

SUPERLITE

SuperLite is a game of four color comic book action. It's based on Greywolf's excellent Microlite version of the d20 system. The core of its superpower system is loosely inspired by the classic FASERIP ranking system. Using this ranking system has the happy side-effect of making the game kinda-sorta compatible with write-ups available from a large number of classic superhero RPG supplements. Unless otherwise noted, assume all rules are as per Microlite20.

STATS

There are 3 stats : **Strength** (STR), **Dexterity** (DEX) and **Mind** (MIND). Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

CLASSES

SuperLite only uses two classes: Hero and Ordinary.

Heroes begin at level 1 and start with superpowers (see below). A Hero starts with the total of their attributes (STR + DEX + MIND) in HP, plus 1d6 per level.

Ordinaries are the default NPC class and represent characters with no superpowers or special training. They typically have 1d6 hp per level and average stats. They do not have powers or the ability to spend Action Points. They do, however, get to choose a trained skill.

SKILLS

There are five skills : **Communication**, **Knowledge**, **Physical**, **Science**, and **Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, Driving, Climbing and so on.

Science. Mechanical and electronic skills. There's a bit of overlap between this skill and Knowledge—where Knowledge is about **knowing** things, Science is about actually **doing** them. Knowledge will teach the theory behind why your house's electrical wiring works. Science will let you actually wire your house. Covers such things as gadgetry, inventing, rewiring cars and security systems, repairing items and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Trained Skill. Each character must choose 1 skill they are best at (called your "**Trained Skill**"). Your rank in that skill will be at your level+3. All other skills will be at your level.

Ordinaries have LVL+3 ranks in however many skills they need to do their job. Other skills will be at LVL.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + INT, depending on the nature of the trap.

Note that there are no "saving throws" in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can "take 10". Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can "take 20". Instead of rolling d20 for the skill roll, treat the result as a 20—this does not count for regaining Action Points.

CONTESTS

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, etc. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

COMBAT

If HP reaches 0, characters are knocked out. Unlike stock Microlite, death does not happen unless the attacker specifically states that as a goal.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order. Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, operate a vehicle, etc.

Attack bonus = Dex bonus + Level
AC = 10 + Dex bonus + 1/2 Level (rounded down)

Psychic Attack Bonus = Mind bonus + Level
AC for Psychic Attacks = 10 + Mind bonus + 1/2 Level (rounded down)

Unless specifically noted in the description, AC refers to physical AC and not psychic.

Unlike Microlite20, STR does not add to melee attack rolls, only DEX. In addition, SuperLite does **not** use iterative attacks.

Unarmed combat does 1d6 damage + STR bonus, or 2d6 if you're holding a weapon. Damage from superpower use is treated specially—see the section on superpowers later on to see how it works.

Add attack bonus to d20 roll. If equal to higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

A natural 20 also affects the power level a super power will fire at (see the section on super powers for more on this).

Charge. If you have enough room, you can perform a charge. This requires your full speed—the GM may require you to spend a round or more accelerating and perhaps a dexterity check to avoid obstacles in your path. In exchange, you get a +2 to hit and can use your power rank (or the non-powered equivalent) to do damage. You take one-fifth of the rolled damage, rounded down. This damage can be soaked by your armor, if you have any.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zipped when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Dogpile. A group of (usually weak) enemies can combine their efforts for a better grapple roll. The most capable one makes one roll for the group, but gets an effective Str bonus of +4 for each helper, with a maximum bonus of +20.

This bonus does not affect their hit point totals, only to hit, grapple checks and possibly damage. Once grappled, the bonus applies until the character pulls free. In addition, 1 or 2 of the thugs can make attack rolls on the grappled PC while still contributing to the dogpile bonus.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Healing. Characters recover their Strength score in HP per day as long as they get full bed rest and treatment.

Certain powers may speed the rate of recovery. A good guideline is dividing the time interval (24 hours) by the rank's value on the Power Chart's Prog column—the character heals their Strength every modified time interval. The GM may opt to have this not apply while the character's in combat if it slows things down too much.

Smash. In exchange for temporarily delaying your melee attack, you either do one more rank of damage (if powered) or an extra d6 damage (if not). However, the move takes 2 initiative counts to complete and you will be at -2 to your AC during that interval. Your attack will also be at -2 to hit.

Trick shots and other flashy moves. This maneuver represents any number of non-damaging attacks—disarms, tripping attacks, tying up your enemy with a rope as you're fighting them, stapling their clothing to the wall with a thrown dagger, etc.

The attack does no damage and you take either a -4 penalty or a -8 penalty (depending on difficulty). If successful, roll DEX+Subt vs the opponent's DEX+Subt.

Some maneuvers might require different types of rolls or multiple rolls to complete, depending on the attack's details. If successful, it does something inconvenient to the enemy that will either humiliate them or trip them up for a while (or both).

The Unimportant Bad Guy Bonus. When fighting faceless minions—cannon fodder, basically—you can take a -4 to hit penalty to have your melee attacks be treated as an area of effect against 2 adjacent minor bad guys. If you take a -8, this increases to a small group (less than 8 at a time, in any case). The attack does normal damage if it hits.

How this looks is up to your character's concept—she could explode into a flurry of punches or kicks or your raging strong man could clothes-line them with either arm. Mechanically, it's all the same.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated foes, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 4th level super villain = EL4. A super villain team of 5 L4 villains = EL6.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds +1d6 to Hit Points, +1 to all attack rolls and +1 to all skills. Every other level adds +1 to AC.

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND. Stats that have been replaced by superpowers are not affected. If you don't want to add a point to a stat, you may add +5 HP.

If the level divides by five (i.e. level 5, 10, 15, 20, etc) you can choose one of the following benefits:

- **Acquire a Signature Move.** Name and describe one Signature Move. Whenever you perform that move, you gain +1 to hit and effect and another +1 to hit and effect for every 5 levels you've attained (i.e. a 15th level character would be at +4). Every time you take this, it applies to a different Signature Move.
- **Acquire a Quality.** You gain a new quality, as per the section on character creation.
- **Advance one power by one rank,** with GM approval.
- **Add +1 AC permanently.**
- **Add 10 points to your HP.**
- **Knowledge.** Your experience has taught you about one enemy or common situation (Nazis, fighting fires, robots, whatever). +4 to all non-combat skill rolls in a situation where your knowledge may apply. You also gain a +2 bonus in combat during

situations under those circumstances. You can apply this bonus to hit rolls, damage, AC or initiative, but only one at a time. Every time you take this, it applies to something different.

HERO POINTS

Characters begin each session with 3 Hero Points . Each Hero Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to either psychic or physical AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.
- Advance a power (see the super powers section).

Except in a few specific circumstances (such as advancing powers), only 1 Hero Point can be spent on a given action.

SUPER POWERS

The spirit of this system is improvisation. If you have a choice of several ways to resolve a rules situation, always pick the one that resolves fastest or with the most entertaining or surprising consequences. Handwave anything that will slow the game down or make things less fun. Seriously.

CREATING A SUPERHERO

When you create a character, answer the following questions:

1. From where does your power arise?

Know that not only will this show where your power comes from, it can also show how it can be taken from you.

2. What is(are) your greatest weakness(es)?

Your Achilles' heel. The GM will decide what happens to you when this is called into play.

It can also be a psychological trait or something your character cares about greatly in addition to the usual raft of weird frailties superheroes are often saddled with.

RECOVERING HERO POINTS

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Hero Points.
- Every time you roll a natural 20, you gain 1 Hero Point.
- Every time you start a new session, the Hero Point pool is fully refreshed. Any unused Hero Points from the previous session will be lost.

Don't hoard your Hero Points--they're meant to be used!

Every time a weakness comes into play, the GM may award you a bonus Hero Point, which may be used later.

3. Call your power something appropriate. The answer to this question is often called your "power set".

Now choose a few things your powers let you do. These will be your starting powers.

How many starting powers you get will depend on what kind of campaign GM is running. In general, each power will either be **broad** or **specific**.

A **broad power** will let you do many things. Superspeed, for example, could (depending on the type of game you play in) let you run fast, vibrate through solid objects, hit many opponents at once, create a tornado, search a building nearly instantly—the limit of the power is your ability to come up with plausible rationalizations.

A **specific** power, in contrast, lets you do only a small number of things. Super strength lets you hit things harder, lift more weight, makes you more durable...maybe jump farther, but that's about it. It's not nearly as flexible as superspeed.

Beyond that, the sky's the limit—describe what your character does. The GM may veto your powers and make you break them apart into several more specific powers.

Making a character with one power called “Super Stuff”, for example, would be a bit vague. You might instead list your powers as “Super Strength”, “Super Speed”, “Invulnerability”, “Kryptonian Super Senses”, “Flight” and “Heat Ray Vision.”

If the name doesn't immediately describe what each power enables you to do, now would also be a good time to jot down a few sentences describing the power's scope and application.

BEGINNING RANKS

Each power is given a Power Rank. The power scale goes (from low to high) Feeble, Poor, Typical, Good, Excellent, Remarkable, Incredible, Amazing, Monstrous, Unearthly, Shift-X, Shift-Y, Shift-Z, Class 1000, Class 3000, Class 5000, Beyond on the classic Marvel scale.

Each rank is associated with a bonus. These are summarized (along with other useful bits of information) on the big Power Chart at the end of this document and on the chart below.

Rank	Bonuses
Fb	-10
Pr	-5
Ty	0
Gd	+5
Ex	+10
Rm	+15
In	+20
Am	+25
Mn	+30
Un	+35
SX	+40
SY	+45
SZ	+50
C1K	+55
C3K	+60
C5K	+65
Beyond	+90

Exactly what ranks you can set your powers at depends on how the GM sets the campaign's power level.

Here are some examples:

High End/Justice League. You can have 2 broad powers with a rank of Unearthly or 1 broad power with a rank of Shift-X.

Avengers. You can have 2 broad powers with a rank of Monstrous or 1 broad power with a rank of Unearthly.

X-Men. You can have 1 broad power with a rank of Monstrous.

Street Level. You can have 1 broad power with a rank of Remarkable.

In the campaign guidelines above, you can substitute Specific powers for Broad powers at a 3:1 ratio. So, in an X-Men level campaign, you could start out with 1 Broad power at Monstrous or 3 Specific powers at Monstrous.

Skip the follow section if you dislike (moderate) complexity and are happy with your character as it stands. Otherwise...

Buying Powers

Once you know the type of campaign you'll be in, you know your starting power levels. You can break down or adjust the number of starting powers in a number of ways.

You can trade down your powers' ranks to gain different abilities. Lowering one of your broad powers to one rank below your campaign start will net you 8 points or 16 for two ranks below campaign start.

Lowering one of your specific powers to one rank below your campaign start will net you 2 points or 4 for two ranks below campaign start.

You can spend these points on the following:

1 point

- **Choose one Quality** that gives you +2 on any rolls where that quality may apply. It might also influence the story in other ways, as the GM deems appropriate. Examples might be: Mysterious, Fearsome, Famous Inventor, Rich Playboy, Super Patriot.
- **+2 to one attribute**—Str, Dex or Mind. This increase is permanent and not affected by any conditions that might negate your powers.
- **Gain 10 hit points, permanently.**

2 points

- Your maximum number of **Hero Points** per adventure increases by 1.

- **One more of your skills is now at LVL+3** instead of simply being at your LVL.
- **Raise 1 specific power by one rank**, up to campaign limits. This only applies to powers bought with points.

4 points

- **Gain 3 specific powers**, starting at Typical, 2 specific powers at Good or 1 specific power at Excellent.
- **Raise 1 broad power by one rank**, up to campaign limits. This only applies to powers bought with points.

8 points

- **Gain one broad power**, starting at Typical.

The GM can also allocate additional points to help tweak characters. Anywhere from 4 - 8 points would be appropriate.

Any unspent points are converted to experience at a 1:1 ratio.

Things To Think About When Buying Powers

- **Powers can replace attributes.** If a power replaces an attribute, it will do so while that power is active. If a power isn't active, then your character's rolled ability score takes over. When your attribute is boosted, your hit points increase to the new level.

Generally speaking, it's not a good idea to allow more than one attribute to be replaced by one power. Either split the power into two smaller powers or only allow one attribute to be boosted at a time.

If you replace STR, the power at the listed rank bonus becomes your stat (i.e. Unearthly +35 Super Strength = 80 STR). In other words, double the rank bonus plus 10 = the new stat value.

If you replace Dex or Mind take the value listed under the Mod column on the Power Chart, double it and add ten. In other words, Incredible Superspeed lists a 6 under the Mod column, $6 \times 2 + 10 = 22$ Dex. If this is lower than your rolled Dex or Mind, use your rolled Dex or Mind instead.

Note that even though these powers replace an ability score, they are still considered superpowers and should be noted separately—it's still useful to know that your high Dex comes from a Monstrous level of Superspeed or that your character has

Amazing Strength.

- **Gadgets.** You can declare any of your powers to be items. They can be separate (e.g. a utility belt filled with gadgets) or all features of one item (say, a power suit). Items automatically gain one power rank but they can be broken, stolen, or lost. An item's material strength is equal to its highest power rank.

This bonus to rank may exceed campaign power levels, unless the GM specifically vetoes it.

Broad powers declared as gadgets could represent items such as a sheaf of trick arrows or a utility belt—the hero has a large array of items, but never has to declare that he has that specific power ahead of time (e.g. “Ah ha! I'll use a glue arrow to slow that speedster down!”).

Specific powers declared as gadgets are noted on the character sheet ahead of time and represent powers that don't change much from adventure to adventure. Iron Man almost always has his power armor available and that power armor usually has repulsor rays and the ability to fly, for example.

If you want your gadget to be made of sterner stuff, you can expend 1 point per rank to increase its material strength if it only contains specific powers or 2 points per rank if broad.

Example: Norse Storm Hammer Guy is an Avenger class super hero. He is immensely strong (Monstrous rank super strength), can summon storms (and other dramatic weather phenomena) at Amazing rank, fly at Good speed and has a Good ability to travel to other dimensions.

The player decides that his storm summoning, flight and dimensional travel should all come from an intimidatingly large hammer. Their values increase to Monstrous, Excellent and Incredible, respectively. The hammer's material strength is Monstrous, should anyone attempt to break it.

Since the hammer itself is an artifact, forged of Uru-metal at the dawn of time, the player feels that it should be more indestructible than that. He spends his remaining 4 points to increase it 2 ranks to Shift-X material strength. It is now a very tough hammer indeed.

- **Powers as skills.** Some heroes are so good at something that it can't be natural. Martial arts, detective work, languages or science are all possibilities. In those cases, take the skill as a power. You gain half the power's rank (rounded down) as a bonus to all skill checks in that power's

realm. For these purposes, Typical rank gives a +1 bonus, Poor is worth nothing and Feeble actually penalizes rolls by -2.

If the skill is something that could conceivably give bonuses to multiple rolls simultaneously, then you have to choose how to split your points at the beginning of your action in a round.

Broad powers give skill bonuses to a wide variety of situations. Specific powers give skill bonuses to a small number of situations—3 or 4 tops as a rule of thumb.

Example: The Dark Avenger has an Incredible +20 level of skill in the martial arts (specific power). He can split his +10 bonus (20 pts, divided by 2) in any number of ways in combat: +5 to hit, +2 to damage, +3 to AC. Or perhaps +1 to hit, +9 to damage and +0 to AC, etc. His Master Detective power, however, can apply to any number of situations ranging from analyzing a crime scene, negotiating with criminals, laboratory work, or various forms of constructive paranoia.

Note: There is an alternate character generation system in the Appendix. It's quite random but very similar to the original FASERIP character generator. As such, even though it is fun, it might not be to everyone's tastes.

USING SUPERPOWERS

Almost all superpower use falls into the same pattern: Describe, Roll To Hit, Roll For Effect.

1. Which power are you using?

2. Describe it and what you want to do with it.

If it's not a cut and dried case, this is the point where you and the GM will decide how the power works. See the section on "Common Effects And Actions" for some guidelines.

3. The GM assigns mods depending on how reasonable/appropriate the description is to the problem.

4. Roll to hit if the action you're attempting is targeting something elusive. Rolling to hit is a standard combat to hit roll, with all the usual bonuses and penalties.

A natural 20 on this roll means that you automatically roll a 20 on step #5.

5. If the power hits, roll for effect. To determine the effective power rank, roll $1d20 + \text{Power Rank} + \text{modifiers}$. Refer to the DC column on the Power Chart. Round your total down to the next lowest threshold. This is the effective Power Rank you achieved.

If the power's rank is reduced to less than Feeble, the power fizzles.

Example #1. *Your cosmic power ring gives you the Remarkable (+15) ability to make objects out of force fields. You want to throw a force bubble around your mortal enemy, The Crimson Plague. After successfully making a ranged attack roll, you roll a 13 on d20 for effect. 13 (the d20 die roll) + 15 (from your power ring) = 28 = Remarkable rank.*

The Crimson Plague will need to break through a Remarkable barrier to escape.

Example #2. *Davey Jones is attempting to send Manhattan to the watery depths. He has Monstrous (+30) control over water. Since he plans on flooding the city with a massive tidal wave, the results will be an attack on all objects in the city and a lot of drowning people.*

Manhattan gets a -14 size modifier (from the modifier table following the Power Chart), but since this is a fairly extreme application of power, the GM doubles that to -28.

Davey Jones rolls 1d20 and gets a 14. $14 + 30 - 28 = 16$, for a Good result. Everything in Manhattan takes Good (+5) damage from the flooding. The GM rules that living creatures will "merely" have to make swim checks (this is a comic book universe after all) if they're in harm's way. Hope everyone remembered to bring a life preserver...

If it's not dramatically important, then you can assume a roll of ten on the effect roll. Most movement falls under this category.

Using Normal Abilities Against Superpowers

Sometimes, a situation will arise when someone with no superpowers could reasonably affect something with a power rank. For example, trying to overcome a force field with your own strength or using your normal senses to detect an invisible girl...

In cases like that, roll for effect as normal, but instead use the bonus from their most appropriate attribute. In some situations, skill bonuses can also be applied.

Example: Captain O'Malley has been imprisoned by Gluemaster in a blob of rubbery goo of Good strength. To resist, O'Malley rolls 1d20, plus his Str bonus of +2. He totals 8, which is Poor. The good cop isn't going anywhere tonight.

COMMON EFFECTS AND ACTIONS

The following situations are intended as guidelines on how to handle superpower effects. Not all situations will be or can be covered. **When in doubt, just pick a column on the Power Chart that returns numbers that look close to what you're looking for and run with it**—in the end, the important thing is that game play not be slowed down.

Oftentimes when confronted with a new situation, you can pick a similar mechanic and then base the result off that. Your character wants to use his laser blast to blind his opponents without hurting them? Use the mod column instead of damage to give them a penalty on all skill and attack rolls for a short period of time.

Your villain wants to use his magnetic powers to wrap a superhero in steel rebar? Sounds similar to how a force field works, only the material strength will act as a barrier to keep the hero in, rather than keep damage out.

If it's **somewhat different** from the power's usual uses (using weather manipulation to zap someone with lightning), then you might rule that the power is at -1 or -2 ranks for that purpose. You can also require several more skill rolls and extra time as the hero concentrates on getting it “just right”.

If it's **very different** than the power's usual uses (using weather manipulation to fly), you'll want to refer to the section on learning new uses for your powers (Advancing Powers, at the end of this document).

Attacking, Inflicting Damage With Powers. A typical attack will do 1d6 + the effective power rank bonus in damage. Armor can subtract from this number (see Defense). The minimum is zero damage.

If you don't have a specific melee power that causes damage, then you do 1d6 plus your strength bonus, no power roll necessary.

If you're holding a melee weapon of some sort (knife, improvised club, whatever), then you do 2d6 plus strength bonus. Powers that simulate weapons (say, claws or a gadget that you've bought) do NOT get this extra 1d6 damage bonus.

Attacking, Hitting Things With Other Things. Sometimes, you may want to attack multiple targets at once by throwing a big object at them (or merely

swatting them with it).

To do so, you have to have the object in hand, which means you'll have to use an action to pick it up. Then make an attack roll vs the area you're attacking (usually AC 10, plus range modifiers)—if successful, you do damage to all opponents in the area targeted in an area proportional to the size of the object (i.e. if you want to swat a small crowd of evil-doers, you'd better have an object at least the size of a house at hand).

The damage done is equal to 1d6 + your effective strength rank. If the effective strength rank is greater than the material strength of your weapon it may break it (see Breaking Things), but it still does damage to the targets.

The GM may allow the targets a chance to make a saving throw for half damage, if he deems they have the movement capability to get out of the way of the object. If they are very fast and roll very well on their save, they may take no damage at all.

Breaking Things. In order to break an object, you must target it (sometimes at a penalty on your to hit roll, varying depending on its size) and beat its material strength (for sample material strengths, see the table below).

If you do so, it's damaged. Hit it again, exceeding its material strength, and it's destroyed. If you exceed the material strength by two ranks or more on the initial attack, it goes straight to destroyed.

Use common sense—if it's a really big object and your attack is relatively small in size, then you just make a hole or render it nonfunctional rather than pulverizing the object.

If a gadget has been hit hard enough to be damaged (either because it has been directly targeted or simply because it is in the way of an attack) 1d3 of the gadget's powers will be reduced by 1d6 ranks each. If a power drops below Feeble rank, then that power is destroyed. Gadgets are repaired automatically after each session, unless there's a good plot reason not to do so.

Rank	Some Sample Material Strengths
Fb	Paper
Pr	Plastic
Ty	Rubber, soft metals
Gd	Brick, light metals
Ex	Concrete, iron, bulletproof glass
Rm	Reinforced concrete, steel
In	Solid stone
Am	Granite
Mn	Diamond, super heavy alloys
Un	Adamantium
C5K	Neutronium

Defense. Defensive powers work in one of several ways. Either your power works like **body armor**, a **force field** or **gives a bonus to your AC**.

Depending on the way your power's described, it might not work at full value against certain types of damage, if at all. For example, metal skin may be great against physical attacks, half value against energy attacks and worthless against electricity.

Defense, Body Armor. Body armor subtracts from any damage you take, with a minimum of 0 points taken. It works at 1/2 rank all the time, rounded down. For the purpose of rating body armor, Typical power ranks have a full bonus of +3, Poor as +1. Feeble defensive powers have no effect.

You can also perform a **total defense**—your character hunkers down and braces himself for damage. It's the only thing you can do in an action save move slowly, but you get to use your full rank as armor.

Defense, Force Fields. Force Fields usually need to be turned on before they start protecting you.

They can work either like Body Armor or they can be expanded to protect a greater area. When expanded (usually to radius = the Prog column in meters as a maximum), they act like a bubble composed of a material of the same strength as your effective power rank.

If the attack is greater than the FF's material strength, the shield goes down and the targets inside are vulnerable and potentially take the excess damage, depending on the situation. If a FF goes down it can't be reestablished for another 1d3 rounds, but it can be reverted to Body Armor on the next action.

Defense, AC Bonus. Some powers make the target harder to hit. While active, use the power rank's bonus from the mod column of the Power Chart as a bonus to AC. The mod column bonus may also be used to modify the roll when performing the Dodge combat maneuver. This bonus can apply to either psychic or physical AC, as appropriate to the power's details.

Growth and Shrinking. Shrinking divides the character's height by the Prog value for their power rank while decreasing their mass. Growth adds that value in feet to the character's height while also vastly increasing their mass.

Shrinking substitutes its power rank for the character's Dex score when shrunk. Growth substitutes for Strength when engaged. Growth also gives a small amount of protection when engaged—use the Mod column to reduce any damage taken.

Use the difference in target sizes to modify to-hit and perception rolls: bigger creatures are easier to hit and see. Smaller creatures are harder to hit and see.

For example, a Remarkable shrunk hero is +3 to hit against normal-sized foes but -3 to be hit. He'd also be at -3 to be seen.

A character with Monstrous growth fighting a villain with Incredible growth is at -2 to hit (8 - 6). The villain would get +2 to their to hit rolls.

Mind Control. After hitting with a psychic attack roll vs psychic AC, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Mind + Subt or Know). If there's any doubt which is more appropriate, then use the highest total.

Give the defender a +5 bonus if it's something they're not usually inclined to do. If it's something that's completely against their nature, give them +10.

The target gets to roll to resist every round. Each following attempt is at an additional +1. If you fail to mind control a target and try to mind control them in the same way again later that encounter, they get an additional +1 for each extra attempt.

Power vs Power. There are going to be some situations where two superheroes will go head to head, using their powers directly against one another. For example, a villain with magnetic control might try to use his power to throw a school bus off a tall cliff while a hero with telekinesis tries to stop him from doing so.

In cases like this, you can do a quick roll between the characters—1d20 + power rank + appropriate modifiers, with the highest effective power rank winning. A tie means the characters are deadlocked and must roll again next round.

For more involved situations, make it a Contest, as noted under the Skills section on page 1.

For very stressful situations (and the school bus example would qualify), each participant takes 1d6 damage from fatigue and stress for every round they participate in the struggle.

Pushing Powers. You can always use a power at its own rank level. If you need to push your abilities, you have to roll for it. Pushing is a free action and can be combined with other actions, as the GM permits.

You can only attempt to push a power to one rank higher and every round you successfully do so, you take 2d6 damage. It is, however, possible to exceed an Unearthly rank in this manner.

Pushing a power requires a Mind roll vs DC 15. You can add +4 to this roll by taking another +2d6 points of damage, or +8 by taking +4d6 damage.

Example: You have Amazing weather control but for one round, you need to push it to Monstrous. You have a Mind of 13 (+1). Roll 1d20 + 1 (your Mind) vs DC 15. If successful, you take 2d6 damage but can extend your power much farther.

If you **fail** a Push roll, your power is at -2 ranks until you take an action to catch your breath and regroup.

Shape-Shifting. Usually when a character is using a shape-shifting power, they're performing a specific task. "I've turned into a T-rex and I'm smashing my enemies!" "I'm a monkey, so now I'm great at climbing!" "I turn into a hawk, and I'm flying away."

Identify what they want to be good at, then substitute their power rank for an appropriate ability score or power. Then let them allocate an additional number of ranks equal to their total power ranks among other powers, as appropriate. These other powers should not be overly broad.

Example: Animal Boy turns into a tyrannosaurus. He has Incredible shape-shifting. The tyrannosaur form has the equivalent of Incredible Growth, which substitutes for Strength. He now has 7 power ranks to split among other abilities. He chooses Typical Running and Good Body Armor.

Another Example: Animal Boy has finished trouncing the Hoboken League of Infamy but comes under fire from Galacto, Terror From Beyond. He shifts into a hawk form. He now has Incredible Dexterity. Since the GM won't let him take more than Typical Flight, due to hawks not typically breaking the sound barrier unaided, he adds in Good Enhanced Senses.

Unless circumstances state otherwise (e.g. everybody agrees that it would be really cool), changing forms takes a full action.

Summoning Allies. Use the same general guidelines as shape-shifting (one power rank substitutes for an ability). Any ability scores that do not have a power allocated to them will be average. Split ranks in summoning among other abilities.

You can reduce your effective rank for more summoned creatures—each rank knocked off moves the number of summons down one level on the Prog column (e.g. -1

rank = 2 creatures, -2 ranks = 5 creatures, etc). Summoned creatures will typically have half their creator's hit points or one-quarter if there's more than one.

Destroying summoned creatures disables that ability until the end of the combat, unless the GM says otherwise.

Example: The Human Flame can use his Monstrous Flame Generation power to summon fire elementals. Since fire elementals aren't known for any specific ability score, he decides to give them a Monstrous fiery attack as their primary allocation. The 9 ranks he can allocate are split evenly between Growth and a fiery Body Armor.

He can either keep the Monstrous single summon, or he can make more. He decides to make 10. Ten is 3 up the power chart from 1, so that reduces his ability to Remarkable for the primary power and leaves 6 ranks to split amongst other powers.

Throwing Things/Jumping/Knockback.

To throw something, your lifting power (strength, telekinesis, whatever) must be equal to or greater than the weight of the object you are throwing. To find out how far they fly, count up the number of ranks your lifting power is in excess of the object's weight and add 1. Count down that many ranks on the Progression column on the Power Chart from the top. Multiply that number by 1 meter.

A successful to-hit roll may be required to get the subject of your toss anywhere near the target.

Example: Norse Storm Hammer Guy has a Monstrous strength. Spying an enemy fleeing across the aircraft field, he grabs one of his team mates and throws him at the enemy. His teammate has a Typical weight. Monstrous is 6 ranks over typical. Looking 7 rows down on the Progression column, he finds a multiplier of 100. He can toss his friend a total of 100 meters.

Jumping is a similar situation, except that you are throwing yourself. Use your own weight to calculate distance. If you can take a running start first, add an additional row to the number of rows you count down.

Again, a to-hit roll may be useful to make sure you wind up in the right spot.

Example: Captain Establishment is an Olympic class athlete with Excellent Strength. His body weight is Typical. Excellent is 2 ranks greater than Typical. With a running start, he can jump 4 rows down the progression column (1 for the throw, 1 for the running

start)—10 meters, or 3 down with a standing start—5 meters.

Knockback. Fights between very powerful combatants can be dramatic—a successful hit may cause the target to go flying backwards quite a distance. On a successful hit, treat knockback as a throwing attempt, except subtract 2 from the number of ranks over the target's weight. Use the **effective** strength of the attack instead of the attack's listed ranks. Body armor, force fields and other such defenses have no effect on knockback unless the defender is braced for it.

Some attack powers aren't appropriate for knockback—for example, psychic powers, a lot of martial arts abilities and so on—none of these tend to cause significant knockback in comic books. The GM is the final arbiter on this.

Example: Norse Storm Hammer Guy belts a robot with his hammer. NSHG has a Monstrous strength and the robot weighs 200 kg (Good rank). Normally, his attack strength is Monstrous, but he rolls well, getting an Unearthly result. Unearthly is 6 ranks greater than Good. Subtracting 2, that's 4 levels of knockback, or 10 meters.

Transmutation. Transmutation involves changing something from one form to another: lead into gold, people into bunnies, cars to carrots, whatever. You can only transmute up to your power rank on the weight column on the Power Chart.

Transmutations that affect people must last for a set amount of time—refer to the duration table below the Power Chart at the end of this document for some sample durations. If it's a minor transformation, use the number listed. If it's a major transformation, double the modifier. If the target is inanimate, the duration is as long as the plot requires (no duration penalty required).

After hitting with an attack roll, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Str+Phys). If there's any doubt which is more appropriate, then use the highest total. Objects resist with their material strength rank.

ADVANCING POWERS

You can advance your powers in several ways.

You can gain **new applications of your power** or you can **upgrade the scope** of your current powers. *For example, if your core power is a cosmic ring that lets you form objects out of force fields and blast enemies, a reasonable new application of your power would be to dazzle enemies with flashes of light, or perhaps flight. Turning yourself into a donkey might be out of the realm of possibility, though.*

*Likewise, if one of your powers is turning yourself into electricity and traveling along phone lines, you could attempt to expand your power's scope so that you could travel along **any** conductive surface.*

In order to attempt to expand your powers, you must attempt them in an adventure and succeed on a Mind roll: first, you spend 1 Hero Point. Roll 1d20 + Mind and compare on the table on the following page to see if you have the willpower to push yourself beyond your limits. You can spend another Hero Point to get a bonus on this roll.

DC 5	Fail
DC 10	-3 ranks
DC 15	-2 ranks
DC 20	-1 rank
DC 25	No penalty

If you succeed, the new power works and at a power rank equal to the most similar power you already possess, modified by the result on the table above. If that would mean the resulting power would be less than Feeble in rank, then the attempt fails.

If you're expanding the scope of your powers, then a simple Mind roll vs DC 15 succeeds (after spending the Hero point) and your power remains at the same rank. If you do this successfully 3 times (usually over successive adventures), then you officially have that power permanently. Add it to your sheet, using the most recent result as your new power's rank.

You can also **upgrade the rank of your power** as per the section on Level Advancement earlier.

GM permission is necessary to gain any powers above Unearthly—the gap in power between Unearthly and Shift-X is significant enough that it may be somewhat unbalancing to the campaign.

THE POWER CHART

Rank	Bonus	DC	Mod	Prog	Weight	Flying Speed	Running Speed
Fb	-10	0	0	1	25 kg	50 kph	Normal running speed
Pr	-5	5	1	2	50	100 kph	50 kph
Ty	0	10	2	5	100	150 kph	75 kph
Gd	+5	15	3	10	200	250 kph	100 kph
Ex	+10	20	4	25	400	400 kph	150 kph
Rm	+15	25	5	50	1 ton	600 kph	200 kph
In	+20	30	6	100	10 tons	800 kph	300 kph
Am	+25	35	7	250	50 tons	1000 kph	400 kph
Mn	+30	40	8	500	75 tons	Mach 1	600 kph
Un	+35	45	9	1,000	100 tons	Mach 5	800 kph
SX	+40	50	10	10k	250 tons	Escape velocity	Mach 1
SY	+45	55	11	25k	500 tons	Relativistic	Mach 5
SZ	+50	60	12	50k	1000 tons	Light speed	Mach 10
C1K	+55	65	13	100k	Chunk of continent	Light years per day	Escape Velocity
C3K	+60	70	14	500k	Small planet	Light years per hour	Relativistic
C5K	+65	75	15	1million	Large planet	Light years per minute	Light Speed
BYD	+90	100	20	1billion	Off the scale	Off the scale	Off the scale

MODIFIERS TO ROLL

RANGE

0	Up to a city block (free)
-2	A few miles
-4	Across the city
-6	Across the state
-8	Across the continent
-10	Orbital/intercontinental
-12	To the moon
-14	Across the solar system
-16	Light years
-18	Across the galaxy
-20	Intergalactic

AREA OF EFFECT

-2	2 targets, close together
-4	A small group
-6	A large group
-8	A house
-10	Neighborhood
-12	A town
-14	A city
-16	A state
-18	A country
-20	A planet

Double these mods if something extremely dramatic/draining is happening (e.g. attempting to engulf a planet with fire).

DURATION

-2	Several seconds
-4	Several minutes
-6	Several hours
-8	Several days
-12	Several weeks
-14	Several months
-16	Several years
-18	Centuries
-20	Indefinite

Whether or not a duration is required depends largely on the situation, desired effects and description of the power.

APPENDIX: CHARACTER CREATION, OLD SCHOOL STYLE

This is a modification of the original FASERIP random character creation system—with a few tweaks. It uses the power names and classifications from the original FASERIP Player's Handbook, with a modified version of the Weakness system from the Ultimate Powers compilation. The system has been tweaked a bit to suit more modern tastes and to fit SuperLite more.

It is NOT an “official” list of powers, though—that's left up to the individual GM and players.

As to what any of these powers do...the specifics are pretty much up to you. Don't go crazy trying to convert everything exactly over from the original game—just go with the spirit of things.

If you get a broad power, choose a few things it lets you do (3 or 4 would be fine). Anything you try that's too far out of line with those uses will be covered under the rules on pages 8 and 10 (using powers and expanding scope, respectively).

Specific powers give you one thing you can do: replace a stat, perform a single activity, protect against one thing, whatever. For the most part, you don't need to spend much time clarifying what it can or can't do—it should be obvious enough from the name.

Example: Air Control could let you fly, move large bodies of air around, and create a barrier letting you block projectiles.

Resistance to Fire would let you replace your base ability score with the power's rank when determining saves...and also perhaps act as armor against fire.

The rules for doing this are mostly given in the SuperLite powers section—use common sense for any variations that might arise.

The best place to look for additional ideas for power usage would be in the FASERIP Player's Guide and Ultimate Powers Handbook under the powers' individual entries.

Final note. This is not intended to be a balanced system. Certain specific powers definitely blow away other specific powers. One PC could wind up being the Incredible Hulk, while the other becomes Stiltman.

This is deliberate—the original game was gloriously unbalanced. If you think your character stinks...maybe he or she does...but that's not the point. The point is to role play and have fun.

THE PROCESS

1. Choose your character type. Either pick or roll randomly (per the table on pg 5).

d100	Result
01-30	Altered Humans. Can raise any power 1 rank, for free, after creation. Maximum of Unearthly.
31-60	Mutants. 1 additional power. They usually have less money than other characters and have to struggle against prejudice.
61-90	High Technology or Gadget-oriented. First power slot can be one gadget-based broad power of their choice (e.g. "Trick Arrows", "Battle Armor", "Magic Wand", etc). They still have to roll for power rank. If you don't want to take this benefit, then you can instead improve one of your gadget powers by one rank. In additional, High technology characters tend to have more money and resources than other types.
91-95	Robots. 1 additional power. Can heal or repair themselves. Unpopular, as with mutants.

96-00 **Aliens and Gods.** First power slot will always be from the **Enhanced Abilities** table and that power will be at +1 rank.

2. Create the character normally, as per SuperLite, except for choosing powers. In other words, roll attributes, 1d6 hit points per level, note down skill bonuses and so on.

3. Roll for number of Powers:

d100	Number of Powers
01-20	2
21-80	3
81-90	4
91-00	5

4. Roll to find what each power is:

Entries without a number listed next to them are rare abilities that can be chosen or built up during step 5.

d20	Power Category
1	Resistances
2	Senses
3	Movement
4-5	Matter Control
6-8	Energy Control
9-11	Body Control
12-13	Distance Attacks
14	Mental Powers
15-16	Body Alterations/Offensive
17-18	Body Alterations/Defensive
19-20	Enhanced Abilities

Resistances

1	Resistance to Fire and Heat
2	Resistance to Cold
3	Resistance to Electricity
4	Resistance to Radiation
5	Resistance to Toxins
6	Resistance to Corrosives
7	Resistance to Emotion Attacks
8	Resistance to Mental Attacks
9	Resistance to Magical Attacks
10	Resistance to Disease Invulnerability

Senses

1	Protected Senses
2	Enhanced Senses
3	Infravision Cosmic Awareness Combat Sense
4	Computer Links
5	Emotion Detection
6	Energy Detection Magic Detection
7	Magnetic Detection Mutant Detection
8	Psionic Detection
9	Astral Detection
10	Tracking Ability

Movement

1-2	Flight
3	Gliding
4	Leaping
5-6	Wall-Crawling
7	Lightning Speed Teleportation
8	Levitation
9	Swimming
10	Climbing Digging Dimensional Travel

Matter Control

1-2	Earth Control
3-4	Air Control
5-6	Fire Control
7-8	Water Control
9-10	Weather Control Density Manipulation Others Body Transformation Others Animal Transformation – Others

Energy Control

1-2	Magnetic Manipulation
3-4	Electrical Manipulation
5-6	Light Manipulation
7-8	Sound Manipulation
9	Darkforce Manipulation
10	Gravity Manipulation Probability Manipulation Nullifying Power Energy Reflection Time Control

Body Control

1	Growth
2	Shrinking Density Manipulation - Self
3	Phasing
4	Invisibility
5	Plasticity Elongation
6	Shape-Shifting Imitation
7	Body Transformation
8	Animal Transformation- Self
9	Blending Power Absorption
10	Alter Ego

Distance Attacks

1	Projectile Missile
2	Ensnaring Missile
3	Ice Generation
4	Fire Generation
5	Energy Generation
6	Sound Generation
7	Stunning Missile
8	Corrosive Missile
9	Slashing Missile Nullifier Missile
10	Darkforce Generation

Mental Powers

1	Telepathy
2	Image Generation
3	Telekinesis Mind Control Emotion Control
4	Force Field Generation
5	Animal Communication and Control Mechanical Intuition Animal Empathy
6	Empathy
7	Psi-Screen

8	Mental Probe
	Animate Drawings
	Possession
	Transferral
9	Astral Projection
10	Psionic Attack
	Precognition
	Postcognition
	Plant Control
	Danger Sense

Body Alterations/Offensive

1-3	Extra Body Parts
4	Energy Touch
5	Paralyzing Touch
6-7	Claws
8	Rotting Touch
9	Corrosive Touch
10	Health-Drain Touch
	Blinding Touch

Body Alterations/Defensive

1-3	Body Armor
4	Water Breathing
5	Absorption
6	Regeneration
7	Solar Regeneration
8-9	Recovery
10	Life Support
	Pheromones
	Damage Transfer
	Healing
	Immortality

Enhanced Abilities

1-2	Enhanced Agility
3-4	Hyper-Intelligence
5	Iron Constitution
6	Superspeed
7-8	Super Strength
9	Titanic Willpower
10	Ultimate Skill

And now for the powers' ranks:

d100	Rank	Rank Number*
01-05	Feeble (-10)	1
06-10	Poor (-5)	2
11-15	Typical (0)	3
16-40	Good (+5)	4
41-50	Excellent (+10)	5
51-70	Remarkable (+15)	6
71-90	Incredible (+20)	7
91-98	Amazing (+25)	8
99-00	Monstrous (+30)	9

* This is the total number of ranks in the power, listed in order to make step 5 easier.

5. Damage Control (optional). This isn't particularly old school, but you can buy back any ranks of powers you do not want and then buy powers you do want (or buy up an existing power, with a maximum of Unearthly ability).

Broad powers convert into specific powers at a 1:1 ratio (2 unwanted broad ranks = 1 specific power rank that you do want). Broad powers convert into other broad powers at a 2:1 ratio.

Specific powers convert into other specific powers at a 2:1 or into broad powers at 4:1.

If you don't want any more powers, then a specific rank will buy you a Quality, +2 to one attribute, 1 XP, 10 hp or increase a Gadget's material strength by 1 rank.

A broad rank will get you two of the above.

2 specific ranks or 1 broad rank will let you treat another Skill as a lvl+3 skill instead of straight lvl.

2 specific ranks (or 1 broad rank) will also let you buy one of the Talents listed at the end of this section (Martial Arts A-E, Acrobatics, etc).

6. The rules for Gadgets apply as per SuperLite, with the optional to buy up abilities

7. Roll for Weakness (optional). You can, if you like, roll on the following tables to see if your character has a weakness. Depending on the result, you may gain one or more additional powers—go back to step 4 to see what they are.

d100	Result	Bonus Rolls
01-10	Allergy, Rare Substance	1
11-15	Allergy, Common Substance	2
16-25	Allergy, Rare Form of Energy	1
26-30	Allergy, Relatively Common Form of Energy	2
31-60	Energy Depletion	1
61-75	Energy Dampening	1
76-90	Dependent NPC	1
91-00	Psychological	1

Allergies. This is what happens when you come into contact with the specific form that triggers your allergy:

d100	Result	Bonus Rolls
01-50	Power Negation	+0
51-90	Incapacitation	+0
91-00	Fatal	+1

And roll once more to see how long the allergic reaction occurs:

d100	Results	Bonus Rolls
01-40	Continuous With Contact	+0
41-60	Limited Duration With Contact	+0
61-90	Indefinitely (until the GM rules otherwise)	+1

Energy Depletion. Your power periodically exhausts and must be renewed, either through rest, feeding or an external energy source.

Energy Dampening. Your power is so vast it must be periodically discharged using one of your powers or you will begin taking damage at 1d6/round until you die. When you die, you will explode.

Psychological. Can cover any number of issues, such as paranoia, fear, delusional beliefs ("My powers derive from canned spinach!"), and so on. Psychological weaknesses can be overcome with a successful Mind+Know roll vs DC 20. If the triggering circumstances are powerful enough, the GM may rule

POWER LIST

Notes: References to "X" means that you can substitute something for "X". "Weather Manipulation", "Probability Manipulation", "Resistance to Electricity", etc. In the original game, X usually referred to Air, Earth, Fire, Water, Weather, Magnetism, Electricity, Darkforce, Probability, Light, Hellfire and so on, but don't let that limit you.

Some powers don't have ranks, as such, in the original game. I'd recommend rolling them anyway. You never know when an "Incredible" Water Breathing power may give you an edge. It's also helpful when determining how much you can buy it down to raise/gain other powers and abilities.

"Useless" powers. Sometimes a power can be rolled at a level that doesn't mechanically make sense—for example, Feeble rank Super Strength or Resistance to Cold at Poor rank.

BROAD

Any of these can be limited, turning them into Specific powers—shapeshifting into a wolf form, for example).

Animal Communication and Control
Animal Transformation Others/Self
Animate Drawings

the DC is higher, say, DC 30. Particularly crippling ones may be worth 2 bonus powers.

8. Limit powers, if desired. If you want, you can limit a power further in some way. If it's sufficiently limiting, then that power is treated as one rank higher (Uearthly is still the max).

Example: Captain Awesome has a shield gadget that provides Body Armor. Since it's a shield, it doesn't protect from all directions and might even require a skill roll of some type to block incoming damage. This is good for a +1 to its rank.

9. That's it. Play!

In either case, it would give you a penalty to follow the rules as given in SuperLite. In cases like this, assume the power adds a +2 Quality bonus to appropriate stat rolls until your power rank is higher than your existing stats.

Really Useless powers. A few of the specific powers are so lame the GM may decide to bundle another related power with it. The most common candidate is Water Breathing, which usually also comes with Swimming automatically (and vice versa, if the player wants it).

Body Transformation Others/Self

Density Manipulation Others/Self

Growth

Image Generation (Mental)
Invulnerability

Mind Control
Nullifying Power
Plasticity
Possession
Power Absorption

Shape-shifting
Shrinking
Sorcery

SPECIFIC

Absorption (of X)
Alter Ego
Animal Empathy
Astral Detection
Astral Projection

Blending
Blinding Touch
Body Armor

Claws
Climbing
Combat Sense
Computer Links
Corrosive Missile
Corrosive Touch
Cosmic Awareness
Create X

Damage Transfer
Danger Sense
Digging
Dimensional Travel

Elongation
Emotion Control
Emotion Detection
Empathy
Energy Detection
Energy Generation
Energy Reflection
Energy Touch
Enhanced Agility
Enhanced Senses
Ensnaring Missile
Extra Body Parts

Flight

Gliding

Healing
Health-Drain Touch

Imitation
Immortality
Infravision
Invisibility
Iron Constitution

Super Speed

Telekinesis
Telepathy
Time Control
Transferral

X Generation
X Manipulation/Control (Fire, Weather, Magnetism, etc)

Hyper Intelligence

Leaping
Levitation
Life Support
Lightning Speed

Magic Detection
Mechanical Intuition
Mental Probe
Mind Control
Mutant Detection

Nullifier Missile

Paralyzing Touch
Phasing
Pheromones
Postcognition
Projectile Missile
Protected Senses
Precognition
Psionic Attack
Psionic Detection
Psi-Screen

Regeneration
Resistance to X
Rotting Touch
Running

Slashing Missile
Solar Regeneration
Stunning Missile
Super Strength
Swimming

Teleportation
Titanic Willpower
Tracking Ability

Wall-Crawling
Water Breathing

Ultimate Skill (choose an area of expertise)

TALENTS

Talents are halfway between skills and powers. They can be learned, but how quickly and by whom is entirely up to the GM.

A reasonable guideline is that the training should take place over the course of a few months and require a reasonably skilled master. The new talent will not be gained until the next level advancement.

Another option is to have Talents available as a selection during level advancement (page 4), in addition to the usual selections of Qualities, hit point bonuses, power increases and so on. Unlike the other selections, you can only take any given Talent once.

Martial Arts A. This represents Judo training, or the equivalent. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round. When doing throws or choke holds, you will do +2 damage, plus another +2 damage every 5 levels (+2 total at first level, +4 at fifth, etc.)

Martial Arts B. With your training in boxing or other striking arts, you can perform a flurry of attacks. A flurry allows you to gain an additional attack per round in exchange for a -2 to hit on all attacks per round. You can opt to attack fewer times than you are capable of in order to be more accurate.

You get an additional attack at an additional -2 penalty on all attacks for every 5 levels (e.g. 2 attacks at -2 at first level, 3 attacks at -4 at fifth level, 4 attacks at -6 at tenth level and so on).

Martial Arts C. This represents training in wrestling or other grappling styles. It offers improved skills with maintaining or escaping grabs: it gives +2 on all rolls to maintain or escape grabs, with an additional +2 bonus every 5 levels. This bonus only applies for the strength check and not to-hit rolls.

You also gain one additional benefit: if you roll 10 points or more than your opponent during any check to escape a grab, you have the option of immediately throwing them to the ground as a free action, doing damage and knocking them flat.

Martial Arts D. A more insightful and meditative form of martial art that offers you the ability to observe an enemy and divine their weaknesses. In exchange for taking two rounds to study an opponent, you can ignore 1 point of armor on the target per level + your Mind bonus until the end of the adventure. These two rounds of observation need not be in combat.

Martial Arts E. This is an aggressive martial arts style, teaching you to strike quickly and deceptively. +2 to all initiative rolls, with another +2 every 5 levels.

Acrobatics. You're unusually agile. +1 to AC. This bonus applies to dodge and tumbling rolls as well. The bonus goes up by +1 every 5 levels.

Weapon Master. Choose a type of weapon. You gain +1 to hit and damage, increasing by +1 every 5 levels.

APPENDIX: ALLIES, FOES AND OTHER ODDITIES

ORDINARY PEOPLE

Ordinaries are important enough to have stats, but not important enough to have any significant screen time.

They have 1d6 (average 3.5) hit points per level, adjusted by their Strength bonus (or penalty). They do NOT usually gain Powers or Hero Points.

If you're in a rush, use average stats except for whichever stat the Ordinary uses most, which will get a 12-14. Use level 1 for the lowest rung in their professions. If you need a more seasoned Ordinary, add levels. 2-4 would be appropriate for more experienced types.

In some cases, it may be appropriate to give Powers—such as Gadgets—to Ordinaries, but don't go overboard with it. For the most part, they should use "normal" equipment, as per the SRD.

More powerful types should be statted up in the same way as PC's, with powerful levels and experience adjusted appropriately.

Sample Ordinaries:

Assassin. Ordinary-3. Str 12 (+1), Dex 12 (+1), Mind 10 (+0). HP 13. AC 12. Silenced Handgun +4 (2d6) or Knife +4 (1d6+1). Trained Skills: Subterfuge.

Biker. Ordinary-2. Str 14 (+2), Dex 10 (+0), Mind 8 (-1). HP 9. AC 11. Shotgun +2 (2d8) or Knife +4 (1d6+2), Chain +4 (1d4+2 or Grab), Club +4 (1d6+2) or Unarmed +4 (1d4+2 or Grab). Trained Skills: Physical.

Citizen. Ordinary-1. Str 10 (+0), Dex 10 (+0), Mind 10 (+0). HP 4. AC 10. Punch +1 (1d4) or Grab +1 or Improvised Blunt Weapon +1 (1d6). One Trained skill as appropriate.

College Student. Ordinary-1. Str 10 (+0), Dex 10 (+0), Mind 10 (+0). HP 3. AC 10. Punch +0 (1d4) or Grab +0 or Improvised Blunt Weapon +0 (1d6). One skill at +2, all other skills at +1.

Criminal. Ordinary-2. Str 12 (+1), Dex 10 (+0), Mind 10 (+0). HP 9. AC 11. Pistol +2 (2d6) or Knife +3 (1d6+1). Trained Skills: Physical, Subterfuge.

Detective. Ordinary-4. Str 10 (+0), Dex 10 (+0), Mind 14 (+2). HP 14. AC 12. Pistol +4 (2d6) or Unarmed +4 (1d4 or Grab). Trained Skills: Communications, Knowledge.

Doctor. Ordinary-4. Str 10 (+0), Dex 10 (+0), Mind 14 (+2). HP 14. AC 12. Unarmed +4 (1d4 or Grab). Trained Skills: Knowledge.

Eye Candy. Ordinary-1. Str 10 (+0), Dex 12 (+1), Mind 8 (-1). HP 3. AC 11. Punch +1 (1d4) or Grab +1 or Improvised Blunt Weapon +1 (1d6). Trained Skills: Communications.

Farmer. Ordinary-4. Str 14 (+2), Dex 10 (+0), Mind 10 (+0). HP 22. AC 12. Punch +6 (1d4+2) or Shotgun +4 (2d8). Trained Skills: Physical, Science.

Government Agent. Ordinary-3. Str 10 (+0), Dex 12 (+1), Mind 12 (+1). HP 10. AC 12. Pistol +4 (2d6) or Unarmed +3 (1d4 or Grab). Trained Skills: Knowledge or Subterfuge.

Jock. Ordinary-1. Str 16 (+3), Dex 10 (+0), Mind 8 (-1). HP 6. AC 10. Punch +4 (1d4+3) or Grab +4 or by improvised melee weapon +4. Trained Skills: Physical.

Journalist. Ordinary-2. Str 10 (+0), Dex 10 (+0), Mind 12 (+1). HP 7. AC 11. Unarmed +2 (1d4 or Grab). Trained Skills: Communications, Knowledge.

Kid. Ordinary 1. Str 6 (-2), Dex 10 (+0), Mind 10 (+0). HP 2. AC 11. Punch -1 (1d4-2) or Grab -1 or Improvised Blunt Weapon -1 (1d6-2). No Trained skills.

Mafia Thug. Ordinary-2. Str 14 (+2), Dex 12 (+1), Mind 10 (+0). HP 11. AC 12. Pistol +3 (2d6) or Tommy Gun +3 (2d8) or Brass Knuckles +4 (1d6+2). Trained Skills: Physical.

Mercenary. Ordinary-2. Str 14 (+2), Dex 10 (+0), Mind 10 (+0). HP 11. AC 11. Automatic Rifle +2 (2d8) or Pistol +2 (2d6) or Combat Knife +4 (1d6+2). Body Armor (Good +5). Trained Skills: Physical.

Nerd. Ordinary-1. Str 8 (-1), Dex 8 (-1), Mind 14 (+2). HP 3. AC 9. Punch +0 (1d4-1) or Grab +0. Trained Skills: Knowledge +4.

Ninja. Ordinary-2. Str 10 (+0), Dex 16 (+3), Mind 8 (-1). HP 7. AC 14 Katana +4 (2d6) or Hand to-Hand +4 (1d4) or Throwing Stars +4 (1d4). Trained Skills: Physical, Subterfuge.

Police Officer. Ordinary-2. Str 12 (+1), Dex 12 (+1), Mind 10 (+0). HP 9. AC 12. Pistol +3 (2d6) or Hand-to-Hand +3 (1d4+1). Trained Skills: Knowledge.

Politician. Ordinary-3. Str 10 (+0), Dex 10 (+0), Mind 12 (+1). HP 10. AC 11. Punch +3 (1d4) or Grab +3 or Improvised Blunt Weapon +3 (1d6). Trained Skills: Communications.

Private Investigator. Ordinary-4. Str 12 (+1), Dex 10 (+0), Mind 12 (+1). HP 18. AC 12. Pistol +4 (2d6) or Unarmed +5 (1d4+1 or Grab). Trained Skills: Communications, Subterfuge.

Professional. Ordinary-2. Str 10 (+0), Dex 10 (+0), Mind 12 (+1). HP 7. AC 11. Punch +2 (1d4) or Grab +2 or Improvised Blunt Weapon +2 (1d6). Trained Skills: Knowledge or Science, depending on career.

Riot Police. Ordinary-2. Str 14 (+2), Dex 10 (+0), Mind 10 (+0). HP 11. AC 11 (15 with riot shield). Shotgun +2 (2d8) or Hand-to-Hand +4 (1d4+2). Trained Skills: Physical. Has body armor (Good +5).

Security Guard. Ordinary-1. Str 12 (+1), Dex 10 (+0), Mind 10 (+0). HP 5. AC 10. Pistol +1 (2d6) or Unarmed +2 (1d4+1 or Grab). Trained Skills: Physical.

Scientist. Ordinary-4. Str 8 (-1), Dex 8 (-1), Mind 16 (+3). HP 10. AC 11. Punch +3 (1d4-1) or Grab +3 or Improvised Blunt Weapon +3 (1d6-1). Trained Skills: Knowledge.

Socialite. Ordinary-2. Str 8 (-1), Dex 10 (+0), Mind 12 (+1). HP 5. AC 11. Unarmed +1 (1d4-1 or Grab). Trained Skills: Communications or Knowledge.

Soldier. Ordinary-2. Str 14 (+2), Dex 10 (+0), Mind 10 (+0). HP 11. AC 11. Automatic Rifle +2 (2d8) or Pistol +2 (2d6) or Combat Knife +4 (1d6+2). Trained Skills: Physical.

Special Forces. Ordinary-4. Str 14 (+2), Dex 12 (+1), Mind 12 (+1). HP 22. AC 13. Automatic Rifle +5 (2d8) or Pistol +5 (2d6) or Combat Knife +6 (1d6+2). Body Armor (Good +5). Trained Skills: Physical.

Squad Leader. Ordinary-5. Str 14 (+2), Dex 12 (+1), Mind 12 (+1). HP 27. AC 13. Automatic Rifle +6 (2d8) or Pistol +6 (2d6) or Combat Knife +7 (1d6+2). Trained Skills: Physical.

Terrorist. Ordinary-3. Str 10 (+0), Dex 12 (+1), Mind 12 (+1). HP 10. AC 12. Rifle +4 (2d8) or Knife +4 (1d6). Trained Skills: Science, Subterfuge.

Thug. Ordinary-2. Str 14 (+2), Dex 12 (+1), Mind 8 (-1). HP 11. AC 12. Fists +4 (1d4+2) or Club +4 (1d6+2). Trained Skills: Physical.

CRITTERS AND WEIRD STUFF

Alien, Bug-eyed Monster. 6D8+30 (57 hp), AC 15, Initiative +0, Tentacle +12/+12 (no damage). Once a tentacle hits, the BEM can Grab with Str 28 and do a Bite +7 (2d8+6). They wear Good +5 rank Body Armor and, if it's important, roll for Mutations (see the Mutant template). Their intelligence ranges from dim-witted to downright diabolical, depending on the GM's needs.

Alien, Ray Gun Toting Goon. Ordinary-3. Str 14 (+2), Dex 14 (+2), Mind 8 (-1). HP 16. AC 13. Trained Skill: Physical. Ray Gun +5 (Excellent +10), Alien Body Armor (Excellent +10) or Melee Smash +5 (1d6+2).

Alien, Gray. Ordinary-4. Str 8 (-1), Dex 14 (+2), Mind 20 (+10). HP 10. AC 14. Trained Skills: Knowledge, Science. Ray Gun +6 (Excellent +10), Force Field Belt (Remarkable +15). 1 other device (roll on power tables for rank and type).

Ape. 4d8+11 (29 HP), AC 14, Initiative +2, Claw +7 (1d6+5) or Claw +7/+7 (1d16+5)/Bite +2 (1d6+2). Apes can also Grab with Str 21.

Bear. 6d8+24 (51 hp), AC 15, Initiative +1, Claw +11 (1d8+8) or Claw +11/+11 (1d8+8)/Bite +6 (2d8+4). If a claw hits can attempt to Grab with Str 27.

Bull. 5d8+15 (37 hp), AC 13, Initiative +0, Gore +8 (1d8+9).

Dog. 1d8+2 (6 hp), AC 15, Initiative +3, Bite +2 (1d4+1).

Herd Animal. 3d8+9 (22 HP), AC 13, Initiative +0, Butt +3 (1d8+6) or Trample +3 (1d12).

Lion. 5d8+10 (32 hp), AC 15, Initiative +3, Claw +7 (1d4+5) or Claw +7/+7 (1d4+5) and Bite +2 (1d8+2). If the bite hits, it can Grab at Str 21. When grappling, it can Rake +6 (1d4+2).

Monkey. 1d8 (4 HP), AC 14, Initiative +2, Bite +4 (1d3-4).

Piranha. 1d2 (1 HP), AC 16, Initiative +2, Bite +4 (1d3-1). Usually attacks in swarms.

Plant, Giant Carnivorous. 8d8+50 (86 HP), AC 17, Initiative +5, Melee +9/+9 Grabs opponent (Str 30), bites for 2d6+10 next round. Has Excellent (+10) Growth, giving it Strength 30 and DR 4. Size differences for to-hit have NOT been factored in (but would be +/- 2 for normal-sized targets).

Pterodactyl. 5D8+10 (32 HP), AC 16, Initiative +8, Bite +5 (2d6+4). Can also snatch things and carry them off, but at "normal" sizes only up to 50 kg—Colossal versions can carry much more.

Robot, Security. 3D10+15 (31 hp), AC 12, Initiative -1, Smash +5 (2d6+5) or Str 20 Grab +5. Excellent +10 Body Armor. May also be equipped with other weaponry.

Shark, Large. 7d8+7 (38 hp), AC 15, Initiative +6, Bite +7 (1d8+4).

Snake, Giant Constrictor. 11d8+14 (63 HP), AC 15, Initiative +3, Bite +13 (1d8+10). If the bite hits, it can Grab at Str 25. It then squeezes for 1d8+10 per round.

Snake, Viper. 1d8 (4 HP), AC 17, Initiative +7, Bite +4 (1d2-2 plus poison). Str+Phys vs DC 10 to avoid poison. If failed, 1d6 Str damage, which heals at a rate of 1/day.

Tyrannosaurus Rex. 18d8+119 (200 HP), AC 14, Initiative +1, Bite +20 (3d6+20). Has Incredible Growth, giving it a Str of 50 and DR 6. On a successful Bite, it will attempt to Grab the target, chew and swallow it. Size differences for to-hit have NOT been factored in (but would be +/- 4 for normal-sized targets).

Zombie. 2d12+3 (16 HP), AC 11, Initiative -1, Slam +2 (1d6+1).

TEMPLATES

Colossal

- Add an appropriate amount of Growth to the base creature/NPC—anywhere from Incredible to Unearthly would be appropriate. If the NPC was created as an Ordinary, recalculate HP as a Hero.
- Add another 8 hit dice if a critter, increasing to-hit bonuses by +8. AC stays the same—increases in armor are reflected in the Growth power's write-up.
- If a critter, do NOT factor additional hit points per level from the Growth—add the modifier as a flat bonus.
- Add an additional 100 hit points per Growth rank past Incredible (i.e. Amazing = +100, Monstrous = +200, Unearthly = +300 and so on).
- Reduce Initiative to -1 or -4 if **really** big.
- Recalculate damage as necessary—double base dice of damage plus the new Strength bonuses, at the very least.
- Colossal creatures tend to use their strength and size dramatically, smashing buildings, picking up heavy things and tossing them at characters rather than simply smashing away round by round. If the players are really getting beat up, don't be shy about giving them a breather—the giant creature can always spend a round or two taking out his rage on the local skyscrapers, or threatening to set off various disasters that the heroes must cope with.
- They also have a tendency to have other powers, such as radioactive breath, flight, increased body armor, duplication, regeneration and so on. If you want to do this randomly, then assume a 50% chance of 1d3 powers. Power rank for any powers will be at their level of Growth + 1d3 ranks. Either choose the powers or roll randomly, rerolling powers that aren't fun or don't make sense.

Example: Megalor, the Colossal Shark! 15d8+42 (417 hp—base HD of 7d8+7 plus 8d8+8 plus 35 plus 300), AC 15, Initiative -4, Bite +15 (2d8+35). If a Bite attack is successful, Megalor can attempt to Grapple at Unearthly (+35) Strength. Success means he swallows the target for 2d8+35 damage per round. Megalor has Unearthly Growth, making him over three hundred meters long. He has 9 DR and is +/- 9 to-hit versus normal-sized creatures.

Just for fun, we roll to see if he has any powers. We get 1 power—Earth Control at Shift-Z strength. We'll say this lets him burrow with ungodly ability and reshape the landscape to his cold fishy heart's content.

Mutant. The creature or NPC is a mutant, with surprising powers. Use the normal stats of the base creature/NPC, then roll 1d2 times on the power table. There's a 50% the creature will be different looking:

d8

Mutation Side-effects

1	Larger or smaller than normal
2	Variant coloring
3	Has features from different species
4	Has strange technological attachments
5	Slightly unfinished looking, like it's melted in the sun
6	Constantly glows
7	Tentacles
8	Roll Twice

Mutants also tend to be tougher than normal members of the species—add a 10 hp kicker to their hp totals and give them another 2 levels or hit dice (which will add +2 to their to-hit total and +1 AC).