

SUPERHEROES OF PANORAMA CITY



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PREFACE

It has come to my attention that many of my students and colleagues are curious about my current research on the planet designated Earth, covering the subject of the species known as humanity. To say that the last fifteen years have been eye opening would be an understatement. When I was first given this task to catalogue and chronicle the history of Earthlings and their developing evolution—the emerging of superpowered sentience—I was certain it would be similar to the last dozen or so young species I had previously examined. However, each solar rotation I have spent on this research has produced at least one new form of divergent evolutionary power.

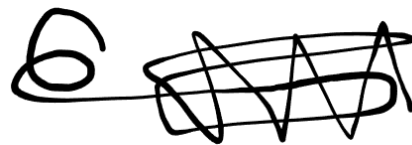
These humans appear similar from the exterior with just mere, and expected, variations in skin tones and height. The key to their rapid development appears to be in their ill-defined genetic makeup. Never have I ever seen DNA so full of gaps that so readily uptake information. I fear that these beings are some missing link within the Milky Way. A species rife with potential, but also wildly incongruent to the galactic way of life.

Suffice to say, I do not believe I'll be returning to the university anytime soon. The Earth still has much for me to discover and I will pursue all avenues of information, as is my duty. It is pertinent that the motivation of humanity is discovered, lest they become an unknown force among the stars. The Galactic Council is wary of these humans and, truth be told, I do wish they had a simple color-changing reflex like the Chorda to expose their intentions.

Still, I believe that humans are agreeable and beneficial. Some might be dangerous, but the vast majority seem content to exist without conquering planets or destroying each other. They are possessed of an incredible altruism and even give freely to strangers. Just today, after finishing my caffeinated hot drink, a human passing by me on the mag-lev placed a full token in my cup. Humanity's capacity for selflessness is one of their defining features and has been a continued boon in my quest for knowledge.

I'm convinced when my anthology of the human species is finally complete that the Council will welcome them as readily as they have welcomed us.

Your obedient servant,
Head Xenoarchivist M. M. M. M'xllp



Earth Standard 2255=04=11
Galactic Signature 094212209A2.11

ROLEPLAYING IN THE UNIVERSE OF HEROES

Hello, and get ready for action in **SUPERHEROES OF PANORAMA CITY**! This book is a supplement for the **GENESYS** game line that lets you use the Narrative Dice System in the Supers setting! In **SUPERHEROES OF PANORAMA CITY**, you'll get to be a superpowered individual with many allies and even more adversaries. Discovering what you value and how you'll use your powers is just half the challenge as your skills will be tested by any manner of threats from the average crook to world-ending cosmic phenomena. Responsibility might fall into your lap at the worst times and the eyes of intergalactic spectators are upon you—so, give them a good show!

If you're already familiar with **GENESYS** and want to get started, go ahead and skip to page 10 for more information about making a character, or to page ##, where we explore the many different locations of the future Earth. Otherwise, we're going to spend some time explaining what this book is, how you can use it, and give you a quick overview of what's inside. So, if you're new to roleplaying games (or just new to **GENESYS**), read this first.

WHAT IS THIS BOOK, AND HOW DO I USE IT?

SUPERHEROES OF PANORAMA CITY is a sourcebook—or expansion—for the **GENESYS** Core Rulebook. That means you'll need a copy of the Core Rulebook as well as this book to play a game set in the Panorama City. You'll also need some **GENESYS** Roleplaying Dice. You can pick up a pack of them from your local game store or at www.fantasyflightgames.com, or you can download the **GENESYS** Dice App onto your Android or iOS device.

SUPERHEROES OF PANORAMA CITY serves as a backdrop for stories you can tell using the **GENESYS** game. It is basically a more detailed version of the type of settings found in **Part II** of the Core Rulebook, so you'll use the basic rules found in **Part I** of the Core Rulebook combined with the rules presented here. The rules in **SUPERHEROES OF PANORAMA CITY** are designed to supersede those in the **GENESYS** Core Rulebook—so whenever there seem to be contradictions, use the rules in this book.

For example, the **GENESYS** Core Rulebook has the rules for character creation, and you'll still follow the seven steps presented there when making a character for this game. However, this book provides different choices when you follow those steps. For instance, during **Step 2**, you select a species that you want your character to be. The Core Rulebook provides four human archetypes to choose from. In **SUPERHEROES OF PANORAMA CITY**, you get to choose from five separate species,

many of which do not originate from Earth (or potentially reality itself).

Basically, **GENESYS** is the engine that runs your game. **SUPERHEROES OF PANORAMA CITY** fleshes that engine out into a game of superpowered beings battling with cunning and force against impossible odds while trying to stake a claim to their place in the galaxy or, at least, make rent for another month.

WHAT IS THE SUPER SETTING?

We go into a lot more detail about Panorama City and the Super setting in the introduction of this book (and even more in Chapter 3). So here let's just cover the basics.

The Super setting can be considered as a type of science fantasy. It blends both the impossibility of flying super humans in colorful spandex with the moral dilemmas that having power might bring. In such a setting, you might see aliens grabbing a quick bite at a food truck while an automaton and his human buddy wait for their school bus. You are also likely to see hyper-advanced civilizations with faster-than-light travel rub shoulders with individuals too poor to afford basic food and shelter. The highest highs and lowest lows often juxtapose in the Super setting and it regularly brings different people together in ways that might not always resolve peacefully.

The setting for this universe takes place in the not too distant future of Earth in the year 2255, but the story of human superpowers begins in 2050. The development of these superpowers centuries earlier have drawn the attention of other galactic civilizations who have made contact and begun grading humanity. Humans still primarily live on Earth, but some can be found exploring other parts of the galaxy with either the help of alien technologies or even their new powers. Earth is still pretty much the way you would find it, but certain new technologies covering medicine, agriculture, and transportation might have been taken into other human countries across the globe.

Governments of Earth are still operating as best they can and many even have incorporated consulates for alien beings. However, superpowered individuals make up a strict minority on the planet and not everyone is happy to have such people around. Many governments have various laws about when and where superpowers might be used and many governments fear the many strange powers people have developed.

As always, the free market was the first to take action for both alien visitors and superpowered people. Many saw profit in tourism, new materials meant new tech and fashion, strange foods fused into familiar cuisine, and uncountable people of all walks of life were parted with their money in one way or another. Corporations grew and developed the surest method

for controlling the growing superpowered populations—offering them competitive employment.

Panorama Island was the ultimate expression of all these factors. A place made by multiple governments of Earth and the Galactic Council—a thoroughly vetted group of the most brilliant aliens from the Local Group—that openly accepted superpowered humans, aliens, robots, and more onto its artificial shores. Thanks to complete utilization of all these groups, Panorama City was built in less than one Earth year. It quickly installed a government that fit its budding populace and became the center for all new visitations to enter the Earth (to the dismay of New York City and San Francisco).

The most crucial note to take away from Panorama Island and life in Panorama City is that it is curiously mundane. People still have work and bills, fast food is still in demand for busy people, children attend school daily, and little old ladies walk to the local pharmacy for their prescription medicine. People are still people even if they fly or walk through walls. Those with superpowers are just as responsible to act in accordance with laws and social norms as the next. However, if social pressure and laws alone made the world a peaceful place, we wouldn't need saviors.

WHAT WILL I FIND IN THIS BOOK?

We split **SUPERHEROES OF PANORAMA CITY** into five chapters. Some of these are going to be more useful for you if you're the Game Master, while others are going to be more useful for you if you're a player. Let's briefly go through each.

In **Chapter 1: Character Creation**, we provide all of the rules you need to build a Player Character for your game. This includes any character creation rules that are different from those in the **GENESYS** Core Rulebook, as well as new talents and skills that your characters can use. Superpowers feature in this chapter and your character will most likely be ready for super action and adventure from the start.

In **Chapter 2: Equipment and Vehicles**, we provide a list of the many types of items that your character (and their adversaries) may be using. This includes weapons, armor, gear, and augmentations. It also includes some of the vehicles you may find across the Earth and in other reaches of space.

In **Chapter 3: Panorama and the Galaxy**, we take a look at different locations and inhabitants on Panorama Island as well as other major areas of the Earth and prominent galactic civilizations. This chapter is mostly setting information to get a feeling for what might be going on in the world after the development of superpowers and alien contact.

In **Chapter 4: Adversaries**, we provide Game Masters with a large number of Non-Player Character (NPC) profiles with which to populate their games.

Finally, **Chapter 5: The Game Master** has a number of useful advice and ideas for Game Masters to take and turn into adventures (or even full-fledged campaigns).

CAN I USE THIS TO MAKE MY OWN SUPERS SETTING?

Absolutely! Genesys is designed to be a toolkit for you to use to make your own worlds, and that remains the goal with this book. **SUPERHEROES OF PANORAMA CITY** can be a valuable aid for building your own supers setting instead of using ours. For example, you could center your setting in any other location on the Earth or somewhere else in the galaxy. The species in the setting are flexible enough to fit into many other types of games. It could be the setting of a campaign in which characters from other worlds without superpowers are transported to. Superpowers may also be used as a supplement for the generic magic system that could be easily adapted to fantasy settings with more structured schools of magic.

In short, that's an overview of the book and how to use it. We wish you the best of luck in your adventures, and we hope you enjoy exploring the Earth and beyond in the **SUPERHEROES OF PANORAMA CITY**!

WHEN IT FIRST BEGAN...

At approximately 18:00 Eastern Standard Time in the United States of America, a child was born at an undisclosed clinic in West Virginia. This was unremarkable as thousands of other children were being birthed at this exact time all across the Earth. However, hidden deep within the genetic code of this human child was a mutation, an errant strand of evolution that would signal the start of something incredible. On the eve of the child's twelfth birthday, the stray genes for superpowers emerged. The child could suddenly speak his language with eloquence and proficiency. In fact, he could suddenly speak any human language he heard! Doctors could find nothing physically wrong with the child other than a strange allergy to penicillin, which would cause complete loss of the ability to speak. However, this phenomenon was not yet understood and such a superpower was merely labeled an interesting quirk. Humanity, and the wider galaxy, were none the wiser of what was about to unfold.

In less than a year, another child in Pakistan was discovered to be able to float several centimeters off the ground. A pair of fraternal twins from China could walk through solid walls while holding hands. A ten year old from Sri Lanka was reportedly benching 200 kilograms while a young girl in France described multiple apparitions demanding that she find their remains. India reported a child who could stretch their limbs over a meter and another able to hold full conversations with animals.

The people of Earth began to worry as new reports flooded official and unofficial media more frequently. Some saw these powers as miracles or gifts given by benevolent deities to make the world a better place. Others saw the exact opposite, even considering these powers a dangerous omen upon mankind and a calling card of the end times. Governments were called upon to do something, but it was an impossible task. Before long, people were campaigning for or against these strange people with unnatural abilities—the so-called Powered—and news outlets began stirring up whichever side brought in views.

For the next decade, more Powered appear and began to form their own positions. Some hid their powers when possible, while others become activists and allied with various marginalized groups. Some saw themselves as cursed, abandoned by their families and left to fend for themselves in a hostile world. Still, many did not even realize they had superpowers as some powers required extreme conditions not commonly encountered by the average Earthling. Around the Earth year of 2065, many governments began to enact laws about superpower use in public and private. Criminal enforcement was typically up to local law enforcement agencies, but other Powered humans were recruited in some misguided attempt to draw a line between a “good guy” with superpowers and a bad one.

The global population of the Powered reached approximately one-percent around this time and showed no sign of slowing. Researchers across the globe began to look into just what, if anything, was causing the emergence of the Powered. Some pharmaceutical companies searched for a “cure” or, failing that, a way to trigger this mutation. The militaries of the USA, Russia, and China were quick to begin creating specialized Powered teams. Many talking heads agreed that this was just another form of deterrent, not unlike packing your country full of nuclear weapons—just in case.

Those that survey the stars far from Earth began to see the signs of a growing superpowered population. These watchers, this Galactic Council, wished to extend a hand or tentacle or pseudopod to these newly evolved beings. Of course, the Galactic Council was also the self-appointed judge and jury for what it meant to be civilized and, unfortunately, they maintained a very specific vision.

FIRST CONTACT

The day was an Earthling Wednesday when a shadow the size of Houston appeared across the Earth—and people knew they had a problem! Some humans prayed to their various deities for answers, some yelled at their neighbors for installing solar panels, and some were still asleep because they worked third shift. The majority of the Earth's population simply waited for something to happen, many agreeing that this was bound to happen eventually.

Within the hour, every radio, television, and smartphone began to distribute a message. The message was one of well wishes and welcomes to the galaxy. It spoke of how excited the Council was that new beings had reached this stage in their evolution and how enthusiastic their auditors were to begin examining the planet and people. It played on loop for the remainder of that day and left open channels for responses.

After the initial shock of discovering aliens were real, that humanity was not alone in the galaxy, and that they wanted peace of some sort, the people of Earth began to worry anew. Governments scrambled for procedures not yet written, various agencies mobilized their finest representatives, militaries strolled out every available toy at their disposal, and all eyes fell on the Powered. The extraterrestrial message spoke at length that they arrived because of the Powered, so many humans believed the responsibility to get answers rested with them.

It took nearly a month to arrange the first meeting that would be broadcasted to the entire world and humanity did its best to appear pleased to be involved. They were not ready for the myriad of telepaths, interlocutors, shapeshifters, and other superpowered aliens in attendance. Despite their best efforts,

the telepaths were the first to show concerns, followed quickly by the interlocutors. The aliens were astonished to find that these Earthlings were entirely different in thought pattern and culture, and only a small fraction in a room of over one hundred humans shared a common language.

Discussions lasted many hours, mostly because the Galactic Council was uncertain why it was deliberating. The Aullir, the most reverential species of the Galactic Council, were unaccustomed to seeing a fractionalized planet and even less tolerant of being cross-examined. Humanity was stubborn, without a monodominant culture, and it managed to fight among itself for basic resources. The Aullir ambassador gave his verdict on the Earthlings—they were a premature outcome and unprepared to partake in the benefits of the galactic way of life.

THE CONQUERORS COME

By a stroke of luck, or possibly disaster, another group of aliens were lurking nearby. Similar to those of the Galactic Council, these watchers saw humanity as a potential threat to the galaxy. However, these watchers quite enjoyed the discomfort humanity had brought the Galactic Council and wanted to cultivate humanity's natural instinct for conquest.

With a thunderous crack through the skies above the assembly house, the presence announced its assault. The Aullir called for immediate extraction and defensive actions, but their starships were already tied up above the Earth. The sky was blotted with dozens of black cylinders that rained down across the city, causing massive damage to property and injuring spectators. From each cylinder emerged tall aliens built with thick muscle. They carried sleek firearms in their four burly arms and marched with a purpose upon the assembly. Fear spread throughout the ranks of the Galactic Council and one panicked voiced uttered the name, "Kilix."

A scarred and decorated Kilix specimen strode easily from his drop capsule and proudly introduced himself. He coolly pushed through the ranks of aliens to deliver his offer to the people of Earth. For all the spectacle and destruction, the Kilix warlord offered salvation and improvement. He offered to embolden humanity through discipline, focus, and fire. Ultimately, the Kilix offered humans the freedom to be themselves and act in whatever way they saw fit, so long as they would come to heel under the Empire. One distressed telepath picked up that the Kilix's words were actually engaging the human delegates and the stakes soon became higher.

The Earth was given an offer that seemed impossible to refuse. Any military mind could see that mankind was not able to confront the Kilix, at least not without significant losses. It was then a Powered human known as Bedlam proposed a challenge. She set out a list of demands, aimed not just at the Kilix warlord, but the Aullir ambassador as well. The commotion was predictable, but Bedlam thrived in chaos. She

offered the Kilix warlord a fight in front of his army, the Council, and the whole of the Earth. The challenge was too brazen, too absurd, too dangerous, and too spectacular to deny. Bedlam's powers to manipulate her enemy's own strength against herself made it possible to compete, and she withstood the onslaught.

Despite significant injuries, Bedlam toppled her foe and came out victorious. When the dust settled, the silhouette of Bedlam burned a righteous image into the minds of every witness. To the Council, humans appeared divided in their goals, but unified in their courage. The Kilix saw that humanity presented a worthy challenge, albeit still in need of more tutelage. For the people themselves, the Powered now stood as the Earth's mightiest defenders against alien invaders when others could or would not.

THE PANORAMA ACCORD

Earthlings succeeded like none other before their kind and in a manner that still generates excitement throughout the galaxy. The historic occasion of the Council and Empire both drawing up plans to gain the favor of a newcomer left jaws and chewing flaps agape. This unprecedented alliance set the groundwork for much of the future on Earth and humanities role on the galactic front.

Earth gained advanced technologies and scientific research from various members of the Council and the Empire. Likewise, humanity established certain constructive guidelines for how this technology would be released to the people. This allowed existing markets to adapt to otherwise overwhelming breakthroughs and the promise of a better future kept the masses optimistic enough to wait. The initial group of Powered representatives also sought to carve out a space they could thrive in that allowed for their powers to be studied and expressed in a practical environment.

The Kilix offered to construct an artificial landmass that would come to be known as Panorama Island. Of course, the Kilix envisioned such a space to be a completely militarized training ground for humanity and their own young warriors. The Council added the caveat that an artificial island would only benefit the Earth if it maintained embassies from the various cultures of the galaxy—as approved by the Council—and humanity itself.

It took only a few short days to shape the founding document before being presented to the various nations of the Earth and formalized by human and alien signatures. However, it would take considerably longer for all parties to find balance in designing the galaxy's first truly cosmopolitan city. Some argued they still haven't gotten it quite right to this day.

HOME AND ABROAD

Humanity has always been adaptable to the strange and often seeks out the novel. Nowhere is this more apparent than in Panorama City. A massive artificial landmass created by human and alien hands (or hand-like appendages) that defines Earth as a true melting pot of the universe. From gleaming skyscrapers and dingy tenements to aquascaped vivapods and tessellating four-dimensional cathedrals, Panorama City makes room for all kinds. Ground cars coast down streets while hover buses pass along invisible skylanes. Police officers on horseback mingle among amphibious monocycles and try to keep hooligans with hover boards off the sidewalk.

Looking to any given crowd, you'll see humans sporting alien fashion chatting with holographic robots about the latest football game. You might pass a Kilix scholar-solider performing her daily twenty-mile jog or a group of middle schoolers excitedly talking about the upcoming holiday weekend. If you see an angel wearing a crown of burnt leaves loudly proclaims that his are the lowest prices for mattresses in this or any other realm, you're already at the corner of 61st and Elm. The city is always bustling; some new event is happening somewhere and people work and play at every hour.

To be in Panorama City is to be at the threshold of superscience and a cultural exchange unlike anything seen before. To live in such a place takes a certain mindset, one accustomed to taking in familiar and bizarre sights without really grading the two. The people of Earth often label Panorama as the place where the Powered can get up to mischief and strange beings from all over can swap oddities for, which is not entirely incorrect.

OF CORPORATIONS AND CAPES

Panorama City is advertised as the best place for superpowered individuals to live and work. This is true to some extent, but not simply because Panorama City has a more relaxed policy to those with powers. It is the fact that savvy companies saw a growing market and aggressively pursued. Within a few short years after opening Panorama to the Earth, pharmaceutical and entertainment companies began filling real estate. With a growing population came a market for the service industry. Even the Kilix had gotten a few training camps and weapon manufacturing plants—far enough away from the city to only cause mild disturbances. New opportunities mixed with traditional careers and many non-powered humans saw a chance to integrate.

One of humanity's wealthiest entrepreneurs, Elizabeth Gennady, saw the Powered as a market. Her parent company quickly established a department dedicated to all things super and hired Powered people to demonstrate fashion, cosmetics, vacation homes, educational institutes, and anything else within

her expansive portfolio. Gennady's many companies targeted the general public, something her rivals profited from. Specialist groups formed around niche markets, especially for those strange Powered that wanted hero costumes and crime fighting gadgets.

NO CRIME LIKE THE PRESENT

The many opportunities people sought weren't always approved, naturally, and a steady market for crime developed. Those who already knew how to operate in the underworlds of society had no trouble finding mooks, goons, and highly educated patsies. New synthetic drugs, highly dangerous weaponry, and the odd transportation scheme kept journalists with ample material to write articles about "super crimes." Such crimes committed by those with superpowers were extremely difficult to deal with by conventional law enforcement techniques. Some beings with powers formed neighborhood watch groups to deter criminal activity while others actively sought out criminal groups with the intent to hinder their operations. The truly incensed became wandering executioners, though they were typically a product of the perceived rise of crime in the late 2090s.

To curb property damage and increasing violence, the president of Panorama formed the first super crimes division known as the Super Crime Reporting and Investigation Taskforce or SCRIPT. Members of SCRIPT were trained in basic police procedure combined with innovative technologies and superpowered sensibility. Despite a rocky start, SCRIPT managed to solve some dastardly crimes brewing in the underworld of Panorama and laid the foundation for other superpowered security divisions utilized across the Earth. While following the SCRIPT worked well when dealing with superpowered criminals of Earth, it did not envision a method for interacting with outer beings.

THE SUPERNATURAL RIFT

It was a humid, sunny day in the land of flowers known colloquially as Florida, and the Powered human 'Saint' Patrick Ortega was musing over how to enjoy himself. Being a spiritual man, he was not surprised when a being identifying itself as an angel began speaking to him. The angel spoke of a great war against evil, an invasion of carnage unlike Earth had ever known, and Patrick was the key to preventing the angel's side from losing. Saint Patrick thought upon the angel's plea and soon became the unwitting conduit between the War of Heaven and Hell.

He willingly exchanged his reality altering power to create a rift between the corporeal and immaterial planes, forever opening a hole in space that the two dimensions could now

crossover. One week and one day after the rift was created, an army of creatures ten-thousand strong rode through space on winged horses that shed golden light or leathery serpents that roared cold flames. They quickly settled upon Florida and announced that the war between the Split Realms was to commence. Unfortunately, these outer beings chose the one place on Earth more fortified than a Kilix gymnasium and the United States military was quick to intervene. The angelic and demonic beings carried swords and maces and dressed in shining armors of silver, gold, black, and bronze. They showed no fear in their righteous cause as Stryker tanks peaked over the horizon, the US military subdued the threat with superior ordnance in a matter of three days.

The denizens of the Split Realms were not prepared for the militaries of Earth or whatever an M4A1 carbine was. They were shocked and referenced the Great Plan, an infinitely winding scroll said to explain all the duties of the universe before creation. Angel and demon scholars debated about the meaning of this, but finally came to the agreement that this was what the prophecy foretold. They decided that the Great Plan required them to begin new lives, to experience the material universe, and understand that “war” was simply the destruction of the old ways to make room for the new. They were quickly transferred to Panorama Island to be sorted out far away from regular people.

TODAY, LIKE THE ONE BEFORE

With the new inhabitants of the Split Realms residing in Panorama, the Earth had become a strange blue jewel to most of the universe. Superpowers, superscience, and supernaturals mingled and mixed and the uncertainty of the Panorama experiment reached paradoxical levels. Still, humanity played the role of friendly, but firm negotiators who could seemingly unite everyone regardless of their differences.

Humanity has become part of the galactic way of life and has started development of colonies on its Moon and Mars. Many humans spend time away from their homeworld to see the other galactic civilizations for education and recreation. The Powered have even stepped foot into the Rift and returned mostly intact. Still, there is much to explore within the galaxy and even more at home.

Super crimes are still present, getting more sophisticated by the hour, and cosmic threats loom on the periphery. Danger from unnamed foes lurk behind every smiling picture of a public servant. Political and social attacks are constant and not everyone is pleased with Panorama Island being part of the Earth. The constant need that drives humans to learn and do more continues to fascinate and even the Kilix feel some pride watching the Powered take great risks for the chance to find great rewards.

CHAPTER 1: CHARACTER CREATION

The Earth is home to humanity and, to a lesser extent, many other types of flora and fauna. Unlike pine trees, which have been thoroughly subjugated, Mankind has strived to grow and push the boundaries of its existence. Through science, engineering, and a lot of luck, humanity has been able to take to the stars; travelling as far as the celestial body they call Mars. However, for many centuries, humanity saw its species as a loner in an otherwise vast galaxy. Various people speculated on what it meant to be alone, or if life was out there and just avoiding Earth like some gangly teenager at an underwhelming prom night. However, in 2050, humanity would see its destiny change, bringing Earth onto the galactic stage in ways people could never have imagined and were not entirely ready to handle.

The current year is 2255 and your character is making their way through life in Panorama City. You will play as a special individual who has access to incredible skills, unique talents, and rare superpowers. You may be a human known as one of the Powered who wants to fight crime with their fists, an alien trying to make your new life on this strange rock called Earth, a robot who wishes to fulfill its programmed duty to solve a coming disaster, or even a restless spirit come back from the dead to solve your own murder case. It is even likely that your character is not the hero type, but a vigilante or villain who thinks the rules are for the meek and that the only real way to make it in life is to push the boundaries between civility and progress.

Whatever the case may be, you are destined for great things that will shake up the world—or at least Panorama City. Your oppositions will be many, from internal power struggles to external foes, and you should never be surprised if government agents suddenly appear to demand assistance that only you can provide. The galaxy has gotten a lot smaller in a few short decades, but you are lucky enough to be in the thick of it all. This is your chance to make it big and the only hard part left is to figure out who to side with to succeed. A colorful costume that is easy for children to draw doesn't hurt either!

In this chapter, we will go through the process step-by-step as you fashion your super identity. Your Player Character will be a cut above the average denizen, and you and your fellow players have great deeds to perform and exciting stories to create. You may even save the galaxy from total annihilation from time to time. If that does not sound like too much pressure, read on to how you will build your character!

CREATING YOUR CHARACTER

This book is a supplement for the **GENESYS** Core Rulebook that lets you play roleplaying games set in the Supers setting. To be precise, it allows you to be part of the new frontier of superscience, galactic diplomacy, and good old-fashion fisticuffs in the rapidly changing artificial landmass that is Panorama City.

In this chapter, we provide all of the rules and information that you'll need to build a character for this game. During character creation, you'll follow the steps outlined here (which mirror the steps found on page 32 of the **GENESYS** Core Rulebook), with the addition of creating unique superpowers and abilities that mark your character as special among the crowd.

STEPS FOR CREATING CHARACTERS

This chapter presents an addition to the **GENESYS** rules for character creation to allow you to create characters who either were born in or have come to Panorama City. It includes a wide variety of creatures, ranging from humans to exotic aliens and supernatural entities.

To start creating your character, we recommend first coming up with a character concept. This gives you a good foundation for your character and can help guide you through all the choices that follow. Having a passing familiarity with superhero comics, movies, and stories may help, but is not necessary. Your Game Master can be a great resource not only for information on the setting but also for discussing character concepts.

Character creation can be broken down into seven steps, each one rounding out a different aspect of your character. These seven steps are the same as those in the **GENESYS** Core Rulebook. The material in this book augments some of the steps from the Core Rulebook; for example, **Step 3** in this book includes developing a unique set of powers for your character alongside their career.

STEP 1: DETERMINE BACKGROUND

While most characters end up in Panorama City for one reason or another, not all are natural residents. Your character could be born on any continent in any country on Earth. It is just as likely that your character was born in space on a colony far from Earth or even aboard a nomadic flotilla of starships. Perhaps your character was created in a lab, government or otherwise, and was raised or programmed to be who they are now. Being a citizen of Panorama City offers your character a chance to be their super-self more freely than most of the Earth and galactic outposts appreciate. In **SUPERHEROES OF PANORAMA CITY**, your character can become a corporate cape—someone who uses their powers to defend against calamity both home and abroad.

Does your character believe in bringing justice to the Earth? Would they go out of their way to help a galactic civilization in need? Maybe your character lives in Panorama City now because their appearance was off-putting, or their parents let them live in such a place to safely develop their newly discovered superpowers. Perhaps your character just wishes to get away from everyone who isn't more like them, feeling like Panorama City exhibits the level of superscience and diversity that feels good to live around. Any of these questions and more can lead into building upon your character's background.

Backgrounds can be as complex or simple as you like. Some players like to write an extensive history for their character that charts their life thus far, while others might only know they want to shoot lasers from their eyes. In either case, a background forms the foundation upon which your character is built and will guide you through the steps that follow. More information on backgrounds and how your character might view Panorama City can be found on page 12.

STEP 2: SELECT A SPECIES

Once you have an idea of your character's background, the next step is deciding their species. The species profiled in this book replace the archetypes from the **GENESYS** Core Rulebook, the better to represent the various groups of the universe. This book contains Powered humans native to Earth, galaxy-exploring aliens that come in a variety of species and cultures, and hyper-advanced robots built by humans, aliens, or themselves. Supernatural entities also appear in a myriad of forms, from angelic and demonic beings to slithering two-dimensional beings who are fascinated to see a three-dimensional world. Demi-humans make up a hard to place category, but with the continued presence of humans and other beings in such close proximity, it seems like their numbers are only going to grow for better or worse.

Your choice of species determines your character's initial characteristics as well as some starting skills. The outline of these species options and information about them can be found starting on page 14.

STEP 3: DETERMINE CAREER AND SUPERPOWERS

After thinking of a background and selecting your character's species, the next step is to determine a character's career. Their career and skills are a character's key to their role in the group as well as to how they interact with the world through the rule system. However, careers are extremely flexible and leave plenty of room to tailor your character to your own background concept.

After selecting your career skills, your character will develop superpowers. Having superpowers is what sets your character apart and enables them to take on challenges beyond the norm. Your character might have a mighty weapon infused with ancient magic. They may be able to change their size at will or become invisible to the naked eye. Some characters may have preternatural control over their own body, becoming ageless or transfiguring into animal shapes. You should select powers and enhancement effects to further specialize your play style and better fit your character's theme.

More on careers and career skills can be found on page 40 of the **GENESYS** Core Rulebook and information on superpowers can be found starting on page 20.

STEP 4: INVEST EXPERIENCE POINTS

With your character's superpowers in place, the next step is to invest experience points. Your character's species determines how many experience points they have to spend. This step allows you to round out your character by increasing characteristics and skills, and even picking up a few talents before you start play.

How to spend starting experience points can be found on page 44 of the **GENESYS** Core Rulebook. New skills and talents that you can spend these experience points on can be found starting on page 48 and 51.

STEP 5: DETERMINE DERIVED ATTRIBUTES

Now that your PC's final characteristic ratings and other statistics are in place, determined by your character's species, powers, and where you invested your starting experience points, you can work out their derived attributes. These are their wound threshold, strain threshold, defense, and soak value.

Information on how to determine these derived attributes and on how they function in the game can be found on pages 45 of the **GENESYS** Core Rulebook.

STEP 6: DETERMINE MOTIVATIONS AND PRINCIPLES

Perhaps the most important aspect of your character is their Motivation. This is going to help you figure out how your character responds to any given situation, how they deal with dangers and threats, and what drives them to succeed. How Motivations work and lists of Motivations to choose from can be found starting on page 46 of the **GENESYS** Core Rulebook.

Along with your Motivation, it's time to determine your character's core principle and vices. These values give your character their moral compass. This might be a personal undertaking, such as providing justice for the meek, combating street crime and petty theft, or even protecting the wider galaxy. Alternatively, your character may be loyal to one of the organizations in the game.

More information on selecting your character's principles begins on page 62.

STEP 7: CHOOSE GEAR, APPEARANCE, AND PERSONALITY

Lastly, you should round out your character by choosing their gear and determining their appearance and personality.

When creating a character, you start with 1,000 units of currency (Non-Fungible Tokens or simply "tokens" in Panorama City) to spend on personal gear. See **Chapter 2: Equipment and Vehicles** on page 69 for more on the types of gear your character might have. Your character cannot use these credits to purchase any items that are restricted (have an "(R)" next to the price). Your character may keep any tokens you don't spend. In addition, after you've finished purchasing starting gear, roll 1d100. Add the value of the dice roll to any remaining starting funds. This represents "pocket money" that your character has on hand.

Your character's appearance and personality are completely up to you (although we do have some helpful guidelines on page 51 of the **GENESYS** Core Rulebook). It may help you to read more through this book for ideas or think of your favorite superheroes from media.

With these seven steps complete, your character is ready to jump into the hustle and bustle of Panorama City to see what differences they can make...

STEP 1: DETERMINE BACKGROUND

The people that develop powers are every bit as varied as the universe they now find themselves in. Make no mistake, being able to fly or lift buildings has not greatly affected the human condition. In truth, the Earth was a complicated place before the emergence of superpowers, and galactic guests have only served to add to the obstacles. Despite the best efforts and intentions of governments and individuals, the universe has never been so neatly packaged and quantified. Your characters will meet a nigh uncountable number of humans, aliens, robots, and supernatural beings in their journeys, all with their own cultures and beliefs. Your characters might feel comfortable towards new philosophies they encounter, or they may have a strong set of ideals they choose to uphold.

Panorama Island was first developed to be a training ground for the newly growing Powered population and a space for alien contact and diplomacy. Today, Panorama City sits as

a hub for nearly all intergalactic and otherworldly relationships, but also boasts a sizable native population made up of humans and other beings. This divides the types of backgrounds a character might have into two primary categories: those who call Panorama City of Earth their home, and those who have come to visit for one reason or another.

When creating the background for a character in **SUPERHEROES OF PANORAMA CITY**, it can help to choose a profession, person, or personality type from fiction, history, or even our own era as a starting point. You can then merge your character into the Supers setting by mixing them with elements of alien biology, fantastic technology, perplexing mysticism, or the unique political structures of the setting. To help generate ideas for your character's background, presented below are some of the core aspects of the setting, along with the kinds of characters that might gravitate toward those aspects.

DENIZENS OF PANORAMA CITY

The modern citizen of Panorama City is surrounded by a variety of advanced technologies and cultures from Earth and beyond. Superpowers have brought new fields of research, science, art, and politicking to humanity, but humans have equally managed to influence many alien cultures in turn. One particular aspect of superpower culture that has arisen is costumed herodomy; a bizarre notion conceived by humanity to don elaborate clothing and use their powers. Flying people in yellow spandex rescuing cats from trees, professional firefighters with pyrokinesis, and sushi chefs with lightning-fast reflexes are all par for the course in Panorama. Despite the existence of superpowers, many denizens lead ordinary lives with regular work and leisure, only contending with the occasional villainous plot to take over the world on rare occasions.

A character raised in Panorama City is usually exposed to experiences and thoughts that can be found nowhere else in the universe. They might have a superpower that promotes them for a line of work others might find impossible, or their superpower might be something associated with the character without being their main identity. Your character is most likely proud of their city and speaks highly of the many wonders available. Others might find this proud demeanor stigmatizing, which occasionally causes outside negotiations to become more intense than necessary.

TOURIST OF PANORAMA CITY

Even before flight was mastered, humanity had robust ocean navigation that allowed humans to discover new locations and meet new cultures. In the current age, air travel is superior for speed and comfort, but trips by sea and land are still common usually owing to affordability. Many humans choose to visit Panorama City, and it is considered good etiquette for all beings not native to Earth to first arrive in Panorama City as a show of procedure. The reasons for visiting are many, from sightseeing and cuisine sampling to advanced medical intervention and political posturing. Panorama City offers not just a melting pot of cultures from around the Earth, but around the better part of the universe. Tourism allows others to get a taste of a curated day in the life of a denizen of Panorama City without the commitment of having to spend more than a few weeks on the island.

A character who is just visiting may have superpowers, but chooses not to live in Panorama City. There are plenty of reasons to live closer to where you originate from such as keeping ties to close family, enjoying the scenery of the place you come from, or simply just because renting is quite pricey in all the fun areas of Panorama City. Non-native characters might find some joy in being able to readily mingle with other superpowered folks, but they also might think that Panoramans are too quick to judge those outside of their sheltered island.

A DAY IN THE LIFE

Regardless of the many different types who make up Panorama City, it is ultimately a place to live. Community leaders rally for after-school programs, street vendors sell snacks from questionable pushcarts, police officers hand out traffic tickets, and most people take up some occupation that provides. Many people simply have superpowers in Panorama City, but few are actively involved in dealing with super-related crimes. Firefighters, lawyers, doctors, charity organizers, social workers, and more fall under the category of the “everyday hero” and having a superpower may be a secondary part of that person’s life.

When creating your character’s background, you may simply consider the different types of people that appeal to you. Does your character come from wealth? Then perhaps they are a native Panoramian with ties to the founding of Panorama or even a major corporation from another country. Perhaps your character is an alien princess who has always dreamed of going to Earth and is now vacationing on Panorama with her many servants and heavily armed entourage. Your character might have made their own wealth, possibly through some genius invention or by becoming wildly successful in the entertainment industry.

You might also develop backgrounds from the species you choose. A Powered character can be based off any real or imaginary human, with minimal alterations to fit the setting. Perhaps you want to play a supernatural spirit that “feeds” off electricity and has an otherworldly perspective of what it means to be alive. Robotic characters may be single minded due to their programming, or they might be earnestly questioning their own place in the universe and what, if anything, it all means.

Sharing similar superpowers or having a similar Principles (discussed later on) is a great way to develop a background. Characters known for their extreme physical endurance might enjoy extreme activities that would be fatal to others. Maybe your character shares a legacy with a group that derives their powers from magic rings, to which they swear fealty to other members. Your character might even be a telepath and they just enjoy the company of others who know how to keep their thoughts to a whisper.

Once you have an idea in mind, you should feel free to add as much detail as you want. Of course, you can always alter information about who and what your character is as you progress through the steps of character creation—or even adjust your character’s worldview during gameplay.

LIVING WITH SUPERPOWERS

Those with superpowers often consider how they might help people, or at least how they could avert a potential disaster. This often puts such special individuals into dangerous situations, for both themselves and the people they hope to protect. For some, safety and comfort take priority and they would not risk physical or personal ruin just to stop petty thieves. Others proudly declare that no problem is too large or too small for them to confront.

AVERAGE LIFE

For one reason or another, you never had to worry about using your superpowers. This could be due to living an otherwise idyllic life with family and friends or, possibly, you were never in the wrong place at the wrong time. You might not have even known about your own powers until later in your life during some fateful event. However, once the truth was out, it wasn't going away.

CAREFREE LIFE

Life is too short to not enjoy it and your superpowers are just another way to celebrate. You can help people when you want and find convenient uses of your powers in everyday situations. If you do something that pleases the crowd or upsets the masses, it really doesn't stick to your conscious for long.

CORPORATE LIFE

You believe in yourself and look for any means to strut your stuff. Some of your earliest memories included playing cops and robbers while reciting your favorite lines from famous heroes (and maybe some villains). You probably joined an organization or government forces as soon as you could. The "corporate cape" lifestyle satisfies your needs to perform heroics and provides you with all the amenities you need to stay at the top of your game.

DOUBLE LIFE

You have seen enough movies and read enough stories to know that keeping your public identity separated from any heroic activity is the best way to keep crazed villains, and insurance adjusters, from harassing you and your loved ones. It is a delicate balancing act and you may often have to resist the urge to aid someone in trouble—at least until you find a convenient changing booth.

HALF LIFE

Your parents or a corporation made you for stardom. They molded how you acted in public, what good deeds you did, and dictated the better part of your life. However, something or someone new came along and the public quickly forgot about you. As your image faded, some told you to chase the fame while others suggested you get into a steady career. It took some time to realize that this was your life, so now you had to live it.

NEW LEASE ON LIFE

You didn't make the best choices and ended up on the receiving end of the law. It might not have been because of your superpowers, but it didn't help that you have them. With luck, a good lawyer, and bigger fish to fry, you were given a chance to perform some heroics in lieu of time. However, the terms offer just a hair's breathe more freedom as you have to show results and please probationary offices.

STEP 2: SELECT A SPECIES

Your character's species defines who a character is physically, and defines a lot more of the character's background. You won't be able to switch your character's species once you've started playing.

When choosing your species, you should consider how that particular being perceives their world. The Powered are humans who often think they can be or do anything they put their mind to while aliens typically have a dominating monoculture. Robots are often created with a specific sense of duty they must perform while a supernatural is typically born

with a strong urge to uphold whatever beliefs created them. Demi-humans are often as diverse as other humans, but might adopt their non-human culture and identity or even mix the parts they like from both backgrounds. Each species comes with its own set of advantages and disadvantages that have both rules and roleplaying effects. No matter which species you choose, you should consider how it will work with your character's background. You may want to discuss your chosen species with your GM as well, to ensure it will fit into their campaign plans and with the rest of the group.

ALIEN

A title given by humans to other spacefaring creatures not native to Earth, which is just about everything. Aliens come in a variety of shapes and sizes, but most have the standard array of a head, torso, two arms, and two legs. Some are more bizarre, depending solely on technology for survival, while others are still primitive and operate through innate powers and sheer luck. Many aliens already display wondrous abilities like the Powered of Earth and some having advanced so far into genetic manipulation that they create super individuals just to perform basic tasks for their societies.

Alien societies are often homogenized through many centuries or even millennia of development. It is fairly common to find entire alien species who speak the same language with little variation and share a monodominant culture. Aliens of the Galactic Council, especially the venerated Aullir, look upon this occurrence as the natural progression to any highly advanced civilization—a reason many of the Earth’s governments believe that no human has yet achieved a seat at the Council itself.

In Panorama City, it is common to see the rugged, four-armed militarists known as the Kilix who enjoy mingling with Powered for live combat exercises and the simian-like Ja’robi that have a penchant for hypnotic devices and the Earth bovid. Other alien visitors routinely show up all across Panorama, and many are interested in studying how so many different beings—but especially the Kilix—operate in harmony. However, aliens have sparsely assimilated into many other countries across the Earth with varying degrees of acceptance.

WHY PLAY AN ALIEN?

Many aliens are often concerned with the acquisition of knowledge and any chance to collect data on strange creatures or remarkable events is a chance to include alien characters. However, not every alien character is the same and deviations, though rare, occur within any group. This is especially true for an alien that has spent a long time around humans, or even one that is born outside of the monoculture of their species.

Alien PCs offer more focus compared to Powered characters, but are still easy to customize. Aliens naturally gravitate towards being proficient in a few skills and their Not of this World ability provides an instant difference from that of the standard Earthling. If you like the idea of playing an archeologist from another world, a journalist making interstellar survival guides, or a sphere of pure energy just looking for love, an alien might be right for you.

SPECIES ABILITIES

1	1	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 160 XP
- **Starting Skills:** An alien starts with one rank in one career skill. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Not of this World:** Alien characters did not evolve on Earth and many have strange adaptations to their homeworld. Choose (or create) one adaptation:
 - **Accelerated:** This alien can perform a second maneuver during their turn without suffering strain or giving up their action, but they can never perform more than two maneuvers during their turn.
 - **Amphibious:** This alien can breathe underwater and move through water without penalty. In addition, your character gains one rank in Survival.
 - **Dark Sight:** When making skill checks, this alien removes up to ■ ■ imposed due to darkness. In addition, your character gains one rank in Perception.
 - **Exotic Atmosphere:** This alien does not breathe oxygen, but packs its own “air” supply instead. Characters of this species start with a rebreather (see page 76), and treat oxygen as a corrosive atmosphere with rating 6 (as per page 111 of the GENESYS Core Rulebook). This alien gains +10 XP at character creation.
 - **Hive Mind:** This alien operates under a network that may be organic or artificial. It adds ✨ to Intellect- and Willpower-based checks for each additional friendly character of the same species within medium range (maximum of ✨ ✨ ✨).
 - **Pack Mentality:** When performing the assist maneuver in combat, this alien adds ■ ■ instead of ■. Your character gains one rank in Charm *or* Deception (your choice).
 - **Unbreakable:** This alien is made of hard materials or covered in scales or chitin. Increase its soak by one.

DEMI-HUMAN

A strange, or perhaps necessary, occurrence appears in humanity that many other species cannot entirely explain: genomic alternatives. For one reason or another, humans seem to intermingle with other species a little too well causing the rise of something not quite human, but not entirely alien. Humanoid beings with bird-like wings, robo-organic bodies, god-like strength and endurance, or even just green skin have cropped up across the planet Earth in the last few decades. Some say it is due to exposure from aliens and new technology while others presume the gene that causes the appearance of powers is somehow at play.

Demi-humans hold a unique place on Earth as they often look like the average human. This near chameleonic blending leads researchers to believe that human phenotypes are dominant, though the reason for this is still up for debate. Some aliens seek out human relationships first, with the goal of creating some ultimate life form. Others find the human family unit to be intriguing. Supernatural beings have a strange relationship with humankind. Many supernaturals demand worship while others want to be homemakers. Aliens have noted that these two desires are not mutually exclusively.

Demi-humans often come from difficult backgrounds due to their parentages and the social norms of the culture they are raised in. Many aliens may disappear to deal with experiments for years or decades at a time and supernaturals rarely understand the various emotions humans experience throughout their life. However, demi-humans tend to be resilient and often accepting of their circumstances—even if some question how their parents ever managed it.

WHY PLAY A DEMI-HUMAN?

A debatable, but readily available, reference list exists throughout the universe determining the benefits of hybridization. A demi-human just so happens to prove this idea, as they are supremely tough by humanity's standards and develop superpowers without fail. Demi-humans share much of the flexibility of their Powered heritage with some special ability from another species. Demi-human characters tend to lean towards more diverse groups and ways of life due in part to their strange background.

Demi-human have a good deal of XP to invest from the start and can become truly unique from their Peculiar Ancestry ability. Their starting rank in Resilience means that they are naturally good at recovering from Critical Injuries, resisting poisons and toxins, and utilizing superpowers that require physical exertion. Players who like the clash of ideologies, the next conversation in human evolution, or just appreciating their weird family reunions will enjoy playing a demi-human.

SPECIES ABILITIES

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 8 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** A demi-human starts with one rank in Resilience. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Peculiar Ancestry:** A demi-human gains one species ability from either Alien, Robot, or Supernatural.
- **Unnatural Constitution:** When a demi-human makes a check to heal strain at the end of an encounter, they heal one additional strain.

POWERED

Humanity is considered the dominant species of Earth by their own admission, despite hardly terraforming 20% of the planet, and humans make up the majority of all sapient life on the Earth. Most of humanity does not exhibit superpowers of any kind and this population is considered the natural or average state of their species. However, those humans who do exhibit superpowers are known as the Powered—a colloquial name to help quantify and qualify this new phenomenon. Humans are considerably durable and have the capacity for great intelligence; however, the average Powered is much more likely to display exaggerated aptitudes. Some of the finest minds in the galaxy are still puzzled about why one species can display so much diversity, but others enjoy the endless randomness that makes up both human superpowers and culture. Humanity itself appears torn over if they accept the Powered or not. It is not uncommon to see crowds praise or jeer a Powered human, even after they have saved the crowd's collective lives.

At their core, Powered individuals seek to use their talents to better themselves, which often comes in the form of improving their surroundings. Many Powered share the same human tendency to aid others regardless of species, even if many humans disagree about who or what needs help. Because of this behavior, humanity's willingness to extend a helping hand to outsiders is something that perplexes even the most brilliant minds of the galaxy. Those who sit on the Galactic Council are wary of such overly friendly beings as such behavior is seen as naïve to the elder species of the universe.

Despite some setbacks and near extinction-level events, humans have displayed incredible survival potential due in no small part to their newly developed abilities. Since the emergence of superpowers, humanity has made great strides in galactic contact with varying degrees of success. This fledgling race has set out to explore arcane magics, unfathomable horrors, galactic empires, and the odd friendly alien.

WHY PLAY A POWERED HUMAN?

Playing a Powered human might seem mundane; however, they are every bit as strange and wondrous as other galactic and supernatural beings. Not only do humans have a multitude of languages and cultures, but they also show incredible adaptability for new ones. Superpowers really open novel avenues to explore these differences and you'd be hard-pressed to stop a Powered from taking action when the going gets rough.

Adaptability is the key term for the Powered. Players have a good array of characteristics, a lot of XP to invest, and gain slightly more ranks in skills from the start. If you want to play a daring crime fighter, an idealistic representative of Earth, or a vigilante seeking justice where the law can't go, a Powered will surely deliver.

SPECIES ABILITIES

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 120 XP
- **Starting Skills:** A powered human starts with one rank in each of two different non-career skills. They obtain these ranks before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- **Ready for Anything:** Once per session as an out-of-turn incidental, you may move a Story Point from the Game Master's pool to the players' pool.

ROBOT

Mechanical beings have shared a long history with humanity and other alien species, including sometimes even being other alien species. Humans appreciate the company of most robots as companions and greatly enjoy when mechanical beings quip about the “frailty of the flesh.” It is possibly due to the rugged collectivism of robots that they get along so well with humans in the first place. Since robots believe in working together to achieve greater results, similar to the human sentiment of networking, they are apt to find a niche among most societies. Robots are naturally prone to working in groups, hoping their talents can make the galaxy greater than the sum of its parts—as mathematically illogical as that may sound.

Robots come in many shapes and sizes and are often greatly concerned with fitting themselves for a single purpose. Robots who work alongside other species of the galaxy may often modify themselves to look similar. Some robots are indistinguishable from organic life. These robots may be able to eat, sleep, simulate breathing, and blend easily into a crowd. Other robots choose to assume shapes that accentuate their functions and take pride in being “singular” in mind and body. Such beings often have exaggerate augmetics like heavy loader frames and built-in tools for performing tasks or might fuse their entire being into a vehicle or factory assembly line. Some robots are entirely contained within mobile storage devices and readily transfer from one “body” to another to achieve their goals. The rarest might become entirely digital beings who can travel along nearly any signal media and cross the vastness of space in minutes.

Almost all robots trace their origins to a single ancestral source code. It’s speculated that this source code gave life to the first Mecha-Deus, planet-sized robot factories, though no one is sure exactly who built the first Mecha-Deus. Alien and human scholars have spent decades to uncover more, but the average robot is simply content with existing and operating with what its source code gave them.

WHY PLAY A ROBOT?

Robots are inorganic beings that typically focus on a singular task or subject throughout their naturally long lives. Many robot characters do not seek changes, but often adapt when it is deemed appropriate. Robots make naturally robust characters and many things that could harm an organic creature are a simple inconvenience to a robot.

Players will find robot characters are highly specialized, and excel when focusing on a single superpower. This makes them great allies to any team, but might not make them capable in all circumstances on their own. If you like challenging roleplaying experiences, intense body augmentation, or taking a stroll in the vacuum of space to see the sights, a robot is a good choice for you.

SPECIES ABILITIES

1	1	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175 XP
- **Initial Programming:** A robot may train one rank in six of their eight career skills (instead of the usual four). They obtain these ranks before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- **Glories of Metal:** A robot doesn’t need to eat, sleep, or breathe and is unaffected by toxins and poisons and the vacuum of space. They do not reduce their strain threshold when they receive augmetics (for a robot, augmetics represent upgraded components).
- **Inorganic:** Robots can recover wounds and strain naturally by resting, as their systems attempt self-repairs. Robots can also be “healed” by using the Mechanics skill instead of Medicine, but otherwise following the guidelines detailed on page 116 of the **GENESYS Core Rulebook**. A robot also increases its soak by one.

SUPERNATURAL

Humans and aliens have experiences with strange and unnatural things that cannot adequately be described. From formless intelligences that slither between the cracks of reality to lantern-eyed beasts in the recesses of fathomless depths, supernatural beings have existed within realms undisturbed by mortal kind for the better part of eternity. Still, the supernatural has always had a place within the hearts and minds of all living creatures.

Many supernatural creatures come from the split realm of Heaven and Hell where these quasi-formed intelligences of wings and teeth drift about and perform daily rituals and routines. All creatures within this realm are technically the same species, but finding two things with the same shape (or number of eyes) is unlikely. Language exists, but it is marred in allegory and cloaked behind myths and legends. It is rare to learn about supernatural cultures without finding contradictions despite most supernatural creatures finding the act of lying to be impossible.

Not all creatures that fall under this category trace their origins back to the dawn of nothingness. Some supernatural beings were once part of the living, but now have been resurrected, cobbled together from spare parts, or have simply found it better to cast off their mortal shell. Supernatural beings now have a greater presence in the universe and a good number of them have decided most mortal things are pretty fascinating—especially food and drink. Even in the days of superpowers and superscience, the supernatural is unanimously unnerving to almost everyone and such beings typically stay amongst their own.




WHY PLAY A SUPERNATURAL?

Supernaturals rarely share any commonality among themselves or others, yet this is not a burden for such beings. Many supernaturals rely on a cosmic logic that seems to allow their existence within the universe. Because of this, such characters are right at home when the going gets weird.

Supernatural characters have above average Willpower and start with a rank in Discipline, allowing them a strong defense against things that would send others running—or flying—in fear. That same otherworldliness makes a supernatural just as likely to be the source of most others' fear. Likewise, supernatural PCs will find it easy to take advantage of superpowers that rely on Willpower. If the idea of playing a character who views the physical world completely differently to mortals and is eager for new experiences, a supernatural is right for you.

SPECIES ABILITIES

2	2	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** A supernatural starts with one rank in Discipline. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Beyond Fate:** When a supernatural generates  from super-characteristic checks, they may either choose to reroll up to two positive dice or one negative die (choose one option) from their current dice pool instead of exploding the die.
- **Distrupted:** A supernatural adds  to Charm, Deception, Leadership, and Negotiation checks they make, but they add  to Coercion checks they make. This effect does not apply to fellow Player Characters, demi-humans with a supernatural parentage, and other important associates.

STEP 3: DETERMINE CAREER AND SUPERPOWERS






Characters in **SUPERHEROES OF PANORAMA CITY** are as diverse as they are practical. As such, careers are entirely flexible to represent the immense variety of the setting. These career skills still function in the same way as the ones in **GENESYS**. More on careers and career skills can be found on page 40 of the **GENESYS** Core Rulebook.

When taking career skills, you should consider what your character does on a day-to-day basis. A crime fighting corporate cape might be skilled in some manner of combat, but they also have to be good public speakers to represent their organization. Perhaps the character's training and education play a role in what the character knows. It is possible that a secretive society has molded your character to their desires for a purpose you might not fully understand.

Players choose any eight skills to be career skills for their character at creation. They should include a short description explaining what their career entitles and how, if at all, it interacts with their superpowered life. Just keep in mind when you create your career that when we make a career, we try to make sure that it has a diverse spread of skills. This is less about game balance, and more because we want to make sure players don't end up feeling like their characters can only participate in one particular facet of the game. You should try to do the same thing with your new career!

SUPER-CHARACTERISTICS

Player Characters in **SUPERHEROES OF PANORAMA CITY** are, for lack of a better term, super. They might be known for their incredible Brawn, allowing them to punch through concrete walls and bend steel bars with ease. A character might instead be a genius with Intellect advanced enough to compute space travel trajectories in their head. Characters with super Agility often exhibit amazing feats of speed and coordination.

When creating your character, select any two of the character's six characteristics. These are referred to as the character's **super-characteristics**. When a character makes a check with a super-characteristic, generating  causes the die to explode. The player immediately rolls an additional  into the pool and adds the results. If they generate another , the player rolls an additional  into the pool again. The player resolve all of the  as usual for the check. This may lead to impressive actions, resulting in truly super moments.



SUPERPOWERS AND HERO POINTS









Superpowers might allow a character to catch a falling vehicle in midair, to be hit by a train and walk away with a few scratches, seeing into the future, or just casually tossing fireballs. Each superpower provides some means by which a PC may accomplish these feats. Many powers are broad, allowing for flexible descriptions while maintaining mechanical consistency.

A PC begins with five hero points (HP) during character creation. These hero points measure the PC's accumulated experience with their powers and may be spent at to purchase Basic Powers and enhancement effects. Any unspent HP carry over into gameplay. Once purchased, all Basic Powers and enhancements are permanent. Some enhancements have cumulative effects and may be purchased multiple times.

Your character gains additional HP based on the experience points they acquired through gameplay. Every time your character gains 25 additional XP, they gain one HP. Your character does not gain HP based on their starting XP determined by their species, but if you are creating a character with additional XP (see the **Experienced Characters** sidebar on page 44 of the **GENESYS** Core Rulebook), your character does gain extra HP for each additional 25 XP (these points can be used during character creation).

SUPER-CHARACTERISTICS EXAMPLE

Joseph wants his character, Lightning Lad, to be a speedster who can act and react quickly. Joseph decides his character's super-characteristics should be Agility and Willpower. When Joseph's character makes a skill check with any skill linked to the Agility or Willpower characteristic and generates , he rolls an additional  and adds the results to the check.

During a mission, Lightning Lad makes a Vigilance check to react to an ambush. He generates  from the check then rolls an additional  and generates another ! Lightning Lad adds yet another  to the pool, but does not generate any symbols this time. Adding up the results, Lightning Lad gains one  for each  and succeeds on his check. To show off his incredible speed and awareness, Lightning Lad spends   to appear in a blur behind his would-be assailants and disarm them in a flash

EXHAUSTING SUPERPOWERS

Active heroics is a tiring profession for the average person, but even superpowered people have their limits. When a character digs too deep or pushes too far, they run the risk of exhausting their body, mind, and superpowers.

The GM may spend \diamond from super-characteristic skill checks to cause a superpower to become exhausted. Additionally, certain narrative circumstances may cause a superpower to become exhausted, especially when they target a PC's Motivations or principles. **A superpower that becomes exhausted no longer provides any passive or active effect at the end of the round.** An exhausted superpower is restored at the beginning of a new scene or encounter.

RESISTING SUPERPOWER CHECKS

Superpowers are designed with super intentions. Whether it be creating a barrier of psychic force to shield from falling rocks, blasting fire from one's mouth, or siccing a pack of robot monkeys on a fleeing criminal, superpowers are usually only limited by the PC's imagination. However, when battling equally powerful adversaries, other super characters may find their skills are met and matched.

When any character attempts to use a superpower against a Player Character (or a PC attempts to use a superpower against a powerful nemesis or named rival NPC), **the superpower check becomes an opposed check**, if it is not already opposed or a combat check. This **always** applies when a superpowered PC is targeted, and the GM can use their discretion as to when the rule applies to NPCs.

The skills used for the check are up to the GM and players involved, and should factor in whatever circumstances are at play. The Discipline skill usually opposes Intellect or Willpower superpowers and the Resilience skill makes sense to oppose Brawn and Agility. It might make sense that physical skills might be used to resist mental powers or vice versa. For example, if a character is trying to mentally push or pull another character who could use their phenomenal strength to resist by holding onto something sturdy.

SUPERPOWER BREAKDOWN

Each superpower is divided into two sections: the Basic Power, and its enhancement effects. When a PC gains a Basic Power, they immediately and permanently have access to the power's effects. Once purchased, the player may spend additional HP to add enhancement effects. These enhancements modify the superpower to serve a specific purpose and fit the individual personality of a character. Each Basic Power contains the following elements:

- **A title and description:** These short descriptions do not specify rules or effects, but instead, offer an explanation about the power.
- **A hero point value and rules:** The cost and mechanical benefits of each superpower.

In addition, each enhancement effect contains the following elements:

- **Potency:** Improves the power in some way.
- **Scale:** Increases the number of targets affected by the power.
- **Range:** Increases the distance at which the power functions.
- **Mastery:** Adds new effects to Basic Powers, or modifies existing effects. Mastery may greatly change how a character uses their superpowers.

Each superpower may include similar enhancements, but each enhancement may modify the superpower in exclusive ways. Enhancement effects have their own associated HP cost in their description. Note that not all superpowers include every category of enhancement.

AMPLIFY

Hero Point Cost: 2.

This power allows a character to enhance some aspect of others. This may appear as expert suggestions, superscience technology, or even psychological guidance. Beings with this superpower are beloved by their teams, but certain haughty elements consider this power to be a crutch for those too weak to stand on their own.

BASIC POWER

When first taking this superpower, choose Discipline or a relevant skill (like Mechanics or Medicine). Select one engaged target (excluding this character) and make a skill check with the chosen skill. The difficulty for this Basic Power is **Average** ($\diamond\diamond$). If successful, the target increases the ability of all skill checks they make by one (in effect, this means they add \diamond to their checks). This effect lasts until the end of your character's next turn.

ENHANCEMENTS

Potency (Improve): You may increase the difficulty of the Basic Power once before making the check. If successful, until the end of your character's next turn, the ally upgrades any skill linked to their super-characteristics once (in addition to the Basic Power effect).

Hero Point Cost: 1.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Range: Increase the range of this superpower by one range band. You may voluntarily increase the difficulty one additional time, increasing the range by one range band each time, to a maximum of long range.

Hero Point Cost: 1.

Scale: The power affects one additional ally within range. In addition, after using the superpower, you may spend **▲** to affect one additional ally within range (and may trigger this multiple times, spending **▲** each time).

Hero Point Cost: 2.

Mastery (Battle): An ally affected by this superpower may suffer two strain when making a combat check to remove all **■** dice from the pool. Then, the character adds an equal number of **✦** or **▲** (player's choice) to the results of their check.

Hero Point Cost: 2.

Mastery (Confidence): While this superpower is affecting an ally, both characters add **✦ ✦** to Initiative checks and Discipline checks to resist fear.

Hero Point Cost: 1.

Mastery (Eloquent): An ally affected by this superpower may spend any number of uncanceled **⚡** from an adversary's social skill checks to reduce the strain suffered by that number. In addition, they may spend **⊗** to cause the adversary to suffer three strain.


Hero Point Cost: 2.

Mastery (Expert): An ally under the effect of Amplify may convert **▲ ▲ ▲** into **⊗**. This **⊗** provides **✦**, but does not count as being generated for the purpose of super-characteristics.


Hero Point Cost: 2.

TABLE 1-1: SUPERPOWERS

NAME	EFFECT	PAGE
Amplify	Improve other characters	21
Attack	Cause damage and destruction	23
Barrier	Reduce damage with shields or walls	24
Cellular Control	Rapid healing and greater control over the body	25
Communicate	Speak with all manner of creatures	25
Copy	Replicate other powers, skills, and talents	26
Damage Reduction	Reduce harmful effects and redirect pain	27
Domination	Sway the mind and body	28
Duplicate	Clone self for instant allies	29
Fame	Influence and rapport offer many advantages	30
Gear/Chem	Improve items and people	31
Heal	Restore wounds, strain, and a healthy status	33
Illusion	Create falsehoods or deceive the senses	34
Legendary Weapon	Gain a powerful and unique weapon	35
Luck/Misfortune	Cause accidents and unluckiness	36
Modifier	Improve the body through genetic or surgical manipulation	38
Prophet	See or predict the future	39
Psychokinesis	Use the mind to move, lift, and push objects.	40
Shapeshifter	Change the body into various other forms	41
Shrink/Grow	Make the body larger or smaller	42
Terrain	Manipulate terrain to your advantage	44
Underlings	Call in loyal followers to solve your problems	45
Wealth	More money, less problems	46

Mastery (Tandem): While this superpower is affecting an ally, this character increases the ability of all skill checks they make by one (in effect, this means they add  to their checks).

Hero Point Cost: 2.

Mastery (Vitality): The ally increases their wound threshold or strain threshold by three (ally decides). You may spend  to double this effect.

Hero Point Cost: 1.

ATTACK

Hero Point Cost: 2.

This power functions by directly inflicting damage on a target. This can take the form of destructive forces like fire, ice, or lightning, to hurling physical projectiles, or psychic barrages focused into the target's mind. While such powers are often obvious and straightforward, keeping collateral damage to a minimum is always paramount to low insurance premiums.

BASIC POWER

When first taking this power, choose one super-characteristic. When making combat checks with this power, your character may use their chosen characteristic to hit and calculate damage. Then, select one of the following item qualities: Blast, Burn, Disorient, Ensnare, Pierce, Stun, or Vicious. The weapon profiles gain the chosen item quality with a rating of 1. Attack has two basic weapon profiles:

- **Brawl:** (Brawl; Damage +2; Critical 3; Range [Engaged]; Knockdown). This weapon profile follows all rules for **Unarmed Combat** (see page 108 of the GENESYS Core Rulebook).
- **Range:** (Ranged; Damage +3; Critical 4; Range [Short]). A character suffers one strain after making a combat check with this weapon.

A character may elect to make combined combat checks (see **Two-Weapon Combat** page 108 of GENESYS Core Rulebook) with this Basic Power.

ENHANCEMENTS

Potency (Empower): Increase the damage of the each weapon profile by +1 per purchase of this enhancement. In addition, increase the rank of any item qualities by one per purchase of this enhancement

Hero Point Cost: 1, plus 2 per additional increase.

Potency (Improve): Your character's weapon profiles gain a second item quality from the list included in the Basic Power paragraph and reduces its Critical rating by one.

Hero Point Cost: 2.

SUPERPOWERS AND THE NARRATIVE

Superpowers are as much a part of the Player Characters as they are unique effects to interact within the game world. At the GM's discretion, characters may receive some small, narrative benefit from an ability at all times.

A character with the ability to conjure fire might not be bothered by very hot days, for instance. Likewise, a character who can see the future might get the premonition to pull their friend back before they fall in a hole they didn't notice. Highly influential superpowers, like Fame or Wealth, might allow the Player Character to already know many NPCs they encounter, or the NPCs might know them, without having significant social ties to each other.



However the GM rules, it's important that these minor considerations don't duplicate or rival the benefits provided by having purchased a superpower.

Range: Before making a ranged combat check with this Basic Power, you may voluntarily increase the difficulty once to increase the weapon's range by one range band. You may use this effect multiple times to a maximum of extreme range.




Hero Point Cost: 2.

Mastery (Burst): Before making a ranged combat check, the character may suffer one additional strain to use this enhancement. Your character may add the Auto-fire quality until the end of the turn.


Hero Point Cost: 1.

Mastery (Conditioned): This character may suffer one strain as a maneuver to count as having one additional rank in Brawl or Ranged until the end of their turn. If your character already has five ranks in the skill used, add   instead.

Hero Point Cost: 2.

Mastery (Deleterious): You may spend a Story Point to gain a lethal effect until the end of the encounter. When you deal damage with this superpower, the target must succeed on a **Hard** (  ) **Resilience check** or suffer wounds equal to the character's ranks in the skill used. This counts as a poison.

Hero Point Cost: 2.

Mastery (Destructive): You may spend  from successful attacks with this superpower to destroy one openly held item the target has (see **Item Maintenance** on page 89 of the GENESYS Core Rulebook). This cannot effect gear with the Reinforced item quality.

Hero Point Cost: 2.

Mastery (Overpower): Once per encounter as an action, your character may exhaust this power to defeat all minion and rival adversaries within short range. Named or narratively important rivals may attempt an **Average** (◆◆) **Discipline** or **Resilience check**; if they succeed, they are not defeated.

Hero Point Cost: 1.

Mastery (Vampiric): Once per encounter, when your character deals a Critical Injury with this superpower, you may recover three wounds or three strain (player's choice).

Hero Point Cost: 1.

BARRIER

Hero Point Cost: 2.

This power represents shields of force, physical walls, molded natural elements, or other such things that could shield or protect. Those who employ this superpower often gain praise from spectators, but some corporate capes insist on adding extra flair to their barriers for the audience.

BASIC POWER

When first taking this superpower, choose Discipline or a relevant skill (like Mechanics or Survival). The character selects one target with a silhouette of 0 or 1 within engaged range (which may be themselves), then makes an **Easy** (◆) check. If successful, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceledled ✨ ✨ beyond the first. This effect lasts until the end of this character's next turn.

ENHANCEMENTS

Potency (Improve): The user may make an **Average** (◆◆) check instead. If successful, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceledled ✨ beyond the first.

Hero Point Cost: 2.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Scale: The Basic Power affects one additional ally within range. In addition, after using the superpower, you may spend ▲ to affect one additional ally within range (and may trigger this multiple times, spending ▲ each time). Additionally, your character may suffer one strain to target objects or beings of Silhouette 2, plus one additional strain per additional silhouette.

Hero Point Cost: 2.

Range: Increase the range of this superpower by one range band. You may voluntarily increase the difficulty one additional time, increasing the range by one range band each time, to a maximum of long range.

Hero Point Cost: 1.

Mastery (Cyber Shielding): You may target a computer system or vehicle when using the Basic Power. If the target is a computer system, increase the program strength of any active security system by one for every uncanceledled ✨ ✨ beyond the first. If the target is a vehicle, it increases its Defense by one for every uncanceledled ✨ ✨ beyond the first.

Hero Point Cost: 1.

Mastery (Haste): Once per session, you may spend a Story Point to make a Barrier check as an out-of-turn incidental.

Hero Point Cost: 1.

Mastery (Invulnerable): Once per session as an out-of-turn incidental, your character may exhaust this power. If they do, all targets affected by this Basic Power reduce all wounds and strain involuntarily suffered to 0 until the end of your character's next turn. This effect does not reduce strain suffered from social skill checks.

Hero Point Cost: 2.

Mastery (Reflect): After an attack inflicts damage on a target affected by this Basic Power, the character may spend a Story Point as an out-of-turn incidental. If they do, inflict double the amount of damage to the attacker. This effect cannot be used if your character becomes incapacitated from the attack.

Hero Point Cost: 2.

Mastery (Wall): Instead of the usual effect, your character may target an area within range to erect a wall. The wall is silhouette 2 and counts as difficult terrain. You may spend ▲ ▲ from the check to have the wall provide a cover rating of one. The wall acts as a physical barrier, but the creator may move freely through his or her own wall. This power may create longer or taller walls or multiple walls with the Scale enhancement.

Hero Point Cost: 2.

CELLULAR CONTROL

Hero Point Cost: 2.

This power grants a person the ability to push their bodies far beyond what normal limitations. At its core, cellular control grants significant boosts to physical activities, but it may also be capable of healing grievous injury or stopping the aging process altogether (for beings that actually age). The power does not provide any analgesic effects for the user; however, so they might not enjoy being disemboweled.

BASIC POWER

Before making an Agility- or Brawn-based check, your character may suffer a number of strain no greater than their ranks in Coordination (for Agility) or Resilience (for Brawn). The character adds an equal number of **▲** for each strain suffered in this way to the results of the check.

ENHANCEMENTS

Potency (Empower): When your character suffers three or more strain in a single check from this Basic Power, they may add **★** to the results. When your character suffers five or more strain in a single check from this Basic Power, they may add **⊗** to the results. **⊗** gained this way do not count as being generated for the purpose of super-characteristics.

Hero Point Cost: 1.

Potency (Improve): The Basic Power may now apply to Cunning- and Intellect-based checks. Your character still uses their ranks in Coordination (for Cunning) or Resilience (for Intellect).

Hero Point Cost: 1.

Mastery (Cellular Depletion): When attacking an immobilized or prone target, each uncanceled **★** increases the damage dealt by +2, instead of +1.

Hero Point Cost: 2.

Mastery (Enhanced Sight): As a maneuver, your character may suffer one strain to activate this enhancement. If they do, the character gains the ability to see in every direction simultaneously. The character can see in exacting detail within medium range and at a microscopic level while engaged.

Hero Point Cost: 1.

Mastery (Invigorate): Your character may use their action to heal a number of wounds equal to their ranks in Resilience or recover a number of strain equal to their ranks in Discipline. Additionally, this character may spend a Story Point to regrow lost limbs. The limb takes about a week to function.

Hero Point Cost: 2.

Mastery (Matter Meld): Once per encounter, as a maneuver, this character may fuse with one engaged weapon. The weapon gains the Accurate 1 quality (or increases an existing Accurate quality by 1) and decreases the Cumbersome and Unwieldy quality by 1. While fused with a weapon, the character cannot be disarmed or use their fused hand to perform regular tasks.

Hero Point Cost: 2.

Mastery (Phase): As a maneuver, your character may become incorporeal. Your character can move through most mundane types of difficult and impassable terrain without penalty (but cannot stop inside solid objects). While this power is active, your character increases the difficulty when making Agility- or Brawn-based checks by two. When a corporeal character makes an Agility- or Brawn-based check targeting your character, increase the difficulty by two.

Your character suffers one strain at the start of any turn this power is active and may end this effect as an incidental. Armor, weapons, and other gear that does not provide this Basic Power simply falls to the ground.

Hero Point Cost: 2.

Mastery (Regenerate): Your character decreases the difficulty to heal any Critical Injuries they are suffering from once. In addition, when making a check to heal strain at the end of an encounter, the character may spend **▲** equal to a Critical Injury's severity to heal the Critical Injury.

Hero Point Cost: 1.

Mastery (Stasis): This character no longer naturally ages and doesn't need to breathe, is unaffected by toxins and poisons, mundane sicknesses, and extreme temperatures. The character only needs to sleep for two hours to fully recover strain and only needs a minimum amount of food and water to survive.

Hero Point Cost: 2.

COMMUNICATE


Hero Point Cost: 2.

A character with this power may communicate in some fashion with a specific type of entity. It may be called animal ken, telepathy, necromancy, binary, or something more fantastic. Characters known for their communication superpowers make for excellent interpreters or search and rescue specialists.

BASIC POWER

When gaining this superpower, you and the GM decide on one type of entity your character's extrasensory perception applies to, such as flora, fauna, technology, supernatural beings, other humanoids, and so on. Your character and the chosen entity can have complex conversations in some appropriate manner. Additionally, your character may now spend a maneuver to add **■** to social skill checks.

ENHANCEMENTS

Potency (Empower): After making a social skill check against your character's chosen type of entity, your character may suffer a number of strain to cancel an equal number of . This number may not exceed your character's rank in the skill used.

Hero Point Cost: 2.

Potency (Improve): Select one additional type of entity and gain the ability to communicate as per the Basic Power.



Hero Point Cost: 1 per increase.

Range: Your character may suffer three strain to change the range of this superpower to planetary scale, effectively allowing communication with anyone on the same planet or in near orbit.

Hero Point Cost: 2.

Mastery (Assistance): Your character may use a maneuver to provide assistance from any range that they can communicate. The player should explain how they are able to assist from this distance. Your GM has the final say on what kind of assistance may be given in this way.

Hero Point Cost: 1.

Mastery (Convincing): Reduce the number of  required to inflict a "critical remark" in a social encounter by one per purchase of this enhancement, to a minimum of  (see page 123 of the GENESYS Core Rulebook).

Hero Point Cost: 1, plus 2 per additional increase.

Mastery (Encouragement): Once per encounter, you may spend a Story Point to target another character within range, and tell them to perform a specific task. If your character knows the target's Strength or Desire Motivation, the target may reroll up to three dice of their choice during the next check they make to perform that task during the current encounter. This superpower is a suggestion, not a command, and the target may choose whether to perform the task or not.







Hero Point Cost: 1.

Mastery (Locate): Your character may spend a Story Point to locate a particular target at a very great distance, potentially anywhere on a planet. The target must be a person, object, or creature that your character has encountered before. Your character has an unerring sense of the direction and distance to the target while active, but not of any intervening obstacles, their surroundings, or other details. If the target does not want to be found (or if someone intentionally hid the target), this should require an **opposed Knowledge skill check versus** the target's **Discipline** or **Stealth**. Locate cannot be used during structured gameplay.

Hero Point Cost: 1.

Mastery (Sensing): As a maneuver, your character becomes aware of the position of all sentient being within medium range. In addition, they may spend a maneuver to sense the current emotional state of sentient beings within engaged range.

Hero Point Cost: 1.

Mastery (Telepath): Your character may make an **Opposed Vigilance versus Discipline check** targeting one sentient creature within medium range. If successful, you learn the surface thoughts of the target. During structured encounters, the target adds   to checks they make against your character for a number of rounds equal to your character's Willpower.  or    may be spent to discover deeper thoughts or hidden memories.

Hero Point Cost: 3.

COPY

Hero Point Cost: 3.

This power allows the user to copy some aspect of another character's power. This may manifest as copying the target's superpower or super-characteristic. This power might also be used to gain a sense of a target's physical makeup, or unusual elements about the target. Copy powers are often associated with thieves and villains, but can be a mighty boon in the hands of a hero.

BASIC POWER

Copy's Basic Power allows the character to gain other abilities not inherent to themselves. A good copycat must be knowledgeable of both themselves and their target or run the risk of taking on a strength too overwhelming to control. The Basic Power has two primary uses:

- The character may touch one engaged target to learn the target's Basic Powers. If the target is unwilling, your character may make an **opposed Athletics versus Athletics** or **Coordination** check instead.
- While engaged with a target, this character may use a maneuver to replicate one Basic Power their target possesses. This replaces the Copy Basic Power with the target's Basic Power, but does not replicate any enhancement effects the Basic Power might have. This character may use the Basic Power as if they had purchased it. The replicated power may be dismissed as an incidental, allowing the Copy Basic Power to be used as usual.

ENHANCEMENTS

Range: Your character may suffer three strain to use this superpower up to short range. If the target is unwilling, your character may make an **opposed Discipline versus Discipline** or **Resilience check** instead. Your character downgrades the

difficulty of this opposed check once when using this enhancement.

Hero Point Cost: 2.

Mastery (Enhancement): Your character may suffer two strain when using the Basic Power to gain the benefit of any enhancement effects of the chosen superpower.

Hero Point Cost: 2.

Mastery (Game Theory): Once per session, when a Story Point is moved to the Game Master's pool by any other method except being spent by the players, you may exhaust this superpower to move all Story Points from the Game Master's pool into the player's pool.



Hero Point Cost: 1.

Mastery (Siphon): Once per session, you may spend a Story Point while using this power. Instead of the basic effect, your character selects one characteristic the target has and decrease it by one (to a minimum of one). Your character increases the selected characteristic by one (to a maximum of six). This effect lasts until you dismiss the Copy power as an incidental.





Hero Point Cost: 1.

Mastery (Size Up): When using the Basic Power to learn about a target's superpowers, you also learn the target's wound threshold, strain threshold, and if they are currently suffering from any Critical Injuries. This power cannot detect the number of remaining wounds or strain or which Critical Injuries are affecting the target.

Hero Point Cost: 1.

Mastery (Skill): Instead of the basic effect, you may select one skill the target has. Your character counts as having the same ranks of the chosen skill as the target. If this character has the same number of ranks in the skill, add   instead.

Hero Point Cost: 1.

Mastery (Symbols): Once per session, after another character within range makes a check and the results are tallied, your character may spend two Story Points to activate this enhancement. Choose , , or  and add the same amount of the chosen symbol to your character's next check.  gained this way do not count as being generated for the purpose of super-characteristics.

Hero Point Cost: 2.

Mastery (Talent): Instead of the basic effect, you may select one talent the target has. Your character counts as having that talent and any additional ranks that the target has purchased. This enhancement cannot duplicate the effects of talents with the improved or supreme titles.

Hero Point Cost: 2.

Mastery (Transference): As a maneuver, your character may suffer two strain to use this effect. When you do, select one target within range. The target gains all the current effects of this power as if they had purchased it. If this effect is used while the Copy power is replicating another Basic Power, the target gains the use of the replicated Basic Power instead. This effect lasts until the end of this character's next turn. This character counts this power as exhausted while the Transference effect is active.

Hero Point Cost: 1.

DAMAGE REDUCTION



Hero Point Cost: 2.

Damage reduction might appear as regularly shrugging off bullets, turning blades, or walking through fire unscathed. Other forms might instead drink in harmful forces, granting some measure of renewed vigor or vengeance. Characters with this power often relish in physical conflict and contact sports.


BASIC POWER

When first gaining this superpower, choose one super-characteristic your character has. While this power is active, you calculate your character's soak based on the chosen super-characteristic in addition to any soak provided by armor.


ENHANCEMENTS

Potency (Empower): When your character suffers a hit from a combat check, after damage is calculated but before soak is applied, you may spend   to reduce the damage of the hit by one, plus one per additional purchase of this enhancement. This effect can be used once per hit.




Hero Point Cost: 1 per increase.

Potency (Fortitude): The Concussive, Disorient, Ensnare, and Knockdown item qualities require one additional  to activate against this character.


Hero Point Cost: 2.

Mastery (Adaptive): When your character generates  with a super-characteristic, you may exhaust this power to restore any other exhausted power. The restored power becomes active immediately.


Hero Point Cost: 2.

Mastery (Bide): Once per round when your character is hit by an attack, they may suffer three strain to activate this effect. Your character adds a number of  equal to the number of  and  the enemy generated on the combat check to your character's next skill check.

Hero Point Cost: 1.

Mastery (Conversion): Once per encounter when this character suffers wounds, they heal strain equal to half the amount and add  to their next check. This effect is cumulative if this character suffers damage from multiple sources before making their next check.


Hero Point Cost: 2.

Mastery (Endurance): When this character suffers a Critical Injury with a severity no greater than **Easy** () , the character may spend a Story Point as an out-of-turn incidental. If they do, the character ignores the effects of that Critical Injury until the end of the encounter or scene (do not apply any results from the Critical Injury or add +10 to further rolls on the Critical Injury Result table and this injury can still be healed). When this effect ends, the character suffers all effects of the Critical Injury (unless it has been treated). Increase the severity of the Critical Injury that can be affected by this enhancement by one per additional purchase.

Hero Point Cost: 2, plus 1 per additional increase.

Mastery (Invulnerable): Once per session as an out-of-turn incidental, your character may exhaust this power. If they do, reduce all wounds and strain involuntarily suffered to 0 until the end of your character's next turn. This effect does not reduce strain suffered from social skill checks.

Hero Point Cost: 2.

Mastery (Retaliate): You may spend a Story Point to activate this effect. While this character is suffering from one or more Critical Injuries, each  adds +2 damage, instead of +1. This effect lasts until the end of the encounter this enhancement was activated.

Hero Point Cost: 2.

Mastery (Transference): As a maneuver, your character may suffer two strain to use this effect. When you do, select one target within range. The target gains all current effects of this power as if they had purchased it. This effect lasts until the end of this character's next turn. This character counts this power as exhausted while the Transference effect is active.

Hero Point Cost: 1.




DOMINATION

Hero Point Cost: 2.


This power can influence the minds of other sentient creatures or even bend their will to the wishes of the user. Domination is usually frightful to the target as they are forced to perform tasks they usually wouldn't. It takes a particularly charismatic person to convince others that they wish to help.

BASIC POWER







Domination's Basic Power allows the character to share the senses of others or even overwhelm the psyche, leading to physical exhaustion. The Basic Power has two primary uses:

- The character selects one living target within short range and makes an **Easy** () **Discipline** or **Leadership** check. If successful, this character perceives everything the target does for one round. The target is aware that someone is "sharing" its senses.
- The character selects one living target within engaged range and makes an **Average** () **Discipline** or **Leadership** check. If successful, the target suffers one strain, plus one additional strain per .

ENHANCEMENTS

Potency (Empower): After using any Mastery that has a limit of once per encounter, you may spend  to gain a second use of that Mastery during the same encounter.



Hero Point Cost: 1.

Potency (Improve): When using the Basic Power to cause strain, you may spend   to disorient the target for a number of rounds equal to your character's Willpower.  or    may be spent from checks the target makes while disoriented from this superpower to cause them to suffer strain equal to the rating of the linked characteristic used.

Hero Point Cost: 2.

Range: Increase the range of this superpower by one range band. You may voluntarily increase the difficulty one additional time, increasing the range by one range band each time, to a maximum of long range.

Hero Point Cost: 1.

Scale: The Basic Power affects one additional target within range. In addition, after using the superpower, you may spend  to affect one additional target within range (and may trigger this multiple times, spending  each time).

Hero Point Cost: 2.

Mastery (Control): Once per encounter, your character may make an **opposed Discipline or Leadership versus Discipline check** against one target within range. If successful, during the target's next turn, the user dictates what actions and maneuvers the target performs. The target may make an **Average (◆◆) Discipline or Resilience check** as an out-of-turn incidental if given commands that would be potentially suicidal (such as leaping from a building without a parachute) in order to break this control.

Hero Point Cost: 2.

Mastery (Crush): Once per encounter, the user may make an **opposed Discipline or Leadership versus Discipline check** instead of the basic effect. If successful, the target becomes staggered until the end of the user's next turn. This character may spend ☸ from a successful check to inflict the Scattered Senses Critical Injury on the target without rolling.

Hero Point Cost: 2.

Mastery (Haste): Once per session, you may spend a Story Point to use Domination as an out-of-turn incidental.

Hero Point Cost: 1.

Mastery (Influence): Once per encounter, your character may make an **opposed Discipline or Leadership versus Vigilance check** targeting one creature within range. If successful, the target adopts an emotional state of your character's choice until the end of the round (or five minutes in narrative gameplay).

▲ or ☸ may be spent to increase the duration (and may be spent multiple times). If the check fails or generates ☹ ☹ ☹ or ☹, the target realizes their emotions are being manipulated.

Hero Point Cost: 1.

Mastery (Mandate): Instead of the usual effect, the character can make an **Average (◆◆) Coercion or Leadership check**. If successful, a number of friendly characters equal to the skill's linked characteristic add ☀ ☀ to their next check. Any character affected by this superpower reduces their Willpower by one (to a minimum of one) until the end of the encounter.

Hero Point Cost: 2.

DUPLICATE

Hero Point Cost: 2.

Characters with this power are often able to do a lot more by dividing the work amongst their multiple clones. Some species achieve this feat with physical splitting while others might create "hard light" duplicates. The clones typical have similar personalities as the original and share the same Motivations—for better or worse.

BASIC POWER

The character may make an **Easy (◆) Resilience check**. If successful, the character creates an exact duplicate within engaged range. The duplicate has the same characteristics, skills, talents, abilities, and wound threshold as the character, but does not have a strain threshold. The duplicate is created with whatever weapons or armor are currently in use by the original. A duplicate cannot use this Basic Power, but may use any other superpowers the original character has. Duplicates count as rivals and act immediately after the character in structured encounters.

A duplicate lasts until the end of the character's next turn, or until it is destroyed. When the duplicate is destroyed or the original becomes incapacitated, the duplicate and everything created with it immediately vanishes. If this power becomes exhausted, all duplicates vanish at the end of the round.

ENHANCEMENTS

Potency (Empower): After making a successful skill check, the next duplicate making the same skill check adds ▲ ▲ to the results. If the check targets an adversary, the check must be against the same adversary during the same round.

Hero Point Cost: 1.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Scale: You may increase the difficulty of the Basic Power once. If successful, your character creates an additional duplicate. You may create one additional duplicate by spending ▲ ▲ (and may do so multiple times, spending ▲ ▲ each time).

Hero Point Cost: 2.

Mastery (Barrage Tactics): The character and each ally (including duplicates) within short range may spend ▲ on their failed combat checks to inflict one strain on the target (and may do so multiple times, spending ▲ each time). Each character can only activate this effect once per round.

Hero Point Cost: 2.

Mastery (Item): The character may target one engaged object or item with a silhouette of 5 or less and make a Resilience check with a difficulty equal to the silhouette. If successful, the target is duplicated and appears within engaged range. Any item created in this way vanishes at the end of this character's next turn. This enhancement benefits from the Potency (Lasting) and Scale enhancements.

Hero Point Cost: 2.

Mastery (Kinetic): Once per encounter, after being hit by an attack (but before determining damage), you may spend a Story Point to use this Basic Power as an out-of-turn incidental. Your character automatically creates a duplicate and the duplicate suffers any damage from the hit instead. The character and duplicate then act as normal in the ongoing encounter.

Hero Point Cost: 1.

Mastery (Persistence): Once per session if the original becomes incapacitated, you may spend a Story Point to allow all duplicates to remain active until the end of the next round.

Hero Point Cost: 2.

Mastery (Recombine): As an action, your character may exhaust this power. If they do, they heal a number of wounds and strain equal to four times the number of duplicates recombined in this way. All duplicates vanish immediately when using this enhancement.

Hero Point Cost: 1.

Mastery (Synced): Your character and duplicates may use a maneuver to share their senses and any knowledge they have gained while within long range. In addition, any character attempting to read the mind of this character or duplicates must add ■ for each active duplicate within long range.

Hero Point Cost: 1.

FAME

Hero Point Cost: 2.

Many societies have an upper echelon of powerful individuals who are both inaccessible and everyone's best friend. Fame may be gained from just about anywhere doing anything. Some make art or philosophies while others might instead make vid-streams of themselves being injured. Still, others might derive fame from criminal exploits or destructive habits. The golden rule across the universe for fame, however, is to know your audience and give them what they desire.

BASIC POWER

Your character is famous (or infamous) for one reason or another. Work with the GM to determine a source of fame for your character. This should include what the character does and who makes up the character's fandom. NPCs add ■ to checks relating to information about your character or to notice them in a crowd.

Your character may select one target within medium range and make an **Easy (◆) Charm or Deception check**. If successful, your character adds △ to all checks made against the target and the target adds ⚡ to all checks made against this character. This effect lasts for a number of rounds equal to the number of uncancelled ⚡.

ENHANCEMENTS

Scale: The Basic Power affects one additional target within range. In addition, after using the superpower, you may spend △ to affect one additional target within range (and may trigger this multiple times, spending △ each time).

Hero Point Cost: 2.

Mastery (Enchanting): The character may make an **opposed Charm or Deception versus Cool or Discipline check** instead. If successful, the target decreases its defenses by one, plus one per uncancelled ⚡ after the first. Additionally, the character may spend △ △ from a successful check to immobilize the target until the end of their next turn.

Hero Point Cost: 2.

Mastery (Fandom): Once per session, this character may make a **Hard (◆◆◆) Charm check** instead of the usual effect. If successful, one NPC in the current encounter reveals to be your character's biggest fan. The exact effects of this vary depending on the NPC and the situation. They can include drastically decreasing the difficulty of social skill checks the character makes targeting the fan, the fan being willing to perform minor or significant favors for the PC, or the fan even becoming a reoccurring ally in the narrative.



At the GM's discretion, this enhancement may not be able to target certain NPCs whose adversarial nature is vital to the plot, or who would be unable to appreciate the character's work.

Hero Point Cost: 2.

NARRATIVE LIMITATIONS

All superpowers have an important narrative impact, but some have a stronger or entirely narrative effect. While it is simple to resolve the use of powers that directly interact with the mechanics of the game, effects like Fame and Prophet can leave a lot up to the GM. As the GM, you should resolve these abilities in much the same way as any other activity the PCs undertake that doesn't call for a skill check, or any other question the players might ask about the setting.

These effects do place certain restrictions on your response, but they also allow plenty of freedom to resolve the use of an ability in the way that works best for your game and campaign. Overall, the GM should allow PCs to use their superpowers to gain valuable information they would not normally know. However, this information should not allow a player to automatically succeed in their goals, but instead provide a valuable basis to advance their goals. Simply put, it should help them with their work, but not do their work for them.

Mastery (Gang Up): While this character is operating within their sphere of influence (as decided by their Basic Power), you may spend  from adversary checks targeting your character to cause them to suffer two strain (and may trigger this multiple times, spending  each time).




Hero Point Cost: 1.

Mastery (Immunity): Once per encounter, you may spend a Story Point. If you do, adversaries cannot make combat checks against this character until the end of the character's next turn. This effect immediately ends if the character takes any harmful actions.

Hero Point Cost: 1.

Mastery (Leverage): After making a successful social skill check, this character may perform a second maneuver without spending strain (but cannot perform more than two maneuvers in their turn).

Hero Point Cost: 1.





Mastery (Ruthless Reputation): When an adversary becomes engaged with this character, you may spend a Story Point. The adversary must make a **Hard** () **fear check** (see page 243 of the GENESYS Core Rulebook).

At the GM's discretion, particularly frightening or dangerous adversaries may be immune to this enhancement (the Story Point is not spent in this case).

Hero Point Cost: 2.

Mastery (Silver Tongue): Once per session, the character may exhaust this power to active this enhancement. Then, when making a skill check not linked to Presence, your character may upgrade the ability of the check a number of times equal to their Presence rating.

Hero Point Cost: 1.

Mastery (Spin Doctor): Once per session, this character may make a **Hard** () **Charm** or **Deception check** when interacting with the public or media. If successful, you may add positive details to any previous events involving your character and allies. At the GM's discretion, you may spend  to alter or cover-up events that might reflect negatively on your character or another PC (revealing a secret identity, exposing associated crimes, causing excessive collateral damage, and so on). The player must explain how they put a positive spin on events when using this power.

Hero Point Cost: 2.

GEAR/CHEM

Hero Point Cost: 2.

Some people understand the material universe in a way that changes the face of civilization, or they might exist completely in obscurity, working on projects that pique their own interests. These types of people are incredibly good at pushing the boundaries of science (or even superscience) and have a keen eye for detail.

BASIC POWER




This Basic Power allows a character to tap into hidden qualities of people or items with ease. The Gear Basic Power improves items in some way to make them more efficient and effective. The Chem Basic Power taps into the raw potential of living beings, allowing them to achieve their most superior selves.

Each time a character uses this Basic Power, they choose whether to use Gear or Chem. Each enhancement improves both Gear and Chem, but some enhancements provide different effects.

GEAR





As a maneuver, this character may apply the Reinforced or Sunder quality to any item within engaged range. If they do so, the equipment becomes damaged one step at the end of encounter.

CHEM

The character selects one engaged living target (which may be themselves) and makes an **Easy** () **Medicine check**. If successful, the target may suffer one strain to remove all  from their next check then add an equal number of  to the results. This effect lasts until the end of the target's next turn.

ENHANCEMENTS

Potency (Empower): This enhancement has different effects for Gear and Chem.

- **Gear:** Increase the damage of a weapon by one; decrease the Critical rating by , or any single other effect by one (to a minimum of one); or increase armor's ranged or melee defense by one. Alternatively, they can decrease the encumbrance of any item by two (to a minimum of one).
- **Chem:** The target may suffer two strain instead. If they do, remove all  from the next check then add an equal number of  and  to the results.

Hero Point Cost: 2.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Scale: This enhancement has different effects for Gear and Chem.

- **Gear:** As an action, apply the Basic Power to a number of items equal to your character's Cunning or Intellect rating.
- **Chem:** The Basic Power affects one additional target within range. In addition, after using the superpower, you may spend **▲** to affect one additional target within range (and may do so multiple times, spending **▲** each time).

Hero Point Cost: 1.

Mastery (Bolster): Once per encounter, when a character affected by this Basic Power suffers a Critical Injury, they may suffer three strain. If they do, reduce the Critical Injury result by 10 times the character's soak, to a minimum of 01.

Hero Point Cost: 1.

Mastery (Chakra Infusion): This enhancement has different effects for Gear and Chem.

- **Gear:** While this Basic Power affects an item, you may exhaust this power. If you do, the item gains the Superior item quality, adds damage or soak value equal to the user's super-characteristic (user's choice), and you may spend **⊗** from successful attacks to cause the target to exhaust one power of their choice at the end of the current round. The item suffers from major damage at the end of the round (instead of the usual damage from the Basic Power).
- **Chem:** While this Basic Power affects a target, you may exhaust this power. If you do, the target may suffer five strain to remove all **■** from their next check then add an equal number of **⊗** to the results. **⊗** gained this way do not count as being generated for the purpose of super-characteristics.

Hero Point Cost: 2.

Mastery (Chakra Serum): Once per session as an action, your character may spend a Story Point to return a character who died within the last round to life. The character heals wounds and strain equal to half their wound and strain threshold (round down), but does not heal any Critical Injuries except the Dead result. The character who has been returned to life reduces their highest characteristic by one (a character whose characteristics are all one cannot be returned to life this way). This also does not undo any other effects of the incident that killed them.

Hero Point Cost: 2.

Mastery (Intuitive Strategy): This enhancement has different effects for Gear and Chem.

- **Gear:** Instead of the usual effect, your character may target one capital ship or building they can see, and then make a **Hard (◆◆◆) Mechanics or Knowledge skill check**. If successful, your character learns or recalls the building or capital ship's design. The character learns the location of critical components or facilities and knows the detailed layout of the design. The character may know of other unconventional information, like routes to get around obstacles or disable defenses.
- **Chem:** Instead of the usual effect, your character may target one living character they can see and make a **Hard (◆◆◆) Perception or Knowledge skill check**. If successful, your character learns or recalls important information about the target. This information should include important associates and superpowers, if the target has any. You may spend **⊗** or **▲ ▲ ▲** to recall unconventional information, like the target's Motivations or if they are behaving abnormally.

Hero Point Cost: 2.

Mastery (Spontaneous Weakness): This enhancement has different effects for Gear and Chem.

- **Gear:** Instead of the usual effect, your character may target one computer system or vehicle within long range then make a **Hard (◆◆◆) Computers or Mechanics check**. If successful, and the target is a vehicle, its defense is compromised for one round per uncancelled **★**. If the target is a computer system, it decreases the program strength of any security programs it has by two until the end of the next round (to a minimum of one). The character may spend **⊗** to compromise one vehicle or starship weapon or to disable one security program on the computer system.
- **Chem:** Instead of the usual effect, your character may target one living character within short range and make an **Average (◆◆) Medicine check**. If successful, reduce all strain the target suffers to 0, and the target suffers an equal number of wounds instead.

Hero Point Cost: 2.

Mastery (Tool Master): This enhancement has different effects for Gear and Chem.

- **Gear:** Once per session, as an incidental, you may spend a Story Point to completely restore and repair one item your character is engaged with. If the target is a vehicle, it instead restores a number of hull trauma and system strain equal to your character's Intellect or Cunning.

- **Chem:** Once per session, when your character makes a successful Medicine check, they may spend a Story Point to heal one Critical Injury with a severity of **Average** (◆◆) or less as an incidental.

Hero Point Cost: 1.

HEAL

Hero Point Cost: 2.

Characters with this miraculous power can rapidly heal themselves and others. Healing powers are associated with many beings across the galaxy and a high number of supernaturals are in command of such abilities. It has been theorized that gentle and compassionate species develop healing naturally, though legends speak of a Kilix surgeon-general that had the ability to heal through chastisement.

BASIC POWER

When first selecting this superpower choose Discipline or Medicine. The character selects one target within short range (which may be themselves) and makes an **Easy** (◆) check with their chosen skill. If successful, the target heals a number of wounds equal to their ranks in the chosen skill, plus one additional wound per uncancelled ✨ ✨ beyond the first. This counts as one use of Cynch on the target (see page 78). A single target may only benefit from five uses of Heal over a 24-hour day and the limits of Heal count against the limits of Cynch (and vice versa).

ENHANCEMENTS

Potency (Empower): You may spend ▲ generated from the Basic Power to heal one strain from the target (and may trigger this multiple times, spending ▲ each time). Alternatively, the user may spend ▲ ▲ from successful checks with this power to remove one ongoing condition from the target.

Hero Point Cost: 2.

Scale: The Basic Power affects one additional target within range. In addition, after using the superpower, you may spend ▲ to affect one additional target within range (and may trigger this multiple times, spending ▲ each time).

Hero Point Cost: 2.

Range: Increase the range of this superpower by one range band. You may voluntarily increase the difficulty one additional time, increasing the range by one range band each time, to a maximum of long range.

Hero Point Cost: 1.

Mastery (Baleful Conversion): Instead of the Basic Power effect, the character may select one living target within short range and make an **opposed Medicine** or **Discipline versus Resilience** or **Discipline check** (depending on this character's chosen skill check). If successful, the target suffers a number of wounds (not reduced by soak) equal to the linked super-characteristic of the chosen skill. You may then select one other living target within short range to heal a number of wounds equal to the linked super-characteristic of the chosen skill.

Hero Point Cost: 2.

Mastery (Critical): Increase the difficulty of the basic check to **Hard** (◆◆◆). If successful, they also heal one Critical Injury the target is suffering.

Hero Point Cost: 1.

Mastery (Energize): Once per session, you may spend a Story Point to use Heal as an out-of-turn incidental. If successful, the target upgrades the next super-characteristic check they make during the same encounter or scene.

Hero Point Cost: 2.

Mastery (Invulnerable): Once per session as an out-of-turn incidental, your character may activate this enhancement instead of the basic effect. If they do, exhaust this power to reduce all wounds and strain involuntarily suffered to 0 on selected targets within range until the end of your character's next turn. This effect does not reduce strain suffered from social skill checks.

Hero Point Cost: 2.

Mastery (Machine): The basic effect of this power can be used on vehicles with a silhouette of 3 or less. The power heals a number of hull trauma and system strain equal to the ranks in the skill used. A vehicle can only be "healed" in this way once per encounter. This power benefits from Mastery (Critical) enhancement.

Hero Point Cost: 1.

Mastery (Rebirth): Once per session as a maneuver, your character may exhaust this power to revivify one engaged incapacitated or dead ally. The ally fully heals all strain and wounds and removes all conditions and Critical Injuries. This enhancement must be activated no later than the end of the encounter in which the target was incapacitated or killed.

Hero Point Cost: 1.

ILLUSION

Hero Point Cost: 2.

The power to mask, hide, or generally obfuscate is widely demonstrated in nature. Prey often use camouflage to stay safe from predators, while predators may do the same to ambush prey. Humanity is a naturally aggressive species, and even their children gravitate towards early bloody sports like Hide-and-Seek, Tag, and so on.

BASIC POWER

Illusion's Basic Power allows the character to both fool the senses of most beings and cut through similar deceptions. When first taking this superpower, choose Deception, Discipline or Skulduggery. The Basic Power has two primary uses:

- Select one target within short range and then make an **Easy** (◆) skill check with your chosen skill. If successful, the chosen target does not perceive one other being or object of silhouette 1 or 0 (player's choice). The target's senses are merely tricked and any direct interaction with the being or object automatically breaks the illusion. This effect lasts until this character's next turn or five minutes during narrative time.
- The character may make an **Average** (◆◆) **Perception** or **Vigilance check**. If successful, they see through all sensory misdirection from technology, superpowers, or other esoteric sources, but does detect spoken or written deceptions. If an especially powerful adversary creates the deception, this should require an **opposed Vigilance skill check versus** the target's **Discipline** or **Stealth**.

ENHANCEMENTS

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Scale: The Basic Power affects one additional target within range. In addition, after using the superpower, you may spend ▲ to affect one additional target within range (and may trigger this multiple times, spending ▲ each time). Alternatively, your character may suffer one strain to target objects or beings of Silhouette 2, plus one additional strain per additional silhouette.

Hero Point Cost: 2.

Range: Increase the range of this superpower by one range band. You may voluntarily increase the difficulty one additional time, increasing the range by one range band each time, to a maximum of long range.

Hero Point Cost: 1.

Mastery (Alteration): Instead of the usual effect, this power may be used to change the target's appearance. The illusion cannot obscure the basic size and shape of the target and cannot change the silhouette. Additionally, your illusions can now fool senses such as smell, taste, or touch.

Hero Point Cost: 1.

Mastery (Blur): Instead of the usual effect, select one target within range and make an **Average** (◆◆) skill check. If successful, adversaries add a number of 🌀 equal to the ranks in the skill used to all combat checks against the target.

Hero Point Cost: 1.

Mastery (Fabrication): Instead of the usual effect, the character makes an **Average** (◆◆). If successful, an illusion within silhouette 0 or 1 manifests within short range. The illusion can generate light and sound, but it cannot cause harm or interact with its environment in any way. Illusions can be animated as long as they remain within range of your character. An adversary may make a **Hard** (◆◆◆) **Vigilance check** (or **Hard** [◆◆◆] **Perception check** if the observer thinks their senses are being fooled) to spot the false nature of this illusion.

Hero Point Cost: 2.

Mastery (Fear): Your character may spend a Story Point to activate this effect after creating an illusion. The illusion becomes terrifying to witness and other characters (including unaware allies) must make a **Hard** (◆◆◆) **fear check** when first encountering it (see page 243 of the GENESYS Core Rulebook). Minion groups or unnamed rivals who fail this check with 🌀 or 🌀 must flee the encounter if possible.

Hero Point Cost: 2.

Mastery (Invisibility): The user selects one silhouette 0 or 1 target within range and makes a **Hard** (◆◆◆) check. If successful, your character cannot be seen and casts no reflection or shadow. They produce noise, smells, and so on as usual, and they have a physical presence. An invisible character benefits from concealment worth +4 dice (see page 110 of the GENESYS Core Rulebook). Taking harmful actions or being coated in a revealing substance, like paint or mud, reduces the concealment to +2 dice instead.

Hero Point Cost: 2.

Mastery (Trick Room): Instead of the usual effect, you may exhaust this superpower. If you do, your character may make a **Hard (◆◆◆) Deception or Discipline check**. Whether the check succeeds or fails, all living adversaries within medium range suffer strain equal to the linked characteristic of the chosen skill. For each uncancelled ✨, choose one adversary in range to suffer the Slightly Dazed Critical Injury. For each 🌀, choose one adversary in range to suffer the Knocked Senseless Critical Injury. ⚡ ⚡ ⚡ may be spent to include all living adversaries within long range of this enhancement instead.

Hero Point Cost: 1.

LEGENDARY WEAPON

Hero Point Cost: 3.

From King Arthur's mythical sword Excalibur and Zeus' thunderbolts, to the legendary Kilix rifle Thought Hammer and the golden gauntlet Sinner's Rebuke currently wielded by the Angel of Province, this power represents a weapon of remarkable quality and importance. These weapons may appear in a species' mythology, arise from superscience advancements, or just be so utterly unique that it stands alone in its class.

BASIC POWER

When first taking this Basic Power, choose one method of combat of either melee or ranged. Melee combat takes the form of fighting with swords and shields, maces, knuckledusters, flails, war axes, and so on, and relies on getting up close and personal to the opponent. Ranged combat takes the form of pistols, shotguns, assault rifles, long bows, mortars, and so on, and provides distance while relying on the wielder's ability to aim.

Consider the form of your legendary weapon and gain one of the following weapon profiles:

- **Brawl/Melee:** (Brawl or Melee; Damage +3; Critical 3; Range [Engaged]; Superior).
- **Ranged/Gunnery:** (Ranged or Gunnery; Damage 8; Critical 3; Range [Long]; Superior).

If your character's Legendary Weapon is ever lost or destroyed, either it finds its way back to your character against all odds, or your character obtains a new one. Your character should obtain their new weapon (or reacquire it) at the start of the next session, if not sooner. When this power becomes exhausted, the weapon stops function or providing any benefits it may offer.

ENHANCEMENTS

Mastery (Call Weapon): As a maneuver, the user may call their legendary weapon from long range. If the weapon is beyond long range, the character may make an appropriate skill check with a difficulty of **Average (◆◆)**. If successful, the

weapon appears in some suitable manner within a few moments. The skill check used for this enhancement should make narrative sense for the weapon's design or functions.

Hero Point Cost: 1.

Mastery (Defensive): This enhancement has different effects depending on the weapon profile:

- **Brawl/Melee:** Your character may use a maneuver to apply one of the following item qualities: Defensive 1, Deflection 1, or Stun 4 until the end of this character's next turn. The character can activate this multiple times, granting the weapon an additional quality each time (but may not grant the same quality more than once).
- **Ranged/Gunnery:** Your character may use a maneuver to apply one of the following item qualities: Disorient 3, Ensnare 3, or Knockdown until the end of this character's next turn. The character can activate this multiple times, granting the weapon an additional quality each time (but may not grant the same quality more than once).

Hero Point Cost: 2.

Mastery (Duel): Once per session during a structured combat encounter, you may spend a Story Point to use this enhancement. Select one adversary within short range and make an **Average (◆◆) Knowledge skill or Leadership check**. If successful, the adversary and this character may only make attacks targeting each other. Characters who are not part of the duel cannot interfere while this effect is active. The duel lasts for a number of rounds equal to this character's ranks in the skill used or until one of the dueling characters is incapacitated.

Hero Point Cost: 1.

Mastery (Flexible): This enhancement has different effects depending on the weapon profile:

- **Brawl/Melee:** After making a successful combat check with this weapon, you may spend ⚡ ⚡ or 🌀 to prevent your character's opponent from using the Parry talent.
- **Ranged/Gunnery:** When your character makes a Ranged or Gunnery check, they may suffer three strain to reduce the number of ⚡ needed to activate any of their weapon's item qualities by one, to a minimum of one, until the end of the turn.

Hero Point Cost: 1.

Mastery (Full Power): As a maneuver, the character unleashes their weapon's full power. The weapon gains the Breach 1 and Concussive 2 item qualities. This effect lasts until the character makes a combat check with this weapon. After making the check, this power becomes exhausted.

Hero Point Cost: 2.

Mastery (Inspire): After incapacitating an adversary or causing an adversary to suffer a Critical Injury of **Average** (◆◆) severity or greater, you may spend a Story Point to cause all allies within medium range to recover three strain. In addition, add ✨ per adversary incapacitated to all combat checks made with your Legendary Weapon until the end of the encounter.

Hero Point Cost: 2.

Mastery (Offensive): This enhancement has different effects depending on the weapon profile:

- **Brawl/Melee:** Your character may use a maneuver to apply one of the following item qualities: Burn 3, Pierce 3, or Vicious 3 until the end of this character's next turn. The character can activate this multiple times, granting the weapon an additional quality each time (but may not grant the same quality more than once).
- **Ranged/Gunnery:** Your character may use a maneuver to apply one of the following item qualities: Blast 6, Linked 1, or Vicious 2 until the end of this character's next turn. The character can activate this multiple times, granting the weapon an additional quality each time (but may not grant the same quality more than once).

Hero Point Cost: 2.

Mastery (Overpower): Once per encounter as an action, your character may exhaust this power to defeat all minion and rival adversaries within medium range. Named or narratively important rivals may attempt an **Average** (◆◆) **Discipline** or **Resilience check**; if they succeed, they are not defeated.

Hero Point Cost: 1.

Mastery (Safe Space): This enhancement has different effects depending on the weapon profile:

- **Brawl/Melee:** Your character may suffer three strain to make a combat check with this weapon profile up to short range. The difficulty of the check is always **Average** (◆◆). This effect lasts until the end of your character's turn.
- **Ranged/Gunnery:** Your character may suffer three strain to make a combat check with this weapon profile while engaged with a target of Silhouette 2 or less. If successful, the target is moved one range band away. You may spend ▲ ▲ to move the target one additional range band.

Hero Point Cost: 1.

LUCK/MISFORTUNE

Hero Point Cost: 2.

Luck and misfortune are considered states of mind, fickle events that are out of control of mortals. However, this is not so for those beings who can tap into the power of chance. Luck may manifest as finding something lost or improving the odds to do something difficult. Misfortune may interrupt the natural rhythm of other beings, causing endless frustration.

BASIC POWER

This Basic Power allows a character to alter potential outcomes. The Luck Basic Power gives the character miraculous outcomes. The Misfortune Basic Power befuddles targets, causing them to fail even basic tasks. Either use can have drastic effects on outcomes, but the long-term consequences of changing one's fate might have strange repercussions.

Each time a character uses this Basic Power, they choose whether to use Luck or Misfortune. Each enhancement improves both Luck and Misfortune, but some enhancements provide different effects.

LUCK

The character makes an **Easy** (◆) **Cool** or **Perception check**. If successful, they may change the face of one positive die from their next skill check to another adjacent face. An "adjacent" face is any die face sharing an edge—not a point—with the rolled face. This effect lasts until the end of the character's next turn.

MISFORTUNE

The character selects one target within short range and make an **Average** (◆◆) **Discipline** or **Perception check** (player's choice). If successful, the target decreases the ability of any skill checks they make by one (in effect, this means they remove ◆ from their skill checks). This effect lasts until the end of the character's next turn.

ENHANCEMENTS

Potency (Empower): This enhancement has different effects for Luck and Misfortune.

- **Luck:** You may increase the difficulty of the Basic Power once before making the check. If successful, the character may change the face of up to two positive dice from their next skill check instead.
- **Misfortune:** You may increase the difficulty of the Basic Power once before making the check. If successful, until the end of your character's next turn, the target downgrades any skill linked to their super-characteristics once (in addition to Basic Power effects).

Hero Point Cost: 2.







Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, during the next turn, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Range: Increase the range of the Misfortune Basic Power by one range band. You may voluntarily increase the difficulty once to increase the range by one range band, to a maximum of long range.




Hero Point Cost: 1.

Scale: This enhancement has different effects for Luck and Misfortune.

- **Luck:** This Basic Power may affect one ally engaged with this character.   may be spent from successful checks to effect one additional ally after the first (and may be triggered multiple times, spending   each time).
- **Misfortune:** The Basic Power may affect one additional target within range. In addition, after using the superpower, you may spend  to affect one additional target within range (and may trigger this multiple times, spending  each time).


Hero Point Cost: 2.

Mastery (Botch): This enhancement has different effects for Luck and Misfortune.

- **Luck:** When an adversary makes a check against a character affected by this Basic Power, after cancelling opposing symbols, they double the number of remaining  in the results.
- **Misfortune:** Once per encounter, after a target affected by this Basic Power makes a check, you may spend a Story Point to change any one die in the pool not displaying a  or  to a different face.

Hero Point Cost: 1.



Mastery (Distortion): This enhancement has different effects for Luck and Misfortune.

- **Luck:** Once per encounter, when an adversary generates a  on a check targeting a character affected by this Basic Power, you may spend a Story Point to ignore all effects of the check (including suffering wounds and strain), then you may immediately perform an action.
- **Misfortune:** Once per encounter, your character may suffer three strain to make an **opposed Discipline or Perception versus Discipline check** against one adversary within range. If successful, your character may perform one additional maneuver during their turns

for the remainder of the encounter without suffering strain (they still may only perform two maneuvers during their turn). The target effected by this power loses their free maneuver during their turn for the remainder of the encounter.






Hero Point Cost: 2.

Mastery (Info Dump): This enhancement has different effects for Luck and Misfortune.

- **Luck:** Instead of the usual effect, the character can make an **Average** ( ) **Perception check**. If successful, the GM reveals one vital clue pertaining to a current mystery the character is attempting to solve. The clue should be something that the character could not normally find out, like evidence that removes a false lead or access to secure data, but it does not have to be the full answer to the mystery.
- **Misfortune:** Instead of the basic effect, the target forgets everything that has happened in the current encounter or up to one hour in narrative time. If used on recorded media, the materials become distorted beyond comprehension.

Hero Point Cost: 1.

Mastery (Repose): This enhancement has different effects for Luck and Misfortune.

- **Luck:** After activating the basic effect of this power, you may exhaust this power. If you do, all characters affected by this Basic Power recover 6 strain and remove all  from checks they make (expect  due to a target's Defense).
- **Misfortune:** After activating the basic effect of this power, you may exhaust this power. If you do, the target automatically cancels all  symbols from all checks they make (after cancelling ) and cannot explode  from super-characteristics.

Hero Point Cost: 2.

Mastery (Worse than it Looks): This enhancement has different effects for Luck and Misfortune.

- **Luck:** Once per session, you may spend a Story Point after your character suffers a Critical Injury but before the result is rolled. Their opponent must roll two results, and you select which applies to your character.
- **Misfortune:** Once per session, you may spend a Story Point after your character inflicts a Critical Injury but before the result is rolled. Roll twice and select which result applies.

Hero Point Cost: 2.

MODIFIER

Hero Point Cost: 3.

Those people who purposely alter their body, either through gene editing, xeno-grafting, or advanced augmetics fall under this category. Some characters may have experienced a tragedy and are only alive thanks to superscience while others may have replaced their perceived weaknesses with augmetics or “superior” organic parts from creatures throughout the galaxy. Still, other characters may already be modular, so this is just a natural progression to their existence.

BASIC POWER

Your character begins play with a number of augmentations (see page 80) with a total cost of 1, 500 tokens or less. They do not decrease their strain threshold for these augmetics. Your character may spend ⚙ generated from super-characteristic checks to heal strain equal to this character’s number of installed augmetics.

When this power becomes exhausted, the character loses any bonuses to skills, abilities, or characteristics gained from augmetics they acquired with this power, but their body functions as normal—albeit weaker by their standards.

ENHANCEMENTS

Mastery (Adaptive Mode): During a combat encounter, your character may choose to take either no maneuvers or no actions during their turn. If they do, they reduce all strain suffered to 0 (both voluntary and involuntary) until the start of their next turn and add ⚔ ⚔ to combat checks they make until the start of their next turn.

Hero Point Cost: 2.

Mastery (Awareness Mode): Once per session, you may spend a Story Point to select three sentient beings within sight and make a **Hard (◆◆◆) Vigilance check**. Whether the check succeeds or fails, your character learns the basic history, background, and current emotional state of the selected beings. If successful, your character learns one Motivation of each target. ⚙ may be spent to notice one important physical or social detail that a each target would prefer to hide.

Hero Point Cost: 1.

Mastery (Chakra Battery): Once per encounter, when your character generates ⚙ with a super-characteristic, they may suffer four strain to restore any other exhausted power. The restored power becomes active immediately.

Hero Point Cost: 1.

Mastery (Combat Mode): This character may suffer three strain to add the Guided 3 item quality to their combat checks until the end of their turn. While benefiting from this enhancement, the GM cannot spend ⚔ to cause your character to be hit by ally’s ranged attacks or to hit an ally engaged with their original target.

Hero Point Cost: 1.

Mastery (Commercial Mode): Once per encounter, while selling items or negotiating for monetary rewards, your character may make an **opposed Negotiation or Streetwise versus Negotiation check**. If successful, increase the value received by 10%, plus 10% for each uncanceled ⚡ after the first. Alternatively, you may use this enhancement when attempting to buy an item. If successful, decrease the cost of the item by 10%, plus 10% for each uncanceled ⚡ after the first. The cost of an item cannot be decreased below 50% of its base price in this way.

Hero Point Cost: 1.

Mastery (Mobile Mode): Once per session, your character may make an **Average (◆◆) Resilience check**. If successful, increase the number of maneuvers the character may perform in a turn to three. This third maneuver may be gained through any of the means a second maneuver is gained (including suffering strain or downgrading an action). This effect lasts until the end of the encounter.

Hero Point Cost: 2.

Mastery (Right Tool): Choose one skill that requires a tool to use. This character may always make checks as if they had the necessary tool and adds ⚡ to the results. The player should explain how they accomplish such tasks when performing skill checks in this way.

Hero Point Cost: 2.

Mastery (Rush): When your character makes a check to determine Initiative, they may make a **Simple (–) Athletics or Coordination check** instead of using Cool or Vigilance. If your character does, they may spend ⚙ from the check to perform an immediate action before the first round begins.

Hero Point Cost: 1.

Mastery (Supercharge): As an incidental, your character may suffer four strain. If they do, they may use any super-characteristic with their next skill check instead of the normally required characteristic. Your character may use this enhancement a number of times per session equal to the number of time you purchase this enhancement.

When your character uses this enhancement, you should explain how their power lets them accomplish this task.

Hero Point Cost: 1, plus 2 per additional increase.

PROPHET

Hero Point Cost: 2.

Many species throughout the known galaxy rely on the ability to see the future, or at least guess accurately. Usually such powers are dangerous due to their vagueness, but precise predictions can also be unwanted when such a thing interferes with greater schemes. Humans often associate prophets with liars and cheaters, but forgive anyone calling themselves statisticians or fortunetellers.

BASIC POWER

Your character asks one question about personal events to come within the next 24-hours and then makes an **Average** (◆◆) **Discipline** or **Knowledge skill check**. If successful, your GM must provide the character with a truthful answer. Seeing into the near future is usually straightforward, but might leave some room for interpretation. Whether the check succeeds or fails, the character may not use this Basic Power to ask about the same events for the remainder of the session.

ENHANCEMENTS

Potency (Empower): The Basic Power can be used to look a month ahead by making a **Hard** (◆◆◆) check, a year ahead by making a **Daunting** (◆◆◆◆) check, and anything beyond that may be **Formidable** (◆◆◆◆◆). Answers further than a month ahead may be somewhat difficult to interpret.

Hero Point Cost: 1.

Potency (Improve): Your character may now ask one additional question about events per purchase of this enhancement (effectively, learning more information about a personal event) and may use this Basic Power to read the future of friendly allies.

Hero Point Cost: 2, plus 1 per additional purchase.

Mastery (Alert): When determining Initiative, this character may make an **Average** (◆◆) **Discipline** or **Knowledge skill check** instead of Cool or Vigilance. If successful, all allies within medium range increase their melee and ranged defense by one per uncanceled ☀. In addition, you may spend ☹ to add ☀ to the results of affected allies' skill checks. This effect lasts until the end of the first round.

Hero Point Cost: 2.

Mastery (Cheat Fate): The user may make a **Hard** (◆◆◆) check instead. If successful, they may ask one question and predict a possible doom within the next 24 hours. Once before the end of the current session, when the character would otherwise be incapacitated or killed, you may spend a Story Point to have them suffer wounds and strain until they reach (but do not exceed) their wound and strain thresholds instead. Their survival should be described narratively, taking into account that they "saw" their potential death coming.

Hero Point Cost: 1.

Mastery (Deny Fate): The user may make a **Hard** (◆◆◆) check instead. If successful, they may ask one question and predict an adversary's mistake within the next 24 hours. Once before the end of the current session, this character may suffer four strain when an adversary spends a Story Point to cause the adversary to be staggered and immobilized at the end of their turn.

Hero Point Cost: 1.

Mastery (Destiny): Once per session, after performing an action (and seeing the results of any check made as a part of that action), your character may exhaust this Basic Power to cancel the results of that action and perform a different action instead. (Narratively, the first action did not occur, and your character only performed the second action).

Hero Point Cost: 1.

Mastery (Recollection): The user may make a **Hard** (◆◆◆) check instead. If successful, they may ask one question and predict a possible advantage within the next 24-hours. Once before the end of the current session, you may spend a Story Point to add 🟡 🟡 🔴 to the character's check.

Hero Point Cost: 2.

Mastery (Scry): Instead of the usual effect, the character may make an **Easy** (◆) **Discipline** or **Knowledge skill check**. If successful, the character may learn the location of one silhouette 0 item within long range. They must know what item they are looking for before making the check, and they do not learn about any obstacles between themselves and the item.

Hero Point Cost: 1.

Mastery (Seal Fate): Once per round, you may spend ☹☹ from an adversary's skill check and suffer two strain to add ☹☹ to the results of the next check made by the same adversary.

Hero Point Cost: 2.

PSYCHOKINESIS

Hero Point Cost: 2.


The power to move and manipulate objects or people with thought alone is quite common throughout the universe. Most achieve this feat by rendering the object's own quantum gravity as supersymmetrical, though most beings perform this task innately without fully appreciating the mathematics at work. Some aliens have spent many millennia honing this skill, leaving their bodies to become little more than a vestigial base for their mighty brains.

BASIC POWER



This Basic Power allows the character to use their mind to physically effect the world around them. This Basic Power is slow and deliberate and cannot be used to wield weapons effectively. The Basic Power has two primary uses:

- The character may select one silhouette 0 object within short range and make an **Easy (◆) Discipline check**. If successful, they may move the object up to short range. The character may determine the encumbrance they can carry, lift, or move using their Willpower instead of Brawn.
- The character may make unarmed Brawl combat checks using their Willpower characteristic within short range. The difficulty of this check is always **Average (◆◆)**. This attack has a base damage equal to your character's Willpower and gains no benefit from weapons.

ENHANCEMENTS

Potency (Improve): When using the Basic Power to make unarmed Brawl checks, your character may suffer two strain to add the Ensnare 2 item quality. They may spend  from successful Brawl checks to deal an additional number of strain equal to their Willpower.

Hero Point Cost: 2.

Scale: The character may move one additional silhouette 0 object within range. In addition, after using the superpower, you may spend  to affect one additional target within range (and may trigger this multiple times, spending  each time). Alternatively, your character may suffer one strain to target objects or beings of Silhouette 2, plus one additional strain per additional silhouette.

Hero Point Cost: 2.



Range: Increase the range of this superpower by one range band. You may voluntarily increase the difficulty one additional time, increasing the range by one range band each time, to a maximum of long range.

Hero Point Cost: 1.



PSYCHOKINESIS AND TIMING

During narrative gameplay, the duration of Psychokinesis can be as long as it needs to be. Typically, users will be moving items from one point to another fairly quickly. If they do need to keep an item suspended for a short period of time, that's perfectly acceptable and does not require a second check. Of course, if they do need to keep an item suspended for a long period of time (several minutes or longer), the GM can decide to require a second check, or start inflicting strain on the character as they attempt to maintain the power.

In structured encounters, characters usually suspend items for one round with this superpower. At the GM's discretion, they may inflict a number of strain equal to the silhouette of the item being suspended each round after the first. Certain circumstances of the encounter might make this effect more drastic or the GM may not apply a penalty at all.

Mastery (Blast Wave): Once per session, you may exhaust this superpower to create a blast wave. Adversaries within short range must make an **opposed Coordination versus Discipline check**. Whether the adversary succeeds or fails, they are moved one range band away from this character. If they fail, they suffer a number of strain equal to this character's Willpower, plus one additional strain for each uncancelled  or  and are knocked prone.

Hero Point Cost: 1.

Mastery (Drag): While making an unarmed Brawl check with this Basic Power, you may spend   to move the target one range band closer (including from short to engaged). In addition, your character can pull objects from secured mountings or from an adversary's hands.

Hero Point Cost: 2.

Mastery (Forceful): Instead of the usual effect, the character selects an object and one target within range and makes a Discipline check with a difficulty equal to the silhouette of the object. If successful, the object is launched and the target takes damage equal to the silhouette of the object. Silhouette 0 objects deal 5 damage while other objects deal damage equal to 10 times their silhouette. The number of targets affected by a single object is up to the GM, but a single object should only affect a single target, unless the object is particularly large. This attack follows all the rules for ranged attacks.

Hero Point Cost: 2.

Mastery (Manipulation): The character gains the ability to perform fine manipulation of items, allowing the character to do whatever they could normally do with their hands to a held item. If this power is used to manipulate something such as a keyboard, the controls count as an object of silhouette 0.

Hero Point Cost: 2.

Mastery (Precision): When your character uses the aim maneuver to target a specific item carried by an opponent or a specific part of an opponent, they do not add any ■ to the check as a part of performing the maneuver.

Hero Point Cost: 1.

Mastery (Soft Fall): Once per session, you may spend a Story Point to select one falling object or target (which may be this character) and make an **Easy (◆) check**. If successful, reduce the range of the fall by one band per ✨ and ▲ ▲. If the fall range is reduced below short, the object or target lands without harm.

Hero Point Cost: 1.

SHAPESHIFTER

Hero Point Cost: 2.

This power is known for the drastic alteration of a being's own structure. Such creatures may freely take on the appearance or skills of other creatures, gain or lose muscle mass at will, or copy the form of other sentient beings. Across the universe, no single species has as many stories about shapeshifters as humanity.

BASIC POWER

The Shapeshifter Basic Power allows the character to take on aspects of other people or beasts. With focus and training, this power grants the ability of complete transformation. The Basic Power has two primary uses:

- Your character may make an **Easy (◆) Resilience check** to enhance their natural form. If successful, choose one characteristic to increase by one (to a maximum of six), and choose one characteristic to decrease by one (to a minimum of one). Your character adds ▲ to the results of any skill check linked to the increased characteristic and they add ♻️ to the results of any skill check linked to the decreased characteristic. This Basic Power lasts until the end of the character's next turn.
- Your character may make an **Easy (◆) Resilience check** to gain an environmental adaption. If successful, your character adapts to their current environment such as becoming immune to the effects of very hot or cold temperatures, breathing underwater, seeing in the dark,

and so on. This Basic Power lasts until the end of the character's next turn.

ENHANCEMENTS

Potency (Empower): You may increase the difficulty of the Basic Power once. If successful, choose two characteristic to increase by one (to a maximum of six), and choose two characteristic to decrease by one (to a minimum of one). Your character adds ▲ ▲ to the results of any skill check linked to the increased characteristic and they add ♻️ ♻️ to the results of any skill check linked to the decreased characteristic.

Hero Point Cost: 1.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Scale: You may increase the difficulty of any check by one to increase the silhouette of a transformation by one. This enhancement may be used multiple times, to a maximum of **Formidable (◆◆◆◆◆)**.

Hero Point Cost: 2.

Mastery (Animal): Instead of the usual effect, the character may make an **Average (◆◆) Resilience check**. If the check is successful, until the end of the character's next turn, the character transforms into a natural silhouette 0 animal. While transformed, the character adopts the physical appearance of the animal and gains the animal's Brawn, Agility, and Presence characteristics, soak and defense, wound threshold, and any of the animal's abilities and equipment (including weapons).

The character retains their own Cunning, Intellect, and Willpower characteristics, skills, talents, and strain threshold. They drop any gear or clothing they were carrying or wearing when they transformed that does not provide this superpower.

If the character is incapacitated while transformed, they revert to their normal form. When a character reverts to their normal form, they heal all wounds suffered while transformed but do not heal any strain or Critical Injuries they suffered. If they were incapacitated due to exceeding their wound threshold, they are no longer incapacitated.

Hero Point Cost: 2.

Mastery (Baleful Transformation): Your character may select one target within short range and make an **opposed Resilience versus Resilience check**. If successful, the target transforms into a harmless little creature until the end of the following round. While transformed, the target is silhouette 0 and treats all their characteristics and their soak value as 1. Their wound and strain thresholds, as well as their current wounds and strain, do not change. Their gear and weaponry (including armor that cannot naturally transform) falls to the

ground. The target behaves in an appropriate manner for the creature and does not benefit from their own skills or equipment, but does benefit from appropriate skills or abilities for the creature species.

This effect lasts until the end of this character's next turn. This character counts this power as exhausted while the Baleful Transformation is active.

Hero Point Cost: 1.

Mastery (Detector): Once per session, your character may make a **Hard (◆◆◆) Survival check**. If successful, they know exactly where they are located without a map, discovers a lost or hidden item or location, or identifies a safe and fast path through any terrain. The GM must approve the exact nature of what the character is trying to accomplish.

Hero Point Cost: 2.

Mastery (Drifter): While your character is carrying items with a total encumbrance value of 2 or less (after reductions for wearing armor), they may count their ranks in Perception, Resilience, Survival, and Vigilance as one higher (to a maximum of six). At the end of any encounter that your character is carrying items with a total encumbrance value of 2 or less, they recover all strain they are currently suffering.

If a character normally carries items that total more than 2 encumbrance but discards or otherwise loses those items temporarily, the GM can rule that the character does not gain the benefits of this enhancement.

Hero Point Cost: 2.

Mastery (Humanoid): Instead of the usual effect, the character may make an **Easy (◆) Resilience check**. If the check is successful, until the end of the character's next turn, they take on the form of an ordinary silhouette 1 person. While transformed, the character automatically passes any Stealth check to hide in crowds of people and may fool biometric devices that use fingerprints, retina shape, or facial recognition.

The character does not change their own genetic makeup—such as blood type or DNA—and cannot hide from powerful medical scanners that might require genetic samples. Additionally, the character does not gain any memories, mannerisms, skills, or abilities not inherent to the transformation.

Hero Point Cost: 1.

Mastery (Supernatural): Instead of the usual effect, the character may make an **Average (◆◆) Resilience check**. If the check is successful, until the end of the character's next turn, the character transforms into a supernatural or fictional silhouette 0 creature. While transformed, the character adopts the physical appearance of the creature and gains the creature's Brawn, Agility, and Presence characteristics, soak and defense,

wound threshold, and any of the creature's abilities and equipment (including weapons).

The character retains their own Cunning, Intellect, and Willpower characteristics, skills, talents, and strain threshold. They drop any gear or clothing they were carrying or wearing when they transformed that does not provide this superpower.

If the character is incapacitated while transformed, they revert to their normal form. When a character reverts to their normal form, they heal all wounds suffered while transformed but do not heal any strain or Critical Injuries they suffered. If they were incapacitated due to exceeding their wound threshold, they are no longer incapacitated.

Hero Point Cost: 2.

Mastery (Reflexive Transformation): Your character may spend ⚔ from Initiative checks to use this Basic Power or any other Mastery to transform themselves as an out-of-turn incidental.

Hero Point Cost: 1.

SHRINK/GROW

Hero Point Cost: 2.

The ability to change size at will is powerful, but risky. Aside from the physics-defying nature of getting very big or very small, there are the bodily considerations of fitting into one's own clothes. Whether as tall as a building or as small as an ant, this superpower offers versatility for those who can master it.

BASIC POWER

This Basic Power allows a character to change their silhouette. The Shrink Basic Power reduces the character's size, allowing access to tight spaces and making it harder to hit. The Grow Basic Power increases the character's size, allowing them advantages against large targets and structures.

Each time a character uses this Basic Power, they choose whether to use Shrink or Grow. Each enhancement improves both Shrink and Grow, but some enhancements provide different effects. At the GM's discretion, certain powers, talents, skills, or weapons may not function for a character of certain silhouettes.

SHRINK

Your character makes an **Easy (◆) Resilience check**. If successful, until the end of this character's next turn, decrease the character's silhouette by one. Your character decreases their wound threshold and encumbrance threshold by two times their new silhouette and decreases their encumbrance value (the character's bulk) by half.

PERMANENT SIZE DIFFERENCES

With the GM's permission, the player may set their character's natural silhouette as 0 or 2 at all times when taking this superpower. This natural silhouette does not gain any benefits from Shrink/Grow until they successfully activate the effect as usual. When using the basic effect of Shrink/Grow, the character increases or decreases their silhouette as appropriate for their natural size. Therefore, a silhouette 0 character using Growth would change to silhouette 1, but still gain the effects of the power. (Note that the Basic Power of Shrink/Grow provides a slightly stronger benefit for naturally larger characters.)

Additionally, beware that changing between silhouettes may cause a character's wounds to exceed their wound threshold, incapacitating them.

GROW

Your character makes an **Easy** (◆) **Resilience check**. If successful, until the end of this character's next turn, increase the character's silhouette by one and their Brawn by one (to a maximum of five). Your character increases their wound threshold and encumbrance threshold by two times the new silhouette and increases their encumbrance value (the character's bulk) by one times the new silhouette.

ENHANCEMENTS

Potency (Empower): This enhancement has different effects for Shrink and Grow.

- **Shrink:** The user may make a **Hard** (◆◆◆) **Resilience check** instead. If successful, the character's silhouette decreases below 0 (only centimeters tall). The character does not add ■ to their combat checks due to defense provide by the target's armor (but still adds ■ for concealment or cover). Any character with a larger silhouette increases the difficulty of all Perception and Vigilance checks to detect this character twice, to a maximum of **Formidable** (◆◆◆◆). Upgrade the difficulty of combat checks targeting this character once unless the attack has the Blast or Burn quality (even if the quality does not activate).
- **Grow:** The character may make a **Hard** (◆◆◆) **Resilience check** instead. If successful, the character may increase their silhouette to 4. The character increases their Brawn by two (to a maximum of seven). Your character increases their wound threshold and encumbrance threshold by two times the new silhouette and increases their strain threshold by one times the new

silhouette. While at silhouette 4 or greater, a character may use the following weapon's profile: (Brawl; Damage +4; Critical 3; Range [Short]; Inaccurate 1, Knockdown, Vicious 4).

Hero Point Cost: 2.

Potency (Improve): This enhancement has different effects for Shrink and Grow.

- **Shrink:** After your character makes a successful combat check against a target who is unaware of their presence, your character may inflict a Critical Injury on the target without spending ⚔ or ⚡. You may only inflict one Critical Injury per hit.
- **Grow:** When an ally engaged with this character makes a successful Charm, Deception, or Negotiation check, the character adds ⚡ per rank in Coercion to the ally's check.

Hero Point Cost: 2.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Mastery (Big Talk): Once per session, your character may select a target that can hear and see them within medium range and make an **opposed Deception versus Vigilance check**. If successful, the target must spend their next turn attacking this character. The NPC must spend all subsequent turns maneuvering into position until it can make a melee or ranged attack against the character. This affect ends if this character becomes incapacitated or leaves the encounter.

Hero Point Cost: 2.

Mastery (Explosive Transformation): Once per session, your character may exhaust this superpower to force all characters within medium range to make a **Daunting** (◆◆◆◆) **Coordination** or **Resilience check**. Whether they succeed or fail, all characters and objects within range suffer 10 damage (reduced by soak). If they fail, targets caught in the blast suffer 2 additional damage per uncancelled ✂. You may spend ⚔ from each character's check to cause a Critical Injury and add +50 to the resulting Critical Injury.

Hero Point Cost: 2.

Mastery (Fear): Your character may spend a Story Point to activate this effect after changing their silhouette. Other characters (including unaware allies) then make a **Hard** (◆◆◆) **fear check** (see page 243 of the GENESYS Core Rulebook). Minion groups or unnamed rivals who fail this check with ⚔ or ⚡ must flee the encounter if possible.

Hero Point Cost: 2.

Mastery (Haste): Once per session, you may spend a Story Point to use Shrink/Grow as an out-of-turn incidental.

Hero Point Cost: 1.

Mastery (Pocket Pal): This enhancement has different effects for Shrink and Grow.

- **Shrink:** While your character is silhouette 0 and being carried by an ally of silhouette 1 or larger, your character may move with the ally without spending a maneuver.
- **Grow:** While carrying an ally that is at least one silhouette smaller than your character, the ally may move with your character without spending a maneuver.

Hero Point Cost: 1.

Mastery (Sabotage): This enhancement has different effects for Shrink and Grow.

- **Shrink:** Once per encounter while engaged with a vehicle, your character can make a Mechanics check with a difficulty equal to the vehicle's silhouette. The vehicle suffers one hull trauma per ✨ and one system strain per ▲. ⚙️ may be spent to cause a Critical Hit.
- **Grow:** Once per encounter when engaged with a terrain feature—like walls, doors, or fences—with a smaller silhouette than this character, this character may make a **Hard (◆◆◆) Mechanics check**. If successful, the terrain feature is destroyed and no longer provides cover or obstructs movement.

Hero Point Cost: 2.

TERRAIN

Hero Point Cost: 2.

This power has the ability to change the terrain, either through taking advantage of the natural surrounding or by forcing a character's will upon the world. Rescue teams who expect uneven terrain and hazardous environments often prefer terrain supers in their groups.

BASIC POWER

The Terrain Basic Power allows the character clear paths through dangerous areas or impede otherwise safe avenues. The Basic Power has two primary uses:

- **Basic (Clear):** The character may make an **Easy (◆) Discipline check**. If successful, all terrain within short range becomes normal terrain until the end of this character's next turn. The character must be able to touch the terrain or an adjacent connected structure (like the roof of a building to effect a wall) to use this power.
- **Basic (Difficult):** The character may make an **Easy (◆) Discipline check**. If successful, all terrain within short

range becomes difficult terrain until the end of the character's next turn. The character must be able to touch the terrain or an adjacent connected structure (like the roof of a building to effect a wall) to use this power.

ENHANCEMENTS

Potency (Empower): This character may increase the difficulty of this Basic Power once. If successful, allies within the terrain add ■ to their checks and adversaries add ■ to their checks. You may spend ▲ ▲ ▲ or ⚙️ to double the number of ■ or ■ added to affected targets.

Hero Point Cost: 2.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Range: You may voluntarily increase the difficulty of the Basic Power once to increase the range by one range band. Increase the range of this superpower by one range band. You may voluntarily increase the difficulty one additional time, increasing the range by one range band each time, to a maximum of long range.

Hero Point Cost: 2.

Scale: Select one target to ignore the effects of this Basic Power. In addition, after using the superpower, you may spend ▲ to affect one additional target within range (and may trigger this multiple times, spending ▲ each time).

Hero Point Cost: 2.

Mastery (Atmosphere): Instead of the usual effect, this character may make an **Average (◆◆) Discipline check**. If the check is successful, they create a dangerous atmosphere within range (see page 111 of the GENESYS Core Rulebook). The area covered is small, approximately three meters in diameter, and has a rating equal to three, plus one per uncanceled ✨ after the first. The user may activate this enhancement multiple times, choosing a new patch of terrain to affect each time.

Hero Point Cost: 2.

Mastery (Disruption): The character may select one adversary within short range and make an **opposed Discipline versus Discipline check**. If successful, the adversary immediately loses the benefits of any ongoing superpowers they must concentrate to maintain, and any aim and preparation maneuvers made on the previous turn.

Hero Point Cost: 1.

Mastery (Gravity): Instead of the usual effect, this character may make an **Average** (◆◆) **Discipline check**. If successful, the character changes the gravity of one engaged target (which may be themselves). The user chooses if the gravity becomes stronger or weaker (see page 110 of the **GENESYS** Core Rulebook) and may spend ▲ to increase or decrease the gravity one additional time (this may be used multiple times). In addition, this character no longer counts zero gravity as difficult terrain.

Hero Point Cost: 2.

Mastery (Sensing): Your character is aware of the positions and life signs (like heartbeats or breathing) of all living beings in contact with their created terrain and automatically succeeds when tracking such beings. In addition, your character may be able to learn or notice things they could not normally perceive, at the GM's discretion.

Hero Point Cost: 1.

Mastery (Suppression): Once per session, you may exhaust this power as an out-of-turn incidental. During the round, adversaries affected by this character's terrain remove ☉ generated from super-characteristic checks and add ☀ ▲ ▲ instead. The ☉ does not count as being generated for the purpose of super-characteristics and the adversary does not explode the die.

Hero Point Cost: 1.

UNDERLINGS

Hero Point Cost: 2.

Every leader needs a group or two of loyal followers. Your character has access to animals, people, machines, spirits, or something else willing to take orders from them for whatever reason. Underlings serve with all of their heart, but they are not always the brightest stars on the galactic plane. Underlings go by many names such as attendants, henchman, assistants, stewards, mooks, and more, but most would agree to any name such that the pay was adequate for the work.

BASIC POWER

When first taking this superpower, choose Leadership, Mechanics, Survival, or another skill depending on the types of minions your character has access to. The character may use their chosen skill to make an **Easy** (◆) check. If successful, a number of silhouette 1 or 0 minions equal to the rank of the chosen skill arrives or appears within engaged range.

Once per round in structured encounters, the character may spend a maneuver to direct their minions, allowing them to determine the group's action and maneuver. If not directed, the minions behave in the best approximation of their natural instincts (usually trying to do what they think their leader wants).

The minions remain until the end of the character's next turn. If this power becomes exhausted or your character becomes incapacitated, all minions flee the scene or encounter at the end of the round.

ENHANCEMENTS

Potency (Empower): Your character may suffer one strain when directing their minions to add ■ to the minions' next check. While engaged with your minion group and a single adversary, the adversary adds ■ to Coercion, Cool, and Negotiation checks.

Hero Point Cost: 2.

Potency (Improve): When using this Basic Power, you may spend ▲ ▲ ▲ ▲ or ☉ to replace one minion with a lieutenant. The lieutenant is a rival, has one super-characteristic and Basic Power, and is generally better equipped for its duties. In addition, the lieutenant provides ■ to all allies and minions within short range.

Hero Point Cost: 2.

Potency (Lasting): The character may perform a maneuver to sustain the active power. If the character does, the effects last until the end of the character's following turn instead.

Hero Point Cost: 1.

Mastery (Flash Mob): You may exhaust this power and make a **Hard** (◆◆◆) check with your character's chosen skill. If successful, a number of minions equal to three times your character's ranks in their chosen skill appears or arrives in a flash mob. The minions form three separate groups and your character spends one maneuver to allow all groups to perform an action and a maneuver, resolving each group's turn individually in any order the character chooses.

Hero Point Cost: 1.

Mastery (Get 'Em!): Your character may suffer three strain to target one adversary within long range and make a **Hard** (◆◆◆) **Leadership check**. If successful, upgrade the ability of all attacks made against the adversary until the end of this character's next turn.

Hero Point Cost: 2.

Mastery (Haste): Once per session, you may spend a Story Point to use Underling as an out-of-turn incidental.

Hero Point Cost: 1.

Mastery (Lookout!): Once per encounter when an ally within short range is targeted by an attack, your character may reduce the damage dealt by your character's ranks in Leadership (before applying soak). If the target is your character's minion group, they may use their ranks in their chosen skill instead.

Hero Point Cost: 1.

Mastery (One Last Job): Once per session the character may make a **Hard (◆◆◆) Coercion** or **Deception check**. If successful, they radically change a previously agreed upon deal or bargain to a version much more advantageous to the character. The player must narratively explain what happened, including the details of how the character arranged for the deal to be changed as well as the specifics of the new deal.

Hero Point Cost: 2.

Mastery (Sacrifice): Once per round, when an enemy makes a successful combat check against this character, you may spend a Story Point. If you do, one minion within short range of the character suffers the hit instead. At the GM's discretion, an underling may be selected from a greater distance if they are between the attacker and this character.

Hero Point Cost: 2.

WEALTH

Hero Point Cost: 2.

The ability to pay to make problems go away is often overlooked as a superpower. Some wealthy characters might derive their fortunes from an inheritance, while others might have clawed their way from the bottom up. Wealth could also be represented as having a legendary reputation or the backing of powerful financiers. Regardless of the exact methods, those characters who control great wealth are often welcome allies and dangerous foes.

BASIC POWER

Once per encounter, your character may make an **Average (◆◆) Cool** or **Skulduggery check**. If successful, they produce or "discover" an item with a rarity equal to the number of uncanceled **★**. The item may have an encumbrance of 2 or less and can be acquired from any convenient location—even if there is no logical explanation for the item's presence.

You may spend **⊗** to find an improved version of the item, as determined by the GM. The GM may spend **⊗** to cause the item to be inferior instead.

ENHANCEMENTS

Potency (Empower): You may increase the difficulty of the Basic Power once before making the check. If successful, your character may produce an item with an encumbrance of 4 or less (instead of 2 or less).

Hero Point Cost: 1.

Scale: You may spend **△ △** from successful checks to gain one additional item of similar rarity and encumbrance (and may do this multiple times, spending **△ △** each time).

Hero Point Cost: 1.

Mastery (Blackmail): This character may spend 250 tokens to learn a terrible secret about one rival NPC. The character must know the target's identity and basic personal information or have another source of comparable quality, at the GM's discretion. While in a structured encounter with the rival NPC, this character may spend a Story Point to reveal the secret and cause the target to suffer 5 strain.

This character may spend 500 to select a nemesis NPC instead. The character still must meet all previous criteria. The GM must approve the exact nature of this information, as well as the circumstances about getting the information.

Hero Point Cost: 2.

Mastery (Credit Rating): Once per session while in a populated city, your character may make an **Easy (◆) Negotiation** or **Streetwise check**. If successful, they obtain one item with a rarity no greater than twice the number of uncanceled **★**, or they obtain a service of equivalent value.

If the check generates **⊗** or **⊗**, your character must pay the cost of the item or service within one week of obtaining it, or perform a service of equal value in return.

Hero Point Cost: 2.

Mastery (Home Field): While in a location your character has influence over (like a specific government office, club, or institution), your character may make an **Average (◆◆) Knowledge skill** or **Streetwise check** (appropriate to the location). If successful, for the remainder of the game session, the character may suffer two strain to recall or learn the location of any individual, group, or establishment within that location, along with any relevant information such as superpower reputations, useful rumors, and criminal and vigilante activity.

Hero Point Cost: 1.

Mastery (Investment): At the beginning of each game session, the character gains tokens equal to the rating of one super-characteristic times 100 (player's choice).

How this money is earned is up to the player, and could be actual investments, business dealings, criminal enterprise, or something else. The GM may decide that the current events of the adventure may make these funds temporarily unavailable.

Hero Point Cost: 1.

Mastery (Kickback): Before making a social skill check, the character may spend a maneuver and 50 tokens a number of times no greater than one super-characteristic (player's choice). For every 50 tokens spent, the character upgrades the ability of their next check once.

How the money accomplishes this can be up to the player and GM, but could take the form of buying gifts or information that gives the character an advantage in the interaction.

Hero Point Cost: 1.

Mastery (Obstruction): Once per game session, the character may select a minion NPC. The character must know this NPC's identity and basic personal information or have another source of comparable quality, at the GM's discretion. The character then makes an **Easy** (◆) **Negotiation** or **Streetwise check** (depending on the legality of this information). If successful, the character tracks down the chosen NPC, and a new encounter begins as the character reaches the NPC's location.

The character may increase the difficulty of this check once to target a rival NPC or may increase the difficulty twice to target a nemesis NPC instead. The character must still meet all previous criteria. The GM must approve the exact nature of this encounter, as well as the circumstances it takes place.

Hero Point Cost: 2.

Mastery (Scheme): Once per session, you may exhaust this power to conceal one previously admitted illegal action or event perpetrated by your character or an ally. The exact nature of how this is accomplished (or was arranged earlier and revealed in a flashback) must be approved by the GM.

Note that the selected character does not need to be physically present to benefit from this enhancement, and removing legal consequences does not remove public opinion about the actions or events.

Hero Point Cost: 2.

Mastery (Vacation Home): You may spend two Story Points to activate this enhancement. Your character and any number of allies or friendly NPCs may spend time at one of your vacation homes. While here, allies recover twice as many wounds from natural rest and reduce the difficulty of recovering from Critical Injuries by one, to a minimum of **Easy** (◆).

In addition, Friendly NPCs that accompany this character reduce their strain threshold by two during any social encounter, so long as the general mood remains relaxed. Any combat encounter that takes place at this vacation home immediately ends all effects of this enhancement.

Hero Point Cost: 2.

NEW SKILLS AND RULES

This section introduces new skills specific to the Super setting. **Table 1–2: Skills for the Super Setting** includes both these new skills and the skills from the **GENESYS** Core Rulebook that are used in the Super setting.

KNOWLEDGE SKILLS

The new skills in this section take the place of the single Knowledge skill presented in the Core Rulebook.

EARTH (INTELLECT)

The cradle of humanity and all-around nice place to vacation. The Earth used to come under the threat of annihilation fairly often, but scientific and government organizations came about to ensure they could curve such threats or, at least, make sure the masses were unaware. Humans still could not do much when it came to threats from space and plenty of alien species laughed off the narrow escapes humanity has had with their so-called “Carrington Events” and that time the moon was mistakenly abducted. Thanks to newer technologies from alien species and Earth’s own magnificent Powered defenders, the Earth has begun to see less drastic and immediate natural disasters. Manmade disasters have increased in the last few decades, but that is statistically insignificant compared to the total age of the Earth.

This skill represents a strong understanding of the various geographic locations, historical events, famous people (both Powered and otherwise), and governance used on Earth. It also includes the mundane sciences and cultures that have existed on Earth and the prevailing cultures around now. Earth languages are covered under this skill and having ranks in this knowledge allows most characters a chance at recognizing dialects.

Your character should use this skill if...

- Your character wishes to recall various Earth leaders.
- Your character is trying to recall the location of a country on Earth.
- Your character needs to know the conversion rate of the Japanese Yen to United States Dollar.
- Your character wishes to recall the basic properties of plutonium.

Your character should not use this skill if...

- Your character wants to recall the Kilix war chant. This would require Knowledge (Galaxy).

- Your character needs to recall the location of the 7th Circle of Hell: Violence. This would require Knowledge (Mystic).
- Your character wishes to purchase a meal at a quick service restaurant on Mars. This shouldn’t require a check at all.

GALAXY (INTELLECT)

Humans had always been aware of other planets and even the average human child could name approximately nine (this would become eight after the accident with Pluto in 2006). What humanity could not hope to know in its infancy was that the galaxy was teeming with life both far and near and that chance contact had always been a hair’s breadth away. The rise of the Powered ushered in a new age of exploration and, ultimately, contact with a myriad of galactic civilizations. Once all parties began to discuss economics, protection from the ravages of space, and alliances, extraterrestrial life had practically become a part of day-to-day life. It did not hurt that some species of aliens found humans charming and exotic—more humans than would care to admit shared similar feelings. By 2150, a short century after humans began to exhibit the signs of superpowers; alien species were neighbors, friends, coworkers, and spouses. Humans remarked, as they so often do when faced with the unusual, that the universe had become just a little bit smaller.

This skill represents a strong understanding of the various extraterrestrial locations, historical events, famous aliens, and governance used by the many alien species of the galaxy. It also includes the esoteric supersciences and prevailing cultures of the familiar alien species dealt with throughout the stars. Alien languages are covered under this skill and having ranks in this knowledge allows most characters a chance at recognizing dialects or even understanding that a series of shifting colors on an aliens skin is a language at all.

Your character should use this skill if...

- Your character wishes to recall the various Galactic Alliance leaders.
- Your character is trying to recall the favorite cultural dish of the Hryng.
- Your character needs to know the conversion rate of the Ja’robi Sling to United States Dollar.
- Your character wishes to recall the schematics for creating hyper-sapient artificial intelligence.

TABLE 1-2: SKILLS FOR THE SUPER SETTING

SKILL	CHAR	TYPE	SOURCE
Athletics	Brawn	General	Core Rulebook (page 58)
Brawl	Brawn	Combat	Core Rulebook (page 67)
Charm	Presence	Social	Core Rulebook (page 54)
Coercion	Willpower	Social	Core Rulebook (page 55)
Computers	Intellect	General	Core Rulebook (page 58)
Cool	Presence	General	Core Rulebook (page 59)
Coordination	Agility	General	Core Rulebook (page 59)
Deception	Cunning	Social	Core Rulebook (page 56)
Discipline	Willpower	General	Core Rulebook (page 60)
Driving	Agility	General	Core Rulebook (page 70)
Gunnery	Agility	Combat	Core Rulebook (page 69)
Knowledge (Earth)	Intellect	Knowledge	Page 48
Knowledge (Galaxy)	Intellect	Knowledge	Page 48
Knowledge (Mystic)	Intellect	Knowledge	Page 49

SKILL	CHAR	TYPE	SOURCE
Leadership	Presence	Social	Core Rulebook (page 56)
Mechanics	Intellect	General	Core Rulebook (page 60)
Medicine	Intellect	General	Core Rulebook (page 61)
Melee	Brawn	Combat	Core Rulebook (page 67)
Negotiation	Presence	Social	Core Rulebook (page 56)
Perception	Cunning	General	Core Rulebook (page 62)
Piloting	Agility	General	Core Rulebook (page 62)
Ranged	Agility	Combat	Core Rulebook (page 68)
Resilience	Brawn	General	Core Rulebook (page 63)
Riding	Agility	General	Core Rulebook (page 63)
Skulduggery	Cunning	General	Core Rulebook (page 64)
Stealth	Agility	General	Core Rulebook (page 64)
Streetwise	Cunning	General	Core Rulebook (page 65)
Survival	Cunning	General	Core Rulebook (page 65)
Vigilance	Willpower	General	Core Rulebook (page 65)

Your character should not use this skill if...

- Your character wants to recall the 60th president of the United States (Y'dgar B. Hoover). This would require Knowledge (Earth).
- Your character needs to draw the 37 sigils of the Gates of Eden. This would require Knowledge (Mystic).
- Your character wishes to test drive the new Volkswagen hover carriage. This would be better accomplished via the Driving skill (assuming your character has an appropriate driver's license).

MYSTIC (INTELLECT)

Humans have always been fascinated with the idea that they could swish their fingers or twitch their noses in order to manipulate matter in the universe. Whether by wishes, chants, sacrifices to various (and highly suspect) deities, humans had always craved greater control and understanding. Even before Saint Patrick of Orange created the Rift, humanity and many other alien beings recorded strange and otherworldly phenomena without adequate explanation. Some even attempted to harness the apocryphal knowledge into potent rituals or talismans that could give the wielder incredible power. This mostly went out of style when actual superpowers began to appear among humanity. Today, the supernatural is not any easier to explain, but it is much more accessible. Peace treaties keep old prejudices at bay and there is a tangential calmness between the powers above, below, and some in-between.

This skill represents a strong understanding of the occult, angels, demons, and a variety of other things that are usually unspeakable, mostly due to pronunciation. It also includes understanding the motivations and potential strengths and weaknesses of such creatures. Forbidden languages are covered under this skill and having ranks in this knowledge allows a character to interpret the myriad of squelches, whistles, shrills, or general cacophony that supernatural creatures use to communicate.

Your character should use this skill if...

- Your character tries to understand occult symbols discovered on an old cephalopod-like statue.
- Your character needs to know the conversion rate of a bell ringing to United States Dollars.
- Your character attempts to remember the freezing or boiling point of Netheranium.

Your character should not use this skill if...

- Your character wants to recall the year of Earth's first manned mission to Saturn (2125). This would require Knowledge (Earth).
- Your character wants to convince Ja'robi cultists to stop worshipping cows. Understanding their motivations would require Knowledge (Galaxy) and convincing them to stop should be attempted through social skill checks.

- Your character is trying to understand blueprints to build a helpful android friend. Understanding the blueprints would be Knowledge (Galaxy) and physically building the android requires the Mechanics skill.

PLAYER CHARACTERS AS VEHICLES

Player Characters with the Acrobatics, Flight, Speed, or Teleport talents may end up chasing vehicles or vice-versa. When these characters interact in an encounter with a vehicle, it is often useful to treat PCs as vehicles. The following alternative rules work best when players find themselves in this situation.

Silhouette

A character's silhouette is on the same scale as vehicles and is used in exactly the same manner. All Player Characters have a natural silhouette of 1, but talents and powers may alter this. A character can carry any number of beings with a combined silhouette equal to their own (treat every two silhouette 0 beings as silhouette 1) or less.

Speed

The character's maximum speed is equal to half their Agility (rounded up). For example, a character with Agility 3 would have a maximum speed of 2.

Handling and Controlling

To determine the handling characteristic, subtract both silhouette and Willpower from the character's Agility. The control skill for the character is always Coordination.

The Rest of the Profile

A character treated as a vehicle for the purposes of moving through an environment keeps the remainder of its profile the same. The character maintains their wound and strain thresholds, melee and ranged defenses, and soak value. They do not gain a hull trauma threshold or a system strain threshold. Attacks against the character are resolved as usual in personal scale combat (taking into account silhouette differences). If the character ever suffers system strain for any reason, they suffer the same amount of strain instead.

FIND OUT NEXT ISSUE!

It is not uncommon to find your characters against deadly odds, hopelessly outnumbered, or otherwise stunned by a shocking revelation. The Supers setting benefits from this style of cliffhangers both for ending on a tense note, and coming back to your table with a spectacular solution. At the end of the session or major encounter, the PCs may be left in immediate peril. Then at the beginning of the next session (or encounter), place all Story Points in the player pool. The PCs may use these points in one of the following ways:

- By spending the Story Points as normal while trying to escape the situation.
- By spending all of the points immediately to narratively describe escaping the situation. The players should describe the desired actions of their characters and reactions by the NPCs. The GM must approve of the events and the outcome, altering only what is necessary to preserve important story or plot elements.
- By spending all of the points to immediately restore one or more dead or incapacitated characters, indicating a miraculous recovery or narrow escape. These characters heal half of their wounds and all of their strain. The PCs then play out the scene as normal.

READING AHEAD

Superhero games feature action, pitfalls, villains and heroes switching sides, double crosses, triple crosses, and the occasional pause to catch a dinner date with a romantic interest. With lots of drama going on, players are probably going to know more than their character does about a situation. Why not take advantage of that?

If a player's character believes a lie or takes harmful actions directly due to the manipulations of others (in other words, if the player knows the action is against their character's best interests), you may remove a Story Point from the GM pool and add it to the player pool

NEW TALENTS

This section introduces new talents specific to the Supers setting. These talents, along with talents from the core rulebook listed in **Table 1–3: GENESYS Talents for the Supers Setting**, on page 55, can be used in any game set in **Panorama City**.

TIER 1

ACROBATICS

Tier: 1

Activation: Passive

Ranked: No

Your character can move across vertical surfaces as easily as horizontal surfaces within short range. Acrobatic characters reduce the distance of any fall by one range band (effectively never suffering from a short fall). In addition, while your character is wearing light armor (any armor with +1 soak or less) this talent provides one melee and range defense.

ARGOT

Tier: 1

Activation: Active (Incidental)

Ranked: No

Your character may use this talent when making a Charm check with others in their profession to count their ranks in Charm as equal to their ranks in an appropriate Intellect-based skill.

BUREAUCRAT

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains either Charm or Negotiation as a career skill. In addition, you have access to government facilities and clearance to secured archives or data vaults related to your characters governing body.

DAY JOB

Tier: 1

Activation: Passive

Ranked: No


When you take this talent, your character gains either Leadership, Mechanics, or Medicine as a career skill. In addition, you have a profession related to your chosen career skill. Work with your GM to determine the profession and what specialized equipment and knowledge it gives your character.

EIDETIC MEMORY

Tier: 1

Activation: Active (Incidental)

Ranked: Yes





When your character makes a Knowledge skill check to recall information they have encountered or read about, they add a number of  equal to their ranks in Eidetic Memory.

EXCESSIVE FORCE

Tier: 1

Activation: Active (Incidental)

Ranked: No

You may spend    from successful combat skill checks against a silhouette 2 or smaller target to move them away from your character by one range band. At the GM's discretion,  can be used to launch the target into solid objects, like cars, buildings, or other characters. Targets launched by this talent count as falling from a short distance.

FLIGHT

Tier: 1

Activation: Passive

Ranked: No

Your character gains the ability to fly (see page 100 in the **GENESYS Core Rulebook**). Your character can fly over water, difficult and impassible terrain, and move vertically. A flying character must spend one maneuver every turn to move or stay aloft. This character can move from long range to short range using a single maneuver during structured encounters.

HARD HEADED

Tier: 1

Activation: Active (Action)

Ranked: Yes






If your character is staggered, they may use this talent, even though a character is normally unable to perform any actions when they are staggered. Your character makes a **Daunting** (   ) **Resilience check**. If they succeed, they are no longer staggered. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of **Easy** ().

TABLE 1-3: GENESYS TALENTS FOR THE SUPERS SETTING

TALENT	RANKED	SOURCE
Tier 1		
Acrobatics	No	Page 51
Argot	No	Page 51
Bought Info	No	Core Rulebook (page 72)
Bureaucrat	No	Page 51
Clever Retort	No	Core Rulebook (page 73)
Day Job	No	Page 51
Defensive Sysops	No	Core Rulebook (page 73)
Desperate Recovery	No	Core Rulebook (page 73)
Duelist	No	Core Rulebook (page 73)
Durable	Yes	Core Rulebook (page 73)
Eidetic Memory	Yes	Page 51
Excessive Force	No	Page 51
Flight	No	Page 51
Forager	No	Core Rulebook (page 73)
Grit	Yes	Core Rulebook (page 73)
Hamstring Shot	No	Core Rulebook (page 73)
Hard Headed	Yes	Page 51
Jump Up	No	Core Rulebook (page 73)
Knack for It	Yes	Core Rulebook (page 73)
Know Somebody	Yes	Core Rulebook (page 74)
Let's Ride	No	Core Rulebook (page 74)
Mild Mannered	No	Page 54
Net Search	No	Page 54
One with Nature	No	Core Rulebook (page 74)
Painful Blow	No	Page 54
Parry	Yes	Core Rulebook (page 74)
Proper Upbringing	Yes	Core Rulebook (page 74)
Quick Draw	No	Core Rulebook (page 74)
Quick Strike	Yes	Core Rulebook (page 74)
Rapid Reaction	Yes	Core Rulebook (page 74)
Second Wind	Yes	Core Rulebook (page 74)
Speed	No	Page 54
Student	No	Page 54
Surgeon	Yes	Core Rulebook (page 74)
Swift	No	Core Rulebook (page 75)
Taunt	Yes	Page 54
Teleport	No	Page 54
Toughened	Yes	Core Rulebook (page 75)
Unique Senses	Yes	Page 54
Unremarkable	No	Core Rulebook (page 75)

TALENT	RANKED	SOURCE
Tier 1		
Vehicles	No	Page 55
Vigilante	No	Page 55
Tier 2		
Advanced Combat Tactics	No	Page 55
Arcane Dabbler	No	Page 55
Bear Hug	No	Page 55
Berserk	No	Core Rulebook (page 75)
Body Block	No	Page 55
Coordinated Assault	Yes	Core Rulebook (page 75)
Corporate Cape	No	Page 55
Counteroffer	No	Core Rulebook (page 75)
Daring Aviator	Yes	Core Rulebook (page 75)
Defensive Stance	No	Core Rulebook (page 75)
Dig Deep	No	Page 55
Dual Wielder	No	Core Rulebook (page 76)
Galactic Spectator	No	Page 56
Heightened Awareness	No	Core Rulebook (page 76)
Heroic Parry	No	Page 56
Human Hobbyist	No	Page 56
Inspiring Rhetoric	No	Core Rulebook (page 76)
Inventor	Yes	Core Rulebook (page 76)
Know-It-All	No	Page 56
Lucky Strike	No	Core Rulebook (page 76)
Nethunter	No	Page 56
Scathing Tirade	No	Core Rulebook (page 77)
Side Step	Yes	Core Rulebook (page 77)
Smart Mouth	No	Page 56
Tenacity	Yes	Page 56
The Easy Way	Yes	Page 56
The Hard Way	Yes	Page 56
Threaten	Yes	Page 57
Tier 3		
Acrobatics (Improved)	No	Page 57
Animal Companion	Yes	Core Rulebook (page 77)
Bullseye!	No	Page 57
Close-Quarters Combat	No	Page 57
Daredevil	No	Page 57
Distinctive Style	No	Core Rulebook (page 78)
Dodge	Yes	Core Rulebook (page 78)
Eagle Eyes	No	Core Rulebook (page 78)

TABLE 1-3: GENESYS TALENTS FOR THE SUPERS SETTING (CONT.)

TALENT	RANKED	SOURCE
Tier 3		
Field Commander	No	Core Rulebook (page 78)
Flight (Improved)	No	Page 57
Forgot to Count?	No	Core Rulebook (page 78)
Grenadier	No	Core Rulebook (page 78)
Hard Headed (Improved)	No	Page 57
Hard-Boiled	No	Page 57
Heroic Will	No	Core Rulebook (page 79)
Hold Back	No	Page 58
Incorrigible	No	Page 58
Inspiring Rhetoric (Improved)	No	Core Rulebook (page 78)
Lock On	No	Page 58
Natural	Yes	Core Rulebook (page 79)
No Mere Mortal	No	Page 58
Painkiller Specialization	Yes	Core Rulebook (page 79)
Parry (Improved)	No	Core Rulebook (page 79)
Scathing Tirade (Improved)	No	Core Rulebook (page 79)
Sidekick	Yes	Page 58
Stand Back, Citizen!	No	Page 58
Superhero Landing	No	Page 58
Sweeping Blow	No	Page 58
Takedown	No	Page 59
Techie	Yes	Page 59
Teleport (Improved)	No	Page 59
Vehicles (Improved)	No	Page 59
Tier 4		
Can't We Talk About This?	No	Core Rulebook (page 79)
Computer Wiz	No	Page 59
Deadeye	No	Core Rulebook (page 79)
Defensive	Yes	Core Rulebook (page 80)
Elementary	No	Page 59



TALENT	RANKED	SOURCE
Tier 4		
Enduring	Yes	Core Rulebook (page 80)
Excessive Force (Improved)	No	Page 59
Field Commander (Improved)	No	Core Rulebook (page 80)
Hard Headed (Supreme)	No	Page 60
How Convenient!	No	Core Rulebook (page 80)
Inspiring Rhetoric (Supreme)	No	Core Rulebook (page 80)
Mad Inventor	No	Core Rulebook (page 80)
Overcharge	No	Core Rulebook (page 80)
Scathing Tirade (Supreme)	No	Core Rulebook (page 81)
Superhero Landing (Improved)	No	Page 60
Supersonic	No	Page 60
Tier 5		
Combined Power	No	Page 60
Dedication	Yes	Core Rulebook (page 81)
Heroes Never Die	No	Page 60
Indomitable	No	Core Rulebook (page 81)
Master	No	Core Rulebook (page 81)
Monologue	No	Page 60
No Mere Mortal (Improved)	No	Page 61
Overcharge (Improved)	No	Core Rulebook (page 81)
Ruinous Repartee	No	Core Rulebook (page 81)
Unlimited Prep Time	No	Page 61

MILD MANNERED

Tier: 1

Activation: Active (Incidental)

Ranked: No


Once per session after your character makes a social skill check, you may spend a Story Point to convert  to .

NET SEARCH

Tier: 1

Activation: Active (Maneuver)

Ranked: No

If your character has access to the internet, from a device or because they are a device, they may use this talent to upgrade the ability of the next Knowledge check they make during their turn twice and the difficulty of that check once. Your GM must spend  to have your character learn some seemingly relevant and believable information that turns out to be completely (and possibly maliciously) false.

PAINFUL BLOW

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers two strain each time they perform a maneuver until the end of the encounter.

SPEED

Tier: 1

Activation: Passive

Ranked: No

Your character can move at astounding speeds. During narrative gameplay, your character may run along the ground, over water, up continuous vertical surface, and so on. They may do other things very fast as well, such as reading a physical book or examining a large space in just a few moments.

During structured encounters, this character can move from long range to short range using a single maneuver. In addition, when your character uses a move maneuver during combat, this talent provides one range defense until the beginning of your character's next turn.

STUDENT

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains either Computers or Athletics as a career skill. In addition, you have access to your educational institution and knowledgeable




faculty. All students have access to other areas relevant to their education at the GM's discretion.

TAUNT

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Taunt (a minion group counts as a single adversary). Until the encounter ends or your character is incapacitated, these adversaries add  to combat checks targeting your character and   to combat checks targeting other characters.



TELEPORT

Tier: 1

Activation: Passive

Ranked: No

Your character may transport themselves to any location within long range they have seen or previously visited. While teleporting, the character is unaffected by any intervening terrain or hazards and always appears in an empty space.

During structured gameplay, if your character is not engaged with an adversary, they may use a maneuver to teleport to any location within medium range that they can see. In addition, your character may spend   from an attacker's combat check to move up to one range band in any direction after the attack is resolved.



UNIQUE SENSES

Tier: 1

Activation: Passive

Ranked: Yes

When a character purchases this talent, they must declare a sense group and what it detects. Basic sense groups fall under the categories of touch, taste, sight, sound, and smell, but other specialized sense groups may exist like the ability to sense radio waves, magnetic fields, or even imminent danger. At this time, it is also appropriate to clarify where on the body the sense originates, such as x-ray vision from a character's eyes or 'feeling' memories when the character touches bare skin.

If this talent is associated with a sense the user's species already possesses, then it adds  to their Perception or Vigilance checks using that sense. Otherwise, it enables the user to make Perception or Vigilance checks using the new sense. Each time your character gains this talent; they may add an additional  to an existing sense or add an entirely new sense.

VEHICLES

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains access to a silhouette 2 or smaller personal vehicle or animal mount that they can call upon without fail. Work with the GM to determine the exact specifications of your main vehicle and its methods of arrival.

Once per session, your character may spend a Story Point to exchange their current vehicle or mount. This exchange may change the model (such as a car being exchanged for a plane) or that the vehicle or mount can transform into the new model.

VIGILANTE

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains either Streetwise or Skulduggery as a career skill. In addition, you have access to a local vigilante group and can easily share information regarding both criminal and law enforcement organizations.

TIER 2

ADVANCED COMBAT TACTICS

Tier: 2

Activation: Passive

Ranked: No

Your character can make Gunnery checks while they are engaged with an opponent; increase the difficulty by two, as if your character were using a two-handed ranged weapon. In addition, when performing a combat check with any ranged weapon, if your character did not perform a maneuver to ready or stow a weapon or item during this turn, they add **▲** to the results.

ARCANE DABBLER

Tier: 2

Activation: Passive

Ranked: No

When you take this talent, your character gains Knowledge (Mystic) as a career skill. Your character no longer suffers penalties for dealing with supernatural languages. Once per session, you may spend a Story Point to use this talent to let your character learn the whereabouts of one supernatural character of your choice, and if so, where they currently are. At your GM's discretion, the information may take up to an hour to come back to your character.

BEAR HUG

Tier: 2

Activation: Active (Incidental).

Ranked: No

After making a successful Brawl check against a non-vehicle target, you may activate this talent. Convert all damage done into strain damage (reduced by soak) and the target becomes immobilized until the start of your character's next turn.

BODY BLOCK

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, you may spend a Story Point when an adversary successfully makes a combat check against an ally your character is engaged with. Your character counts as being hit by the attack and resolves all wounds and strain instead.

CORPORATE CAPE

Tier: 2

Activation: Passive

Ranked: No

You may purchase weapons, armor, or gear that is denoted as restricted (R) for the average citizen.

Your character may perform heroics in public or as a reasonable response to emergencies. This also means your character can carry a weapon attached to their heroic identity or use powers that normally would be restricted in public without being arrested. However, they can still be arrested for using weapons or powers in an unlawful or dangerous manner.

DIG DEEP

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character's encumbrance threshold is 10 plus their Brawn, instead of 5 plus their Brawn. While determining lifting and carrying excessive encumbrance (page 85 of the **GENESYS** Core Rulebook) your character reduces the difficulty of Athletics checks twice. If this would reduce the difficulty to **Simple** (-), ignore the check instead.

GALACTIC SPECTATOR

Tier: 2

Activation: Passive

Ranked: No

When you take this talent, your character gains Knowledge (Galaxy) as a career skill. Your character no longer suffers penalties for dealing with alien languages. Once per session, you may spend a Story Point to use this talent to let your character learn the whereabouts of one alien character of your choice, and if so, where they currently are. At your GM's discretion, the information may take up to an hour to come back to your character.

HEROIC PARRY

Tier: 2

Activation: Active (Incidental, Out of Turn).

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. The character may use the Parry talent while unarmed or using Brawl weapons. In addition, while wielding a melee weapon, your character may use the Parry talent to reduce damage from ranged attacks targeting your character.

HUMAN HOBBYISTS

Tier: 2

Activation: Passive

Ranked: No

When you take this talent, your character gains Knowledge (Earth) as a career skill. Your character no longer suffers penalties for dealing with human languages. Once per session, you may spend a Story Point to use this talent to let your character learn the whereabouts of one human character of your choice, and if so, where they currently are. At your GM's discretion, the information may take up to an hour to come back to your character.

KNOW-IT-ALL

Tier: 2

Activation: Active (Incidental)

Ranked: No

Before making a Knowledge skill check, your character may use this talent to add a number of ■ no greater than their Intellect. PCs and nemesis-level allies witnessing the check suffer strain equal to the number of ■ added.

NETHUNTER

Tier: 2

Activation: Passive

Ranked: No

When your character successfully traces another character during a hacking encounter, your character gains one additional trace.

SMART MOUTH

Tier: 2

Activation: Active (Incidental)

Ranked: No

When making a Charm check, your character may use Cunning instead of Presence. If they succeed, the target adds ♠ to the results of their next social skill check. If this check fails, this character suffers twice as much strain.

TENACITY

Tier: 2

Activation: Passive

Ranked: Yes

Once per session, when your character's superpower becomes exhausted, the character adds a number of ♠ equal to their ranks in Tenacity to their skill checks. This effect lasts until the end of the character's next turn.

THE EASY WAY

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend ♠ ♠ from a Charm or Negotiation check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in The Easy Way. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

THE HARD WAY

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend ♠ ♠ from a Coercion or Deception check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in The Hard Way. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

THREATEN

Tier: 2

Activation: Active (Incidental, Out of Turn).

Ranked: Yes

After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer three strain to use this talent to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

TIER 3

ACROBATICS (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Acrobatics talent to benefit from this talent. Your character may now move up to medium range while using this talent and reduces the distance of any fall by two range bands (effectively never suffering from a medium fall). Additionally, your character reduces the number of maneuvers required to change range bands by one, to a minimum of one.

While treating your character as a vehicle (see page 53), add +2 to handling and your character's maximum speed is now equal to their Agility.

BULLSEYE!

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character inflicts a Critical Injury with a severity of **Average** (◆◆) or higher, or incapacitates a target with their attack, they may use this talent to inflict three strain on all characters within short range of the target.

CLOSE-QUARTERS COMBATANT

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, your character may suffer two strain to use this talent. If they do, they add damage equal to the character's ranks in Coordination or Skulduggery to one hit of the next successful melee attack. In addition, remove ♣ from the results of all combat checks your character makes while engaged with a single opponent.

DAREDEVIL

Tier: 3

Activation: Passive

Ranked: No

When your character generates ☒ on an Athletics, Coordination, Driving, Piloting, or Riding check, roll ⬢ and add the results to the check, in addition to spending the ☒ as usual.

FLIGHT (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Your character must have the Flight talent to benefit from this talent. Your character can now hover in place without using a maneuver to sustain their flight and may suffer two strain as an out-of-turn incidental to immediately stop themselves from falling at any distance.

HARD HEADED (IMPROVED)

Tier: 3

Activation: Active (Action)

Ranked: No

Your character must have purchased the Hard Headed talent to benefit from this talent. Your character may use the Hard Headed talent to recover from being incapacitated due to exceeding their strain threshold. On their next turn after having become incapacitated, they may make a **Formidable** (◆◆◆◆) **Resilience check**, even though an incapacitated character is normally unable to perform actions. If they succeed, they decrease their strain to one less than their strain threshold. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of **Easy** (◆).

HARD-BOILED

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a check to recover from strain at the end of an encounter (page 117 of GENESYS Core Rulebook), your character may make a **Simple** (–) **Resilience check** instead of Discipline or Cool. If your character does so, they heal one strain per ✨ and one wound per ♠.

HOLD BACK

Tier: 3

Activation: Active (Incidental)

Ranked: No

When the character inflicts a Critical Injury with a melee combat check, they may suffer one strain to change the result to any **Easy** (◆) Critical Injury result. Additionally, whenever the character defeats a minion or rival NPC, they may always choose a nonlethal method.

INCORRIGIBLE

Tier: 3

Activation: Active (Incidental)

Ranked: No

After making a Brawl combat check, you may spend ⚔ to steal one item of encumbrance 1 or less from the target. In addition, your character may make opposed Negotiation checks with their ranks in Streetwise instead.

LOCK ON

Tier: 3

Activation: Passive

Ranked: No

When making a ranged combat check targeting a character engaged with an ally, downgrade the difficulty of the check once (negating the penalty for shooting at engaged targets).

NO MERE MORTAL

Tier: 3

Activation: Passive

Ranked: No

Your character's successful unarmed Brawl combat checks may deal base damage equal to twice its linked characteristic. In addition, when minions deal damage to your character with unarmed Brawl checks, reduce the damage your character receives to one (before applying soak).

SIDEKICK

Tier: 3

Activation: Passive

Ranked: Yes

Your character creates a bond with or is sought out by a single sidekick of rival-level approved by your GM. The sidekick begins with a single Basic Power approved by your GM. The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances.

As long as your sidekick is part of your character's life, the sidekick follows your character and typically listens to your character's advice and direction (although, since the sidekick is learning from the character and has their own personality, they

may still act inconveniently towards the will and desire of their mentor). During structured encounters, a sidekick takes their turn immediately after your character and may make one maneuver and action. Otherwise, the sidekick defaults to combating adversaries in the encounter. The specifics of the sidekick's behaviour are up to you and your GM.

For every additional rank of Sidekick your character purchases after the first, the sidekick gains two hero points to be spent on their powers.

STAND BACK, CITIZENS!

Tier: 3

Activation: Active (Action)

Ranked: No

Once per encounter, your character may target all non-combat NPCs within medium range and make an **Average** (◆◆) **Discipline check**. If successful, your character is able to usher the NPCs to safety. All allies in the encounter add ☀ ☀ to their next check to neutralize the threat that caused the peril (putting out a raging fire, subduing a dangerous criminal, turning a collapsing building, and so on).

SUPERHERO LANDING

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, your character may spend a Story Point to use this talent to enter a scene or encounter they are not currently participating in at an opportune time, no matter how unlikely their arrival. If the scene is a combat encounter or otherwise uses Initiative order, your character adds a new PC Initiative slot at the top of the Initiative order.

SWEEPING BLOW

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a melee combat check, you may voluntarily increase the difficulty by one to use this talent. The character may spend ▲ ▲ to hit an additional valid target they are engaged with, dealing damage equal to the original hit. ▲ ▲ may be spent multiple times to hit one additional engaged target.

When using this talent, the character must always target the opponent with the highest difficulty and defense (if multiple targets have the same difficulty and defense, the GM chooses the initial target instead).

TAKEDOWN

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an **opposed Brawl versus Resilience check** targeting one engaged opponent. If the check succeeds, the target is knocked prone and is immobilized until the end of your character's next turn. If the target is a minion or rival, your character can spend ☹️ to incapacitate (but not kill) the target instead.

TECHIE

Tier: 3

Activation: Passive

Ranked: No

After rolling the dice pool for a Mechanics or Computers check but before interpreting the results, the character may voluntarily suffer a number of strain no greater than their ranks in the chosen skill. If they do, convert that many ⚡ into ⚡ (the character must still have at least ⚡ in the results to succeed on the check.)

TELEPORT (IMPROVED)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have the Teleport talent to benefit from this talent. Your character can now teleport to other known planes of existences like the Split Realms. It is up to the GM and player to work out the right survival gear required (if any) for the new destination.

Once per session, you may spend a Story Point to target up to five engaged allies before your character teleports. Your character suffers two strain for each ally targeted in this way. Your character and all targeted allies teleport to any location or plane of existence your character normally could.

VEHICLES (IMPROVED)

Tier: 3

Activation: Active (Action)

Ranked: No

Your character must have purchased the Vehicle talent to benefit from this talent. Your character gains access to a personal vehicle or mount up to silhouette 4. Additionally, while controlling your vehicle or mount, your character may use this talent to make a **Hard (◆◆◆) Driving, Piloting, or Riding check**. If successful, the maximum speed of the vehicle or mount increases by one (to a maximum of 6) for a number of rounds equal to your character's Cunning.

TIER 4

COMPUTER WIZ

Tier: 4

Activation: Active (Incidental)

Ranked: No

During a hacking encounter when your character is attacking the system (hacker role), you may spend a Story Point to decrease the strength of security programs your character encounters by an amount equal to their ranks in Computers until the end of the next round. If your character is defending the system (sysop role), you may spend a Story Point to increase the strength of security programs by an amount equal to your character's ranks in Computers instead.

ELEMENTARY

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard (◆◆◆) Perception** check while present at a crime scene. If they succeed, they identify all prominent physical characteristics of one person who was at the crime scene when the crime was committed (as long as the crime was committed in the past 48 hours). This could include a person's height, weight, body type, clothing, and if they are human or not. Your character may identify all the physical characteristics of one additional person present at the crime scene per additional ⚡.

EXCESSIVE FORCE (IMPROVED)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Excessive Force talent to benefit from this talent. This talent now affects targets of silhouette 4 or less. When spending ☹️ to launch the opponent, your character may suffer four strain to make an additional combat check against the same target with the difficulty increased by one. If the second successful attack generates ☹️, the target may be launched directly to the ground. The target suffers a short fall that is not reduced by talents, skills, or powers (soak still applies to wounds suffered from falling as usual).

HARD HEADED (SUPREME)

Tier: 4

Activation: Active (Action)

Ranked: No

Your character must have purchased the *Hard Headed* talent to benefit from this talent. Once per encounter, your character may use *Hard Headed* to recover from being incapacitated due to exceeding their wound threshold. On their next turn after having become incapacitated, they may make a **Formidable** (◆◆◆◆) **Resilience check**, even though an incapacitated character is normally unable to perform actions. If they succeed, decrease their wounds to one less than their wound threshold. The difficulty of this check decreases by one per additional rank of *Hard Headed*, to a minimum of **Easy** (◆).

SUPERHERO LANDING (IMPROVED)

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the *Superhero Landing* talent to benefit from this talent. When your character uses *Superhero Landing*, all allies in the encounter heal two strain. In addition, all minion and unnamed rival adversaries within medium range must make a **Hard** (◆◆◆) **Discipline check**. Failure causes the adversary to be staggered until the end of the character's next turn.

SUPERSONIC

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the, *Flight*, *Speed*, *Teleportation*, or *Vehicle* talent to benefit from this talent. During narrative gameplay, your character may move at supersonic speeds and can quickly travel around a planet or to another relatively close planet given the right survival gear.

While treating your character as a vehicle (see page 53), add +1 to handling and your character's maximum speed is now equal to their Agility. While your character is controlling their personal vehicle or mount, increase handling by +1 and defense by one. (Any vehicle, mount, or character may have a maximum speed of six and handling of +4 or a minimum handling of -4.)

TIER 5

COMBINED POWER

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per round before making a combat check against an opponent, you may spend a Story Point to select a number of allies within medium range that could also hit the opponent with a weapon their character is wielding. If the check is successful, you may spend one ▲ or ⊗ to have each ally deal their weapon's base damage, plus any additional damage from applicable talents or abilities.

HEROES NEVER DIE

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session after you may spend a Story Point and suffer four strain use this talent. For the remainder of the encounter, increase the rating of all super-characteristics by one, to a maximum of six, and your character may suffer two strain anytime their power would become exhausted to ignore the effect instead.

When the encounter ends or your character becomes incapacitated, any superpower recovered by this effect becomes exhausted at the start of the next encounter or scene.

MONOLOGUE

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, when a combat encounter against one or more sentient beings is about to begin, the character may make a **Daunting** (◆◆◆◆) **Charm** or **Deception check**. If successful, the combat encounter becomes a social encounter instead, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

NO MERE MORTAL (IMPROVED)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the No Mere Mortal talent to benefit from this talent. Your character may suffer two strain when making Brawl checks to gain the Breach 1 item quality. If the check is successful, destroy one openly carried piece of gear (without the Reinforced quality) on the target. In addition, your character's successful unarmed Brawl combat checks targeting vehicles may deal base damage equal to four times their linked characteristic.

UNLIMITED PREP TIME

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session, your character may use this talent to make a **Hard (◆◆◆) Discipline check**. If they succeed, they reveal that whatever terrible circumstances they currently find themselves in are all part of a brilliant plan that they established at an earlier point. They then choose one non-nemesis adversary in the encounter and reveal them a close friend or ally who has positioned themselves to help your character at this exact moment.

The details of which character turns out to be an ally depend on the type of encounter and your GM's approval. However, the ally could also have done their work beforehand, such as loading a squadron of drones with blank ammunition, lacing a werewolf's meal with silver, or planting a tracer in an opponent's vehicle.

STEP 6: DETERMINE MOTIVATIONS AND PRINCIPLES

Your character is more than just a set of skills and superpowers; they are a collection of relationships, goals, and ideas. In **SUPERHEROES OF PANORAMA CITY**, we call this collection of values and concepts your character's principles. Principles represents a personal driving force that influences how your character approaches and solves problems.

Principles assists both the player and GM in adding interesting twists and turns to the game, and provides useful tools for advancing the narrative as a team. Your character's actions will often be guided by their principles and what risks they deem acceptable.

PRINCIPLES

Simply put, principles are rules and guidelines that Player Characters have adopted or developed throughout their life. The character's decisions are often filtered through their principles—for better or worse. In **SUPERHEROES OF PANORAMA CITY**, all principles include the following basic features:

- Acting in accordance to a character's principles must be a conscious effort that requires work to maintain and defend.
- The character's principles are not the driving force for the main plot of the campaign.
- Safeguarding a character's principles must involve some risk and should offer some reward if achieved.
- Upholding a character's principles must, at times, force them to make decisions that put other characters or goals at risk.
- Each character has a core principle and vices that can influence their principles in adverse ways. The exact number of vices will vary by character.

Whether you are using options listed on **Table 1-4: Superhero Principles** or creating your own, it is important to include all of these features.

SELECTING A PRINCIPLE

When first creating your character, select a principle for your character by either randomly rolling or selecting an option from **Table 1-4**. Each principle has a short description and example vices. No matter which principle you choose, be sure to work with your GM to determine the details of this principle for your character.

Each principle must have a minimum of two vices. These typically take the form of an excess and deficiency of the character's core principle. For example, the principle of Courage is balanced between Rashness and Cowardice.

Alternatively, a character might keep Rashness and Cowardice, but apply them to the core principle of Responsibility instead.

However, during character creation, you may increase the number of vices your character has in exchange for certain benefits. You can choose one of the following options:

- Your character gains an additional 10 starting experience and 1 additional vice.
- Your character gains an additional 1,000 tokens to spend on starting gear and 1 additional vice.
- Your character gains both an additional 10 starting experience and 500 tokens to spend on starting gear, and gains 2 additional vices.

SHARING PRINCIPLES, HIDING VICES

Player Characters are typically happy to share their values with each other, but conceal their shortcomings from everyone. However, whether principles and vices are hidden from the other *players* is up to your group.

The GM and players should determine before the game begins whether they want their character's principle and vices to be public knowledge for the group or if they want to keep their principle, vices, or both a secret. If even one player wishes to reveal their principle and vices, the whole group should do the same.

Knowing a character's principle and vices should encourage the players to make daring choices in the narrative, deciding how to do the "right" thing when conflicting values are present. However, if the group chooses to keep their character's principles hidden, the players may be able to gain a deeper appreciation for each other's character as the details are revealed throughout the campaign.

No matter how the group decides to share metanarrative information, everyone should remember that a character's principles are not intended to cause arguments about what an "evil" action might be or to offend and penalize another player. Instead, the GM and players should discuss how to incorporate each character into the group and what compromises the characters make when dealing with differing personalities.

TABLE 1-4: SUPERHERO PRINCIPLES

d100	Core Principle	Example Vices
01–14	<p>Courage: The choice and willingness to confront dangers, fears, and intimidation are all acts of courage and bravery. Those who embody courage are cool under pressure and can keep their wits about them. Courage is not just about charging into a fight, however, and can involve enduring physical hardships, confronting a shameful past, or dealing with personal loss.</p>	<p>Rashness: Failure to think about the consequences of actions typically leads to harm—be it to yourself or others. It is sometimes more courageous to back down than to fight a losing battle.</p> <p>Cowardice: Experiencing fear beyond what the situation calls for often leads to avoidance of risk and loss of reward. It makes no difference whether a person can fly or walk if they are too afraid to move.</p>
15–28	<p>Responsibility: Some are born into responsibility while others are shaped by their duties over their life. Being responsible means people rely on you to get the job done or to represent them in some specific way. Responsibilities can be private, like taking care of an elderly relative, or it can be public, like being an elected politician. Either way, responsibility often involves representing others and being held accountable if the results aren't favorable.</p>	<p>Sycophantic: Being accountable to others is a delicate balancing act. The conniving or weak-willed often obey the wishes of others with a servile devotion to garner favor in place of actually being responsible.</p> <p>Arrogance: An overbearing sense of superiority or importance over others can often be seen from those in power. It is not always easy to resist the feeling of being the most important person in a room, especially when you can lift a building.</p>
29–42	<p>Altruistic: Some people care for the happiness and safety of others without expecting anything in return. Such a notion is difficult on a grand scale, but many individuals assist each other in small ways that make a big impact on society. Picking up groceries for a sick neighbor, leaving a generous donation with a school, or cleaning public gardens can all be altruistic behaviors.</p>	<p>Self-Interest: A consuming and complete focus on the individual's interests. Often experienced when a person seeks to gain some advantage or benefit with deliberate indifference to everyone else.</p> <p>Transactional: Sadly, many people offer help to others with the idea of banking their actions for later. This exchange of favors is the cornerstone of any relationships this character pursues.</p>
43–56	<p>Justice: Your character seeks to ensure others are treated in a manner that is fair and equal. Justice may be conventional and supported by laws and regulations, or it might be viewed from a rational and ethical perspective. It may be as simple as making sure the needy get their share of resources or as complex as freeing a planet from slavers. Justice is often served through a legal system, ensuring that everyone gets their day in court. However, laws are different from place to place, which sometimes means having to settle disputes by brawling in the atmosphere.</p>	<p>Favoritism: Giving support to one group over another with similar problems shows signs of bias. Characters who play favorites to specific causes, people, or organizations often use their power for purely selfish gains.</p> <p>Revenge: The laws are not always on your side and not every criminal can be probably brought to justice. Retribution against those who have wronged you might feel like a victory, but such actions usually only escalate problems and create divides among peers.</p>
57–70	<p>Loyalty: Those who devote themselves to a cause and remain resolute in their convictions are potent followers and stalwart leaders. These characters make good on their promises and never let an ally down when the going gets tough. Loyalty might mean your character is always there for their team or that they follow through on any orders given to them via secret missives. They inspire their allies, offer sincere guidance, and can be trusted with even the most personal secret for those they care most about.</p>	<p>Obsession: A character may slip into an unreasonable state of veneration for the object of their loyalty if they are not careful. This may cause the character to become self-destruction trying to protect their friends, or it could cause them to take actions they know are harmful.</p> <p>Fickleness: Fickle people are typically unreliable and prone to deception, often changing allegiances based on potential rewards. Note that ending misplaced loyalty—loyalty that is disrespected, betrayed, or taken advantage of—is not fickle.</p>
71–84	<p>Pragmatic: Your character operates in the world of facts and sensibly considers cause and effects of actions. Such characters are excellent at managing resources and making decisions based on useful knowledge at hand. Solving practical problems, especially immediate danger, comes naturally and they are typically truthful when confronting negative behavior. A pragmatic character is effective at compromising to achieve their goals and knows how to deliver information so as not to disturb or distress.</p>	<p>Perfunctory: It is likely your character encounters similar problems in their daily life and has developed an unconscious reflex for solving it. When pragmatic judgments turn into perfunctory actions, your character risks missing important details and making critical mistakes.</p> <p>Obstinate: Being practical all the time may cause your character to become inflexible in their methods or purpose. They are often unwillingly to change the path they have chosen once they begin even if someone else finds a better alternative</p>
85–00	<p>Open-Minded: Your character confronts new ideas, opinions, and arguments with respect and open communication. They know it is impossible for one person to have all the answers and are willing and able to let others take the lead. Those who practice open-mindedness are often good at critical thinking and mediating differences. Open-minded characters may get along with a mix of people, always looking for the best aspects even in those deemed villainous.</p>	<p>Naivety: While it is good to learn from others, your character must not be overly trusting. Naivety often develops from lack of experience and personal judgment, leading to the character being manipulated.</p> <p>Aloof: Having to absorb new ideas and information can be taxing, causing some people to become distant or uninvolved. Open-minded characters might become aloof as a result of past trauma.</p>

SIMILAR PRINCIPLES

Players may roll or choose similar principles at character creation. This usually means that the characters have similar attitudes towards some issue. The methods of each character might be identical, or they could be completely opposed. This shared connection provides a foundation for teamwork and may even draw in others with similar ideas. Of course, even characters who share principles may have wildly different vices or even contrary methods to achieve their goals. This should prompt discussion among the players since different methods might be met with different expectations.

PRINCIPLES IN PLAY

The character's principle and vices not only add narratively interesting ways for the player to influence the story, but also have mechanical game effects.

During game sessions, you may notice an opportunity within the ongoing story that you think engages your character's principle or vice. This does not have to be something the GM has specifically written into the story, and it may involve you inventing some additional story elements that can be woven into the narrative.

Once per session, you may suggest to the GM that a particular scene or encounter engages your character's core principle or one of their vices. If your GM agrees, then they must move a Story Point from the GM pool to the player pool. In addition, your character heals two strain every time a Story Point moves from the player pool to the GM pool until the end of the session.

The mechanical effects are the same for the character's core principle or any vice. However, the actions and consequences should narratively reflect if the character is upholding their beliefs or taking the easy way out. The GM should ensure that important NPCs react appropriately to a character's display of their principle or vice. This may include adding ■ or ■ to social skill checks, or even upgrading the social skill check altogether.

PARAGONS OF PRINCIPLE

In a regular session, it is likely that only some of the players will trigger their core principle while others trigger their vices. Since it would require great teamwork and coordination to have every character engage with their core principle in one session, the GM may award the players for their remarkable efforts.

Your GM determines the reward, although you can certainly suggest possibilities to them. The following are some baseline rewards, and your GM can invent other appropriate rewards based on the PC's actions.

- **10 XP:** A good reward that shows character growth.
- **1,000 tokens:** Many superpowered people have to work for a living, so a little extra is always welcomed.
- **1 HP:** This reward should be given sparingly and is best reserved for moments when the PCs only succeeded by combining both their principles and superpowers.
- **Accommodations:** Getting free room and board in the character's local area, gaining a base of operations, or getting access to highly specific equipment, laboratories, or knowledge repositories are good rewards for long-term character development.
- **Prestige:** Gaining a local town's trust, being offered a position in a high-ranking organization, or being called upon by the greatest heroes of the day to save the world are all good ways to acknowledge the growing respect the characters earn.

ORGANIZATIONS

Sentient life has an interesting habit of creating order where there is none. In this way, like-minded individuals can form into groups based on particular beliefs or conditioned goals. Having friends and a large group of resources often makes the individual stronger and allows for the collective group to exert their influence in whatever way they believe will help—even if it only helps themselves.

This chapter covers some of the more notable organizations of Earth and the further galaxy. Organizations like SCRIPT, UPRS, the Church of the Infohazard, and the 72 Hands, are but a few that people may meet. This chapter also details the different beliefs and desires of each organization and how characters might belong or interact with such groups.

ONE FOR ALL AND ALL FOR ONE

Organizations in **SUPERHEROES OF PANORAMA CITY** represent various groups that have enough power and influence to thrive either in a specific locale or across the vast gulfs of space. Many are public entities with transparency and tax records, while others do business in the grey spaces in between. Organizations usually have a goal in mind and the members included share that goal to some extent, though members may have different opinions on how to attain these goals.

For instance, your character could work with a super crime investigation team and have any number of coworkers that believe a swift beating will solve problems, but management would really prefer to take criminals in with as little violence—and collateral damage—as possible. A nacro-ganger selling superpower enhancing drugs is surely breaking the law; however, their primary goal is to make money to help their elderly grandmother. No matter the reason of the individual, their actions typically further the goals of the organization they are involved with.

YOUR CHARACTER AND ORGANIZATIONS

Your character may not belong to any one organization and this is rarely a problem. A Powered character is just as likely to work for a small news station and lead a hidden secondary life fighting crime on the side. An alien might be doing research for a robotic institute, delivering groceries via app on the weekends, and still taking odd jobs from police to help solve super crimes.

A character does not need to belong to any particular organization to interact with its members and even being a similar species does not automatically force Player Characters to join. Such flexibility is one of the charms of Earth's culture and the belief of rugged individualism entices many from across the Local Group.

BELONGING TO AN ORGANIZATION

If you wish to have your character belong to a particular organization, the consequences are primarily narrative. While part of an organization, your character has the ability to call on the group's collective resources. Members of a police unit may have greater access to legal help, the ability to generate warrants, and even to ask for backup. A syndicate built on smuggling could offer forged documents and credentials, specialized transportation, and rare valuables.

Such benefits are not without a cost. Organizations are just as likely to call upon your character as you are to call upon them. Depending on the nature of the organization, your character might be expected to report for duty at a moment's notice, dropping everything else in their life. They may have to perform illegal activities such a theft or violence against their organization's enemies. Your character will suffer consequences for not adhering to its beliefs of their organizations such as being suspended from the group or cutoff from important resources. This is typically up to the GM's discretion, as most organizations won't immediately remove someone over a simple mistake or turning down minor tasks. It is always more interesting to have the organization demand remediation through new tasks to keep the action flowing.

ORGANIZATIONS IN GAMEPLAY

Player Characters with direct ties to an organization should get to see the benefits and drawbacks during gameplay. Game Masters can utilize these connections by adding bonuses or penalties to social skill checks with certain groups, especially groups that your character has helped or hindered. Certain talents, like **Bureaucrat** or **Day Job** (see page 54) can further define a character's role in an organization and potentially what might be expected of them. No matter how the organizations are brought in, the GM should always remember to make such moments worth the dedication, or lack thereof, a PC has put towards their chosen group.

The following section covers some of the more prominent organizations of Earth and beyond. This list is not definitive and players should work with the GM if they have ideas for an organization that both fits the current story and setting.

THE GALACTIC COUNCIL

The prodigious organization that advocates the concept of the galactic way of life, the Galactic Council is made up of a variety of species throughout the Local Group. The Council is led by the founding species known as the Aullir and its members include the Hryng, Lulo-lu, Yargoth, Orisi, and Sinterians. Despite its creation a few dozen millennia ago, the Aullir have been very restrictive on who joins and personally grades all species that reach a certain point in their evolution. To this fact, the Sinterians have been the latest species admitted around 500 years ago.

The reason for this exclusiveness appears to be two fold. First, the Aullir are incredibly long-lived beings, living beyond a thousand years on average, and have a slightly altered view of other younger species as naïve to the many dangers of the universe. Second, the Council members are quite arrogant in their mastery of superscience and believe that such knowledge in the grasp of an immature species could very well destroy the cosmos.

Though the Council may be strict in who joins their inner most circle, they do not wish to turn away any potential candidates who might achieve the high standards of the galactic way of life given enough time and gentle coaxing. Those species considered to have potential are put on a probationary period of indeterminate length. The Council grants a meager fraction of what they believe potential candidates are missing to achieve the peace and enlightenment deemed acceptable.

SPECIES OF THE GALACTIC COUNCIL

At the core of the Galactic Council are the ancient Aullir, a species that was exploring the stars and colonizing planets before many others began the long crawl from their oceans. The average Aullir stands slightly taller than a human and has a more slender physique. Their skin and hair are typically shades of golden yellow or amber and eyes are a pale blue to white with no distinct iris. They have sharp features and slender ears that taper into points. The Aullir have a strange mastery over their own physiology, which is attributed to their natural ability to fly and their incredible longevity.

When first met, the Hryng were already colonizing nearby planets and working as a collective people to build their small kingdom. The Hryng species is made of an organosilicon compound that is as strong as plasteel. They have six-limbs and a serpentine body with four legs, though they are slow moving and even slower to make a decision. King Diamantino and Queen Carbonadine welcomed the foreigners and took to the idea of spreading the galactic way of life across the stars with a speedy five-year discussion.

The Lulo-lu achieved the honor of joining the Council's inner circle over the course of approximately two-thousand

years. A hardy people resembling bipedal lagomorphs with dense fur across their limbs and vulnerable areas of the face and torso. They stand slightly shorter than the average human, but have a dense musculature that gives them great strength for jumping across the mountainous terrain of their home world. The Lulo-lu were gifted wondrous technologies to terraform their home into manageable farmland, ending both hunger and causing a population boom. They logically were given the task of farming across many worlds for the Galactic Council.

The Yargoth are peculiar in the fact that they sought out the Aullir first with the offer of their superior psychic powers. The Great Brain of Yargoth foretold of a calamity that would befall the universe and offered their support to the Aullir to stop the so-called Final Song when the time was right. Dark skeletal figures with four empty eyes sockets that radiate a soft blue glow from deep within, a Yargoth has no facial or bodily features to distinguish one from another. However, that doesn't stop them from striking up pleasant conversation with their immense telepathic powers.

With the help of the Yargoth, the Aullir were lead to the desert planet of Ankhtoa. The harsh sands and blistering heat of the world gave rise to the Orisi people. Petite in stature, this feline-like species has sparse patches of fur on their head, arms, and tail with wide ears that help regulate their core temperature. They also have an innate understanding of healing by using special sand-filled trinkets from their home world. The Aullir patiently waited for the death of their God-King for the moment to approach with an offer of galactic friendship. The Orisi were convinced through bargains of interstellar travel and the ability to retain their religious figures and societal structures.

The latest species to join the Galactic Council are the Sinterians. This species was renowned for their knowledge seeking behavior and the Council was keen to add them for what they already had and what they could further organize. These robotic beings are made of ceramic and glass, twisted into stylized humanoid forms that glow with a white-hot light from within. They converse through light and static sound that is not usually recognizable for most beings, but they can pass—or take—information directly through touch from all manner of machines and organics. The Sinterians were deemed to hold a view of the galaxy that closely resembled the Council's wishes and a bargain was struck that they would be the first and last line of defense of the galaxy's information.

CULTURES OF THE GALACTIC COUNCIL

The various species of the Galactic Council work in harmony to achieve levels of comfort that each member can enjoy. Agriculture is primarily controlled by the Lulo-lu, mineral sources and excavation as well as construction depend on the Hryng, the Minders of Yargoth provide communication and interrogation of other sentient beings, advanced medical techniques and life preservation is the domain of the Orisi priesthood, and the Sinterians are unparalleled archivists and researchers. At the head of the Council sits the Aullir who oversee logistics to ensure all other members have the resources they need to succeed in their duties.

The Aullir themselves have developed the concept for the galactic way of life and it is not surprising how similar this concept is to their own culture over the last millennia. Eloquence in all manners of speech, rigorous understanding of the arts and government, a strong sense of adhering to one's duties, and obedience towards leadership are some of the prominent features. Creating beautiful things or beautifying something is heavily valued and resolving complications with the minimal expenditure of resources is associated with true wisdom. The language of the Aullir is based not just on sentence structure and tone, but subtle movements that can influence the implications of each word. This is best reflected in theatre where the only difference between a comedy and tragedy might be an upturned palm.

Life in the subropolis of the Hryng home world is ponderous and purposeful. The average Hryng values decisive action, but also values patiently considering the best time and place for decisive action. Their language is very rigorous and verbal agreements have as many indemnity clauses as the finest written contracts. However, a Hryng that agrees to a task cannot be altered from its course like a great boulder rolling down a mountain. The Hryng are celebrated for their artisanship and structures built millennia ago are still in use today. The Hryng are not known to operate in the political sector, mainly because their speeches paint a grave picture of work and compromise, but they make for everlasting friends among those who value such commitments.

The Lulo-lu understand most of these ideas, but with a more strident attitude. They are naturally outgoing beings who love to mingle in huge gatherings. Always working on growing staple crops, raising livestock, or fixing some tool or toy. The very language of the Lulo-lu is bombastic, persuasive, and often laced with pawky comments. Bad news and good news may have such similar tones that outsiders may be entirely confused if they are invited to a wedding or a funeral. Music is universal for Lulo-lu and a common saying is a home without music is like a hearth without a fire. Perceptive visitors can tell the mood of a Lulo-lu's home by the gloomy timbre of an electro-chordophone to the hurried piping of a concertina.

It is difficult to explain to non-telepaths how the Yargoth experience the universe. Their world is a quiet and barren landscape of greys and blues, with a thin atmosphere and no water. If you could see with your mind, however, you would understand the world itself is a vast sentient being that pulses with affection and knowledge. The Great Brain of Yargoth reaches deep into the universe and sometimes beyond to find useful information for the many Minders, free roaming species of Yargoth, which wander the surface. The Minders are frequently offered new sights, sounds, and smells or call upon older sensations to ruminate on. Minders that have left the Great Brain constantly seek out sentient creatures to converse with, hoping to return home and provide new sensations to their beloved home.

The Orisi people have a pantheon of thirteen deities that define their culture, five representing the stages of life and eight representing the stages of death. Orisi are tutored in one deity's temple corresponding to their birth month and the first day of each month is celebrated by gathering every temple to partake in a themed festival. Education, including anatomy, astronomy, and pharmacology, are taught through rituals, prayers, and hymns. Cooking meat is a reserved and sacred duty, with the majority of food consists of simple breads and spiny water-retaining plants. There is no written Orisi language, instead they utilize professional verse-makers who memorize and recite specific parts of history to be passed on in dirges and eulogies.

Culture for the enigmatic Sinterian is irrelevant. The entire species was created by a single Sinterian progenitor whose data has since been lost, some say corrupted, but the initial design resides in all Sinterians currently active. In essence, a Sinterian can recreate all Sinterian and pass on all knowledge every Sinterian has collected. These beings do not need to eat or sleep and can move through the void without fear of vacuum or cold. However, all Sinterians share some common characteristics. They like to observe things from a distance, they only speak when spoken to, and they may expend the living energy inside of their bodies to generate dangerous bolts of electricity. Of course, Sinterians are notorious pacifists and it would take an act of considerable maliciousness to bring them to violence.

ENCOUNTERING COUNCIL MEMBERS

The Galactic Council has chosen to make first contact with evolved civilizations a personal responsibility. This means that many worlds across the Local Group will eventually experience an encounter with these intergalactic ambassadors. However, once encountered, it is likely that various representatives, servants, laborers, entertainers, and researchers will become quite common.

Members of the Council take into consideration what problems a civilization are struggling with when making first contact. Bringing a world to economic levels of post-scarcity is the typical method to see if a civilization is ready for the galactic way of life. This might heavily feature technologies, direct influence by specific members of the Council, or a mixture of both. The Lulo-lu and Hryng make up the greatest number of bodies present in daily activities of probationary worlds, but the Aullir and Orisi are likely to appear wherever large centers of populations overlap with learning and medical institutions. The Yargoth and Sinterians are a rarer sight to civilizations that are in their underdeveloped phases, yet they may be called upon at any time to collect data on public opinion and unrest.

The various members of the Council have a dominant monoculture for their people and typically uphold their own norms as they travel. However, the Council also has official attire for meetings and demonstrations. Such uniforms are unmistakable with stark insignias, sharp coats and hats, and a color scheme that coordinates each individual member with the next. While operating in uniform, Council members act and speak as directed by their team leader—usually an Aullir—to provide a clear message and hopeful image. Parades are grand affairs with full dress, though many agree that the Council’s “harmonized” music is bland and overly safe compared to what each individual member has to offer.

Since the Galactic Council eschews violence in all forms, it is uncommon to see any members carrying weaponry. This does not mean that Council members cannot defend themselves if the need arises. The galaxy is very big and many civilizations have weapons or superpowers. Knowing this, all Council members have some form of self-defensive training, even if it just amounts to fleeing, and many hold innate superpowers that can quickly thwart a would-be assailant. The ensuing reprimand and remediation are often far worse than any beating.

The act of attacking any members of the Galactic Council is often met with harsh consequences from the Aullir. Leaders will be summoned, accused parties will be trialed by their government’s laws, and many benefits that were currently in effect for the fledging world will be halted. The eldest representatives of the Galactic Council, or the ones who facilitated a peace treaty, will be contacted to perform a review of the planet and its civilizations. The best-case scenario is that the planet is given a second chance that usually includes an extension of a few decades to see if the populations can become more peaceable. Repeated infractions or outright calls to war against the Council are met with abandonment, the planet and its populations forever marked as unfit to join the galactic way of life.

CHAPTER 2: EQUIPMENT AND VEHICLES

Panorama City is a world unto its own and no place on Earth, or elsewhere, quite matches the level of diversification one sees there. Since the artificial city was created by and intended for Powered humans, it would make sense that most things in Panorama City tend towards pleasing that market. However, plenty of aliens, robots, supernatural beings, and regular humans make their way here to hawk their goods, spread their faiths, and trade their innovative (if somewhat dubious) technologies.

This chapter covers the sort of gear that the Powered find useful in both work and daily life. The construction of your average computer might be suitable for the common human, but an alien with stone fingers requires something that can withstand a bit more abuse. Other such wondrous creation found within consist of armor and weapons (for those who aren't one or both already), augmetics and prosthetics (robots and front-line heroes keep these handy), useful gear (who doesn't like a breathing apparatus?), and vehicles for both work and play.

THE GALACTIC ECONOMY

Humans are no strangers to currency and, in fact, have been a primary reason others in the galaxy have developed a system of currency at all. By the time humans made contact with galactic civilizations, they had already been using a variety of paper, plastic, precious metals, and even trading in favors from one to another. Many aliens had no issue with bartering and robots enjoyed their precious metals, but many supernatural creatures only had a tenuous grasp of the concept of possession (aside from some cheeky ghosts). It became apparent that there was one thing anyone in the galaxy could rally behind and trade without fear of being under or overvalued—non-fungible tokens.

NON-FUNGIBLE TOKENS (NFTS)

It is assumed that humanity first created the NFT or tokens as they call them, when they attributed value onto digital assets of real-world objects. Robots made the argument that the use of humanity's crude blockchain, a database not connected to the planetary primogenitor, never could attain the sophisticated parallelization that NFTs demand. Though not weighing in on these concerns, demons did search the Dark Archives to discover that angels were the first beings responsible for NFTs due to a divine loophole in the laws of creation. Needless to say, the Arch-Chancellor Nethdre Augustus hasn't made this information widely available.

Regardless of the exact origins, tokens are easy enough to trade and regulate that nearly all have agreed on its use as payment for whatever service one could require. Humans often like to convert tokens into other currencies (they use the term 'fiat' a lot). Robots have a knack for moving large amounts of tokens over vast distances for others. Supernatural beings appreciate the sacrifices others will go to for more. Most aliens agree that tokens make getting stuff from the other three much faster than trying to suss out who has a greater intrinsic need at the moment. As well, every world may have multiple local currencies that exchange at varying rates for tokens. Tokens often feature pictures, but music, books, and video are not out of the question. Some NFTs even feature exceedingly dangerous digital viruses, preserved and contained to be traded for a hotdog or something of equal value.

BARTERING

Not everyone needs to exchange tokens for every little thing they want. Many times, Powered individuals find swapping favors far more lucrative than pictures of a Kilix trophy room (even if it is a very nice trophy room). Debts, promises, information, and even attendance are just a few things people regularly barter and these systems build trust amongst everyone much faster than simple monetary gain. A common saying among those who operate on the fringes of society often reflects that, "Who you owe is who you know." Supernatural beings have the greatest experience with bartering and it should be noted that timing is a crucial element in any deal being made—especially if one of the barterers exists outside of time.

Often times, the law of the land may not be on one's side or that someone is creating temporal paradoxes again. For those who behave in a manner that might be antithetical to safety or reason, a trade in skills or favors is much more alluring. Buying suspicious amounts of supernatural alloys or hoarding genophagic samples in a person's garage may certainly raise a red flag or two. Sometimes, a person has a very strange or seemingly useless power that would be a dead-end to cape work, but devious minds may find a greater purpose for it. The only rule to bartering is to make out better on your end than what you started with. The person on the other end of the table will certainly be attempting the same thing, so show some moxie!

WEAPONS

Panorama City boasts an impressive range of weapons from across the galaxy and other planes of existence. Humans are known for their kinetic weaponry, aliens appreciate the finer points of lasers and superheated plasma, robots concern themselves with weapons practice for incapacitating other machines, and supernatural beings believe in older forms of martial combat which their unnaturally enhanced weapons echo.

KINETIC WEAPONS

These weapons typically fire solid projectiles at very high speed and over considerable distances. Humans have used these types of weapons for centuries and have only become better at constructing them as technology improved. Most kinetic weapons have the option to quickly swap ammunition to fill a wide role on the battlefield. There are many modified versions of traditional kinetic weapons that fire non-lethal (for the most part) projectiles instead, which law enforcement recommends for most incidents.

ASSAULT CANNON

The evolution of the Earthen heavy machine gun meets incredibly heat-resistant materials to form one powerful weapon. It may or may not feature multiple rotating barrels, or use explosive or armor-piercing shells, but the result is much the same. This weapon is incredible at leveling small buildings and lightly armored vehicles, not to say what it can do to the average living creature.

ASSAULT RIFLE

Assault rifles are light, select-fire weapons designed to spit medium-caliber rounds at high rates of fire. They are relatively accurate (now even more so with alien technology) and are extremely deadly at medium to long ranges. Typically made of lightweight carbon fibers, these weapons are known for being sturdy and functional in even the worst environments. While assault rifles are highly illegal for the average citizen to own, they can still be obtained if one knows the right dealer. Certain military outfits, police sectors, and a few 'heroes' have been known to wield this weapon in service against monstrous opponents.

CHUBBY MISSILE LAUNCHER

Missile launchers have always amused the more destructive minds of the galaxy. When Kilix war-smiths stumbled upon the Anza and PZR Grom surface-to-air missile launchers, they were impressed with how humans pulled off eliminating flying targets without actually being able to fly naturally (it is also

noted that the aliens scoffed at the idea of heat-seeking weapons). With some minor alterations and a fresh coat of infra-white paint, the weapon was immediately sent off to test the new guidance system—seeking targets based on their wandering thoughts.

COMPOUND BOW

A hunting tool and a favorite among both sports shooters and cosplayers. A compound bow takes a simple principle of drawing the arrow back and multiplies the wielder's strength with pulleys. In the hands of a skilled archer, a bow can volley arrows into targets quickly and at range. Furthermore, arrows are highly flexible in their design and nano-technology has allowed incredible payloads to be attached without loss of punching power.

Your character may spend $\triangle \triangle \triangle$ from successful attacks to immobilize the target until the end of the target's next turn.

CUSHION GUN

This modified shotgun fires a limited number of weighted cushion-like projectiles meant to subdue targets with minimal short-term damage to the target. Most often seen in the hands of bounty hunters and special police or riot units, a cushion gun makes for a handy way to keep injuries low and petty criminals in one piece. Thanks to innovations from both robotic peacekeepers and alien compacting technology, each cushion gun has a respectable cache of micro cartridges that eject before rapidly expanding.

HUNTING RIFLE

Similar in law to the humble shotgun, the hunting rifle is a tool to hunt down animals first and foremost. However, this weapon is still a work of art at an affordable price point and many heroes and villains, as well as the average citizen, has little trouble acquiring one. A hunting rifle can use a variety of ammo and boasts great range and accuracy thanks to advanced rifling techniques used in its construction.

PISTOL

Pistols are the go-to weapons for law enforcement, military, self-defense, and general criminal activity. They come in a breathtaking array of calibers, styles, actions, and configurations and range from snub-nosed belly guns used by back-alley crooks to high-tech sidearm carried by police officers the world over. Pistols have respectable range, stopping power, and are widely available.

TABLE 2-1: RANGED WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
KINETIC								
Assault Cannon	Gunnery	10	3	Long	6	1,500 (R)	7	Auto-fire, Cumbersome 3, Pierce 2, Vicious 2
Assault Rifle	Ranged	8	3	Long	4	900 (R)	6	Auto-fire
Chubby Missile Launcher	Gunnery	12	2	Long	5	2,500 (R)	7	Blast 10, Breach 1, Cumbersome 4, Guided 3, Limited Ammo 2
Compound Bow	Ranged	6	3	Medium	2	450	3	Pierce 1, Unwieldy 2
Cushion Gun	Ranged	5	6	Medium	3	450 (R)	4	Concussive 1, Disorient 3, Prepare 1, Stun Damage
Hunting Rifle	Ranged	8	3	Long	3	750	4	Accurate 1
Pistol	Ranged	6	3	Medium	1	350	2	Accurate 1
Rail Cannon	Gunnery	15	2	Extreme	7	6,000 (R)	8	Breach 1, Cumbersome 5, Slow-Firing 1
Shotgun	Ranged	8	3	Short	3	800	4	Blast 4, Knockdown, Vicious 2
Submachine Gun	Ranged	6	3	Medium	2	400 (R)	4	Auto-fire
Vibra Pistol	Ranged	4	2	Short	2	650	5	Blast 3, Pierce 2, Vicious 2
Vibra Rifle	Ranged	5	2	Medium	3	800 (R)	5	Blast 4, Pierce 3, Vicious 2
ENERGY								
Chakra Pistol	Ranged	6	2	Medium	2	1,000 (R)	7	Sunder
Chakra Rifle	Ranged	7	2	Long	4	1,400 (R)	7	Sunder
Dazzler	Ranged	5	6	Short	1	325	4	Stun 3, Stun Damage
Laser Cannon	Gunnery	9	2	Long	7	2,700 (R)	6	Breach 2, Burn 1, Cumbersome 4
Laser Pistol	Ranged	6	3	Short	1	650	5	Accurate 1, Burn 1
Laser Rifle	Ranged	8	3	Medium	4	900 (R)	5	Accurate 1, Burn 1
Microwave Energy Weapon	Gunnery	5	3	Short	6	1,300 (R)	6	Breach 1, Cumbersome 5, Unwieldy 2, Vicious 5
Plasma Cannon	Gunnery	10	2	Long	7	3,000 (R)	7	Blast 10, Burn 1, Cumbersome 4, Pierce 5, Slow-Firing 1
Plasma Pistol	Ranged	6	2	Short	2	750	6	Pierce 3, Slow-Firing 1
Plasma Rifle	Ranged	7	2	Medium	3	1,200 (R)	6	Pierce 4, Slow-Firing 1

RAIL CANNON

The rail cannon uses an electromagnetic rail or coil to hurl a projectile over a long distance at incredible speed. Humans had been working tirelessly on this kind of technology, but had never really had the means to make it portable. Alien technology, especially super-cell batteries, and Heaven alloys came together to create a work of true artistry. The main drawback of this weapon is that it takes some time to recharge after firing, but most bounty hunters who utilize this weapon rarely need more than one shot. Many of the less savoury types of mad inventors aspire to create their own rail cannon as a sign of passage. The truly inspired believe they might one day rob banks around the galaxy with rail pistols!

SHOTGUN

When you really want to make an impression in a firefight, a shotgun is a great way to go. Whether you are fighting feral beasts from another world or the unflappable armies of the walking dead, a shotgun is a trusty companion. Most laws in Panorama City mark shotguns as hunting tools, which means plenty of people buy them for home defense or criminal activity. The trademark sound of a shotgun blast into a pump is how the demi-hero Chk-chk got her cape name.

SUBMACHINE GUN

Submachine guns or SMGs are beloved by paramilitary forces, special operators, criminals, and insurgents everywhere. They offer the small size and ease of use of a pistol, combined with the select-fire capabilities of a modern assault rifle. Modern SMGs use electronic firing systems to increase their performance and some can even fold up to look like briefcases or other innocuous objects.

VIBRA PISTOLS AND RIFLES

Robotic creatures created vibra weapons in case of war against other robots, but all simulations proved that war would be extremely costly and no robot parsing this data could see a net gain in the extermination of each other. Vibra weapons release a pulse of ultrasonic frequencies, easily penetrating most armor and rattling inorganic beings to their internals. Luckily, such high-pitched frequencies can have painful consequences on organics just as well. These weapons have been finding more use in criminal hands for their effectiveness against the Powered and wide area collateral damage.

When using a vibra weapon, your character may spend one fewer **▲** to trigger the Blast quality (**▲** if the attack is successful, or **▲ ▲** if the attack fails).

ENERGY WEAPONS

These weapons are made to fire a variety of energies from concentrated light, to electrothermal slag, to stranger energies not of the natural world. Most modern energy weapons were brought to Earth by aliens and robots, while some were created from new and emerging technologies.

CHAKRA PISTOLS AND RIFLES

A weapon developed after the War of Heaven and Hell by interested parties who decided a firearm was nifty. Utilizing the strange materials known as Heaven alloys, these weapons fire concentrate supernatural energies that seem to disrupt a variety of powers. A set of chakra pistols first debuted with the commercial hero Phantom Ranger, a spectre marketed as the ghost of a human cowboy, who eventually relinquished the weapons after they were turned on him. The specialized ammunition used with these weapons seems to corrode and damage all sorts of material items.

Your character may spend **⊗** from successful attacks to cause the target to exhaust one power of their choice at the end of the current round. A chakra weapon cannot be used to make combat checks against any character that has exhausted a power due to this effect for the remainder of the encounter.

RESTRICTED (R)

As you read through this chapter, you'll see an "(R)" next to the prices of some items. This means the item is restricted. Restricted items are illegal for average citizens to possess, although some people may have special-use permits or other dispensations to have them.

Mechanically, your character cannot start the game with any restricted items, although they may purchase them later. In addition, since these items are illegal, they are black-market items. Buying or selling them requires a Streetwise check, as explained in the **Black-Market Items** sidebar, on page 83 of the **GENESYS Core Rulebook**.

In this setting, restricted items are generally the kind of things that will get your character in legal trouble for owning. This doesn't mean your character can't own them. It just means that people in some locations are going to be suspicious or scared if your character is brandishing a restricted item openly. Your character may be barred from entering some locations if they have a restricted item on their person. And if a cop spots them, they're probably going to be arrested or, at the very least, detained. That means if your character wants to have a restricted item, they're going to have to be careful about who sees it!

DAZZLER



The dazzler is a product of the Ja'robi that is considered a toy among their populations. Dazzlers make a variety of sparks, flares, and other such hypnotic patterns before the eyes and can be finely adjusted to meet the sensory needs of a variety of creatures throughout the galaxy (Earth bovine are particularly susceptible). With a bit of adjusting and some unregulated additions of larger batteries, a dazzler makes for a rather powerful disabling device.

LASER PISTOL, RIFLE, AND CANNON

Lasers offer incredible coverage for most types of work, be it medicine, mining, machining, or war. Though many creatures in the galaxy are born with the ability to fire laser-like energy from their eyes, a good sidearm is reassuring. Due to the short range and low penetration of laser weapons, many are available for carry by ordinary citizens. Aliens have used laser weapons much longer than humanity, but this is simply because fighting wars in space are fairly impractical with other weapons.




MICROWAVE ENERGY WEAPON

These weapons are another odd creation by robotic creatures in the galaxy to handle a variety of work-related tasks, but ultimately found use for combat by other beings. MEWs are not necessarily dangerous to well-shielded electronics nor are robots compromised by the discharge, but organic creatures typically fare poorly when their internals are exposed to such an effect. Still, even basic metal armors are enough to stop a MEW from cooking the average person. The acronym of this weapon sounds like the vocalization of the common Earth feline, which humans will immediately point out every single time the weapon is mentioned.

When your character makes a combat check with a MEW against a target that is covered or primarily composed of metal, the MEW loses the Breach item quality for the duration of the check. When your character makes a combat check targeting a vehicle with this weapon, your character may spend   on a successful check to inflict 5 system strain.

PLASMA PISTOL, RIFLE, AND CANNON

These weapons fire spherical bolts of high-energy ionized gas or other super-excited materials. Utilizing an electromagnetic field, plasma weaponry typically has the range of laser weapons, but packs significantly more punch and penetration. Nearly all plasma weapons are held by militaries, but some corporate capes, like the gravity-controller known as Redout, have appeared wielding impressive plasma rifles in the past. The only significant drawback of all plasma weapons is the outrageous heat they accumulate with each blast. Many engineers and scientists are still attempting to use Heaven alloys, which provide incredible thermal insulation, to offset this issue.

The GM may spend    generated on any combat checks made while operating a plasma weapon to damage the weapon by one step.





GRENADES

Sometimes you need to make an entrance and other times require an exit. Grenades make both sides of the coin possible and many people and aliens agree that the resulting explosion makes for memorable occasions

BOGGLE GRENADE

The boggle grenade is a cylindrical canister on a short carbon fiber stick that can be easily flung into tight spaces. Ja'robi scouts enjoy these weapons, as they do with all sorts of mind-altering devices, and riot enforcement finds this grenade an excellent non-lethal addition to the armory. When the saccharine, colorless chemical within comes into contact with a sentient mind through the skin or from inhalation, the target

becomes deeply entranced. Some eccentric artists utilize the chemicals within to help achieve altered states of con.

Boggle grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. After being hit by a boggle grenade, for the rest of the round your GM can spend    or  from any check your character makes to have them become immobilized until the end of their next turn.

MIND SAPPER

A strange weapon developed by human engineers attempting to study psychic properties from the Powered. By harnessing raw emotion and “imprinting” the power into a small metallic core, the grenade can be made to quickly release the payload when it comes into contact with most sentient creatures. The first appearance of this grenade was for military use, but the genius Samuel Manchin (AKA Dr. Mind) figured out how to manufacture his own for his impressive heists.

Mind sappers can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

PINEAPPLE GRENADE

These modern fragmentation grenades are rightfully feared and very dangerous to most organic creatures. Roughly the size of a clenched fist, these grenades consist of an explosive core wrapped in thin adamantine barbs that burst out in all direction. The name comes from the grenades uncanny resemblance to the Earth-based fruit. Only a handful of madman have ever painted pineapple grenades yellow to punctuate the joke.

Pineapple grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

SMOKE GRENADE

A particularly non-lethal grenade that causes thick clouds of chemical smoke to form from the shell. These grenades are useful in many sectors, from crowd control to colored smoke for signaling others. Those caught within the smoke usually only have visibility to within a meter or so and many choke long enough to be effectively immobilized. Other substances may be added to the smoke to cause other effects, such as burning or paralyzing, but many people agree that this is not very sporting.





Smoke grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. The smoke screen provides concealment worth +2 dice. After being hit by a smoke grenade, for the rest of the round your GM can spend    or  from any check your character makes to have them become staggered until the end of their next turn.

TABLE 2-2: GRENADES

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Boggle Grenade	Ranged	1	6	Short	1	100 (R)	5	Blast 1, Ensnare 3, Limited Ammo 1
Mind Sapper	Ranged	6	6	Short	1	450 (R)	7	Blast 3, Concussive 1, Disorient 3, Limited Ammo 1, Stun Damage
Pineapple Grenade	Ranged	6	3	Short	1	70 (R)	5	Blast 6, Limited Ammo 1, Vicious 2
Smoke Grenade	Ranged	1	6	Short	1	50	4	Blast 1, Limited Ammo 1
Stun Grenade	Ranged	8	5	Short	1	70	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage

STUN GRENADE

Stun grenades fall into that gray area of ostensibly non-lethal but may still incapacitate or kill a target that is shared by so many non-lethal weapons. They employ a high-intensity sonic pulse combined with an electric capacitor discharge to disorient and confuse enemy combatants.

Stun grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

BRAWL WEAPONS

Hand-to-hand combat is widely regarded as the purest way to test one's might. Human and alien history is littered with a variety of weapons and methods to show off how strong a being may be.

BRASS KNUCKLES

One of the oldest and simplest ways for brawlers to increase their chances in a fight, brass knuckles have existed in one form or another for millennia. Little more than a bar of hardened steel or other heavy alloy with holes cut in—or welded on—for the fingers, brass knuckles greatly increase the power of a punch, and they are easy to use and conceal. Wearing brass knuckles in a fight is widely considered poor form; typically, only criminals and particularly desperate individuals would resort to such a tool.

ENERGY MITS

Similar in design to brass knuckles, but wrapped in a sheath of energy. This weapon can leave a foe unable to move once discharged into them; however, the force of these weapons is far too high to be considered non-lethal. Energy mits of any kind are typically seen as illegal as they serve little purpose other than to overwhelm other combatants and generally cause discord.

The Slow-Firing quality does not stop your character from making unarmed attacks in the intervening rounds, but they do not benefit from the energy mits' profile while doing so.

PILE BUNKER

First created by alien beings to mine in narrow areas, this man-portable device features a single large spike in the center of a mechanized arm that slips over the user's regular appendage. Internal actuators allow the operator to draw back the spike before rapidly firing it out. While it does wonders for breaking down minerals, criminal types find it works equally as well on other life forms.

A pile bunker encases one arm, effectively making that arm useless for any task that is not using a pile bunker.

WVAL ITH RODS

Curious paired weapons from the supernatural realms that have profound effects on those deemed to have "impure" thoughts. The weapon is a simple bar of Heaven alloy that is gripped by the wielder and hangs by a ring worn on the middle finger. The exposed ends are pointed, good for delivering hard jabs with either side of the hand, and make for an easy way to debilitate a target. The name appears to derive from an ancient ritual of self-flagellation that has fallen out of practice in modern times. Despite what angels and demons have claimed, the effects of these weapons work on nearly every creature in the galaxy and on some rocks for reasons not yet understood.

A character may spend \blacktriangle \blacktriangle on a successful combat check to cause their target to suffer psychic shock. The target must succeed on a **Hard** (\blacklozenge \blacklozenge \blacklozenge) **Discipline check** as an out-of-turn incidental or suffer 5 strain (not reduced by soak), plus one strain per \blacklozenge . You may spend \blacklozenge \blacklozenge \blacklozenge or \blacklozenge on the target's check to force the target to repeat this check at the beginning of their next turn.

Wval ith rods require two hands to wield (since they can only be used in pairs).

TABLE 2-3: BRAWL AND MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
BRAWL								
Brass Knuckles	Brawl	+1	4	Engaged	1	40	1	Disorient 3
Energy Mitts	Brawl	+3	4	Engaged	2	500 (R)	3	Concussive 1, Slow-Firing 1, Stun Damage
Pile Bunker	Brawl	5	3	Engaged	3	550	6	Knockdown, Pierce 3, Prepare 1
Wval Ith Rods	Brawl	+1	5	Engaged	1	400 (R)	5	Unwieldy 3
MELEE								
Compact Pulse Striker	Melee	5	6	Engaged	1	200	1	Stun 3, Stun Damage
Heaven Machete	Melee	+3	2	Engaged	2	500	7	Defensive 1, Pierce 2
Percussive Hammer	Melee	+4	4	Engaged	4	350	3	Cumbersome 3, Knockdown, Linked 1
Plasma Cutter	Melee	12	3	Engaged	5	700	5	Burn 1, Prepare 1, Sunder, Unwieldy 2
Riot Shield	Melee	+0	6	Engaged	1	150	4	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Slip Knife	Melee	+1	3	Engaged	1	225	2	Pierce 1, Vicious 2
Slither Whip	Melee	+1	3	Short	2	300	6	Guided 2, Unwieldy 3
Stun Baton	Melee	+2	5	Engaged	1	125	2	Disorient 3, Stun Damage

MELEE WEAPONS

Handheld weapons are the sign of practiced fighters the galaxy over. While a laser pistol or revolver certainly has its place on the battlefield, there is precious little as thrilling as the sound of two weapons colliding.

COMPACT PULSE STRIKER

These simple weapons are some of the more common self-defense devices on the market. A small composite box containing a powerful capacitor and tipped with two sharp metal spikes, they are designed to deliver an incapacitating electric charge into their target. They follow the same principles as most non-lethal weapons, attempting to subdue the target with minimal injury. Modern ones use high-yield fuel cells to rebuild a critical charge in a few seconds.

HEAVEN MACHETE

Part agricultural implement, part ceremonial instrument, a heaven machete is a thick blade with either a wrapped or embedded handle. Angels employ these tools when performing their many prayers and usually carry one at their side as a symbol of their divinity. Demons maintain delicately carved versions of this weapon, often painting micro-fine murals of family history across the broad blade. Both of these supernatural beings maintain the blade to be ceremonial, and aliens and humans have found that a small drop of blood causes the blade to resonate pleasantly for the sacrifice.

After this weapon causes a Critical Injury, this weapon gains the Superior quality until the end of the encounter.

PERCUSSIVE HAMMER

Industrial technology is common and varied, but the Hryng's percussive hammer has easily seen the most property crimes since it has spread throughout the galaxy. As an alien race that feeds primarily on minerals, they have spent a lifetime working on how better to get the choicest ores from their planet with the least amount of effort. A percussive hammer takes the shock of impact into the hilt and sends it back through the flat edge. This causes a dramatic explosive effect on rock, but many criminal enterprises have found it to be quite capable on living targets as well.

A percussive hammer requires two hands to wield.

RIOT SHIELD

The design and form of these defensive armaments is as varied as the people who use them. Humans have always favored sturdy hunks of metal to both hit and defend with, while most alien civilizations rely on energy weapons and diffusing shields. At its core, a shield is simply a device used to deflect or dissuade some kind of incoming damage. The best and most current example of shields in use are seen in the hands of Panorama City Riot Police. These riot shields are made of lightweight, but sturdy, carbon weave and many are transparent to allow an officer to see what they are actually doing without lowering their guard.

PLASMA CUTTER

Plasma cutters are powerful cutting tools designed for use in shipbuilding, spacecraft manufacturing, heavy fabrication, and other industrial applications. Powered by a lightweight electrical generator, these tools create a high-intensity electrical arc that makes thermal plasma by reacting with a stream of pressurized carrier gas (generally argon). The powerful plasma jet can cut or weld almost any metal or alloy, making it both versatile and indispensable. Many robots gladly replace an arm or two with plasma cutters to increase their efficiency in salvaging.

This weapon requires two hands to wield.

SLIP KNIFE

A spring-loaded and easily concealable weapon. This short blade sits inside a holster worn on the wrist or forearm and can be “fired” with the right pressure. They may take the form of a single blade, multiple thin claws, or the occasional serrated spade. Police crackdown on these weapons whenever they find them, but the law is more about confiscation rather than detainment.

Anyone searching your character adds ■ to any Perception checks they make to find a slip knife.

CLOTHING AND ARMOR

Whether mining on asteroids, working retail, or walking down the red carpet, all beings typically dress for the occasion. In Panorama City, corporate capes pride themselves on their costumes and many designers aspire to make functional and fashionable super-suits for their Powered patrons. Still, everyday does not have to be demanding and even the Powered villain World Eater takes holidays.

All armors typically fit a silhouette 1 character. At the GM’s discretion, armor can be customized to fit smaller or larger characters with the added cost being the difference in silhouette times 100 tokens.

CARBON WEAVE

Carbon weave is a simple, flexible material that can be molded as a single continuous cloth or woven into other materials. It is easy to hide though some say the shiny chrome threads can be a statement all their own. Carbon weave is becoming increasingly popular with celebrities as way to add some protection to otherwise sleek and chic outfits. Police and military outfits have denser layers, but wear thicker materials that do not usually sacrifice camouflage for the protection.

SLITHER WHIP

A weapon made from a continuous braided length of some octopoid creature. The whip seems to be warm to the touch at all times and those who hold onto the jet-black weapon say they can feel it seeking something. When a slither whip is used, it seems to curve and bend without regards to the wielder’s weight or direction as it seeks a target. Rumours from other “in-between” beings suggest that the whips are not exactly detached from whatever it is truly made of.

This weapon can be used to make melee attacks against targets at short range. The difficulty for this attack is always **Average** (◆◆). If a slither whip is destroyed, it simply blinks out of existence. A slither whip is “repaired” with the Medicine skill.

STUN BATON

A favorite of riot cops and criminal enforcers, stun batons combine an electrical discharge capacitor with a collapsible composite baton. They are simple, easy-to-use weapons made of high-strength, nonmetallic, flexible composites that make them nearly unbreakable. When collapsed, these weapons are about the size of an out-stretched palm and are easily concealed in a bag, toolbox, storage compartment, or coat pocket. A simple flick of the wrist activates the expandable polymer and extends the baton to over half a meter in length.

Carbon weave clothing looks like normal clothing. Anyone searching your character adds ■■ to any Perception checks they make to find the carbon weave between the fabric layers.

RUGGED UNIFORM

A rugged uniform is exactly what it is. Every person has their own definition for what their uniform entails, but the typical rugged uniform sports some kind of thick material good at resisting work-related tears, cuts, and wear. Uniforms are usually standardized along a specific career, like miners, welders, chefs, and medical personnel, but more elaborate work uniforms may be used in strange or volatile environments.

SUPER-SUIT

Technology has moved forward in all areas of life since the Powered began appearing. Fashion, being what it is, made certain to get onboard early and accommodate a new niche clientele. A super-suit is highly specialized and so supremely tailored to the individual that it is functionally a fingerprint. Many heroes and villains who choose to wear a super-suit may

TABLE 2-4: CLOTHING AND ARMOR

NAME	DEFENSE	SOAK	ENCUMBRANCE	PRICE	RARITY
CLOTHING					
Carbon Weave	1	+1	2	350	3
Rugged Uniform	0	+1	1	50	1
Super-Suit	0	+1	1	275	5
ARMOR					
Anti-Super Armour	1	+3	6	1,550	5
Power Combat Gear	1	+2	4	1,000 (R)	6
Tactical Gear	0	+2	2	500	5

do so to hide their normal identity or may consider the suit their true “face.” Corporate capes do not always get to choose their own designs, but the better companies to work for allow a wide range of personal design.

A super-suit is immune to destruction from any superpower the wearer manifests. It also can adapt to changes like becoming invisible, increasing or decreasing silhouette, altering the humanoid form, and so on. At the GM’s discretion, other effects against your character that are similar to your character’s powers may not damage a super-suit.

ANTI-SUPER ARMOR

Not really armor, but rather a desperate attempt by paranoid individuals and poorer governments to have regular people survive against those deemed super and dangerous. Anti-super armor typically consists of heavy modular plates linked together that cover the entire person. It is heavy and highly conspicuous, but has proven to be effective against a variety of firearms and Powered attacks. Criminal elements may wear these heavy suits when they predict corporate capes will thwart their plans.

Anti-super armor is heavy and very noisy. Your character adds ■ ■ to Athletics, Coordination, and Stealth checks they make while wearing it.

POWER COMBAT GEAR

Technologically advanced powerlifting suits have been used in many industrial fields and recent advancements in smaller, more powerful batteries has allowed these suits to wander further than ever. Crime bosses and military outfitters have noticed that these power lifters could be made into very effective personal combat gear. Adding layers of lightweight carbon armor plates and electrically stimulated enhancement systems didn’t hurt sales either! It was not long before power combat gear was in the hands of the wealthy elite and highly trained military personnel. There are even some stories of

eccentric inventors having made their own power combat gear in places as unlikely as a remote desert outpost.

When wearing this armor, characters increase their Brawn by one, to a maximum of five (this increases their soak value, but is not included on **Table: 2-4**) and count their encumbrance capacity as 10 + Brawn. Power combat gear is environmentally sealed, protecting the wearer from airborne toxins, vacuum, underwater environments, and potentially dangerous atmospheres for up to one week.

A single ranged weapon can be implanted into the armor; reducing its Cumbersome rating by 1 and encumbrance by 4. This weapon must be purchased separately and may be attached or removed with an **Average (◆◆) Mechanics check** and some hours of work.

TACTICAL GEAR

Tactical gear is a catchall term for a collection of armored vests, flak jackets, and other lightweight nonmilitary armor. It provides basic protection to the torso and often to forearms and shins, and it is typically paired with a simple, open-faced helmet to protect the head. Civilians in war zones, criminals, and security personnel on a budget most often use tactical gear. Some athletes in particularly dangerous sports, such as comet sledding or razor-blading, wear stylized tactical gear to keep their limbs intact—for the most part.

GEAR

The Earth and many other planets have benefitted in multiple ways from combining forcing over the past few decades and technology, both for work and play, has seen significant changes in function while maintaining an approachable form. Many bizarre devices, foods, and medicines have crossed cultures and the general public of Panorama City finds most useful or amusing. The greater part of Earth—that is to say anyone not from Panorama City—must travel in and smuggle out such goods that Earth leaders deem “too competitive” for those not Powered.

ADREN-0

Intris Pharmaceutical created Adren-0 in an attempt to test the limits of humanity’s growing Powered population. Due to having few side effects, like nightmares and heart palpitation, it soon became a staple of athletes, medics, and grad students across Panorama City. Adren-0 can be bought over the counter in most places as dissolvable tablets, and it radiates a soft glow when in liquid form. However, there is a stigma associated with people who use substances to stay alert and focused for long periods.

Once per session as a maneuver, a character may consume a container of Adren-0 to heal strain equal to half their strain threshold. Additionally, they add ■ to Willpower-based checks they make until the end of the encounter.

BACKPACK

Backpacks come in many shapes, sizes, materials, and colors. Such a humble item helps the young traverse the school grounds as readily as it assists the galactic wanderer to survive harsh frontiers. More interesting models utilize carbon weave to deter small arms fire and even the ability to be turned inside-out, essentially having two unique designs in one backpack!

While wearing a backpack, your character increases their encumbrance threshold by 4.

CAPE

A cape is physically a piece of colorful cloth or synthetic material. However, in Panorama City, a cape is a symbol of power for both heroes and villains. Regardless if the cape is tied to corporate heroes, wanted criminals, or chaotic vigilantes, they are always a welcomed sight when a unifying crisis emerges. Some melodramatic people like to add simple gizmos or even enchant their cape with unusual energies to make the cape always appear to be blowing in an invisible wind.

When wearing a cape, your character adds ■ to any social skill checks they make as long as the target recognizes the authority of the wearer. A cape has encumbrance 0 when worn.

COMM-BEAD

This communications device fits into a person’s ear (or other auditory orifice) and allows them to communicate with friends and allies within 100 kilometers. If the comm-bead can be tied into a planetary communications network—the kind that any civilized planet ought to have—then it can communicate with anyone on the same planet. Comm-Beads may be secured to a single frequency instead and all messages spoken over a secured frequency are effectively untraceable.

CYNCH

The wonder drug known as Cynthrodine or “Cynch” on the street was created thanks to the figurative miracle of science and factual miracles of Heaven alloys. A low-cost painkiller that has only vaguely been understood by its creators, Cynch is easy to administer and seems to effect just about all life in equal measure. It usually comes in a small vial, which glows with a yellow and red swirling aura when agitated. Cynch may come in tablet form, sprays, balms, or adhesive pads for those too squeamish (or metallic) to administer an injectable.

A dose of Cynch works the same as a painkiller (see page 94 of the GENESYS Core Rulebook), but it also works on inorganic life forms, such as robots and even supernatural entities. All rules, superpowers, talents, and abilities governing and affecting painkillers also apply to Cynch.

DISGUISE KIT

Disguise kits are used by criminals, spies, and investigators to alter their physical appearance. A standard kit includes various wigs, hairpieces, makeup, colored contact lenses, basic camouflage paints, and even prosthetic features. Advanced kits may contain simple biometric spoofers to get around fingerprint readers, retinal scanners, and even, in some cases, genelocks. Shape shifters still argue that a disguise kit is a little on the nose.

EXTRA AMMO

Carrying extra ammo with you is always a good idea. Not only does it allow you to reload a weapon, but many creatures find the metals, powders, and crystals of ammo packs to be a delicacy.

If your character has extra ammo, they may consume this item and spend a maneuver to reload a weapon that has previously run out of ammo. This can’t be used to reload weapons with the Limited Ammo quality since they have special cost requirements or are single-use items.

FLASHLIGHT

A small and simple device that provides a powerful beam of light with minimal energy consumption. Modern flashlights offer a portable and sensible way to see in the dark (for the spectrum challenged) and are extremely sturdy.

A flashlight provides light out to medium range and removes ■ added to checks due to darkness. It can function underwater, in a vacuum, or in most volatile atmospheres without issue.

FLASK (EMPTY)

These containers are very useful for carrying liquids from around the galaxy. Many beings attest that there is rarely a more disappointing sight than an empty flask.

FORENSIC KIT

Investigators not lucky enough to be a part of elite forensic teams need to make do with portable and limited forensic kits. A forensic kit is about the size of a large suitcase. It has storage compartments for small pieces of evidence (including a cold-storage micro-freezer), tools for recovering fingerprints and DNA samples, a hand-held magnifier/recorder, a chemical and DNA analyzer, and a combination camera can record a scene, allowing a PI to take a snapshot of a crime scene and digitally examine it later on a computer or smart-device.

In addition to the basic recording, analyzing, and evidence-gathering uses, your character adds ▲ to Vigilance and Perception checks made while searching a crime scene.

HANDHELD DIAGNOSTIC SCANNER

Designed to diagnose mechanical and electrical trouble, these all-purpose scanners can interface with any computer-controlled machine or smart system to detect malfunctions. They are often sold with software suites that help users navigate the millions of potential error codes in everything from smart-devices and hover cars to industrial machinery.

When your character makes a Computers or Mechanics check to work on a piece of hardware while using a handheld diagnostic scanner, they add ▲ to the results.

HEAVEN LEDGER

These heavy vellum scrolls and leather-bound tomes tell of deeds long before the galaxy came into being. While they unravel some mysteries of the universe, such as how gravity is formed in the wakes of the celestial testudine, it is not necessarily easy to read the shifting words and complex double meanings. The greatest source of Heaven ledgers in their complete capacity resides in the Dark Archives.

TABLE 2-5: GEAR

NAME	ENCUM	PRICE	RARITY
Adren-0	1	60	4
Backpack	+4	50	2
Cape	1	100	4
Comm-Bead	0	25	1
Cynch	0	25	2
Disguise Kit	3	250	5
Extra Ammo	0	25	2
First Aid Kit	1	100	3
Flashlight	1	25	2
Flask (Empty)	0	5	1
Forensic Kit	4	400	5
Handheld Scanner	1	100	2
Heaven Ledger	2	2,000	9
Ja'robi Nighteyes	1	800	7
Laptop	2	700	5
Lockpick Set	1	75	5
Manacles	0	20	3
Mechanic Kit	4	200	3
Portable Medkit	2	200	4
Rations (1 week)	1	30	2
Rebreather	1	60	1
Rope	1	5	1
Smart-Device	1	200	4
Space Suit	4	350	3
Steed	-	400	3
Tablet	1	300	3
Utility Belt	+2	25	1

If your character reads from a Heaven ledger, for the remainder of the encounter they add automatic ✨ ✨ to any social skill checks with supernatural or occult creatures. However, if your character generates ☒ on those checks, the creature immediately attacks your character. This bonus does not typically apply to supernatural creatures who were raised or have lived in the mortal realms long enough to understand they aren't the center of the universe (even if they are).

JA'ROBI NIGHTEYES

When the Ja'robi first encountered humans, they were perceived as having massive dark eyes that seemed to take up a dramatic amount of space on the alien's face. Everyone had a good laugh when it was discovered that the shiny skin and strange features were simply environment suits and goggles. The Earth militaries of North America, France, and Iran were

the first to adapt these goggles and attempts were made to make them look less creepy with marginal success.

While wearing Ja'robi nighteyes your character removes ■ ■ added to their checks due to smoke, darkness, or concealment. When performing the aim maneuver, they can choose to add automatic ▲ to their check instead of ■.

LAPTOP

A laptop offers a compromise between the portability of a smart-device and the power of a full-sized computer. About the size of a backpack or satchel, they are basically smart-devices with extra processing power, memory, and adaptive and responsive programming. Some business people, and notorious hackers, prefer laptops because they can use them to conduct “business” while on the move.

When a character uses a laptop to penetrate a computer network or similar device, extract or implant data, take control, or conduct related operations, they may downgrade the difficulty of Computers checks they make once. Note that hacking is only done against non-sentient devices; characters must use social skill checks against sentient AIs and robots to attempt similar actions. A laptop can have both wired and wireless connection ports to access the internet.

LOCKPICK SET

Lockpick sets include a number of specialty tools designed to unlock mechanical locks. Whether commercially produced or homemade, a lockpick set is a must-have for criminal operatives. Being caught by the police in possession of a set of lockpicks usually calls for some fast-talking and the liberal application of a bribe to avoid jail time.

Lockpick sets allow your character to attempt to open any mechanical locks or latches. In addition, when making a Skulduggery check to open a mechanical lock or latch while using a lockpick set, your character adds ▲ to the results.

MANACLES

Manacles may be made of carbon weave, traditional steel, or some new high-tech polymer. Any cop worth their salt carries at least two pairs, and vigilantes are known to stock up for crime fighting. The Kilix believe these restraints are some kind of challenging puzzle toy for youngsters to practice dislocating their fingers and joints. A pair of manacles that survives twenty minutes with a Kilix is a testament to good build quality.

Escaping a pair of manacles without heavy cutters requires your character to make a **Formidable** (◆◆◆◆) **Athletics** or **Daunting** (◆◆◆◆) **Coordination** check.

MECHANIC KIT

Mechanic kits are sold by numerous manufacturers and contain everything an engineer or DIY homebody needs to carry out basic mechanical and electronic repairs. Most standard kits come with a selection of hand tools like wrenches, screwdrivers, pliers, ratchets, and sockets. Many also include circuit testers, voltmeters, diagnostic scanners, probes, feeler gauges, jumpers, and other specialty tools for doing everything from changing a broken phone screen to overhauling a Kilix burst engine.

Your character can use a mechanic kit in two different ways. Your character can use this equipment to make a Mechanics check without penalty. They can also use a mechanic kit to perform Mechanic checks to heal wounds and Critical Injuries without penalty on robotic characters and creations. The sophisticated tools automatically add ▲ to the check results.

PORTABLE MEDKIT

A well-equipped portable medkit comes with everything someone might need to treat all manner of injuries, from bullet wounds to broken legs.

A portable medkit allows your character to perform Medicine checks to heal wounds and Critical Injuries without penalty. The inclusion of modern drugs adds automatic ▲ to the check results.

RATIONS (ONE WEEK)

It is impossible to list all the potential recipes from a single continent on the once completely isolated Earth. Thanks to the merging and mingling of alien, robotic, and supernatural cultures, the task to catalogue available food is considered nothing short of the dream of a madman. The only truth in the galactic scale of the universe is as follows: no matter where you end up, someone is selling a curry.

REBREATHER

A rebreather, which may be a breath mask, gill filter, or bubble helmet, filters and provides a breathable environment for its wearer. Sophisticated and expensive models might instead include an air supply, likely in the form of a backpack or hip canister.

While using a rebreather, the wearer does not need to make a check to survive in toxic atmospheres or underwater—though any exposed body surfaces may still suffer damage.

ROPE

Modern rope is made from reinforced synthetic fibers. It is lightweight, has incredible tensile strength, and is every bit as useful and versatile as old-fashioned hemp rope.

SMART-DEVICE

Many simple AIs are known as smart-devices. They are typically carried in a pocket or worn on a wrist and provide communication and personal computing power. The AIs within operate on very basic verbal instructions, though many people still like to press buttons when trying to be a little more discreet in public settings. Due to the uncomplicated nature of these AIs, they do not grow or learn beyond their initial programming and some robots keep them as a sort of pet.

In addition to functioning as a phone, the smart-device has information stores that allow the wearer to add ■ to any Intellect-based checks that your character could sensibly benefit from. These devices only have wireless access to the internet and are not powerful enough to attempt to hack another system.

SPACE SUIT

Modern space suits are lightweight, flexible, often formfitting garments built with comfort, and occasionally style, in mind as much as protection. They are temperature controlled, radiation shielded, and they have their own oxygen and power supplies. Every space suit sold comes with an emergency repair kit that allows for quick fixes of tears, leaks, and bad gasket seals.

When worn, a space suit's encumbrance is 1.

STEED (RIVAL)

There are few things as noble as a mount. Whether it be the humble Earth equine or the six-legged desert lumbrax of RAS 6214c, a steed provides transportation for a person and may even be considered a friend. The most common ground steed is the PCPD horse, but winged horses, psy-whales, and the occasional mechanical car-sized canine may be found in the service of specific heroes and villains.

3	3	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
4		15		0/0	

Skills: Athletics 1, Brawl 2, Coordination 1.

Talents: None.

Abilities: Encumbrance Capacity 12, Silhouette 2, Trained Mount 1 (adds ■ to a character's Riding checks while mounted on steed).

Equipment: Kick (Brawl; Damage 7; Critical 4; Range [Engaged]; Disorient 2, Knockdown).

CREATURES AS VEHICLES

When both organic mounts and vehicles are interacting in an encounter, it is often useful to treat flesh-and-blood steeds like vehicles.

SILHOUETTE

A character's silhouette is on the same scale as vehicles and is used in exactly the same manner. If not specified otherwise in its profile, the silhouette is 2. A steed can carry any number of beings with a combined silhouette equal to its own (treat every two silhouette 0 beings as silhouette 1) or less.

SPEED

A mount's maximum speed is equal to half its Agility, rounded up. For example, a creature of Agility 3 would have a maximum speed of 2.

HANDLING

To determine the handling characteristic of a given creature, start with the creature's Agility, subtracting both silhouette and Willpower. The result is the handling characteristic.

THE REST OF THE PROFILE

While a steed is treated as a vehicle for the purposes of moving through an environment and being controlled by a character, the remainder of its profile stays the same. The mount keeps its wound and strain thresholds, its melee and ranged defenses, and its soak value. It does not gain a hull trauma threshold or a system strain threshold. Attacks against the steed are resolved as usual in personal scale combat. If the steed is ever called to suffer system strain for any reason, the mount suffers that amount of strain instead.

FUNCTIONAL FORM

A steed can carry a number of beings with a combined silhouette equal to its own (treat every two silhouette 0 beings as silhouette 1). If there are riders, then subtract the total value of their silhouettes from the steed's encumbrance capacity.

The encumbrance capacity of a steed can be reduced to 6 to gain either the ability to hover for +200 tokens (this adds 3 to its rarity) or fly for +800 tokens (this adds 5 to its rarity); see the sidebar on page 100 of the **GENESYS** Core Rulebook for these abilities. Its silhouette can also be increased by 1 for +300 tokens; this also increases its Brawn and soak by one each (this adds 5 to its rarity).

TABLET

Tablet computers offer robust computing in a very small frame. Most people own at least one tablet for their daily note taking needs and as a handy way to browse the internet while in obtrusive business meetings. The technology is widespread across the Earth and through the stars making these small machines nearly a companion to all. The best part about a tablet is that it allows a rudimentary amount of security breaching in a readily disposable form.

A tablet allows a person to hack into another computer system. Note that hacking is only done against non-sentient devices; characters must use social skill checks against sentient AIs and robots to attempt similar actions. A tablet only has wireless access to the internet.

SECURITY PROGRAMS

Smart AI do not typically worry about being “hacked” any more than the typical organic creatures worry about having their mind controlled by outside forces. For every other basic piece of technology, security programs act as static defenses that keeps those without access out of the computer system.

Each program includes a **program strength**, which is how many ✨ a character needs to make when using the override security program action to disable it. It also has an effect, which is what happens to a character if they fail their attempt to override the security program. If they succeed, the program deactivates until the end of the hacker’s next turn.

A device may have twice its encumbrance worth of security programs installed, but may only have a number of security programs active equal to its encumbrance. For example, a laptop has an encumbrance of two, so it may have a total of four security programs installed. This same laptop may have up to two of its installed security programs active at one time to defend itself from miscreants. Page 232 of the **GENESYS Core Rulebook** provides more detail on using hacking encounters in your games.

FIREWALL

Firewalls are effectively barriers in cyberspace that limit access to certain parts of a server or system. If a user tries to penetrate them and fails, they are bumped back to the main system.

Program Strength: 3

Effects: If a character attempts to override this program and fails, they are unable to access the portion of the server the firewall protects (there are no further effects).

UTILITY BELT

A common utility belt is part load-bearing gear, part tool belt, and part carryall. Worn low on the hips, this handy item is equipped with a holster or tool bag and a selection of sealable, weatherproof pouches for carrying small, important items close at hand (like shark repellent).

While wearing a utility belt, your character increases their encumbrance threshold by 2.

GATE

Gates are authentication programs. If a user has the right credentials (or can override the system to make it think they do), they let the user pass. If the user does not, the program automatically boots them from the system.

Program Strength: 2

Effects: If a character attempts to override this program and fails, they immediately lose access to the entire system, and must perform the Access System action again.

KAZ-3

A more robust style of sentry program, the KAZ-3 enjoys a greater comprehensive defense for most devices. Corporations typically employ this sentry on their lower decks with savings for buying in bulk.

Program Strength: 3

Effects: If a character attempts to override this program and fails, the sysops or other system administrators are immediately notified of the intrusion. In addition, the sentry provides any sysops or system administrators who access the system during the encounter one successful trace against the hacker.

LAZER EYE

This security program is actually an alien intelligence that was abandoned by its creator who had hoped to use Lazer Eye to destroy errant quantum code that developed while writing software in multiple dimensions. Lazer Eye instead attacked the other dimensional versions of the original creator, prompting entanglement backlash. It now works a comfortable office job for the Italian government.

Program Strength: 4

TABLE 2-6: SECURITY AND PROGRAMS

NAME	STRENGTH	PRICE	RARITY
Firewall	3	250	3
Gate	2	300	2
KAZ-3	3	475	4
Lazer Eye	4	1,000 (R)	6
MOX-v.1	3	500	4
Paradoxx	5	5,000 (R)	8
Paywall	2	150	2
Pop-Up	1	25	1
Sentry	2	100	2

Effects: If a hacker attempts to crack Lazer Eye and fails, the hacker suffers six strain and their computer system is damaged one step. Lazer Eye then moves to protect a different sub-system on the system (if able).

Additional Rules: For every 🔄 the hacker generates when attempting to crack Lazer Eye, the hacker suffers two strain.

MOX-v.1

This firewall is officially sold as a bundle pack of software that includes eMail, Office, and eXpress printer protection options. MOX-v.1 is affordable for most people and students and teachers can get special discounts (with proof of institution, of course).

Program Strength: 3

Effects: If a character attempts to break this program and fails, they are unable to access the sub-system(s) MOX-v.1 protects (there are no further effects).

Additional Rules: This security program may protect up to three sub-systems.

PARADOXX

An oddity among many, Paradoxx is actually a fully sapient AI who has been “retired” from a life as a corporate cape in order to fight crime on the internet and protect highly secured information. Paradoxx understands the dangers of its own existence and has overcome the bizarre feelings of seeing its own cloned software. Paradoxx itself still likes to work alone whenever possible.

Program Strength: 5

Effects: If a hacker attempts to crack Paradoxx, the computer system the hacker is using is destroyed (which also kicks them out of the system). If the hacker is using a skulljack augmentic, they suffer an automatic Head Ringer Critical Injury instead, and they must attempt to override Paradoxx again during their following turn. If they are already suffering from the Head Ringer Critical Injury, they suffer the At The Brink Critical Injury instead. If they are already suffering from the At The

Brink Critical Injury, they suffer The End is Nigh Critical Injury instead.

Additional Rules: For every 🔄 the hacker generates when attempting to crack Paradoxx, the hacker suffers two strain. If the hacker is using a skulljack augmentic, they suffer one strain and one wound instead.

PAYWALL

Most corporations use paywalls to charge for online content or services. Although the paywalls are not dangerous, many hackers would rather breach them than pay a fee. Paywalls are used in nearly every form of content media, but especially steep paywalls exist for academic or scholarly research papers.

Program Strength: 2

Effects: If a hacker attempts to break this program and fails, they lose access to the entire system and must perform the access system action again.

Additional Rules: The hacker may pay a set fee (usually between 5 and 50 tokens) to automatically succeed on their check to overcome a paywall.

POP-UP

This version of a gate is a universally reviled marketing gimmick, not a true security program. It won’t stop access to a server, but it is annoying.

Program Strength: 1

Effects: If a character attempts to override this program and fails, they suffer two strain. They may also feel a fleeting compulsion to buy a new commuter or invest in a suspect weight-loss plan.

SENTRY

Sentries don’t stop you from accessing restricted parts of a server. However, they spot unauthorized access and attempt to trace the offender.

Program Strength: 2

Effects: If a character attempts to override this program and fails, the sysops or other system administrators are immediately notified of the intrusion. In addition, the sentry provides any sysops or system administrators who access the system during the encounter one successful trace against the hacker.

AUGMENTATIONS

Augmentations, or augmetics, are replacements or enhancements for organic and mechanical components that function at least as well as the original ones. Many are significantly more effective and offer alternative abilities to beings of biological origins. While augmetics are commonly regarded as technological creations, some are created through organic or supernatural means.

Each characteristic, derived attribute, or skill may only be increased by +1 due to augmetics, no matter how many different implants a character has that could increase that value. An **Average** (◆◆) **Medicine check** is needed to install an augmetic implant. They cannot be removed without surgery, requiring a second successful **Average** (◆◆) **Medicine check**.

Note that for characters who are robots, a similar Mechanics check is needed instead of Medicine. For such beings, augmetics are more properly called "hardware upgrades" though the overall result is the same.

At the GM's discretion, gear, armor, or weapons may be implanted. Such implants have the advantage that a character cannot normally lose them. However, characters with implants cannot easily remove them in situations where they become inconvenient. Implanted versions cost an additional 1,000 tokens due to the costs of surgery and the need for medical-grade materials. These implants reduce the character's strain threshold by one.

ADDITIONAL LIMB

All too often, people attempt to undertake tasks that require an additional limb, whether carrying too many things or simply attempting to manipulate a particularly awkward device. An additional limb can make such tasks easier to manage. Some don't even physically attach to the host's body; they instead hover just above the dermal layer and are connected via neural adhesion fields or arcane rituals.

An additional limb grants one additional free maneuver per turn, regardless of how many limbs are implanted. The character still may not perform more than two maneuvers per turn. The character must decide where the limb is mounted at the time it is purchased. Each additional limb reduces the character's strain threshold by one.

If the character already has an augmetic arm or wishes to purchase one, they may choose to have an additional limb attached to it, essentially forming a limb that has two endings (or can be joined or split as a maneuver). If this is the case, the cost of the additional limb is added to the cost of the augmetic limb, and there is no further strain cost for the additional limb.

FORM OVER FUNCTION

Some characters may choose to have augmetic replacement limbs that do not add any new abilities and instead merely replicates the lost limb. This is particularly appropriate for vigilantes and those without super strength or natural weapons who show the signs of a dangerous life. At the player's discretion, the implant can have no game mechanic benefit and be purely cosmetic.

If this is the case, then no Medicine check is required to attach the replacement limb, as such occurrences are a frequent and somewhat standard procedure in Panorama City. The price is 450 tokens, and the implant does not reduce the character's strain threshold.

AUGMETIC ARM OR LEG

Augmetic arms and legs can take on many forms, either made of lightweight alloys or grown in large organic vats. The truly daring—and certifiably insane—may take limbs from other creatures in the galaxy and graft them to their own body. This is regarded as garish among most populations, but the denizens of Heaven and Hell find this practice extremely offensive and outside the scope of the Grand Scheme.

Besides replacing a missing limb, an augmetic arm or leg adds +1 to your character's Brawn or Agility rating (your choice when your character obtains the limb). If your character has one or more augmetic arms, they decrease their strain threshold by one, and if they have one or more augmetic legs, they decrease their strain threshold by one.

AUGMETIC EYES

Fairly common prosthetics, augmetic eyes are some of the most popular augmetic obtained for enhancement rather than for overcoming an injury. An augmetic eye can dramatically improve a character's eyesight, and many variations have night-vision or infrared capability built in as well.

One or more augmetic eyes increases your character's ranks in Perception by one and remove ■ caused by smoke or darkness on any checks they make. Your character can also display information from their smart-device or laptop on their augmetic eyes. They decrease their strain threshold by one.

AUTO-KLOTTER

Losing blood, oil, or ectoplasm is typically fatal to most creatures in the galaxy. No one species understands bleeding out more than the war-mongering Kilix. In an effort to continue fighting for as long as possible—a very long time by most creature’s standards—the Kilix have invented a miraculous device that supercharges an individual’s natural healing ability. Minor bumps, bruises, and scratches heal almost instantly, and the healing time for more serious injuries is cut by days or even weeks.

If your character has an auto-klotter, they may suffer one strain before making a Resilience check to recover from Critical Injuries to add ✨ to the results. When healing via natural rest, your character increases the number of wounds healed by one. This augmetic decreases a character’s strain threshold by one.

BIO SCULPT

Humanity has a long history of body modification and advanced medical technologies have given rise to some incredible feats of plastic surgery. The wonder drug marketed as Bio Sculpt allows a person to change many superficial aspects of themselves like eye color or skin tone with a single injection and a goodnight’s rest. More advanced applications can create bioluminescent patterns, reform bone structures, reverse age lines and wrinkles, or neatly redistribute body fat. Features may even be added at the patient’s wishes, though some patients have more money than brains. A subculture referred to as Mod Bods has formed around this miracle augmetic, in which people modify themselves to have unnervingly symmetrical faces, animal ears and fur, or cartoonish physical proportions.

When your character purchases this augmetic, they must choose whether it makes them appear charismatic or menacing. Your character may only have one type of Bio Sculpt augmetic in their body. If your character has this augmetic, they decrease their strain threshold by one.

- **Charismatic:** If your character is sculpted to be more charismatic, they may suffer one strain before making a Charm or Leadership check to add ✨ to the results.
- **Menacing:** If your character is sculpted to be more menacing, they may suffer one strain before making a Coercion or Negotiation check to add ✨ to the results.

TABLE 2-7: AUGMENTATIONS

NAME	PRICE	RARITY
Additional Limb	2,500	4
Augmetic Arm or Leg	2,000	5
Augmetic Eyes	500	4
Auto-Klotter	500	5
Bio Sculpt: Charismatic	700	5
Bio Sculpt: Menacing	700	6
Carbonspun Muscle: Coordination	1,500	6
Carbonspun Muscle: Strength	1,000	6
Chakra Wards	800	7
Exocortex	1,250	5
Implanted Armor	1,000	5
Reaction Accelerators	1,500	4
Super Organ	500	5

CARBONSPUN MUSCLE

Robots care a great deal about lifting things in order to perform a specific function with greater efficient. This has led to many breakthroughs in the fusion of organic muscle and efficient machinery to create enhanced muscles to be implanted in both mechanic and organic beings. Many professional athletes, mercenaries, and the unattended daredevil seek these augmetics out as “safer” alternatives to steroids in order to perform harder, better, faster, and stronger.

When your character purchases this augmetic, they must choose whether it improves their strength or coordination. Your character may only have one type of enhanced muscle augmetic in their body. If your character has carbonspun muscle, they decrease their strain threshold by one.

- **Strength:** If your character has enhanced muscles that improve strength, they may suffer one strain before making an Athletics, Brawl, or Melee check to add ✨ to the results.
- **Coordination:** If your character has enhanced muscles that improve coordination, they may suffer one strain before making a Coordination or Ranged check to add ✨ to the results.

CHAKRA WARDS

Many military angels and demons implant bits of Heaven alloy into their forehead or at the base of their spine to block other supernatural creatures from easily entering their minds or possessing their bodies. Angels have a tendency to cut the alloy into the shape of a triskelion, while demons favor a triquetra shape. While the number three seems to be important, neither will actually speak about the significance outside traditional anecdotes and legends.

A chakra ward increases your character's Willpower by one and decreases their strain threshold by one. In addition, this device upgrades the difficulty of checks the targeted owner opposes using Discipline or Vigilance once. At the GM's discretion, a chakra ward may give the owner some indication when it is in the presence of beings opposed to the religion or tradition it represents.

EXOCORTEX

An appealing and fairly common augmetic, the exocortex or "smartbrain" is considered a must-have for those who work in computer-related industries. An exocortex provides small access points implanted directly into the skull, allowing a character to connect to and control a computer or computer-operated system. Most implants take about an hour to install and the process is less painful than the average root canal. While the standard model is wireless, some eccentric users prefer the retractable meter length cable.

An exocortex is a cerebral implant that allows your character to access a computer with their mind. As long as the exocortex is linked to a computer (either wired or wirelessly), it increases your character's Intellect rating by one. In addition, a character may perform a second maneuver each turn during hacking encounters without spending strain. If your character has an exocortex, they decrease their strain threshold by one.

IMPLANTED ARMOR

Implanted armor consists of thin armor plates, typically made of carbon weave layered with ballistic gel packs, implanted just beneath an individual's skin. It's not much protection, but it is enough to turn a blade or absorb a beating.

Implanted armor increases your character's soak by one and reduces their strain threshold by one.

REACTION ACCELERATORS

This implant modifies neural pathways to respond faster using superconductive organometallic tissue, predictive mnemonics, and lots of cranial lubricants.

A character using reaction accelerators may suffer one strain to add ✨ ⚡ to checks they make to determine Initiative. A character with this augmetic decreases their strain threshold by one.

SUPER ORGAN

The ability to create functional replacements for the body's internal organs was a revolution in medical science (for humanity). Once these so-called "super" organs became more common, it did not take long for people—particularly athletes—to discover the performance enhancing benefits of things like superefficient biomechanical hearts and augmetic lungs. For each super organ a character has, they decrease their strain threshold by one.

- **Super Heart:** Increase your character's wound threshold by two. (This is a special exception to the attribute increase limit for augmetics, and your character cannot increase their wound threshold by more than two with augmetic.)
- **Super Liver:** Increase your character's ranks in Resilience by one and makes them immune to the effects of alcohol.
- **Super Lungs:** Increase your character's ranks in Athletics by one and they can survive up to five minutes in an unbreathable atmosphere (but not vacuum) without suffocating.

SHIPS AND VEHICLES

Panorama City offers sports cars, hovercycles, personal mech suits, and even spacefaring ships both of alien and domestic builds. More than likely, the bus, subway, or train is a better way to actually get around, and everyone loves a good ride-share app to cut costs even further. Due to city ordinance (and military ordnance), flying around most government spaces is tightly restricted and even private land can be off limits to well-meaning people with unique methods of personal travel. Further details for using vehicles are discussed starting on page 220 of the **GENESYS** Core Rulebook.

Note that complement and passenger values assume beings of silhouette 1, and GMs and players should adjust this value depending on the characters involved. A good rule of thumb for other silhouettes is to treat every two silhouette 0 beings as one silhouette 1 being, and a silhouette 3 being as two silhouette 1 beings.

PERSONAL VEHICLES

Personal vehicles come in a variety of sizes and shapes. On Earth, most vehicles use wheels to get around the traffic of Panorama City. Civilizations that are more advanced (and some wealthy Earthlings) may forgo wheels in favor of cheap hover tracks that gently lift the vehicle off the ground.

COMMUTERS

Any vehicle that features room for multiple people, a windshield, and a radio can be considered a commuter. They are not necessarily stylish or particularly fast, but they are reliable and affordable. Some commuters have assisted driving thanks to basic AI, while others treat air conditioning as a major selling point.

A commuter may be able to fly through the air or dive underwater like a submersible. A commuter with such an altered purpose increases its Price/Rarity to 15,000/4 and changes its Control Skill to Piloting.

			DEFENSE	ARMOR
2	2	-1	0	0
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			3	4

Control Skill: Driving.

Compliment: 1 driver or completely autonomous vehicle.

Passenger Capacity: 3.

Consumables: 24 hours.

Encumbrance Capacity: 25.

Price/Rarity: 5,000 tokens/2.

Weapons: None.

CYCLES

Small, fast, and highly economical, a cycle is typically any vehicle with two-wheels, an opened top, and little protection in the ways of crashing. Thrill seekers, motor sports athletes, and pizza delivery boys all appreciate the ability to swiftly maneuver around a city with a cycle—even if the police aren't as impressed.

A cycle may be able to fly through air with the right modifications. A cycle with such an altered purpose increases its Price/Rarity to 8,000/4 and changes its Control Skill to Piloting.

			DEFENSE	ARMOR
1	4	+1	0	0
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			2	3

Control Skill: Driving.

Compliment: 1 driver.

Passenger Capacity: 1 (barely).

Consumables: 8 hours.

Encumbrance Capacity: 6.

Price/Rarity: 3,500 tokens/3.

Weapons: None.

HAULERS

Slower and heavier than commuters, a hauler features a lot of space while still being legally able to drive on narrow roads. Many heavy-duty haulers are owned by companies to deliver large shipments of goods around the city while lighter versions tend to be popular with self-employed drivers and the occasional criminal group. It is not unheard of that a hauler may have an interior fitted to house a small base of operations for gathering intelligence and storing weapons.

A hauler may be able to fly through the air. A hauler with such an altered purpose increases its Price/Rarity to 35,000/5 and changes its Control Skill to Piloting.

			DEFENSE	ARMOR
4	2	-2	0	0
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			8	8

Control Skill: Driving.

Compliment: 1 driver or completely autonomous vehicle.

Passenger Capacity: 2 (in cab).

Consumables: 24 hours.

Encumbrance Capacity: 125.

Price/Rarity: 8,000 tokens/4.

Weapons: None.

Hauler Trailer

A hauler may have one additional trailer. The trailer has the same hull trauma threshold, silhouette, defense, and armor as the hauler and must be targeted individually. A trailer has a Price/Rarity of 2,000/3 (8,500/5 if the hauler can fly) and increases the total encumbrance capacity by 100.

LUXURY

High-performance vehicles are the envy of everyone who wants to go fast and look good while doing so. Bizarrely, these incredibly powerful vehicles can be found in the hands of professional athletes and CEOs, despite having nothing to offer outside of being a quick way to spend a lot of tokens. Many aliens find human luxury vehicles to be adequate for modifications to make into personal space cruisers. Nearly all models come equipped with some sort of shielding system to keep the riff-raff away.

Luxury vehicles may be able to fly through the air or dive underwater like a submersible. Luxury vehicles with such an altered purpose increase their Price/Rarity to 28,000/5 and change their Control Skill to Piloting.

			DEFENSE	ARMOR
2	4	+2	1	0
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			4	6

Control Skill: Driving.

Compliment: 1 driver.

Passenger Capacity: 1.

Consumables: 16 hours.

Encumbrance Capacity: 20.

Price/Rarity: 10,000 tokens/5.

Weapons: None.

SPACE CRUISER

These small spacefaring vessels ride the line between personal and military equipment. It is legal to own one, but they are wildly expensive and typically controlled by large corporations for quickly moving their personnel. Most are used to enter orbit and quickly get around the globe, but some space cruisers are dedicated to meeting mother ships in space to retrieve esteemed visitors. Many models of space cruisers have small cutting lasers at the front for breaking up debris that could damage the ship and deterring criminals from attempting skyjacking.

			DEFENSE	ARMOR
3	4	-2	1	1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			12	12

Control Skill: Piloting.

Compliment: 1 pilot, 1 copilot.

Passenger Capacity: 5.

Consumables: 4 days.

Encumbrance Capacity: 50 (100 without passengers).

Price/Rarity: 150,000 tokens/5.

Weapons: Cutting laser (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Medium]; Breach 1).

MILITARY VEHICLES

When duty calls and the people need to be mobilized, armored vehicles are rushed in to meet the demand. Earth has an impressive array of sturdy vehicles for this task, and both aliens and robots brought completely new modes in which to wage war. Not all military vehicles are necessarily owned by militaries, but instead, police departments, ingenious heroes and villains, and many corporations sport their own capable vehicles to either fight or commit super crimes.

ARMORED PERSONNEL CARRIER

An armored personnel carrier or APC is a frontline defense transport that many organic creatures appreciate. Before the birth of the Powered and arrival of other galactic civilizations, humans built APCs on tracks or wheels and outfitted the vehicle with heavy slabs of plating to shrug off small-arms fire. Today, shield generators, carbon weave plating, and even Heaven alloy reinforced deflectors are in use to keep all fleshy inhabitants in one piece on their trip to the fight.

An APC may be able to fly through the air or dive underwater like a submersible. An APC with such an altered purpose increases its Price/Rarity to 80,000/5 (R) and changes its Control Skill to Piloting.

			DEFENSE	ARMOR
3	3	-2	0	2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			15	15

Control Skill: Driving.

Compliment: 1 driver, 1 gunner.

Passenger Capacity: 10.

Consumables: 6 hours.

Encumbrance Capacity: 30.

Price/Rarity: 16,000 tokens/5 (R).

Weapons: Assault cannon (Fire Arc All; Gunnery; Damage 10; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 2, Vicious 2).

Resilient

When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.

TANK

A tank is seen as the ultimate expression of destruction for robots who wish to perfect the art of war. Many other species cannot feel as intimately about becoming a tank as a robot, but they do enjoy the sights and sounds of one as it rolls over obstacles. A tank's heavy armor allows it to effectively ignore most weaker attacks while its main cannon can tackle other vehicles, fortifications, and rival some superpowered creatures. Angels and demons find tanks to be a wonderful symbol of camaraderie, discipline, and strength, and will often decorate their machines in important symbols and candles.

A tank may be able to fly through the air with the right modifications. A tank with such an altered purpose increases its Price/Rarity to 200,000/6 (R) and changes its Control Skill to Piloting.

			DEFENSE	ARMOR
3	2	+0	1	2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			18	15

Control Skill: Driving.

Compliment: 1 driver, 2 gunners, 1 commander.

Passenger Capacity: None.

Consumables: 6 hours.

Encumbrance Capacity: 10.

Price/Rarity: 30,000 tokens/6 (R).

Weapons: Main tank gun (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Extreme]; Breach 1, Vicious 3).

Assault cannon (Fire Arc All; Gunnery; Damage 10; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 2, Vicious 2).

FIGHTER CRAFT

When it comes to air superiority, no one outshines the alien acrobats turned mercenary outfit known as the Golden Goose. Their slick aerodynamic fighter planes can pull off incredible stunts that would shred lesser constructed vehicles, and the fact that their race is not supported by a system of fluids necessary to stay alive makes them even better at dropping from outrageous heights before pulling back into position. It is not uncommon for fighter crafts to be able to enter into orbit, as many are shielded and sealed.

			DEFENSE	ARMOR
3	5	+2	1	1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			12	12

Control Skill: Piloting.

Compliment: 1 pilot, 1 copilot.

Passenger Capacity: None.

Consumables: 12 hours.

Encumbrance Capacity: 10.

Price/Rarity: 60,000 tokens/5 (R).

Weapons: Chin-mounted railgun (Fire Arc Forward; Damage 2; Critical 2; Range [Extreme]; Breach 1, Vicious 2).

Anti-vehicle missiles (Fire Arc Forward; Damage 7; Critical 3; Range [Strategic]; Guided 3, Limited Ammo 1).

TACT-FRAME

While a good grav-tank or a Twin Pulsar fighter craft provides good fun and big explosions, it does not fill the void a Kilix scholar-soldier requires to be content. The tact-frame, a pilotable mobile suit standing approximately six meters in height, was created to allow the Kilix to put their martial training to good use by punching enemy tanks. The tact-frame has been modified numerous times since being inducted into Earth's military to better interface with humans. The ultimate expression of any tact-frame is to deliver shattering blows with the wielder's own fists.

The handling of a tact-frame can be decreased by 1 to gain either the Hoverer ability for +10,000 tokens (this adds 1 to its rarity) or even fly for +25,000 tokens (this adds 2 to its rarity); this modification changes the control skill to Piloting.

			DEFENSE	ARMOR
2	2	+0	1	1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			10	10

Control Skill: Driving.

Compliment: 1 driver.

Passenger Capacity: None.

Consumables: 1 day.

Encumbrance Capacity: 5.

Price/Rarity: 38,000 tokens/5 (R).

Weapons: Armored fist (Fire Arc All; Brawl; Damage 1; Critical 4; Range [Engaged]; Concussive 1, Knockdown).

Modular Frame

The Kilix appreciate being able to quickly adapt to counter their foes and have designed the tact-frame with this thought in mind. Once per round at the beginning of your character's turn, as a maneuver, the driver of a Kilix tact-frame can declare one of the following stances:

- **Assault:** Reduce defense rating to 0, and reduce the Critical rating of armored fist to 2. In addition, when they make an armored fist attack, they can activate the Knockdown item quality for one less Δ than normal.
- **Defensive:** Increase defense rating to 2 and reduce maximum speed by 1.
- **Mobility:** Reduce defense rating to 0 and remove the Concussive quality from all armored fist attacks. Increase max speed to 3 and increase handling to +1.

CHAPTER 3: PANORAMA AND THE GALAXY

WIP

CHAPTER 4: ADVERSARIES

Panorama Island is a hub for all things strange and home to some of the Earth's most powerful beings. Cultures and politics clash nearly as often as heroes and villains, yet it has a peculiar attraction for people from across the Earth and beyond. No matter where they go, superpowered individuals often find themselves in some adventure or another.

The following is a list of adversaries that you, the GM, can use in your adventures. These adversaries are divided into several groups, according to their affiliations and motives. Many might not have superpowers, but could have super-characteristics. These adversaries are uniquely powerful without having more complicated aspects for the GM to track. However, any adversary could easily be made into a super-adversary by using the rules found in **Step 3** and **Step 4**. As GM, you can adapt these profiles as you see fit.

The General Public

The majority of the beings in the universe are composed of the common person for who life involves normal activities and, occasionally, incredible misadventures. The public on Earth is composed primarily of humans, but Panorama City includes a greater variety of aliens, robots, and supernatural beings. You could easily have a Bartender be a robot or an Average Jane/Joe be an alien and such characters might occasionally appear outside of Panorama.

AVERAGE JANE/JOE (MINION)




The average person that can be found in any big city, rural town, spaceport, or dilapidated flotilla. While these people do not possess any unique strengths, they can influence public awareness and opinion when amassed.

This profile can be used for civilian eyewitnesses, hostages, and other background elements that might need rescuing from a dangerous situation.

1	1	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
1		4		0/0	

Skills (group only): Athletics, Brawl, Charm, Vigilance.

Talents: None.

Abilities: Save Me! (in any encounter with an Average Jane/Joe, the GM may spend   from a check made by a PC to add one NPC to an existing minion group, or they may spend  to add a new minion group of NPCs to the encounter).

Equipment: Fists (Brawl; Damage 1; Critical 5; Range [Engaged]; Knockdown), briefcase or purse with valuables.


COLPORTEUR (MINION)

Many species of the galaxy worship unseen forces that have specific goals and usually promise to save the world or a being's soul. The majority of these people are fairly quiet about the whole affair, but some take to the streets and thoroughfares to hawk their 'sacred' texts. Many freely give the knowledge of their worship away to help their righteous cause while others charge for such luxuries as 'eternal salvation.'

2	2	2	1	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
2		5		0/0	

Skills (group only): Athletics, Cool, Discipline, Knowledge (Earth).

Talents: None.

Abilities: Thoughts and Prayers (characters making a social skill check targeting this character suffer 2 strain per .




Equipment: Various sacred pamphlets, tracts, and books.




HOPSTER (RIVAL)

When you need to get somewhere in a hurry, you can wave the corner or use your smart-device to hail a hopster. In recent decades, the term has been applied to anyone who drives ground or aero-vehicles for public transportation. Ja'robi are notorious hopsters, though they often add modify their ride to go much faster than street limits appreciate.

2	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		12		0/0	

Skills: Coordination 4, Driving 2, Mechanics 3, Perception 3, Piloting 2, Streetwise 3.

Talents: Daring Aviator 2 (before making a Driving or Piloting check, may add up   to the check to add an equal number of .

Abilities: Punch It! (while driving or flying, may make a **Hard** (   **Piloting** or **Driving** check; if successful, the top speed of the vehicle increases by 1 [to a maximum of 5] for the next 2 rounds).

Equipment: Smart-device loaded with local maps and sat-nav, snazzy hat and coat (+1 soak).

MOD BOD (RIVAL)

With the introduction of revolutionary medical technology came innovative cosmetic surgery. Mod Bods like to alter their being until they are almost caricatures of their species. Sculpted physiques or animal accoutrements are common, with similar Mod Bods clustering together to share their fascination. Many aliens and robots throughout the galaxy are known to practice body modification in equal measure.

3	3	2	1	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		10		1/1	

Skills: Athletics 2, Brawl 2, Knowledge (Earth) 1, Medicine 1, Perception 3, Streetwise 2.

Talents: Swift (this character does not suffer the penalties for moving through difficult terrain).

Abilities: Enhanced Form (may suffer 1 strain to add ✨ to their next Brawn or Presence check).

Equipment: Perfect fists (Brawl; Damage 3; Critical 4; Range [Engaged]; Knockdown), smart-device with multi-array camera.

NEWSHOUND (RIVAL)

The eyes and ears of a city, or so they say. Newshounds love to get as close to the action as possible in order to get the best scoop for their many articles. This usually leads to them being familiar with police and superpowered people, all of which wish they would keep their nose out of trouble. Despite the name, only a handful of newshounds are actually related to canines.

2	2	3	3	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
2		4		0/0	

Skills: Charm 2, Coercion 3, Cool 3, Perception 3, Streetwise 2, Vigilance 2.

Talents: None.

Abilities: Leading Question (once per encounter, may spend a Story Point to learn one Motivation of any one other character in the encounter).

Equipment: Tablet with publishing software, lockpick set, badge with credentials and security passes.

PEACEKEEPER (RIVAL)

Many civilizations rely on peacekeepers to help facilitate disputes between groups. At the lowest levels, peacekeepers deter simple crimes like littering or jay-flying. Upper level peacekeepers are trained for international or interplanetary

negotiations. Many work in environments dangerous enough to require the use of self-defense.

3	2	3	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
4		14		1/1	

Skills: Melee 1, Cool 3, Negotiation 3, Perception 3, Ranged 2 Streetwise 1, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Know Your Rights (characters within short range of this character add 🗡️ to their Knowledge and social skill checks provided those characters are acting within local laws).

Equipment: Pulse dazzler (Ranged; Damage 7; Critical 5; Range [Short]; Limited Ammo 1, Stun 4, Stun Damage), zap-riot deterrent pen (Melee; Damage 4; Critical 6; Range [Engaged]; Stun Damage), concealed body armour (+1 soak and defense), brightly colored helmet with local authority crest.

POLITICO (NEMESIS)

Every government, be it local or galactic, has an army of public servants. The people vote for some while others might hold their position due to birthright. Politicos are typically fierce in their beliefs and the best are advocates for their constituents. The worst are corrupt merchants ready to sell out their charges for comfort and wealth. Despite public opinion, most Politicos do actually work hard for the incremental progress obtained.

Switch the Knowledge (Earth) skill for any other Knowledge to fit the Politico of the current location. Very astute Politico NPCs might even have multiple forms of Knowledge (but they are shockingly rare).

2	1	3	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
3		11		12	
				M/R DEFENSE	
				0/0	

Skills: Charm 2, Deception 3, Knowledge (Earth) 3, Leadership 3, Perception 2, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Clever Retort (once per encounter as an out-of- turn incidental, may add 🗡️ 🗡️ to a target's social skill check).

Abilities: My Town, My Rules (when a character in a Politico's jurisdiction fails a social skill checks targeting the Politico, they suffer 2 additional strain and the Politico recovers 2 strain).

Equipment: Safe-T-weave business attire (+1 soak), handfuls of important documents, badge of office.

SALES REP (RIVAL)

The lifeblood of large and small companies everywhere, these people are in a class of their own when it comes separating customers from their money. They go by many titles—brand ambassadors, clerks, peddlers, vendors—yet, they all strive for the next big purchase order with a smile.

2	2	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
2		13		0/0	

Skills: Charm 2, Discipline 3, Knowledge (Earth) 3, Negotiation 3, Perception 2, Streetwise 1.

Talents: Counteroffer (once per session, may make an **opposed Negotiation versus Discipline check** to stagger a non-nemesis target at medium range until the end of the target's next turn).

Abilities: Free Samples (once per encounter, this character may give another character 50 tokens to downgrade the difficulty of the next social check they make targeting that character).



Equipment: Thrifty suit, bag of sample products, expensive looking smart-watch, so many pens with company logo.


TAPPER (RIVAL)

With a friendly smile on their face(s) and a chamois in their hand, the tapper can be found dishing out drinks and advice in equal measure. These folks are easy confidants to converse with and the alcohol helps many come up with solutions to problems that clear heads just can't solve.

2	2	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
2		4		0/0	

Skills: Charm 2, Cool 2, Knowledge (Earth) 2, Knowledge (Galaxy) 2, Ranged 1, Perception 3, Vigilance 2.

Talents: Mild Mannered (once per session after making a social skill check, may spend a Story Point to convert  to .

Abilities: Bar Counter Therapy (when providing assistance on a Knowledge, Skulduggery, or Streetwise skill check, may add  to the check; if so, at the beginning of the next encounter or scene, the character who made the check exhausts one Basic Power).

Equipment: Quick-click shotgun (Ranged; Damage 7; Critical 3; Range [Short]; Blast 4, Knockdown), approachable attire, friendly grin.

U-AGENT (NEMESIS)

When governments need information, either local or foreign, they turn to U-agents. This clandestine breed of operative gathers intelligence on important people or special interest groups, like superpowered people. U-agents usually adopt a generic codename, or even just a single letter, and often work for agencies that obscure their complexity with a simple three-letter acronym.

Switch the Knowledge (Earth) skill for any other Knowledge to create U-Agents from around the Local Group. U-Agents make for dangerous superpowered characters.

3	3	3	4	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
3		15		13	
				M/R DEFENSE	
				1/1	

Skills: Charm 3, Coercion 3, Cool 2, Knowledge (Earth) 2, Perception 3, Ranged 2, Streetwise 3, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Natural (once per session, reroll any one Streetwise or Vigilance check).

Abilities: One Step Ahead (once per round, after an opponent performs an action or maneuver, may spend one Story Point to perform an action or a maneuver as an out-of-turn incidental).

Equipment: S4-P3R pistol (Ranged; Damage 5; Critical 4; Range [Medium]; as an incidental, may choose to apply one of the following qualities before making an attack: Pierce 2 or Stun Damage), black nano-weave suit (+1 defense), psychic paper.

Crooks and Scum

Crooks range from petty thieves who swipe purses or steal luxury hover cars all the way up to consortiums who orchestrate elaborate frauds against entire planets. Scum tends towards those who might not be doing anything.

CORPO FRAUDSTER (NEMESIS)

White-collar crimes are easily the most damaging to the average person. Wage theft, embezzlement of public funding, and speculative manipulation are just a few ways a person might have their entire life's saving drained away. Most fraudsters work alone, but they are just as likely to have additional allies within the company they hope to squeeze dry.

2	3	4	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
3		15		13	
				M/R DEFENSE	
				1/1	

Skills: Charm 2, Computers 3, Cool 2, Deception 4, Discipline 1, Leadership 3, Ranged 3, Skulduggery 2 Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Clever Retort (once per encounter as an out-of-turn incidental, may add 🔄 🔄 to a target's social skill check).

Abilities: Flunkies (once per round when targeted by a social skill check, may choose one ally within short range as the target instead).

Equipment: Defensive daTablet with candle stick chart, stock newsfeeds, unrestricted company credit card.

DATA SMOG CULTIST (MINION)

Some people believe that humanity has become too smart too fast, which will lead to the end of the world in some appropriately dramatic fashion. To alleviate these potential infohazards, Data Smog cultists spend a good deal of time and resources to spread rumors and propaganda far and wide. While such misinformation might hurt someone down the line, these cultists believe it is a small price to pay to save humankind.

2	2	2	3	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		5		0/0	

Skills (group only): Computers, Deception, Knowledge (Earth), Knowledge (Galaxy), Skulduggery.

Talents: None.

Abilities: Coordinated Trolling (once per encounter, may target one character and make an **Average** [◆◆] **Computers** or **Deception** check; if successful, the character removes ■ ■ from all social skill checks they make until the end of the encounter).

Equipment: Black oilskin duster jacket (+1 soak), multiple smart-devices with Spyder1337 search bot, heavily customized laptop with MOX-v.1 (see page 79).

HIRED GUN (RIVAL)

Men-and women-who have a particular set of skills. Many hired guns might operate as private bodyguards while others act as bounty hunters. The worst of these are contract killers, negotiating a salary for the grim work of taking a life. Hired guns are considered professionals amongst the underworld, but trusting one completely is probably not wise.

3	3	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
5		15		1/1	

Skills: Athletics 2, Coercion 2, Melee 2, Ranged 2, Stealth 2, Streetwise 2, Vigilance 2.

Talents: Hold Back (when inflicting a Critical Injury with a melee weapon, may suffer 1 strain to change the result to any **Easy** [◆] Critical Injury instead).

Abilities: Eliminator (when this character makes a successful combat check against an unaware target, may inflict a Critical Injury without spending ▲ or 🎯).

Equipment: Sighted laser rifle (Ranged; Damage 7; Critical 3; Range [Long]; Accurate 1, Burn 1), heaven cudgel (Melee; Damage 5; Critical 4; Range [Engage]); gains the Superior quality after causing a Critical Injury until the end of the encounter); specialized tactical gear (+2 soak; +1 defense).

MOOK (MINION)

Your typical criminal on the busy streets of most cities and towns large enough to have a bank. Mooks may operate alone or in coordinated gangs, but are most often found in the employe of others. Mooks are the lowest rank of bully and often commit the lowest rank of minor theft or assault.

2	1	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		6		0/0	

Skills (group only): Athletics, Brawl, Coercion, Melee.

Talents: None.

Abilities: Threatening (when providing assistance on another character's Coercion checks, add ✨ to results for each minion in the group beyond the first).

Equipment: Cheap switchblade (Melee; Damage 3; Critical 4; Range [Engaged]), faux-leather jacket (+1 soak).

MOTOR BUTCHER (RIVAL)

A slang term for those deplorable types that make their home in a chop shop. Motor butchers may appear to operate legitimate business from the outside, but make a hefty sum stealing and selling vehicle parts off the books. These criminals don't usually commit stealing the actual vehicle, but instead, they act as hub for stripping vehicles for other syndicates.

2	2	3	3	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		12		1/1	

Skills: Coercion 2, Driving 2, Mechanics 4, Perception 2, Piloting 2, Streetwise 2.

Talents: Knack for It 2 (remove ■ ■ from any Driving, Mechanics, and Piloting checks).

Abilities: None.

Equipment: Plasma cutter (Melee; Damage 12; Critical 3; Range [Engaged]; Burn 1, Prepare 1, Sunder, Unwieldy 2), oil-stained coveralls (+1 soak), augmented eyes, smart-display with list of valuable parts.

RING KING MANAGER (NEMESIS)

Underground street fighting is a quick way to make some tokens, settle disputes, and gamble on how much blood someone can cough up before passing out. Ring kings are those who organize such affairs and make a tidy profit off those in attendance. Unlike professional fighting, with safety regulations and rules, street fighting is usually visceral and accidental deaths have occurred in the past. As this is all highly illegal in many jurisdictions, a veteran ring king knows how far to push and when to cut and run.

Add the Fame or Underlings superpower to make a Ring King Manager a powerful cult of personality.

2	2	3	4	2	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
4	13	14	0/0		

Skills: Brawl 3, Deception 3, Discipline 3, Knowledge (Earth) 2, Negotiation 3, Ranged 4, Resilience 3, Streetwise 3, Vigilance 3.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Counteroffer (once per session may choose one adversary within medium range and make an opposed **Negotiation versus Discipline check**. If successful, target becomes staggered until the end of their next turn [or for remainder of encounter if successful with 🎯]).

Abilities: Ominous Reputation (When an opponent targets this character with a check, the opponent suffers 2 strain).

Equipment: Gold-plated plasma pistol (Ranged; Damage 6; Critical 2; Range [Short]; Pierce 3, Slow-Firing 1), energy mits (Brawl; Damage 5; Critical 4; Range [Engaged]; Concussive 1, Slow-Firing 1, Stun Damage), pinstripe suit with reactive plating (+2 soak), silent alert remote.

SCRIPT KIDDIE (RIVAL)

A nuance in the increasingly digital world, “script kiddie” is a derogatory term for anyone that uses malicious software to harass or damage systems. Typically, script kiddies are also adolescents who might think crashing their school’s grading boards is a good prank. However, with easily deployable malware readily available, anyone with an internet connection could harm unsecured systems and cripple networks.

2	3	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
3	10	1/1			

Skills: Computers 2, Knowledge (Earth) 1, Mechanics 1, Perception 1, Vigilance 2.

Talents: Distinctive Style (may add 🌟 🌟 🌟 🌟 to any Computers checks before rolling; 🌟 🌟 triggers the I Know You! option in **Table III.2–22** of the **GENESYS Core Rulebook**), Unremarkable (other characters add ✖ to any checks made to find or identify this character in a crowd).

Abilities: None.

Equipment: Basic laptop with VPN, stickers of V-Tubers and energy drink brands.

SMUGGLER (RIVAL)

For every government restriction or law there is an equal and opposite smuggling ring. Some smugglers attempt to be seen in a positive light and reference stories of the notorious Robin Hood (or Qetzla of Many Pockets for everyone else). The reality is that most smugglers are just out to make some money moving whatever goods people are willing to pay for.

Switch the Driving skill for either Piloting or Riding to change the favored vehicle for a Smuggler.

2	3	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
3	10	1/1			

Skills: Cool 2, Deception 2, Driving 3, Ranged 3, Skulduggery 2, Streetwise 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Let’s Ride (once during this character’s turn, may mount or dismount from a vehicle or move from one position in a vehicle to another as an incidental).

Abilities: None.

Equipment: Folding pistol (Ranged; Damage 6; Critical 3; Range [Short]; add ■ to checks made to search for this weapon), carbon weave jumper (+1 soak and defense), forged shipping manifest.

Members of the Galactic Council

Beyond the Earth, hundreds of alien beings inhabit the Local Group. Many are simple beasts adhering to predator-prey relations, but there are many who have achieved civilized life. However, only those who are member of the Galactic Council are said to be living the galactic way of life.

AULLIR ENVOY (NEMESIS)

The Aullir are master negotiators and dealmakers who are able to adapt to new cultures and languages. Envoys understand how to use both their quick wit and physical charm to establish a good relationship with new species. Humans have an odd fascination with the Aullir's ears, which envoys take advantage of by decorating.

1	3★	3	4★	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
1	10	18	0/1		

Skills: Charm 3, Cool 3, Deception 4, Knowledge (Earth) 2, Knowledge (Galaxy) 4, Leadership 3, Negotiation 4, Vigilance 3.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Improved Flight (can fly; see page 54), Ruinous Repartee (once per encounter, may make an opposed **Charm versus Discipline check** against a character within medium range [or within earshot]; if successful, target suffers 8 strain, plus 1 per ★, and the diplomat heals strain equal to strain inflicted).

Abilities: Lawful Authority (add ★ to the results of any social skill checks made when interacting with members of the Galactic Council), Ominous Reputation (when an opponent targets this character with a check, the opponent suffers 2 strain).

Superpowers: Empowered and Improved Cellular Control (may suffer up to 3 strain to add an equal number of ▲ to Brawn, Agility, Cunning, or Intellect checks; if they suffer 3 strain at once, add ★ to the results of the check).

Equipment: Shimmering gossamer clothing, dozens of personal attendants.

NPC SUPER-CHARACTERISTICS (★)

Super-characteristics for NPC characters within this chapter are marked with a (★) symbol. Using super-characteristics is described in more detail on page 20. Note that a character does not need superpowers to have super-characteristics and they may have multiple super-characteristics to show just how innately powerful they are.

AULLIR SENTINEL (MINION)

The Aullir consider war a wasteful endeavour and even victory means time and resources were applied for a predictable outcome. Still, many youths enjoy spending a few decades of their incredibly long life in the service of learning to fight and defend before taking up a more productive calling.

1	3★	2	2★	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
1	10	0/1			

Skills (group only): Cool, Melee, Ranged, Streetwise, Vigilance.

Talents: Improved Flight (can fly; see page 54).

Abilities: Band Together (if there are three or more sentinels in a minion group, the group adds ■ to all checks they make).

Superpowers: Improved Cellular Control (may suffer up to 2 strain to add an equal number of ▲ to Brawn, Agility, Cunning, or Intellect checks).

Equipment: Plasma pistol with threat-finder (Ranged; Damage 6; Critical 2; Range [Short]; Accurate 1, Pierce 3, Slow-Firing 1), sentinel armor (+1 soak and defense), picture of loved one in a locket.

AULLIR XENOLOGIST (RIVAL)

With the galaxy being so big, it helps to employ many researchers to study the various forms of life. Xenologists travel light and study sentient and sapient beings wherever they might be. Many take a gentle approach and simply observe from the comfort of their spacecraft, but a few rare Aullir like to get involved with the locals with sufficient accommodations.

1	3★	4	3★	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
1	9	0/1			

Skills: Computers 3, Deception 1, Knowledge (Galaxy) 2, Ranged 2, Survival 2, Vigilance 2.

Talents: Improved Flight (can fly; see page 54).

Abilities: Expert Guidance (once per encounter, may spend an action to reduce the difficulty of another character's next check by twice to a minimum of **Easy** [♦]).

Superpowers: Improved Cellular Control (may suffer up to 2 strain to add an equal number of **A** to Brawn, Agility, Cunning, or Intellect checks).

Equipment: Holdout laser (Ranged; Damage 5; Critical 3; Range [Short]; Accurate 1, Burn 1), well-worn tablet, alien trinkets, specimen sampling containers.

HRYNG ECO-SMITH (RIVAL)

The Hryng feed on silicate and certain soft minerals making mining a basic part of life. Eco-smiths are experts at determining the quality of minerals from smell alone and are in charge of designing dig sites to maximize excavations. Hryng are in tune with dirt and soil of all kinds and can sculpt solid ground and rock as easily as wet sand.

4★	1	2	3★	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
5		14		1/1	

Skills: Athletics 2, Mechanics 1, Melee 2, Resilience 3, Survival 3, Vigilance 2.

Talents: Durable 2 (reduce Critical Injury results by 20, to a minimum of 01), One with Nature (while around rocks, dirt, or minerals, may make a **Simple** [-] **Survival check** to recover strain at the end of an encounter).

Abilities: Inorganic (does not breathe and is unaffected by toxins and poisons and the vacuum of space), Ponderous (can never spend more than one maneuver moving per turn), Silhouette 2.

Superpowers: Barrier Wall (select an area within short range and make an **Easy** [♦] **Survival check**. If successful, a silhouette 2 wall made of dirt, rock, or minerals forms at the selected area and counts as difficult terrain [excluding this character]; may spend **A A** to add a cover rating of +1 to wall).

Equipment: Percussive hammer (Melee; Damage 8; Critical 4; Range [Engaged]; Cumbersome 3, Knockdown, Linked 1) metalloid skin (+1 soak and defense), necklace of smoothed stones.

HRYNG QUAKER (RIVAL)

Most every society has advanced methods of building and manufacturing. Quakers are part construction worker, part musician. They sculpt oblong ocarinas from choice minerals and play loamy melodies to mold structures directly from the ground. Recently, efforts have been taken to harness the sharp tunes of metal alloys.

4★	1	2	3★	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
5		13		1/1	

Skills: Discipline 2, Mechanics 3, Melee 1, Perception 2, Resilience 2, Survival 2.

Talents: Durable 2 (reduce Critical Injury results by 20, to a minimum of 01).

Abilities: Inorganic (does not breathe and is unaffected by toxins and poisons and the vacuum of space), Ponderous (can never spend more than one maneuver moving per turn), Shape Song (when this character assists with repairs to vehicles or structures, reduce the difficulty of the Mechanics check once, to a minimum of **Easy** [♦]), Silhouette 2.

Superpowers: Barrier Wall (select an area within short range and make an **Easy** [♦] **Survival check**. If successful, a silhouette 2 wall made of dirt, rock, or minerals forms at the selected area and counts as difficult terrain [excluding this character]; may spend **A A** to add a cover rating of +1 to wall).

Equipment: Metalloid skin (+1 soak and defense), handcrafted cermet flute (mechanic kit), thermos of refreshing mud.

LULO-LU GREENPAW (MINION)

A relatively new member of the Galactic Council, the Lulo-lu are known for their ability to cultivate agricultural commodities of all kinds and have a knack for developing biodiversity. Greenpaws make up the vast labor force required to supply the Council's many worlds.

2	3★	2	3★	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		12		1/1	

Skills (group only): Athletics, Brawl, Charm, Perception, Survival.

Talents: Acrobatics (can move across vertical surfaces as easily as horizontal surfaces within short range and reduce the distance of any fall by one range band; while wearing light armor or clothing [armor with +1 soak or less] increase melee and range defense by 1).

Abilities: None.

Superpowers: Luck with Lasting (make an **Easy** [◆] **Perception check**. If successful, until the end of this character's next turn, may change the face of one positive die from the next skill check to another adjacent face; may spend a maneuver to extend this effect by one turn).

Equipment: Southpaw (Brawl; Damage 4; Critical 5; Range [Engaged]; Disorient 2, Knockdown), rugged coveralls (+1 soak), flower necklace.

LULO-LU RHETORICIAN (RIVAL)

The language of the Lulo-lu is designed for speed and wit. For this reason, rhetoricians are often selected to present bad news in an entertaining way, to add levity to otherwise tedious ceremonies, and to impress people into joining a noble cause—usually the one the Council wants.

2	3★	2	3★	1	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
2		10		1/1	

Skills: Charm 2, Deception 2, Cool 3, Perception 3, Streetwise 2, Vigilance 2.

Talents: Acrobatics (can move across vertical surfaces as easily as horizontal surfaces within short range and reduce the distance of any fall by one range band; while wearing light armor or clothing [armor with +1 soak or less] increase melee and range defense by 1), Clever Retort (once per encounter, add 🌀 🌀 to another character's social skill check).

Abilities: Crowd Pleaser (remove 🌀 to the results of any social skill checks made when interacting with members of the Galactic Council).

Superpowers: Luck with Lasting (make an **Easy** [◆] **Perception check**. If successful, until the end of this character's next turn, may change the face of one positive die from the next skill check to another adjacent face; may spend a maneuver to extend this effect by one turn).

Equipment: Stylish attire with smart-device wristwatch.

MINDER OF YARGOTH (NEMESIS)

The people of Yargoth are a species intrinsically tied to their strange planet and it is the source of their unique abilities. As powerful psychics, Minders can easily understand other sentient life forms and predicate the best course of action when engaging. Sadly, they are a dying race and will likely disappear from the galaxy within the next few millennia when their planet slips into the nearby black hole.

2	2	2	1	4★	3★
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
2		13		17	
M/R DEFENSE					
2/2					

Skills: Charm 3, Deception 3, Discipline 4, Knowledge (Galaxy) 3, Knowledge (Supernatural) 3, Negotiate 2, Vigilance 4.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Inorganic? (does not need to breathe, eat, or drink; can survive in vacuum and underwater; is immune to poisons and toxins), Speed of Thought (add ☀ ☀ to all checks this character and any allies within medium range make to determine Initiative).

Superpowers: Communicate with Telepath (may communicate with sentient beings and may spend a maneuver to add 🗨 when making social skill checks. May make an **Opposed Vigilance versus Discipline check** targeting one sentient creature within medium range. If successful, learn target's surface thoughts. During structured encounters, target adds ✖ ✖ to checks they make against a minder for a 3 rounds. 🌀 or 🌀 🌀 🌀 may be spent to discover deeper thoughts or hidden memories).

Empowered Damage Reduction (while this power is active, use Willpower to determine soak; may spend 🌀 🌀 from successful combat checks targeting a minder to reduce the damage by 4 [before applying soak]).

Domination with Range and Control (selects one living target within medium range and makes a **Hard** [◆◆◆] **Discipline check**. If successful, target suffers 1 strain, plus 1 additional strain per ☀; Once per encounter, may make an **opposed Discipline versus Discipline check** against one target within range. If successful, during the target's next turn, the user dictates what actions and maneuvers the target performs. A minder only give commands to deter aggression or danger). **Equipment:** Thin clinging wraps (+2 defense), smooth stone with engraved sigils.

ORISI SAND-TURNER (RIVAL)

The priesthood of the desert planet of Ankhtoa were an early edition to the galactic way of life and readily joined the Aullir in the pursuit of progress. Sand-turners are those who dedicate a life to their many deities and learn the ways of life and death. They carry sand-filled hourglasses that aids their ability to reverse grievous injuries or cause simple wounds to fester.

1	2	2	3	3★	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
1		8		1/1	

Skills: Coercion 2, Discipline 4, Medicine 2, Perception 2, Survival 2, Vigilance 2.

Talents: Swift (this character does not suffer the penalties for moving through difficult terrain).

Abilities: Sand's Embrace (if a target recovers any wounds or strain from the sand-turner, they may choose to take no maneuvers or actions during their turn to double the number of wounds and strain healed), Silhouette 0.

Superpowers: Empowered Attack (Ranged; Damage 7; Critical 4; Range [Short]; Pierce 2; uses Willpower when making Ranged combat checks with this power and suffers 1 strain after resolving the check).

Empowered Heal (select one target within short range and make an **Easy** [◆] **Discipline check**. If successful, target heals 4 wounds, plus 1 additional wound per ★ ★ beyond the first and heals 1 strain per ▲; may spend ▲ ▲ to remove one ongoing condition. Counts as one use of Cynch [see page 78]).

Equipment: Graceful chiffon robes (+1 defense); elaborately detailed hourglass, pouch of calming herbs.

SINTERIAN ARCHIVIST (NEMESIS)

The Sinterians are robotic beings that exist to pursue data in any form available. They have an inborn ability to interface with all forms of data storage regardless if it is a machine or beast. Archivists hold a significant role in Sinterian society as these specialists can make sense and organize massive info loads. Some archivists are even proficient in learning from this data.

3★	3	4	3	4★	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
4		13		20	
M/R DEFENSE					
0/0					

Skills: Brawl 2, Computers 4, Discipline 2, Knowledge (Earth) 3, Knowledge (Galaxy) 4, Leadership 4, Mechanics 3, Resilience 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Data Retrieval (while engaged with any data storage system, may make an **Average** [◆◆] **Resilience check** to absorb the data; if this is used on a living target, make an **opposed Resilience versus Resilience** or **Discipline check** instead), Inorganic (does not need to breathe, eat, or drink; can survive in vacuum and underwater; is immune to poisons and toxins).

Superpowers: Improved Communicate with Range (may communicate with sapient beings and technological storage systems and may spend a maneuver to add ■ when making social skill checks; may suffer 3 strain to increase the range of this power to anyone on the same planet or in near orbit).

Equipment: Draining touch (Brawl; Damage 3; Critical 4; Range [Engaged]; Concussive 1, Pierce 4, Stun Damage), hardened body (+1 soak), crystalline energy core.

SINTERIAN CUSTODIAN (RIVAL)

Many seek to join the Council for access to untold millennia's of data. Information about agriculture and medicine could change the very trajectory of a species' evolution, or weapons of war and destruction could raze entire solar systems. To keep such information safe, custodians secure the Council's data vaults from all deemed unfit to enter.

3★	3	2	2	3★	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
5		15		1/1	

Skills: Athletics 2, Coercion 2, Discipline 3, Gunnery 4, Melee 2, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Electrified (may spend ⚡ ⚡ from an opponent's melee combat checks to have the opponent suffer 3 strain), Inorganic (does not need to breathe, eat, or drink; can survive in vacuum and underwater; is immune to poisons and toxins).

Superpowers: Improved Communicate with Sensing (may communicate with sapient beings and technological storage systems and may spend a maneuver to add ■ when making social skill checks. In addition, may spend a maneuver, to become aware of all sentient beings within medium range or to sense the current emotional state of sentient beings within engaged range).

Equipment: Custodial laser cannon (Gunnery; Damage 11; Critical 2; Range [Medium]; Breach 2, Burn 1, Cumbersome 3), electro-mace (Melee; Damage 5; Critical 4; Range [Engaged]; Stun 3, Stun Damage), magnoplate armor (+2 soak; +1 defense), access shard fragment.

Civilizations of the Galaxy



Many species across the universe have obtained some level of advanced civilization either due to the development of superpowers or truly potent technological achievements. Such civilization may appear extremely similar to Earth—either in modern or ancient times.



JA'ROBI DREAMLET (RIVAL)

The Ja'robi have spent the greater part of their history perfecting hypnotic devices and techniques for everything from education and medicine to entertainment and relaxation. Dreamlets are analyst specialized in improving individuals, usually by removing undesirable behaviors like oversleeping or cannibalize each other.

1	2	4★	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
1		9		1/1	

Skills: Cool 1, Deception 2, Knowledge (Galaxy) 3, Mechanics 3, Perception 2, Vigilance 3.

Talents: Eidetic Memory 2 (add   to Knowledge skill checks to recall information this character has encountered before).

Abilities: Deep Breathing Technique (once per encounter, may spend a Story Point as an out-of-turn incidental and target one ally within earshot [medium range]; ally may spend a maneuver to recover 6 strain or add   to their next check).

Superpowers: Illusion with Alteration (select one target within short range and make an **Easy** [◆] **Mechanics** check. If successful, target does not perceive one other being or object of silhouette 1 or 0; can fool target's senses).



Equipment: Baggy lab coat (+1 defense), Encrypted smart-device, scattered notepads in multiple colors.




JA'ROBI EXPLORATOR (RIVAL)

With their small bodies, peculiar looping gait, and penchant for chameleon-pigmented outfits, a Ja'robi doesn't appear to be an intrepid adventurer at first glance. However, Explorators regularly make contact with civilizations the Council would deemed 'prepared' and are practiced with hypnotic skills to get out of most trouble. The Council and Empire occasionally grant them favors in exchange for their exquisitely detailed star maps.

2	2	4★	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		10		1/1	

Skills: Charm 1, Knowledge (Galaxy) 2, Mechanics 2, Perception 2, Ranged 1, Survival 2, Streetwise 2.

Talents: Forager (remove up to   from checks to find food, water, or shelter; finding these items requires half the usual time).

Abilities: That's a Way! (while providing assistance to navigate, this character adds    to the results).

Superpowers: Illusion with Alteration (select one target within short range and make an **Easy** [◆] **Mechanics** check. If successful, target does not perceive one other being or object of silhouette 1 or 0; can fool target's senses).

Equipment: Zero-Analysis Prognosticator (Ranged; Damage 5; Critical 6; Range [Short]; Stun 3, Stun Damage), excessively patched jacket (+1 soak and defense), tablet with cartography software.

KILIX SCHOLAR-SOLDIER (MINION)

Standing at an average 2.2 meters in height, these four-armed brutes hail from a system bathe in intense radiation that has caused their natural skin coloration to appear dark blue to purple. Scholar-soldier often spend time on conquered planets to learn new languages, make new allies (or enemies), and understand how other sentient beings wage war.

3★	2	2	2	3★	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
4		7		0/0	

Skills (group only): Athletics, Discipline, Melee, Ranged, Resilience.

Talents: None.

Abilities: Burly (may wield two-handed melee and ranged weapons in one hand), Multilimbed (may perform a second maneuver without suffering strain), Silhouette 2.

Equipment: Laser carbide (Ranged; Damage 8; Critical 3; Range [Short]; Accurate 1, Burn 1), "light" ballistic wear (+1 soak), university ID tags.

KILIX WARLORD (NEMESIS)

Few have ever met a Kilix warlord and fewer have walked away. A warlord functions as both a military commander and economic advisor, which typically applies to funding more war.

5★	3	2	3	4★	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
6	16	13	1/0		

Skills: Athletics 2, Cool 2, Discipline 3, Melee 4, Negotiation 3, Ranged 3, Resilience 4, Vigilance 3.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Excessive Force (may spend ▲ ▲ from successful combat checks to move target away from your character by one range band or spend ⚡ to launch target into nearby object or scenery; targets launched by this talent count as falling from a short distance, and the target must be silhouette 3 or less).

Abilities: Burly (may wield two-handed melee and ranged weapons in one hand), Let's Make a Deal (if this character knows an opponent's Desire Motivation, when they inflict strain on the opponent, the opponent suffers 4 additional strain), Multilimbed (may perform a second maneuver without suffering strain), Silhouette 2.

Equipment: Gilded laser rifle (Ranged; Damage 8; Critical 3; Range [Medium]; Accurate 2, Burn 1), imperial cutlass (Melee; Damage 7; Critical 2; Range [Engaged]; Defensive 1, Pierce 2), regal military outfit with epaulette (+1 soak), notepad of good fighting lyrics.

KILIX WARRIOR-POET (RIVAL)

While many fear the arrival of a Kilix warship, many civilizations agree that the warrior-poet is a true master of their rank and craft. Warrior-poets stride into battle carrying strange musical instruments that double as shields. As they deflect the enemy's blows, the shields whistle and hum. The warrior-poet roars out chants of other great wars or just something very heroic they currently see.

3★	2	2	2	3★	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
5	12	2/2			

Skills: Athletics 2, Charm 2, Coercion 3, Discipline 3, Knowledge (Galaxy) 2, Melee 4, Resilience 2.

Talents: Taunt 2 (once per encounter, may target 2 adversaries within short range; until the end of the encounter, these adversaries add ■ to combat checks targeting this character and ■ ■ to combat check targeting other characters).

Abilities: Burly (may wield two-handed melee and ranged weapons in one hand), Multilimbed (may perform a second maneuver without suffering strain), Silhouette 2.

Equipment: Strum shield (Melee; Damage 5; Critical 5; Range [Engaged]; Defensive 2, Deflection 2, Inaccurate 1, Knockdown), garish synth-leathers (+1 soak), notepad of good fighting lyrics.

KOBOLD WANDERER (MINION)

The average Kobold is about one to five meters tall, depending on how threatened it feels, and has a short snout with rows of small teeth. Brilliant plumage covers their head, shoulders, and back and hint at an avian ancestor. Kobolds do not have a home planet or, if they do, none of their kind recalls its location. Instead, Kobolds are prone to appear wherever civilization is before moving on to the next one.

3★	2	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD	M/R DEFENSE		
3		5	0/0		

Skills: Athletics, Brawl, Resilience, Stealth.

Talents: None.

Abilities: Fearful Fury (while a Kobold exceeds half its strain or wound threshold in a combat encounter, they must use their turn to fully move and attack adversaries. This character cannot take cover, defensive maneuvers, or other actions not involving attacking enemies), I'm Only Little (when this character is silhouette 0 and suffers wounds, all characters within short range suffer 2 strain),

Superpowers: Shrink/Grow (make an Easy [◆] Resilience check. If successful, either increase this character's silhouette to 2, Brawn to 3, and wound threshold to 6, or decrease this character's silhouette to 0).

Equipment: Dull talons (Brawl; Damage 3; Critical 5; Range [Engaged]; Knockdown), off-the-rack outfit (+1 soak), dog-eared tourist guide, loaded NFT card.

CHAPTER 5: THE GAME MASTER

WIP