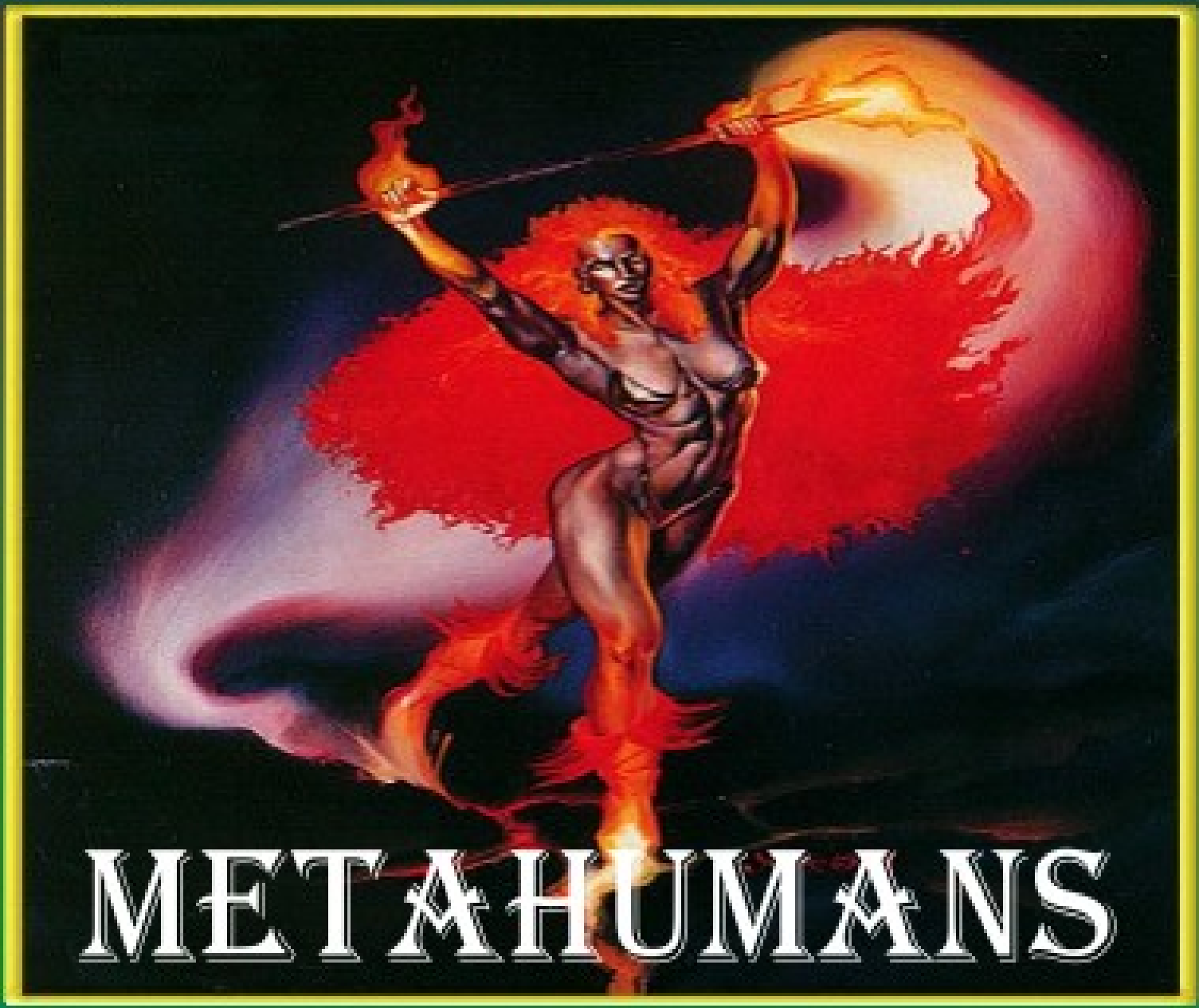
Beyond Heroes

Core Supplement BH19



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book XIX: The Book of Metahumans

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Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

Metahumans are an offshoot race of Homo Sapiens. Meta powers often (though not always) first manifest themselves in the teen-age years.

Metapowers are described in BH3 The Book of Powers.

1. Metahuman Biology

Metahumans are individuals with major genetic modifications present in their DNA at birth. These modifications often endow the user with super-human powers and abilities. These changes may manifest themselves in physical changes, such as wings, fur, or oddly shaped eyes. Or they may be internal, and the individual may appear human until he or she suddenly begins reading minds or turning into ice or fire.

Metahumans, despite their human nature, feature many distinctive aspects in biology, physiology and genetics from their evolutionary predecessors, but also within them. They are distinguished from baseline humans (Homo sapiens) by their mutant genes.

All forms of Metahumans possess the X-Gene positioned on the 23rd chromosome (sexual chromosome). The X-Gene activation leads (via transcription and translation) to the production of an exotic protein. This protein produces chemical signals inducing mutations on other genes, ending up with mutant organisms, variously empowered. The activated mutants, once through a mutation or X-Mutation, are told to be "mutated", which is also told of mutants who suffer further mutations through experimentation.

For most Metahumans, mutation occurs mostly during puberty "in a high proportion or recorded cases", although activation may occur earlier for some individuals, such as to the age of ten. Some Metahumans activate at birth or at a very early state of their life, or even before birth, whether due to stress, or naturally, for various reasons. Some activated due to fear, hunger and starvation, and emotional traumas.

Solar radiation has been tied to dramatic rises in Metahuman birth rates. Direct radiation on humans (latent Metahumans) has been a factor of mutation activation (on both the X and M Genes). The radiation of parents have been often presented for being responsible for Metahuman birth. Beta particles and irradiation may as well affect the mutation, possibly turning unborn children into Metahumans when their pregnant mothers are irradiated, enhancing Metahuman powers for active Metahumans. Some factors may as well inhibit and prevent the activation of an X-Gene:

Mutations have been shown to be really variable, "can be benign or malignant", from little physical mutations to vast psionic or reality manipulation capabilities. The physiology of some subjects could also be drastically modified.

Children of Metahumans, most often have very similar, exact duplicate, or advanced versions of one or both parents' powers. Occasionally, the resulting offspring can have radically different powers.

Neither of these results are uncommon when crossbreeding between Metahumans and Homo sapiens. Familial power similarities are not only passed from parent to child, but can also be common between siblings in first generation Metahuman families. Though less common, powers can also vary widely within first generation Metahumans just as with parental power inheritance.

It has been stated that second generation Metahumans could be mightier than their parents, as they possess often the addition of their parents' powers. Though a union including at least one Metahuman parent will often produce a Metahuman offspring, human offspring can occur:. In very rare instances, a child of two Metahumans can evolutionarily regress and be born Homo sapiens without an X-Gene.

Some Metahuamns have alien legacy and it is sometimes stated that this genetic particularity may be involved in the apparition of the X-Gene in babies.

Metahumans have been shown to successfully crossbreed with several other genus Homo species (Homo sapiens, Homo inhumanus, Homo mermanus, etc.), gods (Asgardians) and other humanoid aliens.

During their second visit on Earth (one million five hundred thousand BC), the Celestial Alliance experimented on the Elven and Human species leading to the creation of the Dwarven and Gnome species and introducing the X-Gene into the Human gene pool.

There are representatives of Metahuman-kind on every continent on earth, including the Antarctic.

2. Genetic Experimentation

Much fewer than half of one percent exhibit noticeable physiological changes or evolution in the superhuman or paranormal range. On the other hand, that could all change with scientists monkeying around with genetic manipulation and engineering. Improved humans who can live longer, healthier lives and the idea of being able to eliminate many diseases, to retard or stop the aging process, and to be able to reverse senility are all things worth striving toward. However, science looks to go way beyond such basic concerns. Already improving soldiers on a genetic level is being researched by various governments. One can go even beyond this with bodies genetically manipulated

to perform certain types of work or to look exotic, or to have aspects and abilities of animals, as well as multiple bodies through cloning, etc. The possibilities are nearly endless.

The entire process of natural mutation and evolution has been yanked out of the hands of slow moving evolution and thrown forward at a reckless pace by science. Thanks to advances in bio-technologies, humankind is in the process of jumping millions of years on the evolutionary scale, and going in directions nature would never have taken.

Genetic engineering, molecular biology, embryo engineering, cloning, cross-species fertilization and a host of other areas under the mantle of medical and scientific research are creating new life forms that blur the line between human and other. Mutants, clones, chimeras and a range of unclassified life forms are spilling out of the laboratories and into the streets and lives of ordinary people.

The troubling matter is that while the first are born from a test tube in a sterile laboratory, many genetic mutants can mate and reproduce, continuing to breed new life forms that may, indeed, threaten modern society, if not humankind itself.

This is the starting point for most of it. Naturally occurring mutations aside, it is the biotech industry that has spearheaded the rush into genetic manipulation, cloning, mutation and the creation of new, viable and intelligent life forms before society, the world governments and people knew what to do with them.

There are a dozen major areas of genetic engineering involved in creating new life forms. Some of the most notable include the following:

Chimera Genetics, an advanced and frightening aspect of genetic engineering that takes and merges the genetic structure of two or more (usually 4-8), completely different animals.

Named after the mythical Greek monster with the head of a lion , the body and legs of a goat and the tail of a crocodile, this area of genetics, can , in theory, create an animal or human chimera - i.e. , a humanoid with the basic body of a human and, say, the head and retractable claws of a lion, and the tail and swimming abilities of a crocodile. In short, a composite creature (supposedly) with the best traits of two, three or more different species of animals. All combinations that are impossible in nature.

Cloning, the replication of an animal or human body for the purpose of creating an independent, living life form, usually starting from infancy (though techniques for fast growing and the creation of fully mature, adult clone experiments are underway).

Cross-Species Fertilization, a more sophisticated version of breeding techniques similar to those used in breeding specific traits in livestock and plants. In theory, this process could be done on a genetic level to enable an animal (cow, pig, chimpanzee, etc.) to give birth to a human and vice versa , as well as breed in completely alien

traits to an unrelated species, i.e. a mouse (or human) with gills, or a half man-half tiger, and so on.

Embryonics, the manipulation of the fetus to instill specific, desired physical and mental traits, talents and abilities, as well as the elimination of hereditary genetic diseases before birth. Similar to aspects of molecular biology but specializing in the manipulation of the unborn fetus and the use of fetal tissue/stem cells to grow, change and manipulate the fetus.

Genetic Engineering, typically involves genetic manipulation and augmentation. The goal is to discover the genes that control appearance, beauty, physical aspects of the body and even genetic based talents, inclinations and personality in order to create the perfect (or at least improved) human specimen .

May also involve aspects of cloning, genetic medicine and molecular biology. Genetic Medicine, the use of clones, stem cell technology and other forms of genetic engineering to create and grow skins, internal organs, and body parts such as the ear, nose, etc.

It may also involve cloning for the purpose of harvesting body parts or using the entire body. Emphasis is on the medicinal application of genetic engineering and the curing of diseases and human frailty (replacing diseased genes with healthy ones or triggering select genes to produce natural antibodies or resistance to disease, pain, etc.).

Micro-Genetic Biology, typically genetic engineering involving microbes, bacteria and other simple organisms, but applies to humans in the battle against certain diseases, including genetically inherited diseases, deformity and weaknesses.

Molecular Biology, or techno-eugenics is an area of genetic engineering that specializes in the manipulation of the genetic structure on a molecular level. Altering, tweaking and implanting genes to create "designer" bodies with specific talents and physical, intellectual, and emotional traits "built" or "installed" as per order, just as one might customize a car or order a tailor-made suit.

Super-Eugenics, also known as ultra-eugenics, is a little publicized area of genetic engineering that is entirely devoted to human augmentation through genetic enhancement. The focus is to create super beings.

The science draws on many areas of genetic research as outlined above, but much of the research is spent on trying to discover and replicate genes and protein sequences that instill psionic and superhuman abilities.

However, even identifying the so-called "super genes" has been a difficult task with disappointing results. Only a few super abilities have been identified and so far, and even less have been successfully replicated in the lab.

On the other hand, there has been considerable success in enhancing natural abilities, such as enhancing

senses, strength, endurance, speed and agility. Likewise, some psychic abilities have been replicated in the lab as well as some success in boosting psionic abilities in humans, animals and mutant animals that have inherent psychic ability or aptitude to beg in with.

And then there's alien experimentation on earth lifeforms. In the past these were performed by the Harmonic and various members of the Celestial Alliance. Other species have now started visiting earth either to try out new experiments or create their own super soldiers.

The worst offenders in the creation and dumping of mutants are amoral, greedy maniacs like F.A.R.M. and Project Omega, who flush their mistakes into the back alleys and unleash their ill-conceived successes onto an unsuspecting society. These people of science are so caught up in the technology and the promise of fame and fortune, that they have thrown caution, morality and safety to the wind .

They bend, ignore and break the law to achieve their goals, and worry about getting caught later. (And then only because of the negative impact it may have on their reputations, careers and bankroll, not because of how it may hurt society or the poor suffering creatures they have concocted .)

They ignore questions of morality in the name of science and advancement, when all they really hope to advance are their careers and bank accounts. They don't worry about the consequences of their actions or the ramifications of creating parentless, man-made, humanoid life forms from a petri dish or surrogate womb.

They don't care about the creature given birth from a sterile vat of chemicals or the womb of an u n related species into the custody of science where it is poked, prodded and observed under a microscope, rather than born into a loving home and given the nurturing love of a parent. They don't grieve over the hundreds (or thousands) of failed experiments that end in death or, worse, produce bizarre hybrid life forms or deformed monstrosities.

Even the successes are new species of life with no place in the world at large. Whether they are clones, genetically built super beings, unnatural half-breeds from cross species fertilization or a host of weird syntheses of human and animal, insect and animal, or a combination of all of the above (chimeras), they're created, born and live outside the realm of human experience. Whether beautiful or ugly, they are inhuman freaks of science.

3. Lifeforms or Property

Then there is the issue of whether or not intelligent and humanoid life forms have any human rights, or is "it property - the patented creation of a faceless corporation?

A new age "slave" or "lab rat" created and grown by its master into a life of servitude. Again the question is raised ,

is it a living being with rights or is it a biological product that belongs to its owner/manufacturer?

And if it is a product, does the manufacturer have the rig ht to mass produce and sell it? After all, it was conceived in a laboratory, is asexual in origin and manufactured by science, not born of parents - and though it may be a living, thinking being, is it human?

In its rush to achieve the impossible, and get rich and famous in the process, science failed to ask and answer these questions first. Now society an d the respective world governments must address the legal, ethical and moral dilemmas heap ed upon them by the biotech industry .

They are left to deal with t he growing consequences. It is an overwhelming task that many governments find easier to dodge or pretend to ignore, than to address.

Meanwhile, the very institutions that created these problems (and life forms) continue, unfettered, to make new life and new problems in the name of scientific research, advancement and the betterment of humanity.

The government of the United States of America, and other countries, have made half-hearted attempts to stall or prevent research in these areas by banning Federal moneys and g rants for research in cloning and other areas of genetic engineering, but have not made them illegal, allowing private industry to do anything they want, so long as no Federal funding is involved.

Without any laws or rulings as to whether or not genetic lab creations have human rights, intelligent mutant animals, genetic misfits and even human volunteers are caged, chained, studied and tested around the clock (some would say tormented and tortured) like laboratory rats. Some are even killed and dissected for further study or used in new experiments. These genetic creations have no rights.

They are lost in a limbo where, despite their mental capabilities, personalities, or level of awareness, they are nothing more than "expendable research animals" and "private property" - a living, patented "formula" conceived by science and built by laboratory technicians.

Government agencies, world wide, are attracted to and quietly sponsoring or actively engaging in their own experiments in genetic augmentation. For most governments, the idea of creating a legion of super-soldiers or the ultimate spy or just keeping up with the governments of other countries is just too much to ignore. In fact, the next "cold war" may be waged in the genetics laboratory.

Foreign countries, especially poor ones, sometimes "dump" their mutants and monsters on the border of, or inside, other countries to get rid of their genetic mistakes and superhuman criminals. Likewise, mutagenic chemicals and materials may also be

dumped in a neighbour's or enemy's backyard.

The countries that do this may use the rationale that their rich neighbor can better afford to handle the problem, or that an enemy nation deserves what trouble they get.

4. Metahuman Classes

BioMechanician

A metahuman who can draw raw matter from a nearby dimension to create an object in the place the character designates. Objects created in this fashion are as solid and durable as normal objects.

An object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space.

It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range. It lasts indefinitely and does not depend on psionics for its existence.

Step 1: Attributes

Roll attributes as normal but due to the exertion needed in creating an object he receives +1 CON. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Mechanicians gain the following abilities free;
Mechanician Blood - Your blood has unique properties which can bring other objects to life if placed within them. any inorganic physical object that touch to come alive and obey simple commands involving speech (will answer questions) and movement if possible. Control 1 object per level of up to WIS x10kgs, +10 per level.

Additionally Mechanicians start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Create Ammunition
Cost: 5
The Mechanician can create any projectile based ammunition which he has seen before and held in his hands. Examples of these include: Arrows, Quills, and Bullets.

Create Equipment
Cost: 5
The Mechanician can create any simple items which he has Basic seen before and held in his hands. Examples of these include: Books, Bags, Kitchen Utensils, Clothing, Furnishings, and Barrels.

Create Equipment II
Cost: 5
The Mechanician can create any furniture which he has Furniture seen before and touched. Examples of these

include: Chairs, Beds, Shelves, Tables and Wadrobes.

Create Equipment III
Cost: 5
The Mechanician can create any mechanical device which Mechanical requires no power to operate but may include moving parts. He must have seen it before and held in his hands. Examples of these include: Hand Tools, Wheels, Screws, Levers, and Pulleys.

Create Vehicle
Cost: 5
The Mechanician can create any vehicle which cant move Simple on its own. He must have seen it before and touched it. Examples of these include: Sleighs, Carriages, Coaches, Chariots, Wooden Boats, and Wagons.

Create Weapon
Cost: 5
The Mechanician can create any projectile based weapon Ballistic which he has seen before and held in his hands. Examples of these include: Crossbows, Bows, Pistols, Revolvers, Rifles, and Machine Guns.

Create Weapon II
Cost: 5
The
Mechanician can create any melee based Melee weapon which he has seen before and held in his hands. Examples of these include: Swords, Axes, Polearms, Picks, Spears, Small Thrown, Chains, Flails, Slings, Whips, Clubs and Lances.

Damage Bonus
Cost: 10
The Mechanician can increase the damage of any weapon or ammunition he creates by +1 or +25% each time bought (whichever is highest). The bonus must be added at the time of the weapon's creation.

Range Boost
Cost: 10
The Mechanician can increase the range of any weapon he creates by +25% reach time bought (whichever is highest). The bonus must be added at the time of the weapon's creation.

True Sight
Cost: 10
Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 5: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Random Creation Table

01-15 Random clothing (cold weather gear, racing car suit, etc)
16-30 Hand held household electrical (blender, shaver, lamp, etc)
31-45 Hand held tool (outdoor, electrical, etc)
46-55 Furniture (no bigger than a sofa)
56-64 Ammunition (projectile clip, E clip, quiver of arrows or bolts, etc)
65-72 Miscellaneous (anything I missed that the GM wants to use)
73-79 Melee Weapon

80-86 Ancient Armour (helm, shield, partial or full armour)
87-91 Modern Weapon (1 ammo clip)
92-95 Modern Armour (vest, riot, bomb disposal, helmet, etc)
96-98 Energy Weapon (1 ammo clip or full charge)
99-00 Alien Device (have to figure out what it does and how it works)

Deadzone

This character is completely immune to the effects of any psionics, magic, horror effects, mystic detection and supernatural abilities and objects. His body is a total dead zone when it comes to the influence of any of these agents. Ironically these abilities have been brought about by a mutation in the character's genes.

Step 1: Attributes

Roll attributes as normal.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Deadzones start with the following ability free;

Immune to Magic - This applies to all the spells of one magic sphere. No spells of any type from that sphere will work on the Dead Zone, nor can he ever learn or use any magic or be the recipient of any friendly magic. See below if the character wants to buy more magic immunity.

Dead Zones start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Immune to Afflictions
Cost: 10
No afflictions of any type whether supernatural or genetic Afflictions will work on the Dead Zone. This includes eugenics, drugs, nanites, lycanthropy, vampirism, diseases, zombiesm or any other form of paranormal or mystical transformation. His genes are locked and cannot be altered. This includes immunity to Alteration powers.

Immune to Arcane
Cost: 5
No spells or supernatural abilities possessed by an Arcane Objects, Weapons, or Equipment will work on the Dead Zone. However a sword for example can still cut him in the normal way.

Immune to Control
Cost: 5
No form of direct mental attacks or mind control can affect a Dead Zone. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).

Immune to Detection
Cost: 5
Dead Zones possess no presence in the Astral dimension or Dreamscape. In both realms he looks just like a piece of non living material. In this respect he can hide quite easily from spirits, projecting mages and any other astral or dream entity. In fact they will NEVER recognize his existence because he lacks an aura.

If a spirit is set to watch a building and report who comes out it will say nothing when the Deadzone leaves, because the spirit wont recognize him as a living being. When ordered to attack most spirits will become confused.. attack who? and not respond to the command because they don't know how. However anyone with See Aura will become suspicious because he doesnt have one.

Immune to Drain
Cost: 5
The character cannot have his lifeforce, soul, levels, attributes, hit points, energy, chi or mana drained by another lifeform, entity or object.

Immune to Magic
Cost: 5
This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Dead Zone, nor can he ever learn or use any magic or be the recipient of any friendly magic.

Immune to Metapower
Cost: 5
Choose one specific metapower, he is completely immune Metapower to all its effects.

Immune to Reality Alteration
Cost: 10
Alterations to time or reality will not affect the Dead Zone. Even if If history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

Immune to Supernatural Fear
Cost: 5
Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work on a Dead Zones. This however is totally separate to any Trauma saving throws from seeing something repulsive.

Immune to Transport
Cost: 5
No form of transportation powers can affect a Dead Zone. It prevents him from being forcibly removed via banishment, teleport, dimensional transport, gateway, portal, or any form of time displacement.

Step 4: Careers
Whatever the character likes, though he'll be pretty handy as a shield against whatever he's immune to.

Step 5: Disadvantages
No beneficial version of whatever he is immune to can ever be used to heal, restore or aid a Dead Zone.

Displaced Chronal
This is yet another variant form of Mutant, one who has a connection to both his ancestors and descendants, able to spontaneously travel through time when one or the other is in mortal need.

Step 1: Attributes
Roll up attributes as normal. Hit points = CON +8, +8 per level.

Step 2: Skills
Choose skills in the normal manner.

Step 3: Abilities
The Displaced gain all the following free;

Ancestors and Descendants - The character is able to visit and summon past and future family members. He can have 1 ancestor and 1 descendant per 2 WIS. Use the table below for creating them.

The character gains 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Chronal Jump
Cost: 5
The character can either jump back in time to one of his ancestors or forward in time to one of his descendants for a period of one hour per 5 WIS, +1 hour per level or each time rebought.

Chronal Summon
Cost: 5
The character can summon through time either one of his ancestors or descendants to be with him for a period of one hour per 5 WIS, +1 hour per level or each time rebought.

Communicate
Cost: 5
The character can communicate with any of his ancestors or descendants that he has met by thought. From third level on he can create a multi linkup between all people that he is communicating with.

Immune to Reality Change
Cost: 5
If history changes the character will remember both versions and cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

San Bonus
Cost: 5
+1 to Sanity rolls.

Send
Cost: 5
The character can send back in time to one of his ancestors or forward in time to one of his descendants any object or victim he can touch for a period of one hour per 5 WIS, +1 hour per level or each time rebought. The object cannot be larger than him unless this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Summon
Cost: 5
The character can summon through time any object or victim that one of his ancestors or descendants is touching for a period of one hour per 5 WIS, +1 hour per level or each time rebought. The object cannot be larger than him unless this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Truesight
Cost: 5
This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Vision Chronal
Cost: 5
The character can see into different time zones both the future and the past. He can look into different years one at a time sequentially, but he can only see into the area where his ancestor or descendant is.

Will Bonus
Cost: 5
+1 to Willpower rolls.

Step 4: Career
Any.

Ancestor/Descendant Creation Table
Roll in each of the sections for each ancestor and descendant the character has. Determine his disposition, era, passable skills, any magic and attributes.
Step 1: Personality
Roll at least twice on the table below to work out their personality.

Roll	Disposition
01	Sullen or morose
02-03	Sombre or serious
04-05	Light hearted, cheerful or joyous
06	Unrestrained, reckless or indulgent
07-08	Stubborn or obstinate
09-10	Uncaring, mean, ruthless or cruel
11	Docile, amenable or cooperative
12-13	Paternal/maternal or over protective
14-15	Intimidating, overbearing, bully
16	Radical or open minded
17-18	Orthodox or conservative
19-20	Loving, friendly or amicable
21	Quarrelsome, hostile or antagonistic
22-23	Prudent, patient or cautious
24-25	Impatient, impulsive, reckless or rash
26	Nervous or apprehensive
27-28	Confident, sanguine or secure
29-30	Extrovert, outgoing or talkative
31	Reserved, shy, timid or introvert
32-33	Envious, possessive or jealous
34-35	Dependant or clinging
36	Self reliant or independent
37-38	Tolerant or open minded
39-40	Snobbish, prejudiced or intolerant
41	Creative, inventive or original
42-43	Optimistic or upbeat
44-45	Uncertain, fatalistic or pessimistic
46	Quick tempered or hot headed
47-48	Calm or even tempered
49-50	Forceful, enthusiastic or excitable
51	Passive or detached
52-53	Loyal, faithful or reliable
54-55	Treacherous or disloyal
56	Honourable or highly principled
57-58	Dishonourable, shifty, deceitful or dishonest
59-60	Pious, devout or religious
61	Merciful, compassionate or kind
62-63	Pacifist, non violent or peaceful
64-65	Meek, self effacing, modest or humble
66	Proud, conceited, cocky, pompous or arrogant

67-68	Lethargic, idle, lazy, easy going or laid back
69-70	Vibrant, energetic, enterprising or ambitious
71	Deferential, respectful, courteous, polite or civil
72-73	Impolite, rude, impudent or insolent
74-75	Charitable or forgiving
76	Vindictive or vengeful
77-78	Benevolent, generous or giving
79-80	Selfish, miserly or greedy
81	Honest, direct or trustworthy
82-83	Practical, pragmatic or cynical
84-85	Sceptical, suspicious or paranoid
86	Curious or inquisitive
87-88	Focused or attentive
89-90	Distracted or absent minded
91	Lustful, lecherous, flirt or exhibitionist
92-93	Valorous, brave, bold or audacious
94-95	Timid, cowardly or craven
96	Antisocial or cold
97-98	Idealistic, gullible, trusting or martyr
99-00	Quiet or mysterious

Step 2: Era and Skills

What era does the character's ancestor or descendant come from? This also determines their available knowledge and skills.

Roll	Era
01-04	200 BC Naval Sailor - Climb, Navigation, Pilot Marine Sailboat, Rope Use, Rowing and Swim.
05-08	100 BC Any Mage Type - Knowledge Artifacts, Knowledge Demons, Knowledge Fey, Knowledge Magic, Knowledge Undead, and Language Stygian. From the Mysticis Disciplinis class choose either Alchemist, Arcanist, Artificer, Biomancer, Chirographer, Chronomancer, Dabbler, Illusionist, Magus, Mirror Master, Necromancer, Sojourner, Sorcerer, Summoner, Urbainmancer or Warlock.
09-12	400 AD Thief - Appraise, Forgery, Knowledge Street, Loot, Pick Locks, and Pick Pockets.
13-16	1096 AD Desert Nomad - Heat Protection, Horse Archery, Language Persian, Orienteering, Ride Land Animal and Water Find.
17-20	1495 AD Any Priest Type - Knowledge Artifacts, Knowledge Demons, Knowledge Religion, Knowledge Magic, Knowledge Undead, and Knowledge Philosophy. Mana is INT + WIS x4. Mana is recovered at a rate of 20 per hour if asleep. From the Mysticis Disciplinis class choose either Bard, Druid, Houngan, Mystic, Priest, Shaman or Wicca.
21-24	1544 AD Diplomat - Bluff, Bribe, Bureaucracy, Charm, Diplomacy and Etiquette.
25-28	1630 AD Merchant/Trader - Appraise, Bargain, Bribe, Bureaucracy, Charm, and Knowledge Street.
29-32	1700 AD Explorer - Alertness, Direction Sense, Notice, Survival, Tracking and Weather Sense.
33-36	1890 AD Sheriff - Alertness, Fast Draw, Investigate, Knowledge Law Criminal, Ride Land Animal (horse) and 1 Weapon Specialisation.
37-40	1922 AD Occult Investigator - Investigate, Knowledge Mythology, Knowledge Religion, Research, Science Anthropology and Science Archaeology.
41-44	1932 AD Archaeologist - Investigate, Knowledge Conspiracies, Knowledge Demons, Knowledge

Monsters, Knowledge Mythology and Knowledge Religion.
45-48 1944 AD Naval Sailor - Navigation, Pilot Marine Submersible, Pilot Marine Warship, Pilot Marine Freighter, Pilot Marine Sailboat and Weapon Group Specialty Sea Vehicle.
49-52 1958 AD Doctor - Forensics, Knowledge Alternative Medicine, Knowledge Drugs, Knowledge First Aid, Research, and Science Medicine.
53-56 1965 AD Spy - Bluff, Disguise, Fast Talk, Gather Info, Intel and Stealth.
57-60 1970 AD Army Grunt - Alertness, Endurance and 4 weapon skills.
61-64 1983 AD Air Force Pilot - Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.
65-68 1999 AD Tank Pilot - Drive Tank, Drive Truck, Navigation, Technical Truck/Tank mechanics, Weapon Group Specialty Land Vehicle and 1 weapon skill.
69-72 2010 AD Superhero - Determine as per any Modern Class.
73-76 2115 AD Survivour - Alertness, Firebuild, Navigation, Survival, Tracking, and 1 Weapon skill.
77-80 2180 AD Parliament Agent - Determine from either Geomancer, Elemental, Shaman or Druid.
81-84 2236 AD GFP Space Force Pilot - Navigation Space, Pilot System Spacecraft, Technical Spacecraft Mechanics, Unarmed Combat Martial Arts, Weapon Group Specialty Pistol and Weapon Group Specialty Space Vehicle.
85-88 2248 AD GFP Space Force Pilot - Navigation Space, Pilot Starcraft, Science Astronomy, Unarmed Combat Martial Arts, Weapon Group Specialty Pistol and Weapon Group Specialty Space Vehicle.
86-92 2296 AD GFP Space Force Fighter Pilot - Navigation, Navigation Space, Pilot Space Fighter, Unarmed Combat Martial Arts, Weapon Group Specialty Pistol and Weapon Group Specialty Space Vehicle.
93-96 2310 AD GFP Space Force Marine - Alertness, Endurance, Unarmed Combat Martial Arts, and 3 weapon skills.
97-00 2332 AD GFP Space Force Scientist - Science Astronomy, Science Astrophysics, Science Biotechnology, Science Mathematics, Science Physics and Science Xenoecology.

Step 3: Attributes
Roll up as normal. HPs are CON +6, +6 per level. Then determine what level he is so you can work the total amount of HPs he has.

Displaced Dimensional

This is yet another variant form of Mutant, one who has a connection to his various alternate selves from parallel dimensions, able to spontaneously travel through realities when one or the other is in mortal need.

Step 1: Attributes

Roll up attributes as normal. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

The Displaced gain all the following free;

Alternate Versions - The character is able to visit and summon alternate reality doppelgangers. He can have 1 per WIS, use the table below for creating them. The doppelgangers are distinctively different from the original, either by dress, haircut, colour, etc.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Communicate
Cost: 5
The character can communicate with any alternate self that he has met by thought. From third level on he can create a multi linkup between all people that he is communicating with.

Dimension Jump
Cost: 5
The character can jump through dimensions to one of his alternate selves for a period of one hour per 5 WIS, +1 hour per level or each time rebought.

Dimension Summon
Cost: 5 The character can summon through the dimensions one of his alternate selves for a period of one hour per 5 WIS, +1 hour per level or each time rebought.

Immune to Reality Change
Cost: 5
If reality changes the character will remember both versions and cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.

San Bonus
Cost: 5
+1 to Sanity rolls.

Send
Cost: 5
The character can send through the dimensions to one of his alternate selves any object or victim he can touch for a period of one hour per 5 WIS, +1 hour per level or each time rebought. The object cannot be larger than him unless this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Summon
Cost: 5
The character can summon through the dimensions any object or victim that one of his alternate selves is touching for a period of one hour per 5 WIS, +1 hour per level or each time rebought. The object cannot be larger than him unless this is rebought, then it is x2 larger. If bought again x3 larger, etc.

Truesight
Cost: 5
This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Vision Dimensional
Cost: 5
The hero can see overlapping dimensions beyond our plane of existence. He can look into different realities one at a time sequentially, but he can only see into the area identical to where his alternate self is standing.

Will Bonus
Cost: 5
+1 to Willpower rolls.

Step 4: Career
Any.

Alternate Self Creation Table
Identical to the table for Displaced Chronal

Echo Welder
This is yet another variant form of Mutant, one who is a master of the art of manipulating echoes around himself.

Step 1: Attributes
Roll up attributes as normal. Hit points = CON +10, +10 per level.

Step 2: Skills
Choose skills in the normal manner.

Step 3: Abilities
Echowelders start with the following ability free;

Echo Field - Anyone attacking the character after rolling normally for damage then takes double that damage back on himself. eg. Attacker hits character for 10 damage, attacker then takes 20 damage next.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Echo Ability
Cost: 5
At any time the character may watch someone perform a skill and then perfectly mimic it at the same skill level and bonuses.

Echo Damage
Cost: 10
Once the character has hit someone he can make the damage he did repeat itself one time per 3 WIS. He must hit him again to be able to redo this.

Echo Enemy
Cost: 5
During combat after the first round the character can perfectly mimic all of his enemy's moves. Thus he would gain all his foe's Thac0 and AC bonuses as well as weapon and hand to hand skills.

Echo Evasion
Cost: 5
Once the character has made a successful evasion roll against an enemy he automatically succeeds dodging that enemy's attacks for the rest of that combat.

Echo Heal
Cost: 10
After the character's first hour of healing he can make the amount of HPs he restored repeat itself once time per 3 WIS.

Echo Message
Cost: 5
At any time the character can send a voice message to the future either to himself or anyone he personally knows. He can send ahead up to 1 month per WIS.

Echo Past Event
Cost: 5
After standing in a specific area for one round the character can see and hear past events that happened in it within the last WIS x1 weeks.

Echo Save
Cost: 5
Once the character has made a successful save against anything once he automatically succeeds on all additional rolls for the rest of that day.

Echo Skill
Cost: 5
Once the character has used a particular skill, if he uses it again immediately after he can automatically repeat the roll he made the first time.

Echo Strike
Cost: 5
Once the character has hit someone once he automatically succeeds on all additional Thac0 rolls against that person for the remainder of that combat.

Step 4: Career
Any.

Eternal
Unlike a modern day mutant with the power of Immortality this ancient form of mutant was born decades or possibly centuries ago. He may have even been the very first mutant.

Immortality is living as though you could live forever. It is a state of non aging, disease free living in which all the seeds of human potential have access to fertile ground.

During their extended lifetimes immortals are likely to amass huge amounts of wealth. However immortals must maintain a masquerade, the illusion that there is nothing strange about them. This can be difficult and can involve having to leave worldly assets behind.

One way around this can be to leave your goods to children, "die" yourself, only to return after a suitable interval to assume the identity of the child and claim their inheritance.

This is probably the best way of ensuring that an immortal doesn't have to give up whatever worldly possessions he has earned when he has to move on, in order to prevent his true nature being discovered.

Were an immortal's secret to become known, the results could be potentially disastrous. Imagine what would happen were a pharmaceutical company to discover that immortals exist.. they would stop at nothing in an attempt to discover the secret of immortality.

Therefore an immortal character must be careful to guard his secret, and maintain the facade of normality.

Step 1: Age

01-20 100 xD10 years
21-40 100 x2D10 years
41-60 100 x4D10 years
61-75 100 x6D10 years
76-90 100 x8D10 years
91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +6 to STR, DEX and CON. AC 3, Reaction -4 and Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Eternals gain the following free;

Regenerative Body - Eternals do not age physically and are extremely hardy, able to absorb an amazing amount of damage before they are hurt. Even then they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Eternals starts with 40 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points. Also Eternals start with 30 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities.

Step 5: Careers

The character can take any career desired.

Step 6: Disadvantages

Gain 1 Psychological Limitation Insanity or Special Disadvantage per 100 years alive. Why? Because of the trauma of outliving so many friends and loved ones.

Legacy

This character is a latent Mutant who has gained powers by having them passed on to him by another. This means his powers may not be chosen and will be identical to whatever powers the other person had.

Everything else is identical to Mutant. The player must also decide if the legacy was acquired voluntarily (passed on by the previous owner) or accidentally (the power sought the character).

The former means the character can give up on the abilities, transferring them to someone else. In the latter case, the character may have this option, but usually such legacies only leave a host after a certain condition is met, such as defeat, death, etc.

Legion

This character is a special kind of mutant. He can take on the form of any hero he has personally played out on stage, television or at the cinema. Each form is only temporary but allows for a multitude of different personas and abilities.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +4, +4 per level. Attributes will alter according to which template he assumes at the time.

Step 2: Skills

Choose skills in the normal manner. Additional skills will be gained according to which template he assumes at the time.

Step 3: Abilities

Just one, but he can buy it as many times as he likes. The character starts with 30 points. At a cost of 5 points each, he can buy any class from among Ancient and Modern and keep it as a template for him to use. Remember he can only assume the template of someone he has played in either a TV show, stage or cinema movie.

Background details should be created for each template's show or movie. Each template's abilities should be worked out as normal ahead of time. Each template can be activated for a maximum of one minute per CON of the character. Once activated he fully becomes that template taking on its appearance, voice, skills and abilities.

Only his mind and memories remain unchanged. Once his time runs out he must wait for one hour -1 minute per CON (-1 per level) before he assume another template (or even the same one again).

Step 4: Careers

The character must either currently be or have been an actor. He can perform on either stage, television or movies with the latter two offering the most versatility.

Mutant

Mutants are men and women whose normal, human, physiology has been changed/altered through some sort of mutation. The source of the mutation can be genetic or induced via chemicals, radiation or a combination of the three.

All mutants are the product of some sort of physical change that has provided them with super human power(s). Whatever the cause, their physical and genetic structure is permanently altered. This means mutants are no longer "human" in the conventional sense.

This holds true even if the character was once an ordinary, normal human being before the mutation occurred. In many cases the powers, physiology and cause of mutation defy known science.

Step 1: Attributes

Roll attributes as normal and gain +1 in one attribute of choice. Hit points = CON +12, +12 per level.

Step 2: Skills
Choose skills in the normal manner.

Step 3: Abilities
All Mutants start with the following abilities free;

Mutation - The Mutant starts with 50 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points. Additionally Mutants start with 35 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities.

Step 4: Careers
The character can take any career desired.

Mutant Deuce
This Mutant starts with only 25 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points but they may not be used with powers. Additionally he starts with 17 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities. His mutation is much weaker.

Paradox Lord
This is yet another variant form of Mutant, one who is a master of the art of manipulation of time around himself. They can borrow abilities from past ancestors and future descendants to enhance their own.

Step 1: Attributes
Roll up attributes as normal. Hit points = CON +8, +8 per level.

Step 2: Skills
Choose skills in the normal manner.

Step 3: Abilities
Lords start with the following ability free;

Ancestor Skill - At any time the character can borrow from one of his past ancestors any skill that may have existed in his time. The skill roll will be equal to his ancestor's ability.

The character gains 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Ancestor Agility
Cost: 5
At any time the character can borrow from one of his past ancestors +1 Initiative, and +1 additional Action. This increases by +1 each time rebought.

Ancestor CON
Cost: 5
At any time the character can borrow from one of his past ancestors +1 CON. This increases by +1 each time rebought.

Ancestor DEX
Cost: 5
At any time the character can borrow from one of his past ancestors +1 DEX. This increases by +1 each time rebought.

Ancestor HPs
Cost: 5
At any time the character can borrow from one of his past ancestors +5 HPs. This increases by +5 each time rebought.

Ancestor MR
Cost: 5
At any time the character can borrow from one of his past ancestors +2 MR. This increases by +2 each time rebought.

Ancestor Senses
Cost: 5
At any time the character can borrow one of his past ancestors senses. He can use this to either double his sight, hearing or smell.

Ancestor STR
Cost: 5
At any time the character can borrow from one of his past ancestors +1 STR. This increases by +1 each time rebought.

Descendant CHA
Cost: 5
At any time the character can borrow from one of his future descendants +1 CHA. This increases by +1 each time rebought.

Descendant INT
Cost: 5
At any time the character can borrow from one of his future descendants +1 INT. This increases by +1 each time rebought.

Descendant WIS
Cost: 5
At any time the character can borrow from one of his future descendants +1 WIS. This increases by +1 each time rebought.

Step 4: Career
Any.

Possibility Lord
Possibility Lords have the ability to take control of and permanently reshape a nearby pocket dimension into almost anything they can imagine. This is done to create their own Realm.

Step 1: Attributes
All are raised to a minimum of 30, or if already 30 then +D6 (but cant exceed maximum for each attribute). HPs are equal to WIS x10. The character's Mana is equal to his (INT + WIS) x10.

Step 2: Skills
Choose as normal.

Step 3: Abilities
Possibility Lords start with the following abilities free;

Tap into Pocket Dimension - The greatest power of the possibility lord is the ability to access his own separate, self-contained pocket universe. This gives the character access to section 1 of the Building a Realm table.

Depending on how much the lord spends the Realm can have a variety of appearances, qualities, defences and inherent powers. He can teleport

himself + 10kgs per WIS at will into his Realm and back. As the character becomes more powerful he can improve his Realm.

The character gains 35 Points to spend on any of the following abilities. As he earns more experience he may buy or rebuy more abilities. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Create Defences
Cost: 5
This gives the character access to section 4 of the Building a Realm table, allowing him to build Defences to protect his Realm.

Create Life
Cost: 5
This gives the character access to section 6 of the Building a Realm table, allowing him to create lifeforms to inhabit his Realm.

Create Technology
Cost: 5
This gives the character access to section 5 of the Building a Realm table, allowing him to define what technology exists within his Realm.

Define Environment
Cost: 5
This gives the character access to section 3 of the Building a Realm table, allowing him to shape the environment of his Realm.

Define Physics in Realm
Cost: 5
This gives the Lord access to section 2 of the Building a Realm table, allowing him to define the laws of Physics within his Realm.

Gateway to Realm
Cost: 5
Gateways are dimensional conduits that allow people to enter and exit the Realm without any assistance. He can create one dimensional portal per 2 WIS and anchor them in fixed locations on his home planet. So eg. a character could have a portal in his home and another portal in a hidden crevice in the subway system of another part of the world, both leading to his world.

Realm Boost
Cost: 10
The Lord is more powerful in his Realm. This only affects the character's physical characteristics. Strength, Dexterity, and Constitution are increased by +1 per WIS. Charisma increased by +1 per 3 WIS.

Movement Rate by +2 per WIS. Hit Points by +3 per WIS. Armour Class by +1 per 2 WIS. These characteristics are granted automatically whenever the creator or creators enter the Realm and last until he leaves.

Realm Sight
Cost: 10
This allows the Lord to tune in to anywhere within his Realm at will. Although if the Realm is particularly large it may take him sometime to search for someone in it. He may also listen in to anything being said once he is focussed on a particular location.

Shift Area to Realm
Cost: 10
This allows the Lord to shift part of wherever he currently is standing into his Realm. He can shift an area of up to 1 metre per WIS diametre. This doubles each time rebought.

Tap into another Pocket Realm
Cost: 10
For access to one additional realm. The Lord would then have to rebuy each of the abilities here for each extra Realm.

Step 4: Career
Any.

Building a Realm
A Realm should be a base of operations, a place the character can turn to when he needs somewhere that is relatively safe (although never completely safe). A hideout where he can regroup and plan his next move.

If a Realm becomes a stumbling block for a campaign, the GM can always compensate and modify the situation with an possibility disaster, invasions by predators or hostile natives, an assault by another Lord or their minions, trouble with an unreasonable neighbour and other dangers that could seize the Realm or humble a character.

Keep in mind that most effects, powers and abilities of the Realm have no effect anywhere else, and cannot exist on, or influence things on Earth. The process of creation varies. Some meticulously plan how their Realm will look and what laws it will obey.

Other Lords let their subconscious run wild, creating a realm based on their inner desires and imagination. Still others will copy other realms or places from everyday life while creating their Realms.

When a Realm is first created it will be featureless, in black and white with gravity, atmosphere and physics identical to the character's home planet. There will be no life of any kind within it. The Lord starts with 300 points to shape his realm. As the Lord earns more experience he may buy or rebuy more abilities or even enlarge the Realm.

1. Size
The creator can decide exactly what the three dimensions of the realm will be like.
Small
Cost: 5
This is the smallest possible Realm of 1 x 1 x 1 kilometres.

Average
Cost: 10
A common Realm of 10 x 10 x 10 kilometres.

Large
Cost: 20
A larger Realm of 100 x 100 x 100 kilometres.

Very Large
Cost: 30
A powerful place of 1000 x 1000 x 1000 kilometres.

Huge
Cost: 40

A planet sized creation of 10,000 x 10,000 x 10,000 kilometres.

Mega
Cost: 50
A giant sized planet of 100,000 x 100,000 x 100,000 kilometres.

2. Physics

Lords have the power to remake the physical laws of their Realm. This is seldom done, both because such modifications are extremely expensive in terms of power investiture, and because most Lords would find such changes unsettling, dangerous and stressful (causes insanity) if the laws of physics are too different than what they are used to.

Beyond the changes listed below, some imaginative players may want to make their own changes in the reality of their Realm. GMs should use the examples given below as guidelines.

Any Surface is Down
Cost: 20
This characteristic allows people to walk on walls or ceilings. The landscape can be made to look like an Escher painting, with staircases going in all directions. This twisting of gravity will be very confusing to those who are not used to it; most enemies, except flying creatures, will be -4 on all combat moves when fighting and any skill rolls.

Gravity
Cost: 5
The realm's gravity can be altered up to plus or minus 1% per WIS.

Immune
Cost: 50
The creator of the Realm is unaffected by any of the restrictions purchased. Thus, he can, for example, use guns even if nobody else can, or use his magic and psionic powers despite the Realm's restriction on others. This gives the Lord the upper hand in almost every conflict in his Realm.

No Explosives
Cost: 20
No explosive reactions including those used for chemical weapons and projectile guns can occur in the Realm.

No Magic
Cost: 30
This restriction affects the Lord as well as everybody else. No magic or spells will function in the realm.

No Powers
Cost: 30
This restriction does not affects the Lord. No meta powers will function in the realm.

No Supernatural
Cost: 30
This restriction affects the Lord as well as everybody else. No supernatural abilities or enhancements will function in the realm.

Physics
Cost: 20
This allows the character to change the physics laws of the Realm.

Temperature
Cost: 5

The character can alter the temperature of sections of his realm by up to plus or minus 1% per WIS.

Time Control
Cost: 20
This power allows the creator to control the rate at which time flows in his Realm in a very limited way. He may set one rate of time flow per 3 WIS, and switch between them at will. This control affects the Realm as a whole, and cannot be used only on individuals or portions of his Realm.

3. Environment

Can the realm support any life without the need to import items?

Continents
Cost: 5
The realm if it is large enough can be split up into continents and islands of varying sizes as determined by the creator.

Energy
Cost: 30
Ambient mana is tapped and converted into electricity in the realm, enough to power up electrical appliances such as refrigerators, lamps, stereos, and power vehicles.

Fauna
Cost: 5
The realm has its own form of animals including land, aerial and aquatic. Up to 1000 species per WIS.

Flora
Cost: 5
The realm has its own form of vegetation including plants, trees, fungi, mosses, lichen and algae. Up to 10,000 species per WIS.

Insect
Cost: 5
The realm has its own form of insects. Up to 10,000 species per WIS.

Minerals
Cost: 5
The realm has an abundance of minerals of up to 1 type per WIS.

Sky
Cost: 5
The realm has a sky with a colour of the creator's choice.

Soil Nutrients
Cost: 5
The realm has self renewing soil that can support most Earth plant life. An entire ecosystem is possible (i.e., with some animals eating the plants and other animals preying on the plant eaters, etc.).

Water
Cost: 5
Water is readily available and can be obtained in the form of rain or mist.

4. Defences

Defences are meant to deal with any enemies or intruders who may somehow manage to enter the realm, in spite of other impediments or cloaking measures provided from the accessibility characteristics.

Defence features confront interlopers who have managed to get inside. Each can be selected as often as desired,

provided the creator has sufficient points to burn.

Alarm
Cost: 5
If anybody except the creator enters the Realm he is alerted by a mental alarm. This alarm will alert the creator anywhere within the same universe.

Ethereal Trap
Cost: 50
Intruders find that they are not able to physically affect anything in the realm. Intruders may use some meta and magic powers, but cannot physically touch anything.

Physical Trap
Cost: 10
Any trap the creator can envision can be created in the realm. Intruders with skills which allow them to detect traps may notice them. Traps may include pits, arrow traps, falling blocks, water filled areas, whirling blades, explosives and anything else that depends on a mechanism to operate. The maximum damage a trap can do is D4 per WIS.

Restraints
Cost: 10
Up to 1 restraint per WIS forms like tentacles from the ground, walls or vegetation to grapple and entangle intruders and keep them immobilized until they can break free or the Lord wishes to release them.

The restraints can look like anything the creator desires from tentacles rising from the ground to chains, rope or fibres flying from walls or tree limbs, roots or vines coming alive and grabbing the intruders. Each of the restraints has 5 HPS per WIS and a STR of 1 per WIS.

Spatial Trap
Cost: 30
Intruders find that space is badly distorted to them, as compared to the realm's normal inhabitants. Victims are at -6 to skills, Thac0 and AC.

Teleport Trap
Cost: 20
These are specialized dimensional portals that simply shove the invaders out of the Realm. The actual destination of the portals is determined randomly, roll percentiles:
01-25 The intruder is teleported as far as possible in the opposite direction.
26-50 Teleported to the intruder's world of origin.
51-70 Teleported to the creator's world of origin.
71-90 Teleported to some random planet.
91-00 Teleported to some random dimension. As many as 1 intruder per WIS can be teleported away at once.

Time Trap
Cost: 40
Intruders find that time passes differently for them than for other inhabitants of the realm. Intruders lose half of their normal attacks, are at -10 to initiative, and -5 to all Thac0 rolls. They move at half their normal speed.

5. Technology

What kind of structures and transport are available?

Aircraft
Cost: 5

Self propelled civilian and military air vehicles are available.

Buildings
Cost: 5
Modern civilian and military buildings are available. Choice of modern or ancient or combination.

Landcraft
Cost: 5
Self propelled civilian and military land vehicles are available.

Mecha
Cost: 20
Self propelled civilian and military mecha are available.

Seacraft
Cost: 5
Self propelled civilian and military aquatic vehicles are available.

6. Life

This category does not cover normal visitors or immigrants who came from somewhere else, but beings intimately linked to the Realm itself. Some Lords will create constructs with no true minds of their own, but which will follow simple instructions. Some go further and create a psychic construct whose mind and personality are reflections of their creator.

Character Avatars
Cost: 40
This is a construct endowed with its creator's personality, memories and skills (but not powers) and look identical to him. The physical and mental attributes are identical to its creator's. The avatar's abilities are permanently frozen at their initial level and never increase.

Employed
Cost: 5
The creator has hired various beings to serve his Realm. Payment must be determined with the GM. Most will be moderately loyal, although they will rarely fight to the death for their master.

Mindless Servants
Cost: 20
The character can create constructs with the following: all physical attributes up to 10, all mental attributes up to 5, knows 2 physical or weapon skills. Has 1 HP per WIS and Thac0 of 20. Skills are all at the first level of proficiency. He can create 1 construct per WIS.

Servants
Cost: 30
This is a construct endowed with intelligence and a personality, each one unique but still loyal to the creator. The physical attributes and mental attributes are average.

Summoned
Cost: 10
In this case, the creature is summoned and then magically or psychically bound to the Realm. The enslaved entity cannot leave the area, and must obey the instructions of its new master to the letter. Needless to say the entity will not be happy.

Resurrected

Unlike a modern day mutant with the power of Immortality or an Eternal this

character does age and die like any other human. They are born of humans, raised as human, and appear quite human.

However they stop aging at puberty. If killed they miraculously recover within a matter of seconds (perhaps minutes at most) only to be reborn with a different set of metapowers. In all other ways however they resemble Eternals.

Step 1: Age

01-20 100 xD10 years
21-40 100 x2D10 years
41-60 100 x4D10 years
61-75 100 x6D10 years
76-90 100 x8D10 years
91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +6 to STR, DEX and CON. AC 3, Reaction -4 and Mana = INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Resurrected gain the following free;

Regenerative Body - The Resurrected do not age physically and are extremely hardy, able to absorb an amazing amount of damage before they are hurt. Even then they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Resurrected starts with 40 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points. The powers however cannot be chosen and must be randomly rolled. This happens all over again each time the character is reborn.

The character can though sink as many points as he wants into each of these powers making them as powerful as he likes.

Also Resurrected start with 30 Points to spend on any of the Super Advantages table at the end. As they earn more experience they may buy or rebuy more abilities.

5. Organizations

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The A-Force

"*If you run, you're only going to die tired!*"

In 2002, a crack commando unit of uplifted animals were sentenced to die simply because they were no longer useful. These animals promptly escaped from F.A.R.M.'s secret island to the United States underground and from there made their way to Mexico. Today, still wanted by F.A.R.M., they survive as soldiers of fortune. If you have a problem, if no one else can help, and if you can find them, maybe you can hire... the A-Force.

The A-Force consists of four members of a former special ops outfit, now mercenaries.

In a world where supervillains can pose a serious threat to a city, a nation, or even the entire world, many people aren't content to sit back and wait for superheroes to save them.

They prefer to find ways to protect themselves and their property from supervillains, killer robots, and other superhuman perils. The A-Force specializes in hunting and combating superhuman menaces using intelligence, toughness, technological know-how, and of course meta powers.

A highly successful operation in central Africa in 1998 brought the company some much needed publicity and several hefty contracts. In 2002, while helping the Colombian government to quell a particularly brutal faction of the FARC revolutionary group, the A-Force got lucky and captured a supervillain who'd been working with them.

Since he wasn't covered by their contract with Colombia, the company was free to turn him in for a hefty reward. Wolf realized they were on to something.

Rewards offered for supervillains often mounted into the millions, and the publicity for dealing with them was invaluable. Slowly but surely the team began retooling the company to be less of a mercenary outfit and more of a "provider of anti-superhuman security" (and bounty hunting) organization. Lots of people didn't like being so dependent on superheroes to save them from villains.

They hated feeling helpless, or having to simply hope and pray that some costumed nutjob wouldn't fixate on them or their company and ruin their lives.

The services offered by the A-Force is only to legitimate, people in need. They never engage in evil acts and will not knowingly work for an evil person or group.

CAPTAIN WOLF

Real Name	None
Alignment	Chaotic Good
INT	19
STR	11
WIS	14
DEX	15
CHA	12
CON	14
MR	25
HPs	100
Age	6
Training	Espionage and Military
Height	5'5
Weight	120lbs
Disposition	Thoughtful, brooding
Category	7th level Evolved Animal (wolf)
Powers	Elongate, Energy Punch, Enhanced Cognition I

Their leader is Captain Wolf, whose plans tend to be unorthodox but effective. Only a foolish animal goes into a fight unprepared. One of the keys to The A-Force's success against superhuman criminals is Wolf's investigative abilities.

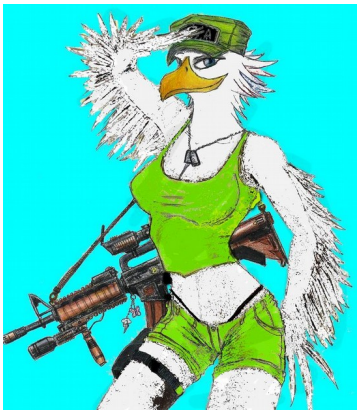
He uses a combination of Streetwise abilities and general investigative skills to figure out where a villain's hiding out, and if possible who's with him or what other resources he has. He also studies wanted meta humans to learn their powers, weaknesses, tactics, and habits. He compiles this information into an overall database for the others to read and learn how a target fights and what he's likely to do in a combat situation.

LIEUTENANT FOX

Real Name	None
Alignment	Chaotic Good
INT	13
STR	10
WIS	14
DEX	10
CHA	25
CON	14
MR	19
HPs	100
Age	25
Training	Espionage and Military
Height	5'3
Weight	120lbs
Disposition	Charming, everyone's friend
Category	5th level Evolved Animal (fox)
Powers	Shapeshift, Enhanced Charisma, Enhanced Agility

Lieutenant Fox, is a smooth-talking con man who serves as the team's appropriator of vehicles and other useful items, as well as the team's second-in-command. He also handles

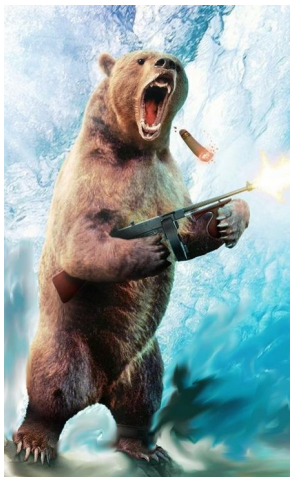
public relations and tries to put the team in a positive light.



LIEUTENANT HAWK

Real Name	None
Alignment	Chaotic Good
INT	13
STR	10
WIS	12
DEX	19
CHA	14
CON	14
MR	19
HPs	100
Age	25
Training	Military and Piloting
Height	5'2
Weight	120lbs
Disposition	Caring, considerate
Category	5th level Evolved Animal (hawk)
Powers	Mechankinesis II, Telescopic Sight, Aerokinetic Flight

The team's pilot is Lieutenant Hawk, who is slightly insane and can pilot any kind of vehicle with extreme precision.



SERGEANT FIRST CLASS GRIZZLY

Real Name	None
Alignment	Chaotic Good
INT	11
STR	10
WIS	12
DEX	10
CHA	9
CON	14
MR	19
HPs	100
Age	25
Training	Espionage and Military
Height	6'3
Weight	300lbs
Disposition	Bad tempered, loyal
Category	5th level Evolved Animal (grizzly bear)
Powers	Enhanced Molecular Structure, Enhanced Strength, Mechakinesis I

Finally, there is the team's strong man er.. bear, and mechanic.

The Foundation for Animal Research and Modification

F.A.R.M. is a small band of scientists who have dedicated themselves to using technology to create a benevolent world dictatorship under their rule. F.A.R.M. was founded by four scientists, each of whom had a different area of expertise.

They were Waris Worlak, a Lithuanian nuclear physicist, Jenifer Tamilton, an American medical biologist, Giancarlo Pota, a Spanish electronics technician, and Sladyslav Whinski, a Polish geneticist.

The four of them met at a world convention of scientists, and upon discovering their mutual world view, decided to pool their financial resources to create an independent scientific community.

On an uninhabited island in the south pacific, a friend of Tamilton's, had discovered ruins of a technologically advanced stronghold and told her of his find. The four scientists used the scrap metal in the ruins to create their own Citadel of Science.

After about a decade of work, the Citadel was fully operational, and it became one of the foremost scientific research facilities on Earth. Working together, and using the abandoned technological devices they found there, the F.A.R.M. scientists created a number of scientific breakthroughs, specifically in the area of eugenics and uplifting animals.

Their plan was to create a vastly powerful new race of human beings under their control with which to subjugate the rest of humanity. For almost a decade, the four scientists laboured, bioengineering animal DNA molecules to create life, irradiating it with various energies to imbue it with power, and chemically accelerating its growth.

When their prototypes reached maturity, they escaped. Due to their rapid maturation, they were unable to place within the creature's mind the proper safeguards enabling them to control it. These four animals later went on to form the A-Force. Their second attempt to uplift a group of animals bought them into direct conflict with Justice Anonymous. Their plot was foiled, but the four scientists escaped.

Currently, they try to capture Evolved Animals not uplifted by them (or their dead bodies) and bring them back to their island where they can properly inspect them. In other words, vivisect them. As well they offer substantial sums of money for blood and tissue samples.

At least one member of the F.A.R.M. will show up wherever mutant animals become known. They are completely contemptuous of any animal who tries to act like an independent being. To them, all animals can be divided into two categories; useful tools and candidates for experimentation and

vivisections. They are fully aware of the existence of Evolved Animals and are always interested in acquiring them to further their knowledge.

F.A.R.M. has several, mutated, animal servants who are forced to remain loyal. They have created a control collar capable of inflicting pain or death. The collars also serve as communication and tracking devices.

The four members of F.A.R.M. are not in any way malicious toward fellow humans, but have a strange sort of view on the world that simply sees anything nonhuman as lacking any sort of rights.

They are not cruel but consider animals to be laboratory tools for the advancement of science and mankind. Simply put, to the scientists, humanity is stuck in an evolutionary rut, and it's up to them to put us back on the proper path so we can continue to evolve.

F.A.R.M. has also set up a number of legitimate public subsidiaries including; Transcontinental Trucking, Farme Cosmetics, Ferme Pharmaceuticals, Bauernhof Import/Export, Fazenda Construction, and Granja Agriculture Products.

Equipment used by F.A.R.M.

F.A.R.M. Control Collars:
The Control Collars are used by F.A.R.M. to insure the loyalty and obedience of his animal servants. F.A.R.M. has programmed them so that they respond to the scientist's voice or radio commands. The location of any Collar can be easily tracked from up to 500 kilometres away. The collars can put out a varying amount of electrical charge directly into the wearer's spinal cord.

If a Collar is out of contact with the laboratory's transmitter for more than two hours, it will start flashing a pain signal to the wearer. The pain signal will continue for 30 minutes, then the Collar will kill the wearer. It takes F.A.R.M. about fifteen minutes to install a Collar. They cannot be removed without surgical assistance.

F.A.R.M. Utility Vans:
These are used by F.A.R.M.'s animal servants for special missions. The front is covered with mirrored glass. The sealed back area contains laboratory equipment and four bunks with restraining straps. These vehicles will show up wherever mutant animals fight in public. They will be used to take in wounded or dead mutant animals. The vans are also armoured and have bullet-proof windows.

The Genetech Corporation

The Genetech Corporation is a major international player in pharmaceutical goods and medical supplies, along with more clandestine operations utilizing genetic engineering, their legitimate status being only a front for their secret

research of bio-organic weapons, developed through the use of a unique virus discovered by the company founders shortly after World War II.

The company also has a more public face, producing cosmetics, consumer products and foods. One of Genetech's subsidiaries is GBCS (Genetech Biohazard Countermeasure Service), a private military company with a highly trained security force composed mostly of war criminals and exiled soldiers and capable of rescue and reconnaissance paramilitary operations; the corporation also uses its top-secret special forces group to secure and protect its assets and high profile employees.

This division of the corporation maintains a highly trained security force capable of rescue, reconnaissance, and paramilitary operations. They use a variety of vehicles, including HUMVEEs.

Complementing this security force is an air wing, which maintains a fleet of AV-8B Harrier jump jets, UH-60 Blackhawks, C-130 Hercules water-landing capable cargo planes, CH-53 Sea Stallion cargo helicopters for transporting prisoners and Hughes MH-6 'Little Bird' attack helicopters.

The corporation utilizes these resources in order to secure and protect its assets, as well as its high profile employees. The company also has a more benevolent public face for the ignorant masses, producing cosmetics, consumer products and foods.

Genetech directly funded the construction of Star City 12 and Star City 17. In return Genetech's scientists have their own separate labs to the Russian researchers.

List of Genetech subsidiaries

Itanhanga Island: A solitary island which serves as a research facility for experimenting on the local villagers. It also houses an "inescapable" prison camp, a Military Training Centre for the Genetech Security Service Unit and an airport.

Antarctic Base: Also know as Star City 17. Established after something was discovered deep beneath the ice.

Genetech Disposal Facility: A waste disposal facility on an unnamed island in the Atlantic Ocean. It is to this facility that Genetech sends some of its worst failed experiments to be disposed of.

Genetech Africa Laboratory: This facility was set up in the late 1960s by Genetech Chemical, Inc. in secrecy. Built within the underground ruins of the Ndipaya Kingdom, only high-ranking Genetech researchers and the remaining Ndipaya knew of its existence. Mainly viruses are tested here.

The Human Engineering Life Laboratories

Begun as a defense industry contractor during the Cold War, the Human Engineering Life Laboratories has grown to become a wealthy and influential research organization with expertise in many fields.

Since the mid Seventies it's included studies of superhumanity and genetics among its activities, and many corporations have come to rely on H.E.L.L. as a source of information and assistance.

H.E.L.L. was founded in 1988 by Frederick Anges, a gifted scientist. The first few years of The Human Engineering Life Laboratories' existence were rough, with the firm barely scraping by on whatever bits and pieces of work Anges and his few employees could obtain.

But in 1992 their persistence and sacrifices paid off when H.E.L.L. won a contract to develop combat enhancement drugs for the US military. It did the work so well that some of the government's military contractors took note and began sending more work H.E.L.L.'s way. The company's success was now assured.

In 1997 H.E.L.L. underwent the first of several expansions. Anges's agile mind wasn't satisfied with just developing new military technology; he wanted to learn more, experience more, and do more. He established what's now known as the Research Section to function as a think tank-style organization.

His justification for this was increasing the range of services H.E.L.L. could offer the government (and possibly even private organizations), but his real reason was satisfying his own intellectual curiosity.

The Research Section initially focused on topics pertaining to the war in the middle east, but over the next decade branched out into topics of interest to private commercial clients, such as market research for large companies.

In 1999 H.E.L.L. became the latest in a long string of victims of the criminal organization Venom. The Nest Leader of Washington, hatched a plot to infiltrate the US government through its service providers — including H.E.L.L.

Over the course of several years he got some of his underlings hired by H.E.L.L., first in minor clerical positions but later into the ranks of the scientists and researchers. Information these moles fed back to the Venom clued them in to projects the government was working on and provided other valuable information for his overall plot.

Slowly but surely they worked their tentacles into the Pentagon and other

branches of American government, only to trip themselves up by moving too quickly. When some choice information came Venom's way through one of his H.E.L.L. sources, they tried to blackmail the Secretary of Defense into becoming their puppet.

The Secretary refused and turned to several superheroes for help. The heroes investigated, and their work soon led them to H.E.L.L.. A brief but intense confrontation with the Venom agents resulted in significant damage to H.E.L.L.'s New York facility, several injured employees, and two deaths.

For Anges this incident was like a splash of cold water in the face. He was shocked and dismayed at how easily his company had become a Venom patsy, and deeply grieved by what happened to his employees.

H.E.L.L. had dabbled in studies of superhumanity and related phenomena before — it couldn't survive in its industry if it didn't — but now he realized the company had just been dipping its toes in those waters.

What it needed was a serious focus on the problems faced and posed by superhumanity, particularly the threat of supervillains and even superheroes.

To that end, Anges did two things. First, in 2002 he created a new branch of the Research Section, the Superhuman Studies Division. They soon began offering its services to police departments, government officials, and similar organizations, often for significantly reduced rates.

Second, he instructed the various divisions of the Applied Sciences Section to create small sub-sections devoted primarily to studying (and in some cases inventing) super-technology, mostly with an eye toward countering or restraining supervillains.

Some experts scoffed at H.E.L.L.'s entry into the "field" of superhuman studies, thinking it the dilettantish fad of a man who'd been hurt but would soon find more profitable activities for his company. They couldn't have been more wrong.

Thanks to the quality of its work (and those reduced rates, which it still offers to this day), H.E.L.L. soon became known for the accuracy of its studies of superhuman activities, the insightfulness of its psychological profiles of known metas, and the sturdiness of its patented Meta Restraint System devices.

Today H.E.L.L. finds itself with almost more work than it can handle. It has hired additional personnel and began building a series of secondary offices, across the US, Asia, Africa and Europe.

Compared to many corporations of similar size, H.E.L.L. has a relatively simple table of organization, one that reflects its roots as a scientific research company focused on defence contracts.

The chairman and chief executive officer is Frederick Anges, it has an active Board of Directors, but in most cases they tend to defer to his wishes even though he and his family at this point only own 34% of the company's

stock (which is publicly traded on the NASDAQ). Anges has proven to be a shrewd businessman, so his directors' faith in him is usually justified.

Broadly speaking, H.E.L.L.' services fall into two categories: contractual and speculative. Most of its work is contractual, meaning that it's conducted according to the terms of a contract with an outside party (often a government, but sometimes a corporation or wealthy private employer).

It works on or researches whatever the person or entity contracting its services wants it to, whether that's preparing a report on meta human impact on the European economy, an analysis of potential security issues in sub-Saharan Africa, or a scientific study of the effects of alien genes.

In other cases H.E.L.L. does work "on spec," hoping to attract enough paying customers to make the work pay for itself. Typically spec projects are seminars that interested persons pay a steep fee to attend, but some spec projects involve technology.

To provide these services with maximum efficiency (and profitability), H.E.L.L. divides its workforce into two sections: Applied Sciences and Research. Within each section are several divisions focused on more specific fields of study.

The Applied Sciences Section is the core business of the company that it was originally founded to do: scientific and technological research and development. Even today its work largely involves defense contracting for the United States military (and some other allied militaries), though it does significantly more corporate/commercial work now.

Some of the divisions within Applied Sciences include:

Applied Biology Division - used to be the smallest division of Applied Sciences, but over the past two decades, as biology has made new and amazing strides, it's grown and become a much more important part of the company. Its researchers focus on all aspects of the biological sciences, including genetics (some participated in the Human Genome Project), microbiology, and agricultural biology.

As of 2009, some of the division's cutting-edge research projects involve attempts to create biological batteries and computer systems, efforts to cure some genetic-based diseases, and a long-term experiment designed to improve rice crop yields.

Applied Chemistry Division - This section devotes long hours and considerable brainpower to developing new chemicals, finding new applications for existing chemicals, and improving chemical manufacturing processes. The division is well-known in security circles for its work on non-lethal chemical weapons designed to incapacitate targets without lasting harm, and in environmental circles for developing technologies that decrease industrial pollution output.

Applied Physics Division - While it's true the division engages in more than

its fair share of "blue sky" research projects that bear little (if any) practical fruit, it also does plenty of work that the company makes money from. Its studies of supertechnology have yielded some excellent results, and several of its scientists maintain close contact with scientifically-minded superhumans to exchange ideas.

C.S.I. Division - The Criminalistics Division functions partly as a private criminalistics laboratory that runs various tests (such as DNA "fingerprinting") for police agencies for a fee, and partly as a consulting service to assist with matters related to forensics. Superheroes who don't have expertise in this area often meet with Criminalistics Division scientists to have evidence analyzed for clues they (the heroes) can follow up on.

The Research Section grew organically as H.E.L.L. evolved and realized it could make money offering additional services to its standard customer, the US government. It's basically a "think tank" that researches (a) whatever it's hired to research, and (b) subjects it thinks it can earn money on through books, seminars, and the like. Some of the section's divisions include:

Consumer And Corporate Affairs Division - tackles research projects for private commercial clients — other corporations, industry lobbying groups, and the like.

National Security Studies Division - this section explores the subjects of threats to United States security, the role of American military and intelligence in the modern world, international historical and economic developments of interest to policymakers, and the like. Nearly all of its researchers have some level of security clearance.

Superhuman Studies Division - this section researches aspects of the Superhuman World not covered by some other division of the section. Examples include the impact of superhuman combat on city infrastructure (or the insurance industry), how superheroes interact with the media, and the ramifications of corporate sponsorship of superheroes.

H.E.L.L.'s most important resource is the vast amount of information it collects, analyzes, and archives. Its overall corporate library is extensive, though in this day and age researchers tend to rely on computerized databases as much as on books and written reports.

And H.E.L.L. gives them plenty of access to such things; it subscribes to literally hundreds of database services ranging from the relatively mundane to the ultra-exclusive. Access to these sources is one of the "perks" that attracts many top-flight researchers to the company.

In the minds of the public H.E.L.L.'s primary business is researching and developing new technologies, and there's no denying it devotes a lot of money, time, and effort to that pursuit. As a result many of its facilities are filled with valuable technology: expensive computer systems; various types of high-end manufacturing

equipment; elaborate sensors; and of course all sorts of prototype and experimental devices that H.E.L.L. scientists are working on. More than once some supervillain or criminal organization has targeted H.E.L.L. to steal such things.

Although it's often underestimated, even by company employees, H.E.L.L.'s influence in government circles is one of its most important resources. Many officials trust H.E.L.L. and rely on the conclusions of its researchers when analyzing policy matters. Defense contractors know that for decades H.E.L.L. has crafted cutting-edge military systems that got the job done. H.E.L.L. personnel often testify on Capitol Hill, and Anges is said to have the ears of several senators and congressmen.

With so many trade secrets in its labs and classified documents on its researchers' desks, H.E.L.L. takes security seriously. A legion of security personnel is on duty night and day to protect the company's resources. Anyone visiting an H.E.L.L. facility is expected to sign in and out, and if appropriate his license tag number and other pertinent information are noted by personnel at the security desk.

While on H.E.L.L. premises he wears an electronic badge that's coded to let him into areas the company wants him to visit and keep him out of places he's not allowed to go. A central security computer can trace his movements based on where the badge goes. At night, electronic security systems also help to protect H.E.L.L. facilities (and in some sensitive areas they're used in the daytime as well). Typical examples include motion detectors, body heat detectors, window monitors, and closed circuit TV cameras.

MetaTech has spies inside H.E.L.L. Thanks to them, slowly but surely MetaTech is developing a fairly thorough and often disturbing picture of much of what goes on at H.E.L.L., a firm whose ability to develop cutting-edge military systems interests it very much. Genetech also has agents within H.E.L.L.

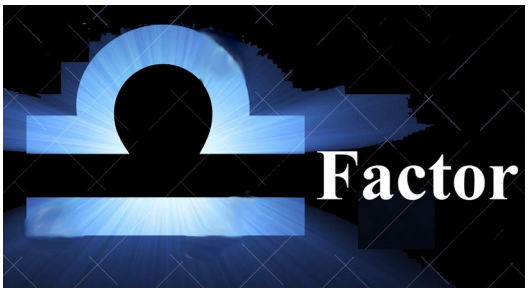
What H.E.L.L. is really doing:

Anges believes metahumans, extraterrestrials and basically anything non human represents a threat to us, and through natural evolution will eventually replace humanity on earth. H.E.L.L. is dedicated to finding ways to if not eliminate, control these threats to humanity.

To that end they are willing to break laws, engage in experimental alterations upon other human beings, and ruin lives for the higher goal. Their creations are no less exempt. H.E.L.L. uses its own military commando teams who undertake their tasks with the zeal of madmen and wish to purge the world of the meta menace - utilizing a level of violence that clearly makes them the oppressors, yet they are too absorbed with their own violent prejudices to pause and contemplate.

Their first physical act of violence committed was the kidnapping of the young mutant with earthquake powers. They brought him to San Francisco,

where they hooked him up to an elaborate device that would amplify his powers. Their plan was to force him to cause an earthquake at the San Andreas fault, damaging California. H.E.L.L. believed that when the public found out that a mutant had caused all the destruction that it would further discredit mutants in the eyes of the public, but Omega Factor foiled their scheme and rescued the mutant. Subsequent schemes have all been foiled by various superheroes but noone has yet learnt of H.E.L.L.'s involvement.



Omega Factor

The three original members of Omega Factor were the creations of the Prometheus Institute under their Project Omega department. All life created by Prometheus Institute were considered expendable with no legal rights, often being hired out on dangerous missions they didnt return from. Centaurus, Coyote and Transport had other ideas, however.

While on an assassination mission in Iran they disappeared. The three soon resurfaced back in the United States calling themselves Omega Factor. They are often involved in fighting supervillains and helping people where they can although their main purpose remains to destroy the Prometheus Institute.

During one assault on the main laboratories of Project Omega they were defeated by other agents of Prometheus Institute and tried and convicted by the corporation board on multiple counts of desertion. Before they could be executed, two other Prometheus Institute agents - Doomsday and Omega Champion - helped the Omega Factor escape, later joining them.

For a while the team lived in a subterranean community of the homeless and disenfranchised. They are currently residing in Justice Anonymous's old mountain base with their blessings.

Centaurus

Real Name	Gabriel
Alignment	Lawful Good
INT	18
STR	12
WIS	15

DEX	12
CHA	16
CON	11
MR	20
HPs	30
Age	5
Training	Covert Ops
Height	5'7
Weight	150lbs
Disposition	Friendly, courteous, suspicious
Category	6th level Mutant
Powers	Emission Sonic, Field Sonic, Sonic Flight.

Gabriel is typically calm, smart, and a good friend, but he will often stubbornly cling to his strong personal moral code, which has resulted in numerous bad calls and extra stress within the group. Gabriel's greatest fault, perhaps, is his uncanny ability to place responsibility on himself and set for himself goals that are impossible to reach. Despite his faults, his combat skill and general care for all members of the group have led him to be looked up to, and allowed him to take the leadership role within the group.

Coyote

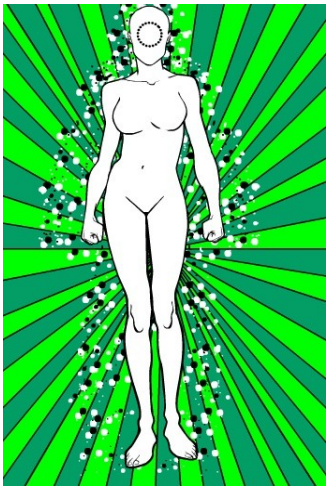
Real Name	Scott
Alignment	Lawful Good
INT	15
STR	18
WIS	14
DEX	18
CHA	12
CON	25
MR	15
HPs	50
Age	5
Training	Covert Ops
Height	5'8
Weight	180lbs
Disposition	Brooding, curious
Category	6th level Mutant
Powers	Animal Mimicry (all), Animal Metamorph (all), Control Animals

Scott is an expert at hunting, tracking, navigation, and observation. On their early missions he was often brazen, and foul-mouthed but eventually developed into an integral part of the group. His aggression is unprecedented, and it remains one of his most valuable assets, as well as one of his most noticeable.

Scott is a both physically and emotionally the strong man. He is often volatile, but he is still significantly more level-headed and rational than Doomsday. Though he is usually distant, Scott has often shown to be caring and selfless. Scott has also proven to be an incredibly honest individual and hardly ever lies.

He is much more clever than he looks, and has a keen sense of intuition, especially when it comes to meeting new people. He can tell almost immediately who can be trusted and who cannot. An experienced tracker

and hunter, he has deadly accuracy with any melee weapon.



Doomsday

Real Name	Angela Szemero
Alignment	Lawful Good
INT	11
STR	12
WIS	11
DEX	15
CHA	9
CON	17
MR	15
HPs	30
Age	2
Training	Covert Ops
Height	5'8
Weight	100lbs
Disposition	Self conscious, aggresive
Category	5th level Mutant
Powers	Absorption Energy, Emission Light, Metamorph Light (permanent)

After having grown discontented for some time with how she was treated by Project Omega, she and Dean freed Omega Factor and took the opportunity to both escape as well. Angela tends to work alone and keeps much of her past secret, but possesses a keen sense of intuition, she trusts her gut when it comes to meeting new people. After the loss of her boyfriend, she suffered from hallucinations in which she would talk to him. As time went on, she gradually opened up to the group, and became close to James.

Omega Champion

Real Name	Dean Jaskovich
Alignment	Lawful Good
INT	14
STR	12/ (suit 35)
WIS	17
DEX	15
CHA	14
CON	17
MR	15
HPs	20/ (suit 500)
Age	31
Training	Pilot, Covert Ops
Height	5'8 (suit 6'2)
Weight	180lbs/ (suit 450 lbs)
Disposition	Friendly, courteous, psychotic
Category	5th level Exo-pilot
Powers	Flight, Armour, Energy blaster left arm (8D6, 20 metres range), Proton blaster right shoulder

(20D6, 1 km range, requires 10 minutes to recharge), Missile Launcher left shoulder (8 missiles, 5D6 each, 1 km range), Forcefield (500 HPs for 5 minutes)

Dean formerly worked as a test pilot for experimental military planes. He was recruited to the Prometheus Institute to test their exo armours. However after having grown discontented for some time with what he saw going on in Project Omega, he and Angela freed Omega Factor and took the opportunity to both escape as well.

Dean is single-minded, proud, brave, wise, short-tempered and also has a brutal side. He is the living juxtaposition between rage and wisdom. Despite his violent tendencies, Dean is wise and pragmatic, providing insightful advise and council to his friends. His experiences with Project Omega have rendered him a depressed, hopeless shell of his former self, and is only able to push forward if given a clear mission.

Despite his rough, brash nature, Dean greatly enjoys having fun, he loves alcohol and likes to socialize. Project Omega absolutely want their power suit back, even more than they want the other members dead.

Transport

Real Name	James
Alignment	Lawful Good
INT	12
STR	12
WIS	11
DEX	12
CHA	10
CON	17
MR	20
HPs	30
Age	5
Training	Covert Ops
Height	5'9
Weight	180lbs
Disposition	Shy, keen, trusting
Category	6th level Mutant
Powers	Teleport, Chronal Shift (first rank), Isoport

James is bright, loyal, resourceful, and swift on his feet. Keenly aware of the extreme dangers in which he places himself for the sake of the group, he thinks on his feet and shows great compassion and humanity. Despite all of the horrors he has experienced, he maintains a youthful enthusiasm for life and its unexpected pleasures. He is an integral part of the group, showing surprising depth and emotion when

experiencing even the most devastating tragedies.

Project Omega

In 1947, an alien craft crashed in Antarctica and drew the attention of the Prometheus Institute which had a group of its scientists stationed nearby. There they discovered dozens of charred bodies, none of which were human.

They removed the bodies and technology they discovered, sending them back to the States for study. To be able to do this the Institute had to create new facilities and a new department; Project Omega.

The project's facilities were originally constructed in a large, abandoned aqueduct outside of Basilica City. Exploration soon uncovered a vast array of caverns close to the facilities. These would become important later.

It's agents include power brokers, politicians, criminals, and black-ops mercenaries with one thing in common: they're humanity's last hope against metahumans. It is partly funded by the government with the intention of designing precautions against superheroes going rogue.

Sensing the untapped potential found in the planet's rapidly-expanding superhuman population, the seeds of Project: Omega (or the Omega Project, as it is alternately known) were sown in the initial collaborations between military and industry, whose actions were shrouded in secrecy and whose motivations were less than altruistic.

These covert dealings—which included, but were not limited to, the analysis of advanced technologies, as well as experimentation on metahumans, mutants, and aliens—continued unabated for decades, providing both parties with profit and secrets well-suited for military application.

Many of these top-secret projects dealt with the manipulation and training of metahumans with the intent of transforming them into living weapons. Other projects came about as a response to the rising prominence of the superhumans.

In recent years, Project Omega developed clones which were a human/alien hybrid. By mixing genetic samples gained from Antarctica, along with those of various metahumans, the scientists at Omega were able to create their own super beings. There were numerous failed experiments before they finally succeeded with Centaurus, Coyote and Transport.

They were considered expendable with no legal rights. While on an

assassination mission in Iran they rebelled and disappeared. The three soon resurfaced back in the United States calling themselves Omega Factor, and have been at the top of the Prometheus Institute's elimination list ever since.

Another agenda was conspiring to undermine public confidence in Justice Anonymous, promoting the popularity of "their" superheroes, to cause discord among its members, and, if necessary, provoke the heroes into making the first move in a war which Project Omega believed it could win.

Matters came to a head when Omega Factor assaulted one of the main laboratories of Project Omega but were defeated by other agents of Prometheus Institute and tried and convicted by the corporation board on multiple counts of desertion.

Before they could be executed, two other Prometheus Institute agents - Doomsday and Omega Champion - helped the Omega Factor escape, later joining them. Extensive damage was done to the facility in the process of the escape and it had to be abandoned.

Project Omega has also directly funded the construction of Star Cities 7, 8, 9, 10, 11, 13, 14, 15.

Project Omega also seems to possess vast knowledge of other realities in the multiverse, ranging from alternate futures to parallel universes.

Project Agent

Real Name	Varies
Alignment	Neutral Evil
INT	9
STR	9/18 (suit)
WIS	9
DEX	9
CHA	9
CON	9
MR	18
HPs	21/350 (suit)
Age	Varies
Training	Security, weapons
Height	Varies/6'4 (suit)
Weight	Varies/400 lbs (suit)
Disposition	Varies
Category	3rd level Exo-pilot
Powers	Armour, Energy blaster right arm (6D6, 20 metres range), Electrical gauntlet left arm (4D6, 10 metres range)

The majority of agents are either ex military or from security backgrounds with little scruples.

Appendix I: Unusual Characteristics

For a truly random character in this new world roll on the following tables;

Colour Mutations
Roll on this table several times; once for skin colour, again for eye colour and once more for hair colour.

01-15 Completely normal
16-20 Red
21-25 Orange
26-30 Yellow
31-35 Green
36-40 Blue
41-45 Indigo
46-50 Violet
51-55 Gold
56-60 Silver
61-65 Bronze
66-70 Brown
71-75 White
76-80 Black
81-85 Grey
86-90 Transparent
91-95 Combination of several of the above in striped form. Roll D4 more times.
96-00 Combination of several of the above in patch form. Roll D4 more times.

Eye Mutations
What type of eyes does the character have?

01-08 Very small; -2 to hit eyes if targeted by enemies.
09-16 Small; -1 to hit eyes if targeted by enemies.
17-28 Completely normal.
29-36 Large; +10% greater sight range.
37-44 Very Large; +20% greater sight range.
45-52 Oval shape; 180 degree vision.
53-60 Glowing; +1 to intimidate others.
61-68 Reptilian; underwater nightvision equal to half normal range.
69-76 Fish; underwater nightvision identical to normal sight range.
77-84 Cat; nightvision equal to half normal range.
85-92 Insect; 360 degree vision.
93-00 Third Eye; see the invisible.

Size Mutations
How big is the character?

01-08 1ft +D10 inches
09-16 2ft +D10 inches
17-24 3ft +D10 inches
25-30 4ft +D10 inches
31-44 5ft +D10 inches
45-52 6ft +D10 inches
53-60 7ft +D10 inches
61-68 8ft +D10 inches
69-76 9ft +D10 inches
77-84 10ft +D10 inches
85-92 11ft +D10 inches
93-00 12ft +D10 inches

Body Mutations
Does the character have any additional mutations?

01-02 None.
03-04 Antennae; depending on the character's powers these could be used as senses, discharge, telepathy, etc.
03-04 Elastic Bones; only takes half damage from any kinetic attacks (falls, punches, explosions, etc).
05-06 Emits Vapours; determine what effect the gases have and what types of lifeforms they affect.
07-08 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.
09-10 Fat; appears overweight but is pure muscle, +1 STR.
11-12 Featureless; a totally blank face and body. No eyes, ears, nose, mouth, nipples, etc. The character can somehow still see, hear, smell and breathe

normally. For food and drink he relies on solar sustenance.
13-14 Flat Billed; platypus type beak.
15-16 Frilled; lizard type vane around the neck.
17-18 Headless; Sensory organs are located on the main torso.
19-20 Horned; Up to D4 horns on head which do D6 damage each.
21-22 Huge Jaw; neck length.
23-24 Large Eared; hear +20% better.
25-26 Large Nostrils; smell +20% better.
27-28 Long Limbed; arms reach down to the knees or even ankles.
29-31 Lumpy; over most of the skin.
32-34 Mandibles; like an insect with STR equal to double the normal attribute.
35-37 Multiple Mouths; up to D6 extra mouths located on various parts of the body.
38-40 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.
41-43 Rough Skinned; course like a shark.
44-46 Segmented; like a centipede.
47-49 Serpentine Scaled; D100% of body is covered in scales.
50-52 Sharp Teeth; +D4 damage.
53-55 Skinny; practically anorexic. -1 STR, +2 MR due to lighter frame.
56-58 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 AC.
59-61 Slit Featured; has slits instead of eyes, ears, nose and mouth.
62-64 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.
65-67 Split Body; 2 torsos on top of 1 set of legs.
68-70 Stalk faced; like a snail.
71-73 Striped; like a zebra.
74-76 Sturdy Quadroped; walks around on all fours.
77-79 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.
80-82 Tail; either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.
83-85 Tentacles; finger or arm.
86-88 Tough Skinned; natural AC 2.
89-91 Transparent Body; can see right through his body. Note he is not totally invisible as his outline can be made out.
92-94 Twitchy: shakes a lot.
95-97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.
98-00 Webbed; between its fingers or toes or both.

Appendix 2: Super Advantages

These can be used with any super power and most can be bought multiple times.

Accurate
Cost: 5
The character gains +1 Thac0 with a specific power.

Affects Intangible
Cost: 5
For a power which normally only affects the physical world. It can now be used against ethereal enemies or

psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode.

Area Effect
Cost: 5
For a power which normally only affects a single target. It now does damage within a radius area pf 1 metre per WIS.

Bonus Damage
Cost: 10
For a power which does damage, it now does an additional +D6.

Bonus Range
Cost: 5
For a ranged power, +25% range increase.

Cone Effect
Cost: 10
For a ranged power, it spreads out in a fan like cone covering an area of one metre for every 20 metres of range.

Continuous Effects
Cost: 10
Once successfully hit the victim continues to be affected for an additional round. eg. if bought twice the victim takes D6 energy blast on the first hit and again in each of the next 2 rounds.

Continuous Hit
Cost: 10
For a power which has a ranged attack. The character needs only a successful Thac0 roll to hit with the power. After this he can continue to hit the same victim automatically without the need for a new roll until a successful dodge of the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of attacks. The character cannot attack anything else while using this power.

Delayed Effects
Cost: 5
The effects of the power can be delayed up to 1 hour.

Homing Attack
Cost: 10
For a power which has a ranged attack. The shot will dodge around structures and non targets on it's way to the intended target.

Invisible Effects
Cost: 10
Any one power that would normally be visible isn't, making dodging it extremely difficult, -8 to avoid or to AC.

Knockback
Cost: 5
For an attack power or if STR has been enhanced. The victim if hit is also thrown back off his feet up to 1 metre per WIS.

Overhead Attack
Cost: 10
For a power which has a ranged attack. Instead of following a direct line to the target at the last second the shot will loop up and hit the victim from directly above.

Piercing
Cost: 10

The specified attack power will penetrate the first 10 HPs of armour, shields and fields doing damage to whatever is left. If no protection is left then the damage is done directly to the victim's HPs.

Precise
Cost: 5
The specified power can now be fine tuned for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface.

Rapid Fire
Cost: 10
For a power which has a ranged attack. You can fire one extra shot per action each time this is bought.

Ricochet
Cost: 5
The specified attack power will bounce 1 time per 2 WIS between objects without doing any damage to reach its true target. If it runs out of ricochets the attack fails.

Split Attack
Cost: 5
For a ranged attack power. The shot may now hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target. Costs 5 points per extra target affected.

Split Attack II
Cost: +5
Split Attack must be bought before buying this. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split attack. eg. the character buys 3 targets in split attack. He must then also buy Split Attack II 3 times. If not then it will only apply to how many shots are covered, all the rest will still only do proportional damage.

Trigger
Cost: 5
One power is triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming).

Works in Unsuitable Environment
Cost: 5
This power will continue to work with no penalty in environments where it shouldn't. This would mainly apply to most ranged powers being used underwater.

Appendix 3: Super Disadvantages

These are disadvantages which only apply to powers and spells. The points gained from taking one of these may then be used to spend on the character. Difficult disadvantages are worth 5 points, Severe are worth 10, and Extreme are worth 15.

Accidental Change
If the character has an alternate identity or form he will change back unwillingly under certain circumstances. Gain +5 points if the change occurs on uncommon situations, +10 points on common situations, and +20 points on very common situations.

Activation Roll
This power wont activate without a successful roll. Gain +5 points if it starts on a roll of 1-15 on a D20, +10 points on a roll of 1-10 on D20, and +20 points if 1-5 on a D20.

Always On
Gain +5 points of power on 25% of the time, +10 points if 50% of the time and +20 points if 100% of the time.

Cant use other Power
Gain +5 points for each power which doesnt function while this power is on.

Concentrate
Cant do anything else while using one particular power and wont notice anything going on around him. Gain +10 points per power affected.

Doesnt Affect 1 Colour
This power doesnt affect anything covered in a specific colour. Gain +5 points for each colour affected.

Doesnt Affect 1 Material
This power doesnt affect one specific COMMON material. Gain +5 points for each material affected.

Doesnt work on Organic/Inorganic
This power has no effect at all on either Organics or Inorganics (choose which one). +10 points per power affected.

Endurance Drain
The power drains X amount of CON for every round it is used. Gain +1 point per CON drained each round.

Extra Time to Activate
One power doesn't activate immediately. Gain +5 points if 1 round, +10 points if 1 minute and +20 points if 5 minutes.

Gestures
One power wont work if hands encumbered, restrained or grabbed. Gain +10 points per power affected.

Inaccurate
This power is really hard to hit with. Gain +5 points per -1 thaco when using this power.

Incantation
Must announce power out loud for it to activate. Gain +5 points if speak at normal level, +10 points if shout, and +20 points if scream at top of lungs.

Incapacitated by Power
The use of this power either paralyses or knocks out the character each time used. Gain +1 point per minute affected.

Injured by Power
The character is injured every time he uses this power. Gain +5 points per D6 damage taken.

Jams
Sometimes the power just jams. Gain +5 points if it fails on a roll of 1-5 on a D20, +10 points if on a roll of 1-10 on a D20, and +20 points if on a roll of 1-15 on a D20.

Limited
One power wont work under certain conditions. Gain +5 points if during uncommon situations, +10 points if

during common situations and +20 points if during very common situations.

Or only works under certain conditions. Gain +5 points if during uncommon situations, +10 points if during rare situations and +20 points if during very rare situations.

Linked
One power is linked to another so that it wont work unless the other is also active. Gain +5 points per power it is linked to. If linked to four powers then all four must work together or none of them work.

No Conscious Control
This power only works randomly (worked out with the GM). Gain +5 points if works 75% of time, +10 points if 50% of time, and +20 points if 25% of time.

Object Focus
One power must be focussed through a particular object to work. +10 points per power affected.

Only in Alternate ID
Certain powers only work when transformed. Gain +5 points per power affected.

Recharge
One power requires a certain amount of time to recharge after each use. Gain +1 point per minutes rest needed.

Reduced by Range
Damage and effects lessen over distance. Gain +5 points if 25% less, +10 points if 50% less and +20 points if 75% less.

Reduced Penetration
Gain +5 points for every D6 reduction in damage by the power.

Requires Multiple Users
This power requires at least two people who must touch each other in some way for it to work. Gain +10 points for each additional person required.

Side Effects
At the GM's discretion, one power has unusual effects such as causing blindness, cancer, etc. Gain +1 point per metre radius within which all are affected. Gain +5 points if the effects are temporary, +10 points if it does long term damage and +20 points if has fatal effects over time.

Susceptible
Take D6 damage per round from exposure to a common object which is non harmful to most others. Gain +1 point per metre radius which affects the character.

Visible Effects
Invisible powers eg. mind bolt are visible, as it becomes more visible so should the ability to dodge it increase. Gain +5 points if ethereal 25% visible, +10 points if 50% solid looking and +20 points if 100% solid looking.

Vulnerable
Extra damage from 1 form of attack. Gain +5 points if +D6 damage, +10 points if +2D6 and +20 points if +4D6.