

## BLOODHOUND'S POWERS

**Animal Empathy:** You share an empathic understanding with animals. Animals are unlikely to attack you without good reason, such as if they're injured or protecting their young, and even then, you may be able to dissuade them (especially if you have snacks because... well, snacks).

**Armor:** Your fur and bioengineered thick skin repel damage. You can use this Power as a passive defense against physical attacks and energy attacks, regardless of the type of damage they inflict. You are completely immune to such attacks if their attack rank is less than or equal to half your Armor rank (unless they have the Penetrating Pro). When dealing with Minions, use their unmodified Threat rank as their attack rank to determine if you are immune to their attacks.

**Boost (Might) [Rage]:** Your might increases from 8d to 12d when you are angry.

**CON — Rage:** The Power activates when you get really mad. However, your Intellect and all your Talents drop to 1d as long as you remain angry enough to use this Power. Your rage always subsides by the end of a scene.

**Danger Sense:** You have the uncanny ability to detect immediate physical danger, even from sources you have no way of sensing. Use this Power instead of Perception when making rolls to detect danger and when determining your Edge. Additionally, you can make active defense rolls even when caught by surprise, using the lesser of your active defense rank or your Danger Sense rank.

**Evasion:** You are a nimble combatant who's always in motion. You can use Evasion instead of Agility when making active defense rolls and movement rolls. You can also use Evasion in place of Agility when performing or resisting combat stunts.

**Expertise — Command (Intimidate):** You have a specialization in the Command talent. Use this Power's rank when using intimidation to get someone to do what you want.

**Luck:** You gain a number of Luck dice equal to your Luck rank at the start of every issue. Luck dice can be added to either side of any challenge roll that involves you. For example, you can spend 3 Luck dice to add +3d to one of your challenge rolls. You can also spend 3 Luck dice to oppose the roll of someone acting against you. In that case, you roll the dice, count your successes, and subtract them from the other person's roll.

**Running:** This Travel Power lets you run faster than normal — up to 50 mph.

**Specialty (Grappler):** You get a +1d bonus to grappling rolls of any kind. Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

## Super Senses:

*Acute Smell* — Your sense of smell is hyper acute. Substitute your Acute Smell rank for your Perception when making challenge rolls involving smelling.

*Enhanced Hearing* — You can detect extremely faint, distant, or muffled sounds impossible for ordinary humans to hear by making a Perception roll at a threshold of 4 or higher, as determined by the GM and depending on the circumstances. Additionally, you can hear infrasound and ultrasound.

*Tracking Scent* — You can identify, recognize, track, and even determine the emotional state of others by scent. These feats require Perception rolls at a threshold of 4 to 6 under optimal conditions.

*Ultra Vision* — You can see in ultraviolet light, which is normally invisible to the human eye. You also have low-light vision, allowing you to see in lighting as dim as starlight, but not in absolute darkness.

## BLOODHOUND'S FLAWS

**Color Blind:** You see in black and white, or you have trouble distinguishing certain colors (reds and greens being the usual culprits). You earn a point of Resolve whenever this causes you problems.

**Enemy (U.S. Army):** As an escaped member of the U.S. Army's super soldier program, you are naturally a wanted asset they would like returned, preferably alive and ready for repatriation. As a modified and uplifted mastiff, you are not a citizen and have no human rights. They're ok with that. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.

**Unusual Looks:** You are a 6'6" anthropomorphic dog. You can hide your form under bulky clothing, but even a spandex hood can't disguise the alien lines of your profile. Your appearance is off-putting, to say the least. You earn a point of Resolve whenever your appearance becomes an issue.

## CAP'S POWERS

**Immortality:** You don't stay dead. If your health drops to -6 or less, your body appears dead, but you immediately return to 1 HP at the end of the scene. What's more, you won't grow old or die of old age, at least not within any time frame that matters.

**Regeneration [Instant]:** You recover from injuries very quickly: you heal 1 point of damage per page of story. If you get knocked unconscious, you awaken as soon as you heal 1 point of damage (if not revived sooner).

**Specialty (Blaster):** You get a +1d bonus to ranged attack rolls (included in stats). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

### **Two-Fisted [Marksmanship]:**

You use both hands to use ranged weapons in combat. You can spend 1 Resolve to defeat twice as many Minions as usual (2 per net success rolled) when making a ranged attack. You can decide whether to spend the Resolve after making your attack roll. This Power applies to all physical ranged attacks, but it provides no additional benefit to attacks that already work this way (i.e., area attacks, Super Speed attacks, and attacks involving the Ricochet Pro). If you happen to be dual wielding mundane ranged weapons, you can also increase their Weapon Bonus by +1d (included in your Twin Pistols gear listing). This bonus applies only to mundane weapons, not to Powers with Cons like Item or Weapons. To be clear, this Power does not grant extra attacks.

**Weakness Detection:** You can find the weak points of any person or object you observe in person. If you spend 1 Resolve, your physical and energy attacks effectively gain the Penetrating Pro against that person or object for the rest of the scene. Additionally, this Power can also provide you with narrative information about the structural integrity, flaws, and stress points of any object you study (this doesn't cost Resolve).

## CAP'S FLAWS

**Code:** You place great value on honorable behavior. While your hands may seem tied, you are often just giving foes enough rope to hang themselves. You earn a point of Resolve whenever following your code hurts you or your allies.

**Decorum:** You value propriety and feel compelled to follow social mores, even when others don't. Manners maketh man, and all that. Whenever this makes life difficult, you earn a point of Resolve.

**Secret (Immortal):** Your immortality is a secret that you keep at all costs. You earn a point of Resolve whenever your efforts to protect your secret work to your detriment or to the detriment of your allies.



## CH4RITY'S POWERS

**Communications:** You can detect, receive, store, and transmit communications and information across whatever networks exist in your game. Your range is worldwide or farther if it makes sense in the game world. Although you can interface with mundane communication systems, you don't require physical infrastructure like cell towers or communication satellites. This Power works automatically, but you may have to make Technology rolls to do things like tap into secure networks or channels.

**Danger Sense:** You have the uncanny ability to detect immediate physical danger, even from sources you have no way of sensing. Use this Power instead of Perception when making rolls to detect danger and when determining your Edge. Additionally, you can make active defense rolls even when caught by surprise, using the lesser of your active defense rank or your Danger Sense rank.

**Expertise — Technology (Computers):** You have a specialization in the Technology talent. Use this Power's rank when using computers in conjunction with the Technology talent.

**Expertise — Technology (Security Systems):** You have a specialization in the Technology talent. Use this Power's rank when using security systems in conjunction with the Technology talent.

**Machine Control [Interface]** You can control machines and electronic devices at up to Distant Range. For example, you can use this Power to hack into a computer, deactivate a security camera, or remotely control a car. You can also substitute your Power rank for whatever Trait you'd normally use to operate the machine or device. You can control multiple machines at the same time, but every extra machine controlled lowers your effective Power rank by 1d, and you still suffer the usual -2d penalty if you use the Power to perform multiple attacks or actions in combat.

**CON — Interface:** You can only control computers. However, this also lets you control any machine or device controlled by a computer, which covers a lot of ground.

**Specialty (Techie):** You get a +1d bonus to Science rolls and Technology rolls (included in stats). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Total Recall:** You automatically remember anything you pay attention to, and you can make an Intellect roll against whatever threshold the GM decides to see if you noticed specific background details as well.

## CH4RITY'S FLAWS

**Broke:** You are penniless, jobless, and homeless. You can't buy anything, so you have to beg, borrow, or steal what you need. Every time this causes you problems, you earn a point of Resolve.

**Enemy (The NSA):** The NSA wants you imprisoned. Or working for them. Perhaps both. Make up some juicy details on just what you did to piss them off. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.

**Secret Identity:** You perform all your escapades under the *nome de guerre* of CH4RITY. You never contact anyone in person, only through VOIP calls bounced across hundreds of nodes. No one suspects the mousy twig in the manky squat surrounded by unconscious drug addicts and feral rats to be the greatest hacker on the planet. No one knows who you really are. Do you?

## THE DRIFTER'S POWERS

**Immunity (toxins, fatigue):** You are immune to certain attacks, conditions, effects, energies, hazards, or Powers.

**Fatigue:** You never tire or get mentally fatigued and you don't need to rest or sleep.

**Toxins:** You are immune to diseases, drugs, and poisons

**Regeneration:** You recover from injuries very quickly: you heal 1 point of damage per hour. If you get knocked unconscious, you awaken as soon as you heal 1 point of damage (if not revived sooner).

**Running:** This Travel Power lets you run faster than normal — up to 25 mph.

**Blind Fighting:** You don't rely on vision in combat. As a result, you suffer no penalties or adverse effects when fighting in the dark or against opponents you can't see, whatever the reason.

**Leadership:** You lead your team in battle. As long as you can see and communicate with them, you can spend a free action to let each of your allies reroll one challenge roll per combat scene.

**Martial Arts [Deflect]:** You are a master of unarmed combat. You can use this Power to perform and defend yourself against close combat attacks. You can also substitute your Martial Arts rank for your Might when performing and resisting grabs, holds, escapes, and combat stunts. You've also trained with weapons and can substitute your Martial Arts rank for your Ability ranks when using mundane melee weapons to attack or defend yourself. Unlike most attack Powers, Martial Arts inflicts subdual damage (although you still inflict lethal damage when armed with a melee weapon that inflicts such damage).

**PRO — Deflect:** You can deflect ranged attacks. This lets you use Martial Arts as an active defense against ranged physical and energy attacks, but not against area attacks.

**Specialty (Support):** You get a +1d bonus to rolls made to perform combat stunts (see below). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Fancy Footwork:** Outmaneuvering an opponent or getting them turned around, off balance, or exactly where you want them. Use Agility or a Travel Power against your opponent's Agility or Travel Power.

**Flashy Move:** Performing a fighting technique like disarming or tripping an opponent. Use a regular attack roll against your opponent's active defense or one of their physical Abilities; the GM decides whether to use Agility, Might, or Toughness, depending on what you're trying to do.

**Overpower:** Knocking or shoving an opponent back, down, or aside. Use Might or a Power that affects physical objects against your opponent's Might or any active defense they prefer.

**Taunt:** Angering, confusing, distracting, or unnerving an opponent with banter, jokes, threats, wisecracks, and so on. Use Charm or Command against your opponent's Willpower.

## THE DRIFTER'S FLAWS

**Code:** Everything by the book. The Drifter never starts a fight, but he will always finish it. He will not kill unless it is absolutely necessary. You earn a point of Resolve whenever following your code hurts you or your allies.

**Enemy (General Whaler):** General Edward Whaler is head of the U.S. Army's various super soldier endeavors, responsible for the origin of Bloodhound, Sister Salvation, and Drifter, to name a few. Despite his position, and perhaps because of it, he hates the very idea of super humans. At least ones he can't control. Make up some details on just what you did to piss him off. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.

**Wanted (U.S. Army):** Perhaps not surprisingly, you are being actively hunted by the U.S. Army, and General Whalen in particular. Your hand is often forced in order to avoid being discovered, or to escape in those instances when you are. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.

## KNIGHTSTICK'S POWERS

**Blind Fighting:** You don't rely on vision in combat. As a result, you suffer no penalties or adverse effects when fighting in the dark or against opponents you can't see, whatever the reason.

**Deflection (Physical) [Item — custom night sticks]:** Using your custom night sticks, you can deflect and redirect physical ranged attacks (but not area attacks). You can use your Deflection rank as an active defense against that type of attack. Whenever such an attack fails to harm you, you can spend a free action to immediately redirect it using the lesser of the attack's rank or your Deflection rank to make your attack roll. You can deflect any number of attacks without penalty, but you suffer a cumulative -2d penalty on your rolls to redirect these attacks if you try to redirect two or more on the same page.

**Lightning Reflexes:** You have incredible reflexes. Increase your Edge by 6 (included in stats). Also, while this is mostly for narrative flair, you can draw, holster, or sheathe any weapon you carry in an instant. This makes it impossible for anyone to get the drop on you.

**Specialty (Striker):** You get a +1d bonus to close combat attack rolls (reflected in stats). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Tracer [Item — gizmo]:** You can tag objects you touch with a tracer. Once tagged, you can follow objects anywhere in the world for the rest of the story. You might need to make an Intellect roll if the object moves to a location that somehow blocks this Power, but otherwise this is automatic. A person who suspects they've been tagged can search for your tracer, but finding it requires a Daunting (3) Perception roll.

**Weakness Detection:** You can find the weak points of any person or object you observe in person. If you spend 1 Resolve, your physical and energy attacks effectively gain the Penetrating Pro against that person or object for the rest of the scene. Additionally, this Power can also provide you with narrative information about the structural integrity, flaws, and stress points of any object you study (this doesn't cost Resolve).

## KNIGHTSTICK'S FLAWS

**Code:** Be the change you want to see in the force. As one of the very few uncorrupted officers in the Nocturne PD, Officer Ritter strives to always be the exemplar of justice, in both his persona's. As Knightstick he can concern himself more with what is moral than what is legal. He always sees lethal force as a last resort. You earn a point of Resolve whenever following your code hurts you or your allies.

**Enemy (Efrain Roderick):** Efrain Roderick, the most powerful crime lord in Nocturne, wants you ruined, imprisoned, and dead, in that order. Make up some details on just what you did to piss

him off. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.

**Wanted (Nocturne PD):** Perhaps not surprisingly, you are being actively hunted by Nocturne PD. Your hand is often forced in order to avoid being discovered, or to escape in those instances when you are. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.

## MISTER CLEAN'S POWERS

**Danger Sense:** You have the uncanny ability to detect immediate physical danger, even from sources you have no way of sensing. Use this Power instead of Perception when making rolls to detect danger and when determining your Edge. Additionally, you can make active defense rolls even when caught by surprise, using the lesser of your active defense rank or your Danger Sense rank.

**Expertise: Agility (Firearms):**

You have a specialization in the Agility ability. Use this Power's rank when using firearms in combat (reflected in stats).

**Hard to Kill:** You are hard to kill. You can be killed, but it would take something extreme, like being beheaded, dissolved in acid, or tossed into a volcano. Characters with this power know they're hard to kill and can be roleplayed that way.

**Luck:** You gain a number of Luck dice equal to your Luck rank at the start of every issue. Luck dice can be added to either side of any challenge roll that involves you. For example, you can spend 3 Luck dice to add +3d to one of your challenge rolls. You can also spend 3 Luck dice to oppose the roll of someone acting against you. In that case, you roll the dice, count your successes, and subtract them from the other person's roll. Much like when you spend Resolve, this happens automatically, without you needing to do anything.

**Specialty (Blaster):** You get a +1d bonus to ranged attack rolls (included in stats). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Super Senses:**

*Night Vision [Item — glasses]* — You can see in absolute darkness.

*Acute Hearing* — Your hearing is hyper acute. Substitute your Acute Hearing rank for your Perception when making challenge rolls involving hearing.

*Acute Vision* — Your vision is hyper acute. Substitute your Acute Vision rank for your Perception when making challenge rolls involving vision.

**Two Fisted:** You use both hands in combat. You can spend 1 Resolve to defeat twice as many Minions as usual (2 per net success rolled) when making a physical attack. You can decide whether to spend the Resolve after making your attack roll. This Power applies to all physical attacks, but it provides no additional benefit to attacks that already work this way (i.e., area attacks, Super Speed attacks, and attacks involving the Ricochet Pro). If you happen to be dual wielding mundane weapons, you can also increase their Weapon Bonus by +1d. This bonus applies only to mundane weapons, not to Powers with Cons like Item or Weapons. To be clear, this Power does not grant extra attacks.

## MISTER CLEAN'S FLAWS

**Emotionless:** You lack human empathy. Unable to understand emotions, you are often coldly logical in your interactions with others. As a result, people tend to react poorly to even your most carefully reasoned attempts at meaningful exchange. You earn a point of Resolve any time this causes you problems.

**Guilt:** You are haunted by the tragedy you have wrought in your career as a gangland enforcer. Whenever something triggers you, you become overwhelmed with guilt, and a sorrow you don't fully comprehend. Being overwhelmed with guilt causes you to suffer a -2d penalty to all challenge rolls for 3 pages. Either way, you also earn a point of Resolve.

**Wanted (numerous state and federal agencies):** You are being actively hunted by the FBI, both as a person of interest and a suspect in multiple homicides. Your hand is often forced in order to avoid being discovered, or to escape in those instances when you are. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue

## SHADOW'S SMILE'S POWERS

**Armor [Shutdown (sunlight)]:** You have a personal supernatural force field that repels damage. You can use this Power as a passive defense against physical attacks and energy attacks, regardless of the type of damage they inflict. You are completely immune to such attacks if their attack rank is less than or equal to half your Armor rank (unless they have the Penetrating Pro). When dealing with Minions, use their unmodified Threat rank as their attack rank when determining if you are immune to their attacks.

**Darkness [Shutdown (sunlight)]:** You can fill the space around you with darkness, through which only you and those with Night Vision or Thermal Vision can see. Targets affected by this Power suffer a -3d penalty to their attack and active defense rolls in combat unless they have a Power like Blind Fighting or Radar that compensates for this.

**Evasion:** You are a nimble combatant who's always in motion. You can use Evasion instead of Agility when making active defense rolls and movement rolls. You can also use Evasion in place of Agility when performing or resisting combat stunts.

**Invisibility [Shutdown (sunlight)]:** You can turn invisible. You can still be detected by other senses, by Powers like Attuned, Radar, and Super Senses, and by how you affect the environment (footprints in mud or snow, the movement of fog or rain, etc.). Enemies who can't see you suffer a -3d penalty to their attack rolls and active defense rolls against you unless they have a Power like Blind Fighting or Radar that compensates for this. Lower this penalty to -2d for enemies that can detect you as described above, even if they can't see you.

**Phasing [Shutdown (sunlight)]:** You can shift your body out of phase with the physical world. This makes you immune to physical attacks and effects (including energy attacks), but not to mental ones. It also allows you to pass through solid objects, but not through force fields. You can't carry, touch, or affect anything physical while phased. Activating or deactivating this Power is a free action, but you cannot do both on the same page you take an action.

**Regeneration [Shutdown (sunlight)]:** You recover from injuries very quickly: you heal 1 point of damage per hour. If you get knocked unconscious, you awaken as soon as you heal 1 point of damage (if not revived sooner).

**Specialty (Scout):** You get a +1d bonus to Covert rolls and Survival rolls (reflected in stats). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Strike (Dark energy) [Shutdown (sunlight)]:** Your physical attacks are infused with dark energy. You can use this Power to both perform and defend yourself against close combat attacks.

**Super Senses (Night Vision):** You are one with the shadows and see in absolute darkness.

**Teleportation [Shutdown (sunlight)]:** You can instantly travel up to 500 feet. You can teleport through solid objects, but not through force fields. You have no trouble reaching places you can

see or locations whose layout you know well. If you try teleporting to an unfamiliar place, roll two dice. A result of 6 or less means you almost teleport into a solid object, so the Power fails. When that happens, you reappear in your original location and the shock knocks you unconscious for the rest of the scene (you can spend 1 Resolve to remain conscious). Each use of this Power is a Move, no matter how far you travel. However, you can spend 1 Resolve to teleport twice in one page, provided you use 1 action and the total distance covered doesn't exceed the maximum distance you can teleport.

**Shutdown (sunlight):** Powers with this tag will not work when Shadow's Smile is exposed to sunlight.

## SHADOW'S SMILE'S FLAWS

**Broke:** You are penniless, jobless, and homeless. You can't buy anything, so you have to beg, borrow, or steal what you need. Every time this causes you problems, you earn a point of Resolve.

**Frightening:** You look downright scary. Most people flee in terror when they see you, and those who don't are often on edge in your presence. You earn a point of Resolve whenever this causes you problems.

**Insane:** You suffer from a persistent behavioral issue, delusion, or disconnect with reality or you endure occasional psychotic breaks in the form of hallucinations, bouts of paranoia, etc. Whenever your illness causes you problems, you earn a point of Resolve.

## SISTER SALVATION'S POWERS:

**Blending [Item (camouflage cloak)]:** Your coloring can change to match your environment, granting you a +3d bonus on Covert rolls to avoid being seen. If you remain still, you can also make a Covert roll at half your rank (after taking the +3d bonus into account) to avoid being seen when you would otherwise be in plain view.

**Immunity (Sensory):** You are immune to certain attacks, conditions, effects, energies, hazards, or Powers:

**Sensory:** You are immune to the Dazzle Power and similar sensory overload effects.

**Lightning Reflexes:** You have incredible reflexes. Increase your Edge by 6 (reflected in stats). Also, while this is mostly for narrative flair, you can draw, holster, or sheathe any weapon you carry in an instant. This makes it impossible for anyone to get the drop on you.

**Running:** This Travel Power lets you run faster than normal — up to 25 mph.

### **Specialty (Striker):**

You get a +1d bonus to close combat attack rolls (reflected in stats). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Strike (Claws):** You have deadly claws that inflict physical damage. You can use this Power to both perform and defend yourself against close combat attacks.

### **Super Senses:**

*Radio Hearing* — You can hear radio frequencies and intercept radio transmissions.

*Telescopic Vision* — You can make out small details at extremely long distances. You can basically see as far as you need to for purposes of the story.

*Thermal Vision* — You can see heat patterns, allowing you to see through thin objects and follow even the faintest traces of residual thermal energy. This also lets you see in the dark, but it can be foiled by things like extreme ambient temperatures and beings whose body temperatures match their surroundings precisely.

*Ultra Vision* — You can see in ultraviolet light, which is normally invisible to the human eye. You also have low-light vision, allowing you to see in lighting as dim as starlight, but not in absolute darkness.

## SISTER SALVATION'S FLAWS

**Amnesia:** You have no memory of your past, although you may be haunted by fragments in dreams or visions. You don't know who you are or where you come from. People who know this

can take advantage of you, and your past will come back to haunt you every so often. This Flaw is both a Plot Hook and a Condition, so it grants you 1 extra point of Resolve at the start of every issue.

**Repair:** You do not heal naturally. Whenever you suffer damage, you must be mechanically repaired to recover lost Health. This Flaw is a Condition that grants you 1 extra point of Resolve at the start of every issue.

**Wanted (Central America and U.S. Authorities):** You are being actively hunted by U.S. and Central American authorities; for murder by the latter, and to “return you to the fold” by the former. Your hand is often forced in order to avoid being discovered, or to escape in those instances when you are. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.

## SPEED ANGEL'S POWERS

**Danger Sense:** You have the uncanny ability to detect immediate physical danger, even from sources you have no way of sensing. Use this Power instead of Perception when making rolls to detect danger and when determining your Edge. Additionally, you can make active defense rolls even when caught by surprise, using the lesser of your active defense rank or your Danger Sense rank.

### **Flight [Wings]:**

This Travel Power lets you fly like a bird, or a plane, or a cow with jet engines strapped onto its terrified back. You get the idea. Flight requires more room to maneuver than most Travel Powers, so you must halve your effective Flight rank indoors unless you are operating in an exceptionally large space. When unhindered, you can fly up to 500 mph.

**CON — Wings:** You need room to spread your wings, so you can't fly in cramped spaces (including most indoor locations), thin atmospheres, or the vacuum of space.

**Lightning Reflexes:** You have incredible reflexes. Increase your Edge by 6 (reflected in stats). Also, while this is mostly for narrative flair, you can draw, holster, or sheathe any weapon you carry in an instant. This makes it impossible for anyone to get the drop on you.

**Luck:** You gain a number of Luck dice equal to your Luck rank at the start of every issue. Luck dice can be added to either side of any challenge roll that involves you. For example, you can spend 3 Luck dice to add +3d to one of your challenge rolls. You can also spend 3 Luck dice to oppose the roll of someone acting against you. In that case, you roll the dice, count your successes, and subtract them from the other person's roll. Much like when you spend Resolve, this happens automatically, without you needing to do anything.

**Radar:** You have some kind of radar sense that provides a three dimensional image of your surroundings. This doesn't let you see flat images, like print, pictures, or video displays, as images.

**Specialty (Acrobat):** You get a +1d bonus to movement rolls and active defense rolls. Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Strike (Claws):** You have deadly steel claw gloves that inflict physical damage. You can use this Power to both perform and defend yourself against close combat attacks.

### **Super Senses:**

*Acute Vision* — Your vision is hyper acute. Substitute your Acute Vision rank for your Perception when making challenge rolls involving vision.

*Telescopic Vision* — You can make out small details at extremely long distances. You can basically see as far as you need to for purposes of the story.

## SPEED ANGEL'S FLAWS

**Fear (Claustrophobia):** You have a fear of tight spaces and confinement, and you will do whatever you can to avoid them. If you can't, you become hysterical, nauseated, violent, or worse. You may even pass out. Whatever the results, you earn a point of Resolve whenever you succumb to this Flaw.

**Naïve:** A character who is naïve lacks experience, wisdom, and judgment. They expect the best out of people and often feel hurt when they witness the darker side of humanity. Con artists find them easy to fool or mislead, since they tend to trust in a person's word, even over the objections of others. This might not normally be a big disadvantage in a four-color superhero world, but in the world of Blood & Justice, it can have potentially fatal consequences. Gain a point of Resolve when you trust someone who shouldn't be trusted or expect the best out of a situation where caution or suspicion would be in order

**Unusual Shape (large bat wings):** You have a pair of large bat-like wings, giving you a demonic profile. You require special tailoring, have trouble fitting into elevators and revolving doors, and often get stepped on in tight restaurants. Oh right. You don't go to restaurants. Or anywhere social, for that matter. At the least there will be pointing and staring, but increasingly there are curses, surreptitiously thrown objects, and even gunfire. And that's just from the police. Whenever this causes you problems, you earn a point of Resolve.

## TRAVELER'S POWERS

**Armor:** You have some fancy advanced futuristic armor. You can use this Power as a passive defense against physical attacks and energy attacks, regardless of the type of damage they inflict. You are completely immune to such attacks if their attack rank is less than or equal to half your Armor rank (unless they have the Penetrating Pro). When dealing with Minions, use their unmodified Threat rank as their attack rank when determining if you are immune to their attacks.

**Blast:** You can fire a damaging ranged physical attack from your fancy future gun.

**Force Field:** You can project a force field that repels damage. Characters protected by the force field can use your Power rank as a passive defense against both physical and energy attacks, and are completely immune to such attacks if their attack rank is less than or equal to half your Force Field rank. When dealing with Minions, use their unmodified Threat rank as their attack rank when determining if protected characters are immune to their attacks.

This Power blocks physical objects and energy attacks. It does not affect ambient energy that isn't intense enough to inflict harm (ordinary sounds, room temperature, visible light, etc.), nor does it block indirect Power effects. For example, someone with Darkness could affect the environment across a force field. This Power does not affect mental attacks in any way.

You can shape your force field however you wish, anything from a flat plane to a bubble that protects you and everyone adjacent to you. You must spend an action to activate this Power, but you can then maintain it as a free action. You can maintain multiple force fields at the same time, but this lowers your effective Power rank by 1d per extra force field.

**Leaping:** This Travel Power lets you jump up to 50 feet, long jump style, or 25 feet straight up. Leaping can be used to travel long distances like any other Travel Power. This Power works best outdoors because it requires overhead clearance. As a result, your Leaping rank is capped at your Agility when making movement rolls indoors. Last, you can also use Leaping as an active defense against falling damage.

**Portable Storehouse:** You can access a storehouse of mundane weapons, armor, gear, and even vehicles from your fancy future man-bag. These items only last until the end of the scene.

### **Specialty (Mechanic):**

You get a +1d bonus to Technology rolls and Vehicles rolls (reflected in stats). Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Super Senses (Thermal Vision):** You can see heat patterns, allowing you to see through thin objects and follow even the faintest traces of residual thermal energy. This also lets you see in the dark, but it can be foiled by things like extreme ambient temperatures and beings whose body temperatures match their surroundings precisely.

### **Time Stop [Harmful]:**

You can stop the flow of time in the Power's area of effect for a number of pages equal to your Power rank or until you dispel this effect. This costs 1 Resolve the first time you use this Power in a scene, 2 Resolve the second time, 3 Resolve the third time, and so on. While this Power is active, everyone and everything in the area is frozen, stuck in time. You can move around freely while this Power is in effect, and you can move objects and people around (assuming you are strong enough to do so), but you can't otherwise affect or harm anything stuck in time. Although energy and forces affect you while this Power is active, they don't affect anyone or anything else. For example, you can't defy gravity or walk across lava while this Power is active, but you can place an object in mid-air or in a fire, and the object will sit there, hovering in the air or untouched by the flames, until time begins moving again. You can also do something like place a live grenade at someone's feet and then dispel the Power.

**CON — Harmful:** You suffer 1d3 damage every time you use the Power. You are always free to spend 1 Resolve to avoid suffering this damage. This damage is considered subdual damage, but it ignores the Regeneration Power and can't be healed with ordinary medical treatment.

## **TRAVELER'S FLAWS**

**Finite Power (Futuristic Technology):** One or more of your Powers requires ammo, energy, or some other depletable resource. You earn a point of Resolve whenever you run out of this resource at the wrong time. You may choose to activate this flaw at a crucial time, or the GM may offer it when you least expect it.

### **Flashbacks:**

You are haunted by memories of your final days in the future war. Whenever something triggers you, you suffer flashbacks or become overwhelmed with guilt, sorrow, etc. Flashbacks take you completely out of the action and render you helpless for 1 page. You also earn a point of Resolve. You may choose to activate this flaw at a crucial time, or the GM may offer it when you least expect it.

### **Unlucky:**

If it weren't for bad luck, you wouldn't have any luck at all. Unlucky means the GM can inflict a misfortune on you once per issue without needing to spend. This Flaw is a Condition that grants you 1 extra point of Resolve at the start of every issue.

## TROUBLESHOOTER'S POWERS

**Armor [Item (battle suit)]:** You have some fancy advanced futuristic armor. You can use this Power as a passive defense against physical attacks and energy attacks, regardless of the type of damage they inflict. You are completely immune to such attacks if their attack rank is less than or equal to half your Armor rank (unless they have the Penetrating Pro). When dealing with Minions, use their unmodified Threat rank as their attack rank when determining if you are immune to their attacks.

**Blast [Item (battle-suit)]:**

You can fire a damaging ranged energy attack from your suit cannon.

**Boost Might [Overkill, Item (battle suit)]:**

Your Might is boosted to 12d when you are in your suit and powered up. The suit's Might is more damaging or potent than it is accurate. As a result, targets double the total number of successes rolled when using an active defense to resist Might-based attacks.

**Immunity (Environmental, Life Support) [Item-battle suit]:** You are immune to certain attacks, conditions, effects, energies, hazards, or Powers:

**Environmental:** You are immune to environmental hazards like pressure, radiation, and temperature.

**Life Support:** You don't need to breathe, eat, or drink, and you are immune to airborne toxins.

**Leaping [Item (battle suit)]:** This Travel Power lets you jump up to 50 feet, long jump style, and up to 25 feet straight up. Leaping can be used to travel long distances like any other Travel Power. This Power works best outdoors because it requires overhead clearance. As a result, your Leaping rank is capped at your Agility when making movement rolls indoors. Last, you can also use Leaping as an active defense against falling damage.

**Specialty (Tank):** You get a +1d bonus to Toughness rolls, Willpower rolls, and passive defense rolls. Additionally, you can spend 1 Resolve to have your 6s explode when making these rolls.

**Super Senses [Item (battle suit)]:**

*Night Vision* — You can see in absolute darkness

*Radio Hearing* — You can hear radio frequencies and intercept radio transmissions.

## TROUBLESHOOTER'S FLAWS

**Code:** You follow a rigid code of conduct, one that requires more of you than just acting heroically. You are always trying to live up to the idealized picture you have of your brother, Ron, the original Troubleshooter. You earn a point of Resolve whenever following your code hurts you or your allies.

**Compulsion (drinking):**

You have trouble resisting the urge to drink alcohol, especially in public. You earn a point of Resolve any time this works to your detriment.

**Enemy (Cybertronics Corporation):**

Cybertronics Corporation — designers and builders of your battle suit — wants you ruined, imprisoned, or dead. Preferably dead. This Flaw is a Plot Hook that grants you 1 extra point of Resolve at the start of every issue.