and serenity is everywhere. Under the loving care of their Ghoul Queen, the Dark Ghouls have forgotten their evil ways and romp and play like children without a care in the world. They worship their Queen, and though gentle toward her, they are extremely protective and guard her from invaders and enemies. All are willing to do anything she asks of them, and would lay down their lives for hers without hesitation. The Ghoul Queen, of course, would never ask them to do such a thing. She doesn't have to.

Unlike most of the champions in the **Book of Heroes** who have died ages ago, the Ghoul Queen is an immortal, supernatural being spawned in the pits of hellish darkness, but who has become a champion of light and goodness. It is said when she is not at home in a paradise of her own making, she wanders across the universe bringing beauty, love and hope to those beings abandoned or shunned by others. Though she is a brave and noble warrior hero who champions underdogs and the downtrodden, she tries to inspire people to find joy and bring beauty and wonder to the dark corners of the Megaverse. That having been said, she has stood against the forces of darkness many times, and is unafraid to fight.

Most Famous Name: Ghoul Queen

Also Known As: Kathleen the Kind, the Queen of Ghouls and Dark Paradise Goddess.

True Name: Kathy Simmons.

Race: Human-looking deity/supernatural being.

Alignment: Scrupulous.

Attributes: I.Q. 22, M.E. 18, M.A. 25, P.S. 26 (Supernatural), P.P. 15, P.E. 24, P.B. 22, Spd 12.

Height: 5 feet, 8 inches (1.7 m).

Weight: 120 pounds (54 kg).

M.D.C. as an Avatar: 1,890 M.D.C. (On S.D.C. worlds, she has 1,200 Hit Points, 690 S.D.C. and a Natural A.R. of 15. The

genuine Ghoul Queen has 5,732 M.D.C.; divide them equally between Hit Points and S.D.C.)

Awe/Horror Factor: 15 Awe Factor for good people. 15 Horror Factor for evil beings and 18 Awe/Horror Factor for Ghouls of all kinds.

P.P.E.: 1,666 P.P.E. for the Hero Avatar. (The living Ghoul Queen has 3,399 P.P.E.)

Disposition: The Ghoul Queen is a study in quiet strength and humility. She seldom yells or shouts, not even in anger, and is kind and compassionate. A do it yourself kind of person, she is very smart, aware, and organized, making her a strong manager or second in command. Always aware of her environment and the people around her, she is quick to perform little acts of kindness for those around her. As a result, she creates a very warm and homey feeling wherever she lingers for more than a few days, and people always feel welcomed. She never asks anything for herself, not even praise for her good deeds, and quietly goes about her business. The Queen of Ghouls cannot stand filth, disorganization and ugliness and always tries to make the world a pretty and more content environment. Ironically, that disdain for ugliness only applies to beings who have an ugly and wicked spirit, not their physical appearance.

Age: As a goddess, the Ghoul Queen is immortal and lives to this day. As an Avatar, she appears to be a maiden in her mid-twenties.

Natural Abilities: Supernatural Strength and Endurance, night-vision 6,000 feet (1,829 m; can see in total darkness), breathe without air (indefinitely), survive in dead zones including outer space (indefinitely), magically understands, reads and speaks all languages 90%, bio-regeneration 5D6 per melee round, dimensional teleport 88%, dimensional teleport home to her Paradise realm without P.P.E. expense at 99%, and summon as many as 1D6x10 minions (Paradise Ghouls) as many times as is equal to her P.E. attribute number. **Note:** The Hero Avatar can only summon 4D6 Paradise Ghouls.

Super Abilities: Special (deific in nature and scope).

Triple in size: As a goddess, the Ghoul Queen can grow to three times her human size to approximately 17.6 feet (5.3 m) tall. All stats stay the same, though weight increases by five times.

Recognize the Face of Evil: She can see through masks, magic and deception to recognize evil without a doubt. Recognizing with crystal clarity the evil and darkness in another person's soul by looking into their face and eyes. She can do this with any one person at a time. Every determination uses up two melee attacks/actions.

Create a Beautiful Paradise Out of Dust and Sand: The Ghoul Queen can breathe breathtaking life into earth that is dead, dry, sandy or polluted, and make it safe for habitation. It takes her 48 hours, it is all she can focus on, and uses up all of her P.P.E. for one week (P.P.E. is zero for seven days, returning to full P.P.E. on day eight). The land becomes tropical paradise like a beautiful Hawaiian island covered in grass, flowers, trees and fruit. She can transform a 10 mile (16 km) radius per level of experience (one quarter that for the Hero Avatar) and add to it as she might desire. This peaceful paradise rejuvenates the spirit of all who visit or choose to live there.

Create Beauty: Whenever Kathleen the Kind stays somewhere for more than a five or six days, the area around her begins to

take on a more lush, green and beautiful appearance. Plants grow and flowers bloom, even if they are out of season, and the longer she's present the more flowering plants and vines appear as if by magic. This occurs automatically, without the Ghoul Queen even trying.

Banish Evil from Paradise: Any Sub-Demons, Lesser or Greater Demons or Deevils who invade one of her tropical paradises must obey her while they are in one of her domains. They can speak and try to tempt, anger or intimidate her, but they cannot attack her. If she demands they leave paradise, they must comply within one melee round.

In her own otherworldly paradise realm, she can banish all Deevils or demons everywhere, and even Demon and Deevil Lords and Ladies must obey and leave!

All Ghouls Recognize Her Authority Over Them. Even the most strong-willed Ghouls recognize her as their superior, are submissive, and avoid conflicts and challenges with the Ghoul Queen. Furthermore, they'll answer any question put to them by her, truthfully. Even vampires and other undead dare not raise a finger against her and animated dead can not come within 10 miles (16 km) of her lest she seize control of them. Even the Dark Ghouls under the command of her evil mother will not attack her. Meanwhile, her Paradise Ghouls follow her every order and fawn all over her.

Any Ghoul who might be forced to attack her (it's never happened, as most refuse) has only two attacks per melee round, reduce Spd by half, and she is impervious to their magic, psionics, poison, disease and powers. In combat, the Ghoul Queen does double damage to Ghouls with all her attacks.

Symbolizes (Special): The Ghoul Queen represents life, beauty and creativity. Bonuses to others are the same as *Mercy* and *Responsibility* combined.

Skills of Note: All Domestic skills plus Art, Calligraphy, Computer Operation, Cooking, Sewing, Basic Mechanics, Breed Dogs, Brewing: Medicinal, Combat Driving, Escape Artist, Horsemanship: Cowboy and Exotic Animals, Math: Basic, Navigation, Pilot: Automobile, Pilot: Hover Craft (Ground), Pilot: Hovercycles, Pilot: Jet Pack, Pilot: Motorcycles & Snowmobiles, Pilot: Space Fighter, Radio: Basic, Roadwise, and Tailing (on foot or in a vehicle), all at 98%, plus W.P. Blunt, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, all at 8th level proficiency, and W.P. Paired Weapons at 5th level.

Note: As a 10th level Avatar, most skills are around 90-98%.

Experience Level: As a Hero Mentor or Avatar: 10th. (In life: 20th level goddess.)

Attacks per Melee (Goddess): Six as an Avatar, ten in life.

Mega-Damage: As a goddess/Demon Queen, she inflicts S.D.C. damage in S.D.C. environments and M.D. in Mega-Damage settings.

As per Supernatural P.S. of 26: 5D6 S.D.C. on a restrained punch or kick, 3D6 M.D. on a full strength punch or kick, 6D6 M.D. on a power punch or kick, or by weapon or magic. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (includes attribute bonuses): As a 10th level Avatar: +5 on Perception Rolls, +1 on initiative, +3 to strike, +4 to parry and dodge, +2 to disarm, +4 to pull punch, +6 to roll

with impact, impervious to the powers of Ghouls, impervious to poison and disease, impervious to possession and Horror Factor, +2 on all other saving throws, 84% to inspire trust/intimidate, and 60% to charm/impress. (Increase bonuses by 50% for the living Ghoul Queen.)

Vulnerabilities/Weakness & Penalties:

Too Humble and Self-Effacing: The Ghoul Queen is a hero whose very essence stands for kindness, beauty, justice and a quiet and determined strength. She is strong when she stands up for others, but *weakest* when she speaks or fights only for herself: reduce attacks per melee and all bonuses by half.

Imprisonment and Slavery: The Ghoul Queen cannot survive being imprisoned or enslaved for any great length of time. Few realize this, as the Ghoul Queen seems indomitable and even in captivity she transforms the world around her into a beautiful, tranquil garden paradise. This is a manifestation of her soul, but the garden of captivity is watered with her tears, and inside she is dying. Within 72 hours of captivity the Ghoul Queen's powers are reduced by half. For every month of subsequent captivity her powers are reduced by one percent (12% a year), and over time, her powers fade to almost nothing, stopping at 10%. Raised in ugliness and darkness, the Ghoul Queen can survive the most foul and harshest environments and stands quietly defiant. However, while she may not show it, she suffers greatly in captivity and trapped in ugliness.

Upon escaping imprisonment, her powers return quickly, at a rate of 10% per hour, up to 50%. Then, she regains her power at a rate of 10% a month until fully restored. However, if she is surrounded by beauty, kindness and other heroes and champions of Light, her spirit soars, returning to 50% strength within an hour and to full strength within 48 hours. Yet even at her weakest, her indomitable spirit is ready to reach out to help others and bring beauty and kindness into the world in whatever way she can.

Darkness: Magic involving darkness has twice the duration, effect and damage against the Ghoul Queen. This also means she is deeply affected by negative energy.

Responsibility to the Dark Ghouls: The Ghoul Queen cannot leave her Dark Ghouls alone for long periods of time, for after a year without her shining essence to inspire and soothe them, the Ghouls begin to succumb to feelings of despair, fear and loathing.

Magic: All Nature Magic spells, Necromancy and Bone Magic spells (though she seldom uses the two latter magicks unless they can be used for good) and all magic spells involving light, creation, healing, and growing plants (see appropriate Earth Elemental spells), and destroying and banishing supernatural beings.

Psionics: All Psionic Sensitive abilities, plus Bio-Manipulation (10), Empathic Transmission (6), Exorcism (10), Group Mind Block (22), Group Trance (15), Induce Sleep (4), Psychic Diagnosis (4), Stop Bleeding (4) and Suppress Fear (8). I.S.P. is 240 (in life: 500).

Notable Weapons and Equipment: None per se. The Ghoul Queen tends to rely on her vast range of powers and magic, but she can pick up and use whatever is necessary in a pinch.

Money: None for the Hero Avatar. The living goddess has little need for money, but can raise 2D6 million credits in a matter of a day or two from her followers and has a small treasure trove worth 1D4x10 million credits at any given time.

Bionics: None.

Alliances and Allies: Champions of light and characters of good alignment, but she is worshiped by millions and their numbers continue to grow. Most of her followers are ugly beings by human standards and many are outcasts, but all are embraced if they are of a good alignment or willing to strive to be good. She also has own her special minions, the Paradise Ghouls.

Minions: Paradise Ghouls. 11.7 million Paradise Ghouls (some have been lost in combat over the eons), happily serve their Queen.

The Dark Ghouls under the Ghoul Queen's influence have come to be known as *Paradise Ghouls* or the *Ghoul Queen's Minions*. They are easily distinguished from other Dark Ghouls by their submissive and gentle behavior and the green hue to their skin, the color of the leaves of a tree. Many wear flowers in their hair, and/or necklaces, bracelets and armbands woven from vines and made with feathers, seed pods or flowers as part of the ornamentation.

All Paradise Ghouls (and Dark Ghouls) are dull-witted creatures who tend to act on instinct. They are not particularly imaginative and don't tend to take the initiative, rather the Ghouls respond and react to actions directed at them or things happening around them. While Paradise Ghouls are not very aggressive, and display a fondness toward animals, children and women, they remain carrion eaters – meaning they eat the dead, from road kill to Aunt Betty, as well as rotten vegetables and garbage.

Paradise Ghouls go from gentle monsters to rampaging beasts in a heartbeat if teased, badgered, bullied or otherwise provoked. This is especially true when an innocent person, child, or hero is threatened or attacked. And yet the Paradise Ghouls have taken on the humility, virtues and characteristics of their Queen. Consequently, while they may, personally, take a certain amount of abuse, punishment and degradation before defending themselves or striking back, they rush to defend the innocent, the helpless and those in need. They are also quick to rush to the aid of the Ghoul Queen and are willing to lay down their own life in her defense. None would ever betray her. Never.

Paradise Ghouls resemble the classic ghoul: An animated corpse with blotchy, rotting green skin, sunken eyes, and tattered clothing. Many wear little more than a loincloth or pants. The fact that many adorn themselves with flowers or jewelry made from vines and plant fiber only seems to make them creepier somehow.

Enemies: Demons, infernals, and the forces of darkness, but most of all, her own mother, who conspires against the Ghoul Queen and all who stand with her.

Note: Loves flowers, birds, animals, and all beautiful things, as well as books, particularly mysteries.

Paradise Ghoul Stats

The Hero Avatar is not likely to summon more than a dozen or so Paradise Ghouls, if any, and she will be careful not to put their lives in jeopardy. To the Ghoul Queen's way of thinking, these simple-minded beings have already suffered enough.

Race: Supernatural Being/Lesser Demon.

Alignment: 40% Anarchist, 45% Unprincipled and 15% are Scrupulous.

Attributes: I.Q. 1D6+2, M.E. 1D6+5, M.A. 1D6+6, P.S. 2D6+10 (Supernatural), P.P. 1D6+6, P.E. 2D6+8, P.B. 1D6+2, Spd 2D6+6 (double when digging).

Height: 5-6 feet (1.5 to 1.8 m).

Weight: 120-160 pounds (54 to 72 kg).

M.D.C.: 5D6+15 M.D.C. plus P.E. attribute number. (In an S.D.C. setting P.E. attribute number +4D6 for Hit Points, 3D6+6 S.D.C. and a Natural A.R. of 12.)

Horror Factor: 9

P.P.E.: 1D6x10 plus P.E. attribute number.

Life Span: Immortal.

Natural Abilities of Paradise Ghouls: Supernatural P.S. & P.E., nightvision 1,000 feet (305 m), fair to poor day vision, see the invisible, fire and cold resistant (half damage), impervious to disease and spoiled food, Prowl 55%, Dimensional Teleport 12% +1% per level of experience, bio-regenerates 1D6 M.D.C. once per melee round, and magically knows all languages at 92%.

Smell Death (special): Paradise Ghouls can smell the scent of dead and decaying bodies up to three miles (4.8 km) away on the surface, and up to one mile (1.6 km) underground. They can also smell old bones and ancient remains, but at half that range. This ability is used to sniff out carrion. **Base Skill:** 77% +2% per level of experience (+12% if there are many dead).

Underground Tunneling (special): Paradise Ghouls can burrow through dirt like a mole, digging faster than they can run on the surface (see Spd attribute). A typical Spd of 12 enables the demon to burrow an impressive 240 yards/meters (720 feet or 219 m) per melee round! One third that speed when searching for buried food. **Base Skill:** 80% +3% per level of experience.

Level of Experience: 1D4 on average or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Three; four only when cornered and in a panic or when defending the Ghoul Queen or an innocent child or female.

Bonuses (in addition to attributes and skills): +1 to strike, +1 to parry, +2 to dodge, +6 to save vs Horror Factor, and +1 on all saving throws.

Mega-Damage: As per Supernatural P.S.; typically around 1D6 M.D. from a punch, and 6D6 S.D.C. from a bite (H.P./S.D.C. damage in S.D.C. settings).

Psionics: None.

Magic: P.P.E. is P.E. attribute number x2. Spells are limited to Cloud of Smoke (2), Cloak of Darkness (6), Death Trance (1) and Mystic Fulcrum (5).

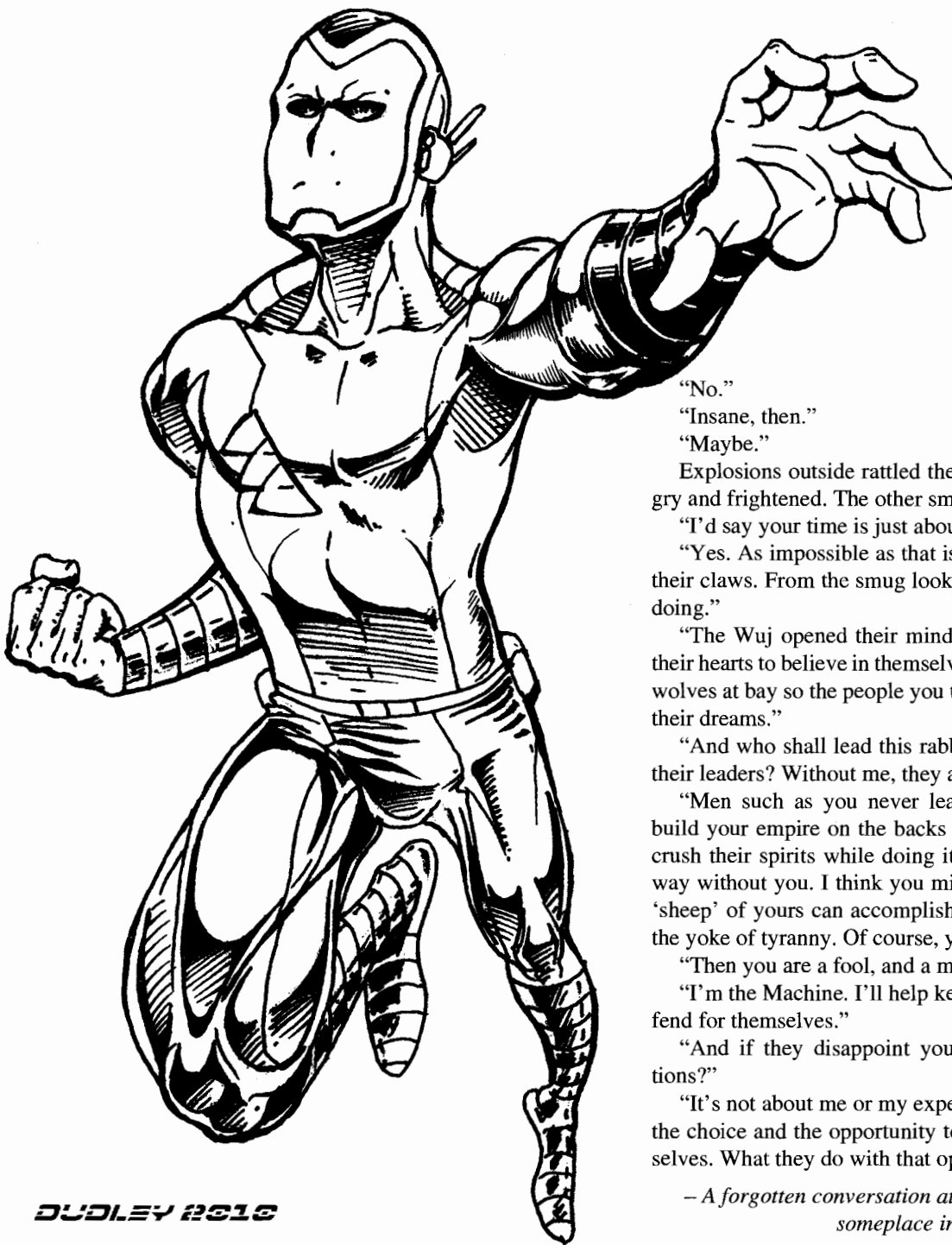
Weapons and Gear: May use whatever is at hand, be it a shovel or a gun, but do not have Weapon Proficiencies and do not usually gather or keep weapons, armor or much by way of possessions.

Habitat: The Ghoul Queen's Paradise or wherever she leads them.

Allies and Alliances: Only other Paradise Ghouls and their Queen. They accept anyone their Queen does.

Enemies: Dark Ghouls and the Mistress of the Dark Plane, as well as other demons and evil beings. Now that they've had a taste of a better life, the Paradise Ghouls never want to go back to a life of cruelty and darkness.

Note: Dark Ghouls have the same stats and abilities, but tend to be more vicious and obey the Mistress of the Dark Plane out of fear.



"You can't really believe that? Not a man like you. You're better than all of them. You're one of us. Special. One of the elite. You don't have to pretend to be otherwise. Not with me. You know you're better than the rabble. Admit it. You and I are cut from the same limb of the tree. There's no shame in being superior."
"I'm nothing like you."
"Then you're a fool."

"No."
"Insane, then."
"Maybe."

Explosions outside rattled the windows. One man looked angry and frightened. The other smiled and spoke.

"I'd say your time is just about over. The people have risen."

"Yes. As impossible as that is, it seems the sheep have found their claws. From the smug look on your face, this must be your doing."

"The Wuj opened their minds to new possibilities. I opened their hearts to believe in themselves. My friends helped keep your wolves at bay so the people you think of as sheep could reach for their dreams."

"And who shall lead this rabble when they spill the blood of their leaders? Without me, they are lost."

"Men such as you never lead. You steal. You abuse. You build your empire on the backs of those you've subjugated and crush their spirits while doing it. Trust me, they'll find a better way without you. I think you might be astounded by what these 'sheep' of yours can accomplish when they are unchained from the yoke of tyranny. Of course, you won't be around to see it."

"Then you are a fool, and a madman."

"I'm the Machine. I'll help keep things running until they can fend for themselves."

"And if they disappoint you or fail to meet your expectations?"

"It's not about me or my expectations. It's about them having the choice and the opportunity to make a better world for themselves. What they do with that opportunity is up to them."

— A forgotten conversation at the onset of a global revolution someplace in the Megaverse, long, long ago.

This hero has been known by many names, but the one that stuck is the Machine. He earned the name not just from his prodigious feats of inspiration, but because he never quits. He's like a machine fueled by ideas, unchecked imagination and an infectious passion for life. He believes anything is possible (though, perhaps, improbably), and dares to take chances where others balk. The Machine is able to get people to believe in themselves, dare to dream and take a chance to follow that dream. Moreover, the Machine can inspire people to join forces, work together and achieve the impossible.

The Machine is able to recognize the potential in people, help them believe in themselves and get them to make their own destiny, because he understands exactly how they feel. He knows their fears, their uncertainty, their lack of confidence, and the ter-

DUDLEY RSLG

The Machine

The sounds of revolution echoed outside the window as two men engaged in a final conversation. One was a hero. The other a tyrant.

"People have value."

"Some, yes. The wealthy. The powerful. The brilliant. The resourceful."

"All people."

"You can't be serious."

"I'm quite serious."

"The workers? Ditch diggers? Drunks and idiots?"

"Yes. All of them."

ror of taking that first step. He understands, because he's been there himself. The Machine grew up poor. One of the worst things about being poor, beyond the obvious, is that people look down on you and they assume you are dumb, lazy and worthless. People make fun of your hand-me-down clothes, ridicule where you live and insist on telling you there is no future for you. Worst of all, they laugh at your dreams, crush your spirit and insist you lower your expectations. It's awful.

Despite all that, the Machine seemed destined to rise above his station. First, his mother is *the Flo*, and she told him to ignore the banal banter and challenged him to follow his dreams. Second, he met *the Martian* and the two became instant best friends. True best friends, the kind who have no secrets between them, share every thought, fear and emotion, and think on the same wavelength to the point that they finish each other's sentences. These two endured many shared adventures before and after they became heroes. Third, the Wuj entered his life. This was another instant friendship, only this time combining the energy and imaginations of these two minds, created a fusion of ideas and power that shot off the scale. The Wuj and the Machine fed each other's engines of imagination that carried them and everyone around them to new heights. It was at this junction that *the Machine*, *the Martian* and *the Wuj* became empowered and launched their careers as superheroes. Along the way, they joined forces and crossed paths with an array of other heroes, including the *Open Fist*, *the Smith*, *the Ghoul Queen*, *Dual-Mirrored Gridwork*, *Subjugator*, *Bellagio Joe* and scores of others. All would go on to be heroes in their own right, but they accomplished the greatest things when they teamed up.

Having been given little credit and counted out many times in his own life, the Machine is a champion of the underdog and lost causes. If he sees someone with talent and potential, he's quick to give him the opportunity to take a chance. These qualities make him an excellent Hero Mentor or Avatar. However, the Machine tends to be a no nonsense kind of guy who has no tolerance for sloth, laziness or self-aggrandizing. Though fame has come to him, he has little use for it, and is all about the work, the deed and a positive outcome. Everything else is frosting on the cake. That also means he tends to tell it like it is whether the person wants to hear it or not. The Machine feels things deeply and has a bit of a temper, especially when feeling stressed.

As a Hero Mentor, the Machine tries to help the young hero-in-training discover and build upon his strengths, mitigate weakness, embrace new ideas, think fast and work with others. Gifted at inspiring and uniting people, the Machine likes to help everyone find their talent and fulfill their potential. One of the Machine's powers is the ability to see the potential in everyone he meets. Getting each individual to recognize and realize that potential and build upon it is the challenge. As an Avatar, the Machine appears in a skin tight, modern-looking costume with a minimum of weapons and gear.

Most Famous Name: The Machine.

Also Known As: The Instigator, Dream Maker, and Sword of Truth.

True Name: Kevin Siembieda.

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 22, M.A. 25, M.E. 28, P.S. 11, P.P. 10, P.E. 14, P.B. 15, Spd 14.

Height: Five feet, 10 inches (1.8 m).

Weight: 185 pounds (83 kg).

M.D.C. as an Avatar: 207. (On S.D.C. worlds, he has 107 Hit Points, 100 S.D.C. and an A.R. of 12 without armor.) Also see Psionics.

Awe/Horror Factor: 15

P.P.E.: 912 P.P.E. for the Hero Avatar. (In life: 1,824 P.P.E.)

Disposition: Imaginative, passionate, analytical and creative, he thinks fast on his feet, adapts quickly and finds life an adventure. To the Machine, the world is a place of wonder, beauty and yet unrealized potential. He likes to characterize himself as an idealistic realist, which means he is all too aware of the ugliness, cruelty and evil in the world, he just prefers to focus on the bright side of things and work toward making the Megaverse a better place.

The Machine's own harsh past has made him keenly aware and sympathetic of the human condition. He tries to see and accept everyone for who they are, and as a result, has an eclectic army of friends from every walk of life on planets across the Megaverse. He is a competent leader with an analytical mind and the ability to see the big picture. Highly adaptable, he can survive most anything, especially if he has help from his massive support network of other heroes.

Age: As a Hero Avatar he looks 40 with a mane of silver hair. In life, he lived to the age of 204, giving life to dreams and encouraging others to the very end.

Natural Abilities: As per humans. Has a sharply honed imagination and an expansive way of thinking.

Super Abilities: Multiple Powers: Fly Wingless, Tough & Resilient (applied to M.D.C. and Bonuses), plus the following:

- Once every 24 hours, the character can instantly recover/heal 1D6x10% of his Hit Points and S.D.C., or M.D.C. if a Mega-Damage being.
- Understands and speaks all languages as if by magic, can make his costume appear and disappear on his body, at will (it always reappears brand new and in perfect condition) and can survive *any* environment for two minutes per P.E. attribute point.
- Identify Talent and Potential (special): The Machine believes every person has value and plays an important role in the destiny of the world around them. He can recognize after a brief encounter what talent and abilities a person has locked inside of them and the ability to coax it out of them. Of course, he can only bring the talent and potential to the surface, it is up to the person to hone and develop it.

Also see *The Power of Unity, Imagination and Ideas* under Symbolizes, as well as Psionics.

Symbolizes: The power of imagination and tenacity. Patron of the underdog.

The Power of Unity, Imagination and Ideas: The energy, confidence and ideas unleashed by the Machine are contagious and powerful. Those under his protection or in his presence are inspired to work together, protect each other, and enjoy the following bonuses: +2 to save vs Horror Factor and see their powers increased by 10% (damage, duration, range, etc.). This bonus applies to everyone fighting for the same cause as the Machine Avatar and his living teammates. However, the character being mentored by the Machine sees his powers increased by 20% as does any one other natural leader in the player group.

Note: *Among the Heroes of the Megaverse* contained in the Book of Heroes, the power of imagination and tenacity is even more powerful.

Fueled by the energy of the Machine, his teammates, be it only the Martian, or the Smith, or a vast team of friends and allies, *everyone* on the team believes they can move mountains and do just about anything. As a result, they work together as a well-oiled machine and see their powers magnified. Each is fueled by the Machine's enthusiasm and drive, and their enthusiasm and support, in turn, feeds the Machine to create a bond that cannot be broken.

United and all working toward the same goal, the Machine's influence increases the power level of everyone in the group by 25% – increase the damage, range, and duration of each character's natural abilities, super abilities, psionic powers, and/or spells accordingly. Also increase the M.D.C. of each member of team by 25%. (Attacks per melee, combat bonuses and saving throws are *unchanged*.) The "team" can be constituted as the Machine and at least one other, but it was typically the Machine plus 5-10 allied heroes, sometimes dozens, and on several occasions, thousands.

If the Wuj is part of the team as well, increase the power level of each team member by another 25% for a power increase of 50% total! The Wuj does not have the power to infuse others by himself, but when united with his pal, the Machine, the energy they generate together is contagious and powerful.

The bulk of the power increase goes to the people directly allied and working with the Machine, but *everyone* who believes in the cause or battles alongside the Machine and his teammates for a common cause, also sees the power level of their special abilities increase by 10% (20% if the Wuj is an active part of the team). These like minds and supporters can number into the millions.

If these heroes of old were somehow reunited as *Hero Avatars* (a rare possibility in times of great turmoil), the level of firepower, energy and inspiration they'd generate would be staggering. According to the Book of Heroes, in life, when these heroes joined forces to work together, they were unstoppable.

Skills of Note: Anthropology, Appraise Goods, Art, Barter, Computer Operation, Creative Writing, Hand to Hand: Expert, Lore: All, History (various), Pilot: Automobile, Pilot: Hover Craft (Ground), Pilot: Space Fighter, Mythology, Performance, Philosophy, Psychology, Public Speaking, Research, and Streetwise, all at 98%. W.P. Blunt, W.P. Knife, W.P. Energy Pistol and W.P. Energy Rifle all at 10th level for the Hero Avatar. **Note:** As a 10th level Avatar, most skills are 90-98%.

Experience Level: As a Hero Mentor or Avatar: 10th. (In life: 20th level super being.)

Attacks per Melee: Six as an Avatar. (10 in life.)

Bonuses (includes attribute bonuses): As a 10th level Avatar: +3 on Perception Rolls, +1 on initiative, +2 to strike, +3 to parry and dodge, +2 to disarm, +2 to pull punch, +2 to roll with impact, +10% to save vs coma and death, +7 to save vs psionic attacks, +2 to save vs insanity, +2 to save vs Horror Factor, 84% to inspire trust/intimidate, heals four times faster than normal, and the hero fatigues at 10% of the usual rate.

Vulnerabilities/Weakness & Penalties:

- Sees the best in everyone, but sometimes cannot see the worst. Because the Machine sees good and potential in everyone, he often assumes the best of people, and is surprised when they

slide into darkness or betray a good cause. Enemies are +15% to the following skills when using them against the hero: Disguise, Gambling (Dirty Tricks), Pick Pockets, Seduction, and Undercover Ops.

- Though famous for his analytical ability to think everything through quickly, he sometimes lets his fiery emotions get the better of him. When that happens he may act in haste or anger, which can get him into trouble, -2 on Perception Rolls, -10% on skill performance.

- Is also vulnerable to poison and disease, -2 to save.

Magic: None.

Psionics: Clairvoyance (4), Empathy (4), Meditation (0), Sixth Sense (2), Summon Inner Strength (4), and Impervious to Fire (4). I.S.P. 280.

Notable Weapons and Equipment: The Machine tends to rely on his smarts, skills, and super abilities. He has no special or favorite weapon and tends to use commonly available gear.

- M.D.C. Costume: The character's costume is made of M.D.C. materials and Techno-Wizard technology built by the Smith. The low profile helmet has a built-in radio communicator and a TW life support system with enough breathable air for six hours.

M.D.C. by Location of the Armor:

Head – 50

Arms (2) – 35 each

Legs (2) – 45 each

Main Body – 80

In an emergency, the Machine can activate a force field based on the Armor of Ithan spell that has 90 M.D.C. for 20 minutes at a time or until destroyed, whichever comes first.

Note: In life, the Smith and others versed in the art of Techno-Wizardry could restore the armor's lost M.D.C., though at a considerable cost in credits. The same is true for the Hero Avatar, though every time the Avatar appears to a new would-be hero, the armor is always restored and at full power.

- Other gear includes a belt, pocket flashlight, cigarette lighter, comb, air filter, a canteen, a silver dagger (1D6 S.D.C.), a Vibro-Knife (1D6 M.D.), three smoke grenades, two flash grenades, a range of role-playing games, and other odds and ends.

Money: Not applicable for a Hero Avatar, though the character may accumulate some cash in case he needs to get his magical armor repaired (1,500 credits per point of M.D.C.) and to help the needy.

Bionics: None.

Alliances and Allies: Any hero of a good alignment and is willing to associate with characters of a selfish alignment and even Aberrant evil, provided they champion a good cause, seek to destroy a greater evil, or work toward protecting or liberating the innocent.

He is a known friend and associate of the Martian, the Wuj, the Smith, the Ghoul Queen, Open Fist, and Dual-Mirrored Gridwork, among others. He would often team up with one, some or all of these heroes to battle the forces of darkness across the Megaverse and into the very pits of Hell. Yes, the Machine and his allies have been to Hades and survived to tell the tale.

Enemies: Demons, infernals, and the forces of darkness.

Note: Loves role-playing games, comic books, film, theater and all forms of story telling, as well as mythology, history, artwork of all kinds and beauty wherever he can find it.



The Martian

“Open your mind and the universe awaits you.”

– *The Martian*

The Martian is believed to be an alien species from another dimension that is not indigenous to the Three Galaxies. However, some scholars and historians have wondered if he might have been one of *The First*. The Martian denies such speculation as flattering but absurd, and there is no evidence to support the theory. This speculation occurs because he is an unknown species of alien that either vanished from the universe we know, ages ago, or is from a different dimension. He is a muscular humanoid with broad shoulders, no hair, and hands that have three thick fingers and a small thumb. It is the head where his alien nature is most obvious. The top of the Martian’s head appears to be a giant brain! It’s actually his skull, but it looks like a brain. The face is dominated by a pair of large, almond-shaped eyes the color of dark jade. He has pointy ears, no apparent nose, a slit for a mouth and four tiny tentacles on the chin that give him the appearance of having a goatee. The color of his skin is an orangish-tan, and his skin feels cool to the touch.

The Martian is a hero known for his sharp mind, psychic powers and defense of all people. He was a compassionate hero who would never give up. Even against overwhelming obstacles and adversity, the Martian would find a way to persevere. He was a known friend and ally of the Machine, the Wuj, the Smith, the

Open Fist, the Ghoul Queen, and the Flo. The Martian would often team up with one or two of these other heroes, particularly the Machine and the Open Fist, and sometimes unite with them all to battle the forces of evil.

Humble and self-effacing, the Martian is willing to do anything necessary to get the job done, be it exciting and glamorous or lowly grunt work without recognition of his efforts. He’ll work hard, especially when motivated and led by the likes of the Machine or the Wuj, but needs someone to help keep him focused and on target with the job at hand. Otherwise, his mind is likely to wander off on some other subject or whim of fancy.

The Martian is a down to earth, brass tacks, no-frills kind of hero who is found in the trenches with his teammates or those under his guidance. Though he does like to be appreciated, the hero has no desire for fame or glory, so it is ironic that he is one of the famous Hero Avatars in the Book of Heroes. The Martian has little tolerance for those he calls “Yahoos” – glory hounds, braggarts and selfish individuals who are more concerned with their own reputations, prestige and power than doing what’s right or getting the job done. The Martian cares about people, friendship, justice and right and wrong, everything else is secondary to him. He is kind and gentle, though his alien appearance and private nature sometimes make him seem a bit aloof, and his simple, sometimes black and white view of what’s important, right and wrong can make him seem a bit harsh at times. The Martian is honest and trustworthy, and despises deception, dishonesty, and treachery. He’ll have nothing to do with villains, brigands and

other lowlife people if he can avoid it, including those of dubious motive and background. Obviously, this makes the Martian the antitheses of Deevils and other beings infamous for their lies and powers of deception. Nor is he fond of dragons and other shape-changers.

The Martian is brilliant, imaginative, creative, and artistic, but he thinks differently than humans and doesn't always see things the way other people do. He finds history and mythology fascinating and he is also something of an expert in the area of supernatural monsters, demons and Deevils, as well as psionics, and the unexplained. He possesses impressive psychic abilities and knows how to use them in combat, to find and follow clues, and to unravel mysteries.

As a Hero Avatar or Mentor, the Martian exhibits endless patience, though he can be a bit terse and matter of fact at times. He is very knowledgeable and enjoys discussion and debates. The Martian also likes to put a philosophical angle on his teachings and advice, and often draws examples from history to support his position or observation. He, like the rest of the Heroes of the Megaverse described in these pages, is quick to teach and offer his services as a Hero Avatar or Hero Mentor.

Most Famous Name: The Martian.

Also Known As: Onyx and Orange Crush.

True Name: Alex Marciniszyn.

Race: Unknown, alien.

Alignment: Principled.

Attributes: I.Q. 25, M.A. 14, M.E. 19, P.S. 15, P.P. 13, P.E. 16, P.B. 9 (at least to humans), Spd 15.

Height: 6 feet (1.8 m).

Weight: 200 pounds (90 kg).

M.D.C. as an Avatar: 155 M.D.C. He may also wear M.D.C. body armor or use psionic powers to protect himself.

Awe/Horror Factor: 13. It is Awe Factor for good people who know who he is, and Horror Factor for evildoers, evil supernatural beings and ordinary people who don't know him as a hero.

P.P.E.: 83

Disposition: The Martian is a fish out of water wherever he goes, but he's comfortable in his own skin and adapts to all social environments and settings. If there are books, an Internet, or computer data files to read and study, he's happy. If not, he'll walk around, explore and take note of his new surroundings and find something to interest him. However, as an alien out of place among those around him, he does not like to take a position of authority or leader, but rather function in a support role, where he excels.

The Martian is honest, caring, and fiercely loyal to his friends. He always keeps his word, lacks guile and does not have a dishonest bone in his body. Which explains why he hates liars and any villains who use deception, tricks and treachery. That means he's not too fond of politicians or the media either. Seeing torture and cruelty sickens and angers the hero, compelling him to put a stop to it as quickly as he can.

Age: As an alien of unknown origin, it is difficult to say. The Hero Avatar looks to be in excellent physical condition and presumably in the prime of his life (30 years of age?). In the world, the Martian died at the ripe old age of 612, after a long career as a hero and champion of justice, and later as a researcher and historian. He died peacefully in his sleep.

Natural Abilities: A natural M.D.C. being, nightvision 100 feet (305 m), heals twice as fast as humans. Also see Psionics and the large range of abilities that comes with it.

Super Abilities: Fly: Wingless, Mind Over Matter and Psychic Master. See Psionics for details.

Symbolizes: Loyalty. This hero is faithful to his friends, ideals and values. He never betrays or abandons a friend nor breaks a promise. His word is his bond. Those under his protection or in his presence are inspired to work together and protect each other, +1 to disarm and parry, and +2 to save vs Horror Factor.

Skills of Note: All Technical skills (*except* Breed Dogs, Leather Working, Masonry, Mining, and Whittling), plus Cook, Chemistry, Creative Writing, Dowsing, Fasting, Hand to Hand: Expert, Mathematics: Basic & Advanced, Paramedic, Pilot Automobile, Pilot: Hover Craft (Ground), and Radio: Basic, all at 98%, plus W.P. Blunt, W.P. Paired Weapons, W.P. Staff, and W.P. Spear, W.P. Energy Rifle Weapons, all at 15th level proficiency. **Note:** As an 8th level Avatar, most skills are 95-98%.

Experience Level: As a Hero Mentor or Avatar: 8th. In life: 15th level.

Attacks per Melee: Six as an Avatar, eight in life.

Bonuses (includes attribute bonuses): +3 on Perception Rolls, +2 on initiative to protect the innocent, +2 to strike, +3 to parry and dodge, +3 to disarm, +3 to pull punch, +2 to roll with impact, +3 to save vs psionic attack (and as a Master Psychic he only needs a 10 or higher to begin with), +3 to save vs possession, +10% to save vs coma and death, +3 to save vs Horror Factor, +1 to save vs magic and poison, and +1 to save vs insanity.

The character makes a Critical Strike on an unmodified 18-20, Karate punch attack does 1D6+ S.D.C. damage, Karate kick does 2D6+ S.D.C. damage, backhand strike does 1D4+ S.D.C. damage, body flip/throw does 1D6 S.D.C. damage and victim loses initiative and one attack.

Vulnerabilities/Weakness & Penalties:

Psychological Weakness: Giants. The Martian has found giants to be "bad luck" for him. Anyone more than 9 feet (2.7 m) tall makes the Martian feel vulnerable and off his game. The corresponding anxiety and mental block reduces the character's powers (damage, duration, range, etc.) by 10% and inflicts a penalty of -15% on skill performance (all), -1 attack per melee round, -3 on initiative and Perception Rolls, and -2 on all saving throws when in their presence.

Psychological Weakness: Others in Torment. The Martian is kind, caring, compassionate and empathetic. That empathy makes him care too deeply about the suffering and pain of others, to the point that it brings him down and makes him stressed, depressed and anxious. Roll percentile dice to see how the Martian reacts to the plight, pain and suffering of others. We're talking starvation, torture, mutilation, horrific scientific experimentation, concentration camps, human sacrifice and similar atrocities. This also causes the Martian to take dangerous risks or rash action to help them, or makes him incapable of making a quick or decisive action. Roll percentile dice:

01-50% The Martian gets raging mad! All he wants to do is punish those responsible and rescue any survivors. As an angry avenger he is +2 on initiative and +3 to strike, but he is

also flustered and reacts on emotion. Having lost his cool, the Martian actually suffers penalties and takes dangerous risks, rash or desperate action that may endanger himself, the people he's trying to save, and/or his teammates. -4 on Perception Rolls, -1 attack per melee round, and reduce all other combat bonuses by one quarter. Duration: 1D6+6 melee rounds.

51-00% The Martian is temporarily demoralized and stunned by the horror and is impaired by indecision and he is slow to take action. -2 on Perception Rolls, -2 on initiative, -2 attacks per melee round, -15% on skill performance and reduce Spd by half. Duration: 1D6+6 melee rounds.

Magic: None, but finds it fascinating, knows all the lore and enjoys using magic items.

Psionics: Alien Master Psychic. Special: Quadruple range on Telepathy and Empathy. Possesses ALL Super Psionic abilities, ALL Sensitive psionic abilities, plus Deaden Pain (4), Deaden Senses (4), Death Trance (1), Healing Touch (6), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Meditation (0), Stop Bleeding (4), Telekinetic Leap (8), Telekinetic Punch (6), and Telekinetic Push (4). I.S.P. 348.

Notable Weapons and Equipment: Other than a pair of energy pistols (one laser, one ion blaster), the Martian tends to rely on his intelligence, skills and powers, so equipment is minimal.

- M.D.C. Armor: Anything that's available and fits as needed.
- Favorite Weapon: M.D. Laser Pistol: 2D6 M.D., 1,200 foot (366 m) range, 20 shot payload. M.D. Ion Pistol: 5D6 M.D., 800 foot (244 m) range, 20 shot payload.
- Other gear of Note: A tight fitting spacesuit with custom made helmet (completely environmental), a jet pack, utility belt with several pouches, pocket computer and digital camera, laptop computer, wristwatch, pocket flashlight, pocket mirror, a canteen, and other odds and ends.

Money: Not applicable to an Avatar, and he has no interest in personal gain or profit.

Bionics: None.

Alliances and Allies: Any champion of light and characters of good alignment. He was a known friend, ally and frequent teammate of the Machine, the Flo, the Ghoul Queen, the Smith, the Wuj, and the Open Fist.

Enemies: Demons, infernals, and the forces of darkness.

Note: Loves to read books about science and technology, history, myths and monsters. Not fond of travel, but it's part of the job. He is trustworthy and fiercely loyal to his friends and allies.

The Open Fist

The Open Fist is a Paladin through and through. He has the heart of a lion, the spirit of a child, and a powerful sense of right and wrong. He is a kind soul, happy-go-lucky and can actually be quite silly at times. The Open Hand loves comedy, jokes and puns almost as much as righting wrongs, protecting the innocent and crushing evil and injustice. In person, he seems like an average and friendly guy – a nerd even – who enjoys funny stories, comedies, science fiction and tales of heroism. In fact, he knows countless tales of heroes from across the Megaverse and is an excellent teller of stories.

When off adventuring or heading into combat, Open Fist is always clad in his unique magical armor. The armor itself is rather

traditional looking, a combination of plate and chain mail with a pair of gauntlets that look a bit too large for him, and a loose fitting, plain blue surcoat that is often soiled from combat or adventuring. It is the face and head protection that is unorthodox. When in armor, his face is entirely covered by a yellow faceplate that is, in effect, a smiley face. The magical face protector is designed to mimic the wearer's own facial expressions and emotions. Thus, when the hero is happy the faceplate looks like the classic "Smiley Face." However, the simple faceplate changes to fit Open Fist's mood. As a result, the mouth and eyes of the faceplate may smile, frown, whistle, look surprised or sad, and exhibit a surprisingly large range of emotions.

Other than the unusual faceplate, the Open Fist appears to be an average, ordinary warrior – nothing superhuman or obviously heroic. That is, until he fights.

When the Open Fist fights, he is poetry in motion and a force to be reckoned with. His movements are lightning fast, fluid and graceful even as he takes down an opponent or cuts him to pieces. His favorite weapon is a large, wicked looking Rune Sword with a hooked edge that provides a bonus to parry and disarm. It is a serpent slayer that does extra damage to dragons and all manner of serpentine creatures.

The hero is known as the "Open" Fist, because unless his opponent leaves him no other option, he prefers to take his enemies down without killing them. Thus, the hero will try to disarm and pin, incapacitate and subdue an opponent for capture and questioning, rather than kill him outright. Any enemy who surrenders and begs for mercy, even the most vile and despicable of them, shall be granted mercy and their life spared. Open Fist is a man of honor and law, so he never kills an unarmed opponent or denies mercy. He'll hand the villain over to the authorities for due process, and do whatever he must to see that the law is served and justice delivered. That's the "Open" part of his name. The "Fist," applies because as merciful as he may be, the hero is strong, tough and deadly. He'll hammer his opponents into submission and will fight to the death to protect the innocent and save lives. Born with a warrior's spirit, he is not afraid of death or of killing, and many a villain and monster has been sent to Hell at the end of his sword.

As a Hero Mentor or Hero Avatar, the Open Fist teaches in a friendly, casual manner that is deceptively disciplined. There are always plenty of puns and good-natured humor thrown in to help make learning fun and take the fear out of life and death situations. A warrior must come to terms with his own mortality, and the business of killing.

Most Famous Name: Open Fist

Also Known As: The Fang, Takuma Buddha, Cliff Hanger, Richard Face, and Viyarahopapageriloukas ("Viya" for short. Why Viya? He'd chuckle and say, "Viya not?").

True Name: Julius Rosenstein.

Race: Human.

Alignment: Principled.

Attributes: I.Q. 19, M.A. 19, M.E. 14, P.S. 40 (Supernatural), P.P. 30, P.E. 21, P.B. 12, Spd 58 (40 mph/64 km).

Height: 5 feet, 9 inches (1.8 m).

Weight: 150 pounds (67.5 kg).

M.D.C. as an Avatar: 397. (On S.D.C. worlds, he has 150 Hit Points, 147 S.D.C. and an A.R. of 10 without armor.) Also see Magic Armor.

Awe/Horror Factor: None until he fights or takes a stand against villainy, then it becomes a 16.

P.P.E.: 32

Disposition: Most of the time, Open Fist is happy and cheerful. However, he is quick to anger and fast to action when faced with villainy, treachery and injustice. Open Fist can't tolerate such things and always speaks out against them. He is a champion who protects the people and crushes evil in all its forms. During quiet moments he is content, friendly, and playful. He loves to talk and joke around, and tell tales of heroes, adventures and exotic lands. Not one to brag, his own impressive exploits often take a back seat to those of other heroes.

Age: As a Hero Avatar he looks 36. In life, he lived to the age of 83 and died in combat saving the life of a Cosmo-Knight and a transport spaceship filled with innocent civilians.

Natural Abilities: As per humans. Has excellent reflexes, an appreciation of the sublime and a keen sense of humor.

Super Abilities: Super-Powerful, Super Martial Arts Warrior, and Weapon Master.

Symbolizes: Valor. Bold and brave in the face of great danger. Those under his protection or in his presence are +1 on initiative, +1 to strike and parry, and +3 to save vs Horror Factor.

Also Inspires and Emboldens Others in Combat (via Super Martial Arts Warrior): Those who fight at the Open Fist's side (or led by him) are emboldened and confident, and are all +1 on all combat bonuses, +2% to skill performance, and +2 to save vs Horror Factor.

Skills of Note: Boxing, Combat Driving, Computer Operation, Creative Writing, Gymnastics, Hand to Hand: Martial Arts, Horsemanship: Cowboy, Kick Boxing, Law, Lore: Demons & Monsters, Mathematics: Advanced & Basic, Pilot Hover Craft (ground), Pilot Airplane, Pilot Space Fighter, Public Speaking, and Radio: Basic, all at 98%. W.P. Knife, W.P. Paired Weapons, W.P. Staff, W.P. Sword, and W.P. Energy Rifle, all at 10th level for the Hero Avatar. **Note:** As a 10th level Avatar, most skills are 90-98%.

Experience Level: As a Hero Mentor or Avatar: 10th. (In life: 20th level warrior.)

Attacks per Melee: 11 as an Avatar. (13 in life.)

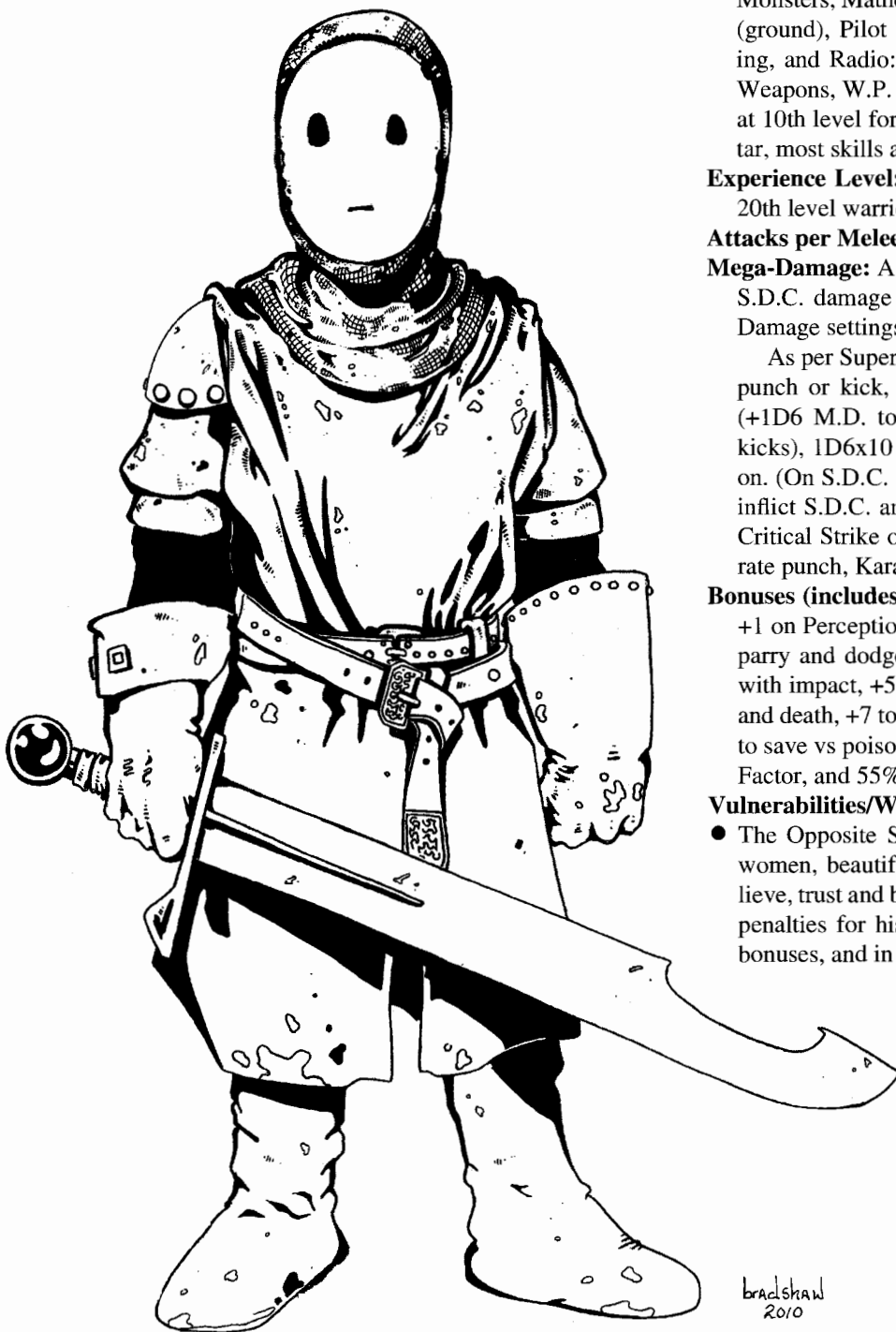
Mega-Damage: As a magical Hero Avatar, the character inflicts S.D.C. damage in S.D.C. environments and M.D. in Mega-Damage settings.

As per Supernatural P.S. of 40: 6D6 S.D.C. on a restrained punch or kick, 5D6 M.D. on a full strength punch or kick (+1D6 M.D. to Karate punches and +2D6 M.D. to Karate kicks), 1D6x10 M.D. on a power punch or kick, or by weapon. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.) The character makes a Critical Strike on an unmodified 18-20, and can perform Karate punch, Karate kick, and body flip/throw.

Bonuses (includes attribute bonuses): As a 10th level Avatar: +1 on Perception Rolls, +4 on initiative, +12 to strike, +15 to parry and dodge, +6 to disarm, +8 to pull punch, +8 to roll with impact, +5 to save vs possession, +30% to save vs coma and death, +7 to save vs magic, +4 to save vs mind control, +5 to save vs poison, +6 to save vs disease, impervious to Horror Factor, and 55% to inspire trust/intimidate.

Vulnerabilities/Weakness & Penalties:

- The Opposite Sex. Open Fist is a gentleman who holds all women, beautiful or not, in high regard, and is likely to believe, trust and be duped by such individuals. Double the usual penalties for his weakness/vulnerability to -4 on all combat bonuses, and in this character's case, -2 on saving throws too.
- Becomes inflamed by outrageous acts of cruelty, injustice and tyranny, and may challenge or attack the source without thinking about the potential consequences or stopping to fully form a plan. The Open Fist tends to be a man of action who reacts quickly. If a woman and child are threatened, he immediately moves to their defense. If someone falls he's there to help them up, if a friend or teammate is threatened, the Open Fist is at their side. HOWEVER, as noble as that may



be, the reckless haste inflicts a penalty of -4 to strike, parry and dodge.

- Vulnerable vs poison and disease (-2 to save) that attack the stomach.

Magic: None.

Psionics: None.

Notable Weapons and Equipment: One his super abilities is to be able to use any weapon as if he were a master.

- Magic M.D.C. Armor: Plate and Chain. Loose-fitting for maximum mobility (A.R. of 16 in an S.D.C. settings). The armor is enchanted to be featherlight and silent (no clinking and clunking of the mail or plates). The armor was originally designed by a Dwarven craftsman named Valconder, and later improved upon by Open Fist's friend, the Smith.

M.D.C. by Location of the Armor:

Head – 130

Hands/Gauntlets (2) – indestructible.

Arms (2) – 90 each

Legs (2) – 120 each

Main Body – 330

Note: In life, the Smith and others versed in the art of Techno-Wizardry could restore the armor's lost M.D.C., though at a considerable cost in credits. The same is true for the Hero Avatar, though every time the Avatar appears to a new would-be hero, the armor and weapons are always restored and at full power.

- "Moorcroft Side-Splitter" is the name of Open Fist's deadly Rune Sword. It measures three and a half feet (1 m) from the tip of the blade to the end of the hilt. The hook portion at the top of the blade is ideal for hooking and tripping an opponent, as well as parrying and disarming, and provides a +2 bonus for both. The blade inflicts 4D6 M.D. to most opponents, 6D6 M.D. against dragons and all types of serpents, including Deevil Dragons, Worms of Taut, and others. Moorcroft has a Scrupulous alignment, I.Q. 18, 96 P.P.E. and can cast the following spells: Armor of Ithan (10), Breathe without Air (5), Heal Wounds (10), Lantern Light (2), Magic Shield (6), Mystic Fulcrum (5), and Tongues (15), all equal to a 6th level sorcerer. Sword and hero communicate via telepathy and consider each other to be friends and partners.
- The gauntlets worn by Open Fist are magical, insulated from fire and cold, and indestructible.
- Other gear includes a belt, pocket flashlight, cigarette lighter, comb, air filter, a canteen, a silver dagger (1D6 S.D.C.) concealed in his boot or glove, a Vibro-Sword (2D4 M.D.), a chicken bone for luck, some of his favorite graphic novels and role-playing games, and other odds and ends.

Money: Not applicable for a Hero Avatar, though the warrior may accumulate some cash in case he needs to get his magical armor repaired (1,500 credits per point of M.D.C.).

Bionics: None.

Alliances and Allies: The Open Fist is happy to help and fight alongside any hero of a good alignment and is willing to associate with characters of a selfish alignment and even Aberrant evil, provided they champion a good cause, seek to destroy a greater evil, or work toward protecting or liberating the innocent.

He is a known friend and associate of the Machine, the Wuj, the Smith, the Martian, the Ghoul Queen, and Dual-Mirrored Gridwork. He would often team up with one, some or

all of these heroes to battle the forces of darkness across the Megaverse and into the very pits of Hell. Yes, Open Fist and his allies have been to Hades and survived to tell the tale.

Enemies: Demons, infernals, and the forces of darkness. Open Fist has had some nasty encounters with demons and has no love for the vermin.

Note: Loves adventuring, saving lives, helping people and slaying monsters almost as much as watching television, reading heroic adventure and science fiction, and playing role-playing games.

The Smith

The Smith is an interesting character. He has a sharp mind, learns fast and has a head for science, computers, machines and magic, which is why, of course, he is a Techno-Wizard. He has studied under the Mystic Kuznya, the Techno-Wizards of the United Worlds of Warlock and the Techno-Wizards of Rifts Earth, among others. In the end, he has adapted and combined several different techniques and approaches to the utilization of the "twin sciences of magic and technology" to create his own brand of Techno-Wizardry. It is the Smith's creative streak that makes his Techno-Wizard creations unique and a cut above the norm. Yet despite all his talent, imagination, and ability, the Smith sometimes doubts himself, making him hesitant to hand out his more experimental TW creations.

When it comes to his Techno-Wizard inventions, the Smith pulls out all the stops. He loves to drive, and drive fast, so he's done plenty to soup up a wide range of ground, air and space vehicles. He's also done work on flying machines, protective body armor, computers and other gizmos. He's worked on various weapons, but devices that kill really don't interest him.

The hero has a strong sense of right and wrong, balance and justice. He tries never to judge other people unfairly, gives people the benefit of the doubt, and tries to understand both sides of a conflict. This makes him fair-minded and a good arbitrator. His keen sense of fair play, however, only goes so far, and the Smith is happy take down a bad guy without killing him, even if it means bluffing, tricking or zapping him first. As far as the Smith is concerned, it's a win, win situation: crisis resolved, perpetrator taken alive.

The Smith has a huge family, and his friends would tease the good natured hero that everywhere he goes he has a cousin. Indeed, there are relatives and descendants of the hero across the Megaverse.

As a Hero Mentor or Avatar, the Smith is a cool, calm, level-headed teacher/advisor, who is happy to let those under his charge learn by making mistakes. He rarely yells, and teaches with a good dose of humor. He does get a bit testy if the student makes the same mistake over and over, or doesn't listen, and he hates know-it-alls (because they don't know it all).

Most Famous Name: The Smith.

Also Known As: Whiz Kid and Computo.

True Name: Wayne Smith.

Race: Human.

Alignment: Principled.

Attributes: I.Q. 21, M.A. 19, M.E. 19, P.S. 15, P.P. 20, P.E. 23, P.B. 15, Spd 18.

Height: 6 feet, 2 inches (1.9 m).



Weight: 200 pounds (90 kg).

Hit Points and S.D.C. as an Avatar: 114 Hit Points and 32 S.D.C. Also see Magic Armor.

Awe/Horror Factor: 14

P.P.E.: 78 as an Avatar. (156 in life.)

Disposition: The Smith would like to be rich and lazy, yet somehow his clever mind won't let him do that. He's just too curious about the Megaverse and too dedicated to stomping out evil to let himself slide into a life of leisure. The Smith is smart, inventive, creative and imaginative, all of which have led him to engage in countless adventures. He has a good head for strategies and tactics and is an excellent second-in-command.

The Smith is not easily rattled or provoked to anger, and can keep a cool head and calm demeanor under fire and in a crisis. When you see the Smith angry, you know you've pushed him too far or he's been witness to a great injustice.

Age: As a Hero Avatar he looks 22. In life, he lived to the age of 72 and is "presumed" dead. The Smith was working on a new,

epic Techno-Wizard device involving dimensional travel or time travel – nobody's sure. Something went awry in the testing phase and, according to witnesses, the Smith was atomized. Of course, it's possible the thing worked perfectly and he was sent to a different world or dimension. He could reappear any day now. Or not.

Natural Abilities: As per humans and Techno-Wizards.

Super Abilities: Super-Pilot and Impervious to Energy.

Symbolizes: Balance/Scales. The hero always tries to see the whole picture and all sides of a situation. Believes in fair play, justice and equality. Never jumps to conclusions. Always tries to seek a fair resolve. Those under his protection or in his presence are +1 on Perception Rolls and +1 to save vs illusions and mind control.

Skills of Note: Aircraft Mechanics, Automotive Mechanics, Combat Driving, Computer Hacking, Computer Operation, Computer Programing, Computer Repair, Creative Writing, Electrical Engineer, Hand to Hand: Martial Arts, Jury-Rig, Lore: Demons & Monsters, Mathematics: Advanced & Basic, Mechanical Engineer, Radio: Basic, Research, Salvage, and Vehicle Armorer, all at 98%. W.P. Knife, W.P. Paired Weapons, W.P. Staff, W.P. Sword, and W.P. Energy Rifle, all at 9th level for the Hero Avatar. Techno-Wizardry Construction 98%. **Note:** As a 9th level Avatar, most skills are 80-90% with a Techno-Wizardry Construction skill of 96%.

Experience Level: As a Hero Mentor or Avatar: 9th level superhero, 5th level Techno-Wizard. (In life: 18th level superhero, 9th level Techno-Wizard.)

Attacks per Melee: 5 as an Avatar. (7 in life.)

Bonuses (includes attribute bonuses): As a 9th level Avatar: +3 on Perception Rolls involving magic or machines or both, +1 on initiative, +2 to strike, +3 to parry and dodge, +1 to disarm, +2 to pull punch, +2 to roll with impact, +5 to save vs possession, +6 to save vs magic, +4 to save vs mind control, +4 to save vs poison, +2 to save vs Horror Factor, +2 to save vs mind control, +16% to save vs coma and death, and 55% to inspire trust/intimidate. +1 to Spell Strength.

Vulnerabilities/Weakness & Penalties:

- The Smith is a closet idealist who likes to think the best of people, which sometimes makes him a bit too trusting and vulnerable to treachery. But look out afterward, because the Smith's righteous anger will find you.
- Distractable. The curious mind of the Smith is always happy to entertain or explore something that is more interesting, fun or immediate than what he's *supposed* to be doing. When the character is caught up in the moment of the new thing he is -2 on Perception Rolls and initiative.

The ability to switch gears with a clear head is an asset, and the Smith can do so without penalty, but sometimes the hero forgets to switch that gear back to what he was previously working on, and lets it languish. Sometimes that's forgetting a component or a step, other times it's forgetting to finish a project or meet a deadline for days or even weeks.

- Over-thinking. The Smith has a tendency to over-think a situation. This is born from a sense of responsibility and diligence, but it can prevent him from taking action. When that happens the character reacts sluggishly: -2 on initiative, -1 melee attack, -2 to strike and -10% on skill performance. However, once he commits to something he acts decisively and sees it

through to the bitter end. As soon as he commits, the penalties above stop.

Magic: As per Techno-Wizard O.C.C. 78 P.P.E. as an Avatar.

Psonics: Machine Ghost (12), Mind Block (4), Object Read (6), Speed Reading (2), Telemechanics (10), and Total Recall (2). I.S.P.: 69.

Notable Weapons and Equipment: If it's tech, he's interested in it. If it's Techno-Wizard, he wants it – or more likely, wants to take it apart so he can figure out how to make a better one. In life, the Smith had lots and lots of “toys.” As a Hero Avatar, he has a handful of his favorites.

- **TW M.D.C. Armor:** With the press of a button on one of the devices on this tricked out utility belt, and a force field snaps into place. Main Body M.D.C.: 300 (200 S.D.C. and A.R. 18 in an S.D.C. settings).

- **TW Super S:** Most people think the gem-studded, gold “S” on his belt is bling that stands for his name, Smith. Sort of. The “S” also stands for Space System Stabilizer. A TW device with multiple uses.

1. Creates a breathable/survivable environment that radiates around the hero. In short, can survive any environment, including outer space. Costs: 12 P.P.E. per 30 minutes of protection.

2. The press of a different button and the Space System Stabilizer “phases” him out of that reality the same as the *Ley Line Ghost* spell. Costs: 15 P.P.E.

3. The Space System Stabilizer anchors the hero down to his current dimension, world, place and time whenever a random dimensional Rift opens up. It also prevents him from being whisked away in a Ley Line Storm, and he takes half damage from the effects of a Ley Line Storm. Costs: 50 P.P.E.

4. If the character knows it's coming, he can get a boost (+2) to save vs Temporal Magic and Dimension based magic. Costs: 30 P.P.E. per save attempted.

- **TW Multi-Tool:** This all-purpose tool puts the Swiss Army knife to shame. It is a pocket knife, screwdriver, corkscrew, nail file, scissors, hole punch, soldering iron, laser distancer (range: 4,000 feet/1,219 m), flashlight (range: 1,000 feet/305 m), laser pointer (range: 500 feet/152 m), book light (2 feet/0.6 m), laser torch (for cutting and welding; S.D.C. damage to 1 M.D., range: 3 feet/0.9 m), laser scalpel (for fine work and surgery) and laser weapon (5D6 S.D.C., 1D6x10 S.D.C. damage or 1D6 M.D., range: 600 feet/183 m). Each non-combat use of a laser feature costs 3 P.P.E., and use as a weapon costs 6 P.P.E.

- **TW Multi-Gun:** All attacks count as a “magic” attack. Each blast counts as one melee attack and each costs 6 P.P.E. per blast.

Electric Arc: 2D6 M.D., Range: 600 feet (183 m).

Energy Bolt: 4D6 S.D.C., Range: 150 feet (45.7 m).

Fire Bolt: 4D6 M.D., Range: 150 feet (45.7 m).

Magic Net: Captures and entangles as per spell. Range: 60 feet (18.3 m).

- **TW Flight Boots:** For the cost of 5 P.P.E. the wearer of the boots can “walk” five inches (12.7 cm) to two feet (0.6 m) above the ground (great for travel without leaving footprints or disturbing floor sensors). Duration: 20 minutes per level of the user.

For 10 P.P.E. the wearer can rise up into the air up to 3,000 feet (914 m) and hover or fly at a rate equal to the character's running speed. Duration: 15 minutes per level of the user.

For 20 P.P.E. the Flight Boots can fly at a maximum speed of 50 mph (80 km) up to an altitude of 6,000 feet (1,829 m). Duration: 10 minutes per level of the user.

- **TW Goggles:** For a cost of 6 P.P.E. the wearer has nightvision and can see the invisible. Range: 500 feet (152 m). Duration: One minute per level of experience.

- Other gear includes a variety of Vampire Slayer TW devices, some TW grenades, pocket computer, portable tool kit, dosimeter, Bio-Comp Monitor, two communicators, an extra tool belt, jumpsuit with multiple pockets, flashlight, RMK, IRMSS, TW cigarette lighter, TW travel humidior containing four cigars, comb, air filter, a canteen, and other odds and ends.

Money: Not applicable for a Hero Avatar, though the character may accumulate some cash for repairs and upgrades to equipment and building stuff.

Cybernetics: Clock Calendar and Gyro-Compass implants.

Alliances and Allies: The Smith is a team player who frequently teams up with other heroes to champion a good and just cause. He is even willing to associate with characters of a selfish alignment and even Aberrant evil, provided they are working for a good cause, seek to destroy a greater evil, or work toward protecting or liberating the innocent.

He is a known friend and associate of the Martian, Open Fist, the Ghoul Queen, Dual-Mirrored Gridwork and the Wuj, among others, and often teams up with one or more of them. But as well as they work together, the Smith and the Machine make a great team. The two tend to compensate for each other's weaknesses, play to each other's strengths, and come up with superior ideas, strategies and tactics.

Enemies: Tyrants, evildoers and the forces of darkness.

Note: Loves hockey, computers, video and virtual reality games, role-playing games, reading, films, tinkering, adventuring, saving lives, and kicking the bad guys in the tail.

The Wuj

“They said he was immortal, but it wasn't true. We all just wanted him to be, because no one could bear to think of the Megaverse without him in it.”

– *The Machine*

There is so much to be said about this titan that it could fill a book, so we focus on only a few aspects of his character.

The Wuj was one of those rare people who found wonder at every turn and in every idea. History, game theory, science, and technology (including magic, which to the Wuj, is just another kind of technology) were four of his favorite topics. But the Wuj seemed to know a little about everything, from physics and computer programming to film, comic books and popular culture. It was all interesting and it all gave him ideas. He thrived on ideas, but to call the Wuj an “idea man” was an injustice, because he was able to take that idea and turn it into something real.

Which is why he and the Machine got along so well. The Wuj would say, “did you know” and “what if,” and the Machine would see the potential in the idea and say, “let's do it,” or “what



if we took that idea and did X with it?" That was the beauty of the Wuj/Machine team, the Wuj needed the inspiration, energy and variant ideas the Machine brought to the table, as well as the Machine's prodding to keep him focused to get the project finished. Meanwhile the Wuj's ideas and energy fueled the Machine's imagination, showed him worlds and concepts he might not have ever discovered on his own, and followed them up with more cutting edge ideas to explore and develop. Nothing seemed impossible to them, and together they accomplished the impossible more times than anyone can count.

You would think seeing the unbridled potential of unlimited ideas would be a good thing, and mostly it is, however, it can be overwhelming and disorienting at times. The Machine dealt with it by mentally shutting out everything but the 1-3 projects he was currently focused on. The Wuj dealt with it by juggling 30 things at once, as well as keeping his eyes and mind open to new ideas and undertakings. On the upside this meant the Wuj traveled all over the place and met and made connections with zillions of people, which he loved. On the downside, it meant three quarters of his titanic efforts and fascinating projects went unfinished, because some new, more exciting prospect stole his attention and time – for a while.

This style of managing chaos spilled into the Wuj's heroics as well. Able to travel between Dimensions, the Wuj was constantly managing 20+ crisis situations at the same time, forcing him to hop from one world to the next, or back and forth. With lives hanging in the balance, that's tricky business. The Wuj would often arrive just in the nick of time or appear like the cavalry to save the day. As suddenly as he appeared, he'd be gone. Battle won, his work is done. Crisis averted, time to go. This could be frustrating for his adoring fans and those he rescued, because they would run up to him after a victorious battle to thank him and

celebrate, only to have the Wuj suddenly – sometimes in mid-sentence – realize he was needed elsewhere. "Oops. Sorry. I gotta go. I left these other people in . . . um . . . a situation. Take care." And poof, he was gone. This also meant he'd swoop in to save the day, but leave a mess behind him that others had to clean up. To that end, the Wuj would try to enlist the help of others to finish what he started by gathering people for a shared experience, but the results often fell short. No, the Wuj was not the best time manager, but it was because his big heart had him taking on too much, so he was always juggling too much.

That having been said, he was not a workaholic, and enjoyed leisure activity, the arts, theater, and especially people. He loved people. He found them infinitely fascinating and would spend hours talking, and when not talking, running games. As with all of the Wuj's juggling, odds were he'd notice the time and exclaim, "I have to run, I'm three hours late for an appointment!" Although if you caught his attention with something else, he might stay for another hour exchanging ideas.

His love of people had the Wuj immerse himself in other cultures to the point that he had no one place he truly called home, because the entire Megaverse was his home and everyone in it a potential new friend or avenue of adventure.

As a Hero Mentor, the Wuj is a patient and nurturing teacher who wows his students, and while they have stars in their eyes and marvel at the possibilities he just revealed to them, he likes to give them a challenge. He never criticizes harshly and likes to promote group projects and events that gather, galvanize, help or rescue large groups of people. The bigger the scope of a project, the better the Wuj likes it. He (and the Machine) are always trying to get their heroes-in-training to think big and push the envelope.

Most Famous Name: The Wuj.

Also Known As: Theosopha Jakk, Ancelmo Sixside Silverhand and many others.

True Name: Erick Wujcik.

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 29, M.A. 26, M.E. 21, P.S. 22 (Supernatural), P.P. 17, P.E. 19, P.B. 15, Spd 14.

Height: Six feet, 2 inches (1.9 m).

Weight: 195 pounds (87.7 kg).

M.D.C. as an Avatar: 470, but bio-regenerates. (On S.D.C. worlds, he has 220 Hit Points, 250 S.D.C. and an A.R. of 15 without armor.) Also see the super ability, Power Cosmic.

Awe/Horror Factor: 16

P.P.E.: 2,300 P.P.E. for the Hero Avatar. (In life: 4,700 P.P.E.)

Disposition: The Wuj is the embodiment of joy and adventure. He loves life, meeting people and exploring the universe around him and everything in it. He is resourceful, thinks outside the box and has a knack for taking existing technology and ideas in new and different directions. As good and positive as the Wuj is, he is an imposing, larger than life figure who has learned to use his size and power as a weapon to intimidate those who need intimidating.

In combat, the Wuj fights to win. He'll show mercy and take prisoners, but not before his enemy has been punished and taught a lesson.

Age: As a Hero Avatar he looks 28 with curly black hair, beard and mustache. In life, he lived to the age of 57, succumbing to

a relentless enemy who used surprise and treachery to destroy him.

Natural Abilities: As per humans. Loves life and new ideas.

Super Abilities: Magic: Dimensions, Power Cosmic, Multiple Powers: Fly Wingless (In space, up to Mach 20 or can kick it into FTL of two light-years per hour). Tough & Resilient (applied to M.D.C. and Bonuses), plus the following:

- Energy Blasts from the eyes and hands at will; 1D6x10+6 S.D.C. maximum damage against Hit Point/S.D.C. opponents, and 1D6x10+10 M.D. maximum against Mega-Damage opponents. Range: 7,200 feet (2,194.5 m) for the Wuj Avatar (double in life); double damage when within 30 million miles (48 million km) of a sun.
- The hero has such an affinity to the universe that he feels connected to everything and every place in it, can survive in space, hover and fly.
- Once every 24 hours, the character can instantly recover/heal 1D6x10% of his Hit Points and S.D.C., or M.D.C. if a Mega-Damage being.
- Understands and speaks all languages as if by magic, can make his costume appear and disappear on his body, at will (it always reappears brand new and in perfect condition) and can survive *any* environment.
- Solar powered and regeneration. See Power Cosmic for details.
- **Teammates Reunited:** The Wuj Hero Mentor and Hero Avatar possess the power to pull his old teammates out of the pages of the magical book to become Hero Avatars for other people. This can happen in two different ways.

Any player character willing to Identity Swap with one of the Wuj's old teammates gets his very own, personal Hero Mentor. The living character can then switch places with his mentor as needed or desired (the player character is always the one in control). When appropriate or desired, the player character can swap his own character out with his chosen Hero of the Megaverse. Only one Hero Mentor/Avatar per each player character willing to serve as a host for the legendary figures. The players should get to pick the hero they are sharing a body with. Sorry, no duplicate heroes. Likewise, the G.M. should allow the *player* to control both his own character and the Hero Avatar. **Note:** This power manifests only when the Wuj is already a Mentor or Avatar and only during a severe crisis. As soon as the crisis is over, the other Hero Mentors/Avatars vanish.

In the case of a truly epic scale crisis, like the invasion of the Three Galaxies by the demons of Hades, Armageddon of one or more worlds, and similar large scale catastrophes, the Wuj can make his teammates appear without finding willing heroes to host them. *The Machine, the Martian, Open Fist, the Smith, the Ghoul Queen* and *the Flo* all appear in physical form ready for action. They immediately accept the player characters as allies and work with them. As always, the avatars let the player characters take the lead and make the big decisions. **G.M. Note:** If this should ever happen, give each player a Hero of the Megaverse to play, in addition to his or her own character. If you need more heroes or want different ones, use the other NPCs or create some using the names in the list. Being teamed up with the Machine or the Smith enables the Wuj to call upon any hero listed in the Book of Heroes up to a total

of 12. When the epic scale calamity is over, the other Hero Avatars vanish.

Symbolizes: Life, infinite possibilities and a sense of wonder. He is an indomitable and positive force for good.

Skills of Note: All Science and Technical skills, plus Barter, Computer Operation, Creative Writing, Fencing, Find Contraband, Hand to Hand: Martial Arts, Pilot: Automobile, Pilot: Hover Craft (Ground), Performance, Public Speaking, and Streetwise, all at 98%. W.P. Sword, W.P. Energy Pistol and W.P. Energy Rifle, all at 10th level for the Hero Avatar. **Note:** As an 11th level Avatar, most skills are 90-98%.

Experience Level: As a Hero Mentor or Avatar: 11th. (In life: 22nd level super being.)

Attacks per Melee: Eight as an Avatar. (12 in life.)

Bonuses (includes attribute bonuses): As a 11th level Avatar: +1 attack in sunlight, +3 on Perception Rolls, +3 on initiative, +2 to strike, +3 to parry and dodge, +2 to disarm, +2 to pull punch, +2 to roll with impact, +10% to save vs coma and death, +7 to save vs psionic attacks, +2 to save vs insanity, +2 to save vs Horror Factor, 84% to inspire trust/intimidate, heals four times faster than normal, and the hero fatigues at 10% of the usual rate. Impervious to radiation and cold, can breathe without air indefinitely, and P.S. becomes *Supernatural* in outer space; equal to *Robotic P.S.* when on a planet or in an artificial environment.

Vulnerabilities/Weakness & Penalties:

- **Distracted:** The curious mind of the Wuj is easily distracted and lured to explore new and exciting people, places, things and ideas. That leaves the previous idea, action or job unfinished or forgotten. The hero gets so absorbed with the wonders of the present that he loses sight of other encroaching dangers, and stays too long. When the Wuj is intently interested in something or someone, he loses track of time (what seems like 5 minutes to the Wuj is really 15 minutes), and he is oblivious to subtle things going on around him, people coming and going, etc. "I'll be back in a few minutes," can easily turn into an hour or two.
- **Not enough time:** Though not one to underestimate an enemy, the Wuj sometimes overestimates his own ability and underestimates the amount of time and effort required to accomplish a particular task. It takes him 1D4+2 times longer than he estimated, unless he can find some friends, allies or newly recruited helpers to lend a hand.
- **Darkness (as per Power Cosmic):** Supernatural P.S. in space becomes the equivalent of Robot P.S. on planets and artificial environments, but becomes the equivalent of Augmented if stuck in darkness for 48 hours (needs at least 4 hours of sunlight a day to maintain abilities). After 72 hours without sunlight, the hero's P.S. becomes equal to an ordinary human and attacks per melee round, all bonuses, and Spd attribute are reduced by half; requires 9 hours of exposure to sunlight to power back up to normal levels.
- **Poor Domestic skills;** reduce by half! As a Hero Avatar, cleaning and domestic skills are matters left for his students to worry about.

Magic: As per the super ability: Magic: Dimensions on page 53.

Psionics: None.

Notable Weapons and Equipment: The Wuj tends to rely on his smarts, skills, and super abilities. He has no special or favorite

weapon and tends to use whatever's at hand. As an Avatar, the Wuj appears in a costume that reflects his eclectic tastes and easygoing personality. Thus, his legs and lower torso are in clad in magical armor (200 M.D.C.) that is so flexible and tight fitting that it makes his legs appear to be bionic. The armor goes up and protects his upper torso as well, but is concealed by layers of clothing, namely a long sleeve, black t-shirt that says "Wuj" on the chest, a tan tunic with fringe at the shoulders, a pair of gloves, a flowing red cape, a pair of eyeglasses, and his trademark black leather cap. When off exploring, he has a laser pistol strapped to his hip, and his trusty leather backpack at hand. Inside the backpack is a digital reader, a few paper books he'd like to read, his three favorite Role-Playing Games (*D&D*, *Palladium Fantasy RPG*, and *Amber Diceless*), a bag of dice, a sketch pad, a set of pencils, a pen, a pocket computer, a portable computer, two communicators, a canteen and other odds and ends.

Money: Not applicable for a Hero Avatar, though the character may accumulate some cash in case he needs to get his magical armor repaired (1,500 credits per point of M.D.C.) and to help the needy.

Bionics: None.

Alliances and Allies: The Wuj is pragmatic and practical, which means he'll work with anybody, good, selfish or evils to save lives or destroy evil. He has many friends and allies, but the most famous and eager to help include the Machine, the Martian, the Smith, the Ghoul Queen, Open Fist, and the Flo, among others.

Enemies: Demons, tyrants, evildoers and the forces of darkness.

Note: Loves role-playing games, comic books, film, theater and all forms of storytelling, as well as history, artwork and adventure.

The Hell Curse

The dangers of the Book of Heroes, and why it must never fall into the hands of any Lord of Hell.

As powerful and amazing as the Book of Heroes is, it must never fall into the hands of any Lord of Hell. A Lord or Lady of Hell can call upon and twist the magic of the Book of Heroes for nefarious purpose.

Trapped. The Book of Heroes cannot teleport into or out of Hell. It must be brought there and removed by a third party. That someone can be any alignment and have ulterior motives for removing the book. Nor can the Book of Heroes teleport at all while in Hell (any Hell). Again, it must be physically transported by somebody.

Tortured Masses. The Book of Heroes contains the *True Names* of the 2,000 contained within it. Normally, the True Name is one of the things a reader never remembers. He always remembers the "heroic name" or a "nickname" or two. But a Lord of Hell can read the True Name and use it in a diabolical ceremony that summons forth the spirits of the 2,000 as a cloud of semi-transparent wisps of the heroes that rise up, out of the opened

book. Each name must be read aloud to make them part of the ritual. Once all (or as many as desired) of the names have been spoken, the images of the swirling heroic figures fade in and out in a whirlwind of images that seems to spin in slow motion. All of the faces are in anguish, for they suffer torture under this magic. The heroes' suffering ends only when the book is closed, but only a person of good alignment can close it, and where in Hell are you going to find that good person? Furthermore, the resting place of the Book of Heroes under torture is likely to be well guarded to prevent such an incident, for once the book is closed, the torture ends. To begin the torture again, the lengthy ceremony (1D4+6 hours) must be repeated, and it requires 30,000 P.P.E. and the blood sacrifice of a living hero each time it is performed. That living hero does not have to be one named in the Book of Heroes, but should be a hero of renown. Only the heroes that are linked to the outside world as a Hero Mentor or Hero Avatar are spared the torment and continue to function outside of Hell.

Army of Hell's Avengers. In another long and terrible ritual of dark magic, a Lord of Hell can draw upon the fragmented life essence of the heroes contained within and pervert them into mocking Avatars that are evil versions of the heroes. These cruel and terrible Hell's Avengers serve the Lord of Hell as the monster commands. They delight in going into the world to abuse and torment the innocent, to hunt and slay Cosmo-Knights and other heroes and Champions of Light. The Hell's Avenger is the opposite alignment of what the hero was in life. Principled = Diabolic. Scrupulous = Miscreant. Once unleashed, they are on the loose until destroyed!

The evil opposite heroes must be summoned in groups of 13, each requires an expenditure of 3,000 P.P.E., and a mortal of good alignment must be sacrificed; half the P.P.E. amount if the victim is also a known hero. None of which should be much of a big problem for a Lord of Hell who has minions, slaves and prisoners to slaughter for any task.

Thankfully, the evil twins are only half as powerful as the Hero Avatar (half the level of experience, M.D.C., and bonuses). If the book can be rescued from the pits of Hell, the Hero Avatars are still available at full strength, and moreover, they can merge with any living hero willing to do so via *Identity Swap* to track down their evil ids and destroy them. Destroying a Hell's Avenger does no harm to the Book of Heroes or the Hero of the Megaverse the evil construct represents. No, the book cannot recall them, and unlike the Hero Avatars, who seek a valiant death, Hell's Avengers want to live and wreak havoc across the universe for as long as they can.

Note: Any Hero Mentor or Hero Avatar that has already manifested outside of the Book of Heroes, instantly knows when the book is trapped in Hell, and is not affected by the foul magic described above. Furthermore, they know the book needs rescuing and should have a hero or group of heroes (the player characters) already under their wing for the task. Heroes who should be able to convince other Champions of Light to join the quest. Still, it is a daunting task and requires entering Hell to find and rescue the magical tome.

Heroes of the Megaverse®

- A -

Benji Abbott
Paul Abbott
Ahmed Abdelmeguid
Steven Achenbach
Bob Adams
Gerald Edward Adams
John Adams
Peter Adams
Paul Addicoat
Brent Adkins
Daniel Akers
Matthew Akers
Keola Aki
Nicholas Albin
Ryan Alderman
Robert Aldrich
Guido Alfani
Jason Alleman
Shawn Allen
Ralph Almodovar
Joseph Altepter
Patricia Altergott
Cylia Amendolara
Dylon Amerasinghe
Robert Amonson
Thomas Andary
Lt Col Andering
Braian Anderson
Fred Anderson
Jeff Anderson
Jim Anderson
Mike Anderson
Gail Andreasen
Jose A Andreu
Robert Andrews
Angelique, Jeffrey, Chris, Scott, and Ryan
Adam Anthon
Shawn Arbuckle
Damon Armstrong
John Armstrong
Mike Armstrong
David Arneson
Fred Arnold
Thierry Arnould
Angela Arroy
Ann Arroy
Christopher Arroy
Louis Arroy
Amy L. Ashbaugh
Thomas Ashton
Gregory Askew
Association of Ryerson Role-Players and Gamers
Fani Astuti
Brandon Aten
Philip Aten
Ryan Atkins
Curtis Atkinson
Dale Aubin
Eric Auger

Brent Augustine
Ray Aune
Julian Aviles

- B -

Paul Babby
Michaele Bacoch
Nicholas Badami
Bill Bailey
Graham Bailey
Chris Bailis
Elizabeth Baker
Jason Baker
Jeremy Baker
Matthew Balent
Renita Balent
Barry Ball
Jeremy Ball
Bill Ballard
Damon Ballard
Jason Balmut
Joseph Bamberger
Bandit the Black Coyote
David Bandurski
Ryan Bane
Scott Banzhaf
Michael Barakofsky
Matt Baribeau
Rex Barkdoll
Richard Barnaby
James Barnes
Kevin Barnes
Levi Barnes
Brien Barnett
Christopher Barnett
Chris Barrett
Steven Barrett
Sebastian Barros
Matthew Barthlemess
Alan Bartholet
Kenneth "Defiler" Bartold
Sophie Bartold
Thomas "Defiler" Bartold
Jake Bartoni
J. Chris Bartus
Thomas Bassett
Jerry Batchelor
Alex Bates
Michael Bauer
Mary Baugh
Kim Baxter
Michael Bayha
Daniel Bearce
Ryan Beasecker
Robert Beasley
Roger & Connie Bechtel
Alan Beck
Heath Becker
Jack Becker
John Becker
Mark Becker

Jack Beckman
 Tony Bedard
 David Beekman
 Michael Beeman
 Edward M Beezy
 Larry Behrendt
 Philippe Belair-Clement
 Randy Belanger
 Keith Bell
 Bellagio Joe
 Carmen Bellaire
 Christine Bellaire
 Robyn Bellaire
 Steve Bennett
 Kurt Benson
 Nels Benson
 James Benton
 John Berberian
 Scott Berger
 Sam Bergevin
 Joe Bergmans
 Jason Bergschneider
 Eytan Bernstein
 Joel Berrier
 Brandon Berthelot
 Brian Bertrand
 Dannan Best
 Edward Betzelberger
 Jim Beutler
 John Bezoenik
 Kyle Bibel
 Clay Bick
 Frank Biessel
 James Binford
 Johnathan Bingham
 Michael Birch
 Jason Bird
 Joshua Biron
 Thomas Bisbee
 Brandt Bjornsen
 Joseph Black Bear
 Jolly Blackburn
 Ian Blake
 Eric Blakley
 Dustin Blanchard
 Jeff Blank
 Eric Blanton
 James Blender
 David Blenner
 Alain Bloch
 Jeremiah Bloink
 Matthew Blomeen-Long
 Marcus Blomquist
 Thomas Bloom
 Gregory Blough
 Adam Bodnar
 James Bohall
 Chris Bonawandt
 Nathan Bond
 David Bone
 David Booth
 Simon Booth
 Phil Bordelon
 Angelo Bottoni
 Nick Bounds

Chris Bourassa
 Steven Boutka
 Christopher Bowen
 Randall Bower
 Jody Bowman
 Scott Bowser
 Alette Boyce
 Todd Boyce
 Rob Boyd
 James T Boylan
 Conor Boyle
 Richard Boyns
 Peter Braden
 Nick Bradshaw
 Jason Brady
 Derek Bragg
 Ira Bragg
 David Brainard
 Konrad Brandemuhl
 Christopher Brandner
 Michael Branham
 Jeff Brawley
 Richard Bray
 Kathy Breaux
 Wayne Breaux Jr.
 Clint Brewer
 SPC Traylor Brian
 Archie Bridges
 Dave Bridges
 Russell Brin
 Johnathan Broadley
 David Brock
 Scott Brockwind
 Gerald Brom
 Brian Brooks
 Roderick Brooks
 Phillip Broomall
 Paul Brotcke
 C.D. Broussard
 Neill Brower
 Aaron Brown
 Alexander Brown
 Brian Brown
 Bryan Brown
 Connor Brown
 Cory Brown
 Diane "The Goddess" Brown
 Eric Brown
 Evan Brown
 James Brown
 Tad Brown
 James Browning
 Colleen Bruning
 Jon Bruning
 Michael Brunkhurst
 David Bryant
 Jason Buch
 Lucas Buck
 Charles Bucklew
 Joseph Budreck
 Eric Bunch
 Bernd Bunk
 Melissa Bunker
 Alex Buntin
 Michael Burcham

Pauline Burchawski
Christopher Burdett
Nathan Burg
Brian Burke
Cassandra Burke
Jeff Burke
Richard Burke
Carolynn Burles
Kent Burles
Ronan Burnett
Julian Burns
Robert Burrell
James Burt
Frederic Burtis
Levi Burton
Sean Busbey
David Bush
Richard Bush
Sean Butcher
Jake Butterbrodt
Joe Butters
Bryce Byrd
Benjamin Byvoets

- C -

Lesly Cadet
Ian Cairns
Michael Caldwell
Matthew Caley
Jason Callaway
Jean-Claude Calonne
Alfred Campa
Braden Campbell
Jason Campbell
Eric Champion
Don Canfield
James M.G. Cannon
Martin Capdevielle
Anthony Carabbio
Thomas Carague
Johnathan Caras
William Carlson
Jonathan Carroll
Steven Carroll
Brian Carter
Michael Carter
Richard Carter
Randi Cartier
Roger Cartier
Anthony Casab
Anthony Castorino
Alex Cater
Richard Catlett
Michael Catoe
Robert Ceglia
Chris Cezyk
Matthew Ceplina
Arlos Chadwell
Joseph Chakalis
Roland Chan
CW2 Wade Chandler
Dennis Charboneau
Kurt Charbonnier
William Charbonnier
Dewayne Chase
SPC Jason A Checalier

Michael "Defiler" Chelmecki
Michael Cheney
Yew Turk Cheng
Marcus Chenier
Stan Chesser
Mark Chiofolo
Tony Chriscoe
Kevin Christensen
Eren Christenson
Peter Christian
Al "Defiler" Chudnow
Lap Chung
Brandon Church
Rafael Cisneros
Andrew Clark
Brendan Clark
Gannon Clark
Kat Clark
Kenneth Clark
Shawn Clark
Benjamin Clarke
Donald Cleary
Darrell Cleland
Chuck Clemens
Jeremy Clements
Scott Clifford
Daniel Cline
Damian Clish
Ronnie Clites
John Cmar
Sheldon Cohen
Gene Coker
Aaron Coleman
Arthur Coleman
Richard Coleman
Todd Coleman
Neil Coles
Brian Colky
Mark Collier
David Collins
Louis Collobert
Geoffrey Combs
Adam Compton
Val Conder
Adam Conner
James Conrad
Dennis Cook
Kerry Cook
Richard Cook
Tim Cooke
Chad Coolidge
Shawn Coolidge
Anthony Coon
Evan Cooney
John Cooney
Barry Cooper
Billy Cooper
Tim Cooper
Richard Corben
Cheryl Corey
Wade Cornell
Josh Cornett
Amy Cornwell
Thomas Cornwell
Nicholas Corrao

Jason Cossiboon
Christopher Counselman
Dylan Couper
Adam Cox
Jeff Cox
Raymond Cox
William Cradlin
Corey Crawford
Justin Crawford
Robert Crawford
Stanley Crawford
Vincent Crisafulli
Dennis Cronk
Gene Cronk
Aaron Crosby
James Cross
Peter S. Crossan
Christopher Crowder
Aaron Crowther
Ulysses Cruz
Patrick Cullen
Alan Cullers
Dave Culpepper
Patrick Cunningham
Sean Cummings
Bruce Cummins
Rigel Cummins
Douglas Cunningham
James Cunningham
Alexander Curran
Gregory Curran
James Currie
William Curtis

- D -

Scott Dale
Lawrence Daley
Brian Dalrymple
Michael Dalrymple
Stephen Daniel
Stephen Dann
Jerry Darnell
Joshua Dauble
Kevin Davidson
Gareth Davies
Anthony Davis
William Davisson
Steven Dawes
Reed Dawley
Aaron Day
Shane Day
Matthew Daye
Dayton
Richard de Oliveira
Peter Dean
Alysa Kagome DeBoard
Kenneth Lee DeBoard
Andreas Decker
Paul Deckert
James DeCovis
Luke DeGraw
Robert Delgman
Gordon Delp
Thomas Delzer
Daniel Denis
Andrew Dennis

Derek Dennis
Kasey Dennler
Major Todd Dertulis
Michael Dexter
Greg Diaczyk
Sebastian Dietz
Konstantin Dika
David DiLorenzo
Giancarlo DiMino
Ted Dimitry
Joseph Dineen
Michael DiPresso
Ian Dixon
Timothy Dixon
Cody Dobbs
Ryan Dodd
Spike Dog
Andrew Domena
Jason Domke
Jason Dommer
John Donahue
Adam Donald
Monica Donald
Scott Donalson
Eric Donovan III
John Dorch
Mark Dorrough
James Dorsey
James Douglas
Joshua Dowdell
Dan Downs
Christopher Doyle
Matthias Drake
Trevor Dreher
Drucilla
Ian Druckman
Lance Dryden
Mike and Rose Duarte
Michael Dubisch
Christopher DuBois
Sam Duckworth
Andre Duda
Mark Dudley
Daniel Duffee
Michael Dugan
Robert Dugan
David Dunham
Christopher Dunn
David Dunnell
William Dunsford
Aaron Durana
Michael Durbin
Kristian Durvin
Jason Dvorchak
Todd Dziobak

- E -

Daniel Eagal
Chris Earp
Michael Eason
James Easterly
Ted Easterly
Kevin Eastman
Chris Eblen
Tadashi Ehara
Glenn Eis

Edward Elder
Eric Elgoyhen
Christer Eliasson
Anthony Ellerd
James Elliott
Bryan Ellis
Esa Elo
Kyle Elworth
Nick Emans
Anthony Emmel
Edwin Emmer
David Engel
Diana English
Matt Enockson
Paul Entstrasser
Chronos Phaenon Eosphoros
Michael Epp
John Erb-Downward
Eric
Erin and Daniel aka Zebbin and Jinglephrog
Jan Eringa
Jill Esch
Eric Eshleman
Johnathan Eskritt
Jon-Colin Evans
Mark Evans
Nicholas Evans
R. James Evans
Joseph Evenson
Cyrus Eyster

- F -

Nathan Fahlsing
Brandon Fairweather
Peter Falkenstein
Ian Fallon
Eric Falsken
Vince Falvey
Tony "Defiler" Falzon
Jason Farkas
Daniel Farnan
Jeffery Farnsworth
Jeff Farrarr
David Farris
Christian Fasy
Michael Fattu
David Faulkner
Hana Feldman
Lars Fenneberg
Aaron Ferguson
Gabriele Ferrario
Eric Ferrin
Jason Ferron
Todd Ferrullo
Alvin Fick
Abe Fine
Alez Finlay
Dominic Fiorello
Frederic Fiquet
Rebecca Fish
Trevor Fitch
Max Fitterman
Brian Fitzpatrick
Erlend Flaaten
Dennis Flanagan
James Flannery

James Flatmo
Shawn Flecken
Jeremy Fleet
Christopher Fleming
Christopher Flemming
Don Flinspach
Rodger Flood
Reese Flory
Nicholas Folkening
Matt Forbeck
Rob Forbes
Johnathan Ford
Aaron Fortner
Chris Fossum
Craig Foster
John Foster
Johnathan Foster
Kevin Foster
Logan Foster
Robert Fountain
Brandon Fouse
David Fox
Stephen Framberger
Federico Franceschi
Joshua Francis
Brian Frank
Mike Frank
Scott Frank
Jappe Franke
William Frankhauser
Borie Frederic
Frederick Fredrickson
Mark Freedman
Kurt Freiberger
David Freireich
Alan Friedman
SPC Ron Fruchey
Ryan Fuerst
Full Void Studios

- G -

Johnathan Gaetz
Edward Gaffney
John Gaffney
Daniel Gaghan
Brian Gaines
Aaron Gallagher
Anthony Gallela
Jon K. Galloway
Steven Galloway
Kyle Gamache
Rodger Gamblin
Games Comics & Stuff
Gamescape North
James Gardner
Mike Gardner
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Heroes of the Megaverse®

A Dimension Book™ & Minion War™ Crossover

When the rival dimensions of Hell – Hades and Dyval – clash, their *Minion War* ripples across the Megaverse. Demons seem poised to seize the Three Galaxies and the fate of entire worlds hangs in the balance. Fear and terror is all consuming. At moments like this, the legend of the **Book of Heroes** becomes more widespread, for the stories say it is an ancient, magic book that appears when evil rises and heroes are in great need.

Heroes of the Megaverse® presents the secrets and power of the legendary **Book of Heroes**. Including its ability to make superhumans and the names of the 2,000 greatest heroes of the Megaverse that can be summoned from its pages. Only one copy of the book is known to exist, and everyone wants to get their hands on it – good guys and bad (demons, Deevils, the Splugorth, the Dominators, the Kreeghor, etc.).

- The legend and magic of the **Book of Heroes**.
- The powers of the book itself.
- The ability to create and empower superhumans.
- 101 super abilities with many sub-powers, bonuses and details (not reprints from other books).
- Hero Avatars, Hero Mentors, and their powers.
- How to turn the 2,000 names of heroes into characters.
- The dangers of the **Book of Heroes**.
- NPC heroes and surprises.
- A crossover book suitable for use with **Rifts®**, **Phase World®**, **The Three Galaxies™**, **Heroes Unlimited™ RPG**, **Palladium Fantasy RPG®** and other S.D.C. settings. Includes stats and conversions for M.D. and S.D.C. settings.
- Contains the names of approximately 2,000 real life gamers.
- 112 pages – written by Kevin Siembieda.

Suitable for **Rifts®**, **Phase World®**, **Heroes Unlimited™** & All Palladium RPG settings.

Unleash your imagination!™