



PREVIEW



**SUPER POWERS
COMPANION**

SWC2

Super Karma

Super powered characters are larger than life, with faults and responsibilities as great as their miraculous powers. For this reason, supers may take one additional Major Hindrance during character creation. This can be used normally, or to grant them 5 extra Power Points at Pulp and Street Fighter level, or 10 for Four Color heroes and up (see **Campaign Power Levels**, below). These bonus points do *not* increase the character's total for purposes of determining his **Power Limit**—see below.)

CAMPAIGN POWER LEVELS

Super heroes and villains start with all their powers up front. The number of Power Points characters get depends on the Power Level of the GM's campaign:

Pulp Heroes are mostly normal men and women with a few low-key powers, like the Shadow. Their foes range from shadowy manipulators to grisly killers to mad scientists leading armies of crude robots.

Street Fighters are supers who mostly tackle criminals, bank robbers, and gangs. Their foes are usually after money or revenge, and threaten cities rather than countries or the world.

Four Color characters are powerful super beings who take on city-wide menaces. Most wear colorful costumes and are well-known by the public. Four Color heroes have powerful arch-nemeses who often gang up against them, or rule large and well-funded organizations made up of specialized lieutenants and legions of loyal minions.

Heavy Hitters are the most powerful of the planet's heroes. They're the first line of defense against megalomaneal world-conquerers, invading aliens, natural disasters, and legions from Hell.

Cosmic champions may be a match for Heavy Hitters, but most also have the ability to travel and survive deep space. Battling planetary threats is routine—campaigns usually feature threats to a system, a reality, or life itself.

CAMPAIGN POWER LEVEL

Level	Power Points
Pulp Heroes	15
Street Fighters	30
Four Color	45
Heavy Hitters	60
Cosmic	75

After play begins, advances may be used normally for Traits and Edges. The Power Points and New Power Edges are not available.

Power Limit

Supers may not spend more than one third of their Power Points in a power (use the total after all Modifiers are accounted for). A Street Fighter hero, for example, can have up to 10 points in a single power, so he could buy 4 levels of *attack*, *melee*, for 8 points, and still have 2 points left over to buy the Multiple Attacks Modifier (10 points total).

This maintains the particular flavor of a campaign so characters in a "Street Fighters" setting aren't running at the speed of light, for example.

RISING STARS

In some comics, heroes start with a few powers and learn more as they mature. This is especially appropriate if the supers are younger individuals.

Heroes in these types of campaigns start with a certain number of Power Points depending on the Power Level of the campaign.

Rising Stars may take the Power Points Edge (no more than once per Rank as usual) to add 5 additional points to their existing abilities, or new ones (there is no New Power Edge).

CAMPAIGN POWER LEVEL

Level	Initial Power Points
Pulp Heroes	5
Street Fighters	10
Four Color	20
Heavy Hitters	30
Cosmic	50

Power Limit: Characters may never spend more than their Initial Power Points in any power (total, after all Modifiers are accounted for).

GEAR

With the advent of super-intelligent gadgeteers making all manner of hyper-advanced equipment, it's inevitable such devices would advance the general technological state of the world. Indeed, there are many advanced technologies available on the black market and by certain high tech companies—if the price is right.

All modern gear found in *Savage Worlds* can be found in most supers settings at standard prices. Some new gear is listed in this chapter as well.

The Game Master should decide what's available in her setting, perhaps drawing from other resources such as the *Savage Worlds Science Fiction Companion* for high tech gear, or even the *Savage Worlds Horror Companion* for a campaign centered around monstrous heroes and villains.

The Game Master should also decide *where* these items are available. Can pulse rifles be purchased at any gun store, or are they only found on the black market or in large military organizations?

Very high tech or items of alien origin might be off-limits to most. Supers who possess such devices might be wanted by the authorities or have to keep it secret (or disguised). They are also likely the target of nefarious villains who would like to use such gizmos to their own ends.

Unless supers are registered with the government, most are still usually subject to national laws—such as bans against fully-automatic rifles. Such laws are almost always extended to blasters, explosives, flamethrowers, and similar “military” grade weaponry.

If you're unclear what might be legal in your campaign world, ask the Game Master. Of course, vigilantes or those who operate in more gray areas rarely care about such things.



POWER SUMMARIES

Generic Power Modifiers

Contingent (-1/-2): The power only works when another is activated (-1), or successful (-2).

Device (-1/-2): The power is an item. -1 if it's worn, -2 if it's hand-held.

Limitation (-1/-2): The ability is limited in some way. -1 for Minor Limitation, -2 for Major.

Projectile (+1): A Touch Attack power is triggered by a successful, specific *ranged attack*.

Range (+2): A Touch Attack may be used at a range of 12" with a successful attack roll.

Requires Activation (-1): The power isn't the user's natural state and must be activated as a free action.

Slow To Activate (-1): The power requires a full action to engage.

Switchable (+2): Switches between different powers or power sets.

Powers

Absorption (2): Soak damage via Power Type. Energy/Matter Master (+5), Reflection (+4), Transference (+2).

Ageless (1): The character doesn't age. Very Old (+1).

Altered Form (3): The character's body can change into a different substance. Grapple (+1), Reach (+1/Level), Replenish (+3), Viscous (+1)

Animal Control (2/Level): Controls animals. Animal Companion (Special), Summonable (+4), Super Powers (Variable), Telepathic Link (+1).

Aquatic (2): Cannot drown, +2 to Swimming rolls, Pace equals Swimming skill.

Armor (1/Level): +2 Armor. Hardy (+3), Heavy Armor (+4), Partial Protection (-1/-2).

Attack, Melee (2/Level): Close combat attack. Armor Piercing (+1), Focus (+3), Heavy Weapon (+1), Lethal (-1), Multiple Attacks (+2), One Arm (-1), Reach (+1), Stackable (+2).

Attack, Ranged (2/Level): Distance attack. Area Effect (+2/+4), Armor Piercing (+1), Cone (0/+1), Enhanced Damage (+4), Focus (+3), Heavy Weapon (+1), Lethal (-1), Range (+2/+4), Rate of Fire (+3/Shot), Requires Material (-1/-2).

Awareness (+3/+5): ignore obscurement/Gang Up modifiers.

Broadcast (2): Tap into and manipulate media. Manipulation (+2/+4), One Channel (-1), Range (+1).

Burrowing (2): Tunnel at half Pace. Pace (+1).

Chameleon (3): Imitate another being. Inanimate Object (+3), Voice (+2).

Construct (8): +2 recover from being Shaken; doesn't breathe; immune to disease and poison; ignores one level of wound penalties.

Copycat (1/Level): Mimic other Traits and powers. Range (+2), Devices (+2), Duration (+3), Magician (+2), Nemesis (+1), Overly Accurate (-2), Uncontrolled (-2), Versatility (+1/+2).

Damage Field (3/Level): A damaging aura, by Power Type. Armor Piercing (+1), Heavy Weapon (+1), Medium Template (+3), Selective (+2).

Danger Sense (2): Notice roll to detect hidden dangers, start ambushes on Hold.

Decay (4): Destroy material or cause wounds. Midas Touch (-2), Rapid Decay (+2), Strong (+1).

Deflection (1/Level): -1 to be hit by ranged attacks per level. Protector (+1/+2).

Doesn't Breathe (2): The hero has no need to breathe.

Doesn't Eat (1): The hero does not need to eat.