

All DA Rulez

Welcome to SuperLARP!

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Introduction

Dear reader, the gamebook you've just purchased is the complete Primary rulebook for SuperLARP! A Live **A**ction **R**oleplaying game

What is LARP?

For the first timer, a LARP is a game where instead of playing a roleplaying game at a table, you play by interacting with the other players by taking the role of your chosen character.

There are a few different categories ofLARPs that differ in how much physical exertion you wish to partake in:

Mind's Eye - Closest to a tabletop, this type encourages SERIOUS roleplay with often minimal combat systems. In a Mind's eye game, you are likely to play a game rich in politics, intrigue, and deception in which you need to make and keep your allies close and enemies closer. There is almost no touching in a mind's eye game.

Boffer Combat - In boffer combat games, players are allowed to physically strike one another with Combat-safe weapons. You can expect a mix of Heavy to Casual roleplay, with many exciting battles.

Lightest Touch - (aka "Speed Tag") Combat is fast and precise as in a Lightest Touch game, strikes are only to be as hard as a tap in most cases. Weapon swings should be at half-strength with pulled blows to avoid injury. Expect lighter armors and some beautiful weapons.

Medium - [*SuperLARP's intended style*] This is the middle ground in terms of speed and strength. Hits should be hard enough that the target can feel the impact without any doubt, and fast enough to keep fights quick and exciting. Expect light, medium, and heavy armors, as well as weapons that have a mix of durability and style as weapons need to be able to handle more punishment. (aka "Bruiser")

Full Contact - This is as close to actual fighting as Boffer combat gets. Weapons swings are at 100% strength, it's common to see shield-kicking, and Hits are only counted if you can register pain from contact. Expect mostly heavy armor in this type as many full-contact games try to give players the full experience of combat. Weapons in full-contact are more heavy-duty, made solely for safety and durability, and with a lot more weight. As a result, combat speed can be the slowest of the three types.

The World

Supers have been around since the dawn of mankind in the form of legends, ancient heroes, supernatural killers, and the like are all examples of early manifestations of those powered beyond average. In the 1950's the world had officially identified Supers with the first recognized superhero: Sir Justice. Pitched battles could be seen in many metropolitan areas as crime saw rapid decline, but with the rise of heroism, also came the arrival of villainy. Over the next 30 years, the battle between Supers on every side of the spectrum caused massive damage across the globe, and by the 1980's the world was on the brink of destruction.

In December of 1988, the most influential members of organized villainy had approached the UN and presented the Equal Powers Act, in which it stated that Villains will no longer engage in combat with non-powered forces such as the military and civilian police personnel. Countries will instead sponsor their own Supers as heroes that will combat crime and schemes on a meta human level, thus mitigating casualties. By 1990, this act had been adopted worldwide and the danger to the world was abated.

In the year 2000, the CHUMP, Central Hall of Unified Metahuman Potential, was founded as a neutral international party to organize and facilitate metahumans in their respective endeavors. As well as keep tabs on all registered heroes and licensed villains. In modern times there has been such an influx of unlicensed Supers known as "Mercenary", metahumans that have been recognized as a separate faction, but without a country or organized villainy to back them, they lack much in the way of resources.

Most recently in 2022, the main base for CHUMP was destroyed and operations have been relocated to Idyllwild, California.

This is where your story begins.

Prime Chapter (Earth-42)

The Ceding of Idaho

In 2005, the United states relinquished control of the state of Idaho to a race of underground beings. In return, the former state would produce potatoes for the United states at no cost for the foreseeable future. The only humans still living in what is now known as the "Independent Nation-State of Tuberia" form a small embassy composed of a few select and trusted farmers.

Metahuman Health Care

In 2010, CHUMP aided in developing a "Satellite-Assist Focused Teleportation Chip" or Saf-T Chip that would transport a registered Super of any recognized faction to a medical center moments before death for resuscitation. All Supers have this chip installed upon registration and any attempt to remove this chip immediately transports the Super to the hospital.

Other Biomes

Many kinds of people exist in SuperLARP that aren't connected to main land masses and do not involve themselves in the issues of the world. Races of Subaquans live in underwater civilizations beneath the oceans of the earth, and rumors tell of flying cities that hide in our clouds. The world of SuperLARP is varied and strange. Soon there may be space stations of aliens that take up residence in our orbit.

Character Building Guide

All characters start with:

- 100 exp
- 10 Health Points (HP)
- 10 Power Points (PP)
- 5 inventory slots
- 50,000 Monies [M]
- up to 2 power sets

Steps to Character Creation:

1) Write an EPIC backstory:

Who doesn't want to write a heroic(or tragically evil) backstory? Include things like where your powers came from and any characters from your past you'd like to include

2) Choose an origin type:

Being born with powers, getting bitten by a radioactive tigershark, or inventing a suit of power armor are all examples of Origins types, or where your powers come from. In SuperLARP there are 5 basic Origins types that ALL superpowers can be bundled into.

All players must select at least one (1) and this decision is permanent.

3) Choose a Faction:

Today, there exist 3 major metahuman factions that you can choose from as a super-powered person; Government-funded heroism, Unfunded mercenary work, or Licensed villainy.

You may not start game without choosing one of these, but the choice isn't permanent; heroes can go bad just as often as a villain may choose to become good. Shifting from one faction to another can only be done in-game and with the help of your fellow players.

4) Buy stats and powers:

All Backgrounds, Advantages, Disadvantages, and Powers should be in agreement with your backstory. *Example: If you are a fearless warlord or emotionless robot, it wouldn't be appropriate to take the "pitiful" disadvantage.*

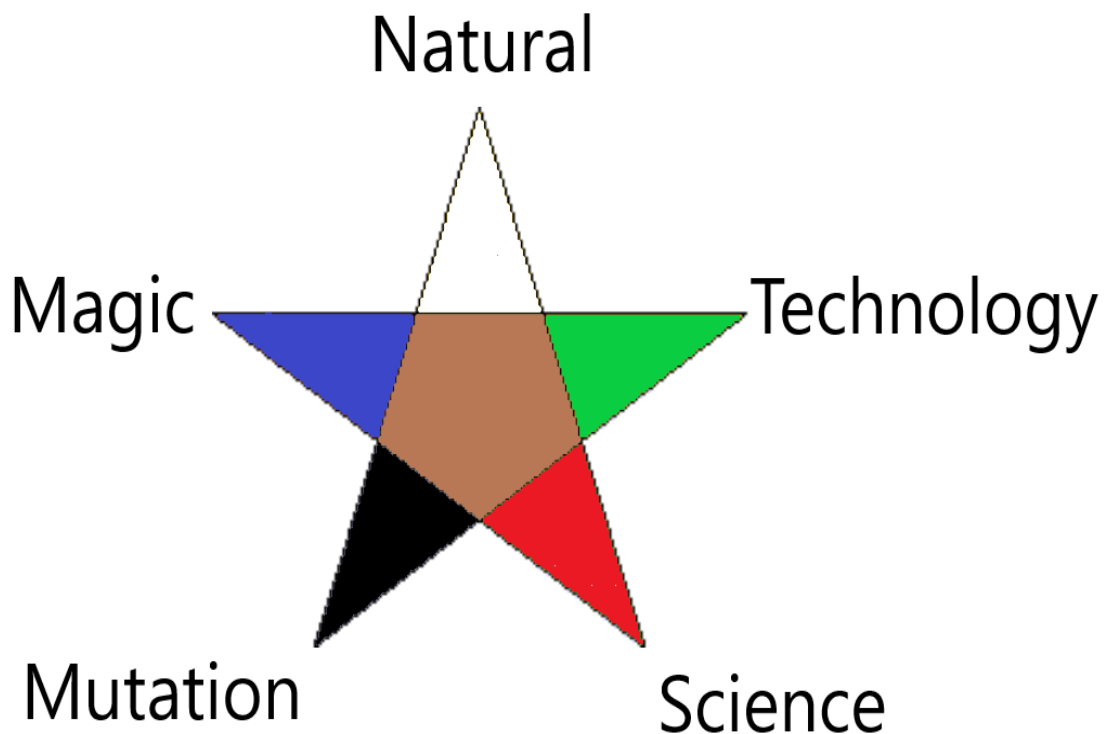
5) Profit!

Have fun!

Origins

Choose one and make sure that it doesn't conflict with your EPIC backstory. For example, as a psychic, it makes sense that you would have mind blast/control, and flight, but not elemental manipulation as you're not the avatar after all. (unless you start with 4 energy types, that is). The Origin types are: Natural, Magic, Mutation, Science, and Technology.

Neighboring Origins are "Allied", those that aren't are considered "Incompatible." Only allied Origins may be used in crafting Dual Aligned Power-Ups under normal circumstances. There are a few story-specific exceptions, but in most cases, please refer to the diagram below.



Natural

Through hard work, psionic ability, or chi mastery, you have found a way to produce or mimic superhuman effects.

Limitations - You're still just a person/alien. As such, you have the least flexibility in buying new Power Sets. You may only buy into new Power Sets that fit into your EPIC backstory, or that were part of your starting purchases.

Examples: Batman, Goku, Ninjas, or Superman (an alien, so his powers are naturally occurring)

Allied Origins: Magic, Technology

Magic

Powers either gained through years of arcane study, alliances with demons, or hereditary witchcraft, all magic heroes are granted the most freedom when it comes to learning new powers.

Limitations - Energy Blast, Energy Control require incantation of some kind, and all magic-based powers are nullified in an anti-magic field. Incantations must be 3 seconds long OR at least 5 words long and MUST include the name of the power activated.

Examples: Raven, Dr. Strange, Thor

Allied Origins: Natural, Mutation

Mutation

New abilities written directly into your genetic code, whether you've had them all your life, or they activated at some later date, your powers will never be permanently lost.

Limitations - All mutations require a permanent costume piece whether it be fur, horns, inhibitors (like cyclops) or a hair stripe.

Examples: Beast, Hawkman, Beast boy, Sabertooth

Allied Origins: Magic, Science

Science

Experimental serums, exposure to radioactive creatures or phenomena, or falling into toxic waste are all ways that science has messed with your body and miraculously given you super powers. Science and Technology players are allowed conflicting power sets.

Limitations - Science players must write a tragedy into their EPIC backstory explaining how they had obtained their abilities, and must take 15 point minimum of Disadvantages.

Examples: Spiderman, Hulk, Bane

Allied Origins: Mutation, Technology

Technology

Not born with powers, but instead either found or created objects and augments that can produce amazing effects. From the jetpack to the death ray, the only limit to a Technology character is their imagination. Science and Technology players are allowed conflicting power sets.

Limitations - All of your powers need to be represented by an item(s). While you CAN have just one object for all of your varied blasts, if you were to lose that single object you would have no powers.

Examples: Robocop, Iron Man, Cyborg

Allied Origins: Science, Natural

Factions

HERO

Bringers of justice, protectors of innocents.

Every downtime (between missions) they will be given a stipend of monies [M] to buy equipment, and missions usually consist of thwarting a villainous deed and/or rescuing a hostage.

While in a mission they will usually have the easiest win-conditions; in many cases, their goal isn't necessarily to WIN, but simply not to LOSE.

MERC

Freelance metahumans without the need to ally themselves can have an easier time in missions as they don't need to meet a win-condition. Typically, mercenary characters do not receive automatic payments for mission attendance, but rather are paid by whoever hired them for that mission. Mercs also start play with 150% [M] compared with the other factions. However, without any backing from a league or sponsorship from a country, their selection of buyable equipment is severely limited.

VILLAIN

The most difficult faction to play, villains have the strictest win-conditions. Typically villain characters do not receive automatic payments for mission attendance, but through networks of smugglers and thieves, they have access to superior equipment, and are granted the highest [M] and loot rewards for successful missions.

High-risk = High-reward.

"There are 2 types of people in the world, Untrustworthy and Unprofessional, and only one of those are unacceptable."

-Fallout

Backgrounds

Can ONLY be purchased at character creation.

Negative Backgrounds count toward a character's 50 point maximum disadvantages.

Plot events may allow characters to obtain or lose certain backgrounds after creation.

Affiliation +5

Character selects a type of affiliation (law enforcement, black market, CIA, etc). Said affiliation will occasionally offer information, optional mission objectives, and sell items. Each Affiliation can only be tapped once per event.

Dual Origin +30

Character begins play with 2 origins, with the strengths and weaknesses of both. Origins chosen MUST be compatible allied origins.

Humble Beginning -15

Character begins play with 0[M] as they had just acquired powers, or had come from a poor country/neighborhood- see spider-man (Tobey Maguire)

Infamous +10

NPCs will have a preceding familiarity with you, and will either LOVE or HATE you. There will be no in-betweens.

Influential +10

Your votes count for 2 any time there is a vote for anything. Once per event, you can add a random item to any faction's shop inventory.

Jack-of-All-Trades +20

You've spent your life acquiring many different skills and talents, though spreading out your time meant that you didn't have as much of it to focus on just one thing. Character can begin play with a total of 5 Power Sets.

Living Parents -15

Your Parents are still alive. They can be kidnapped, can interrupt your down time, and stop you from getting paid.

Mental Discipline +15

Character gains the 'willpower' power. Cannot Purchase "Weak willed"

Nemesis -15

You have an antagonist that will actively seek your downfall. If you are in a mission and your nemesis is involved, they will become a primary objective in that mission. Nemesis will always be as or more powerful than you. This background requires justification in your EPIC backstory. A Nemesis differs from an Enemy in that a Nemesis isn't trying to kill you, but rather make you fulfill a purpose, such as reaching your true potential, or making you look like a fool. You cannot take Nemesis and Enemy.

Example: Gary from pokemon.

Possessed -10

Another Spirit, being, or entity inhabits your body. This entity can be connected to your EPIC backstory if you like, and it will have it's own personality. At random intervals, Plot will tell you to switch.

****Being possessed does NOT give you the ability to play 2 characters at the same time. If you wish to do that, you'll need to buy "DM special" and follow game restrictions.**

Prophecy +20

Character starts play as a "chosen one." A prophesied individual will have a task that they will have a hand in, and cannot permanently die until that is complete. Character may NOT know what the task is exactly, but will be given clues throughout their career.

Rank (actual captain, doctor, etc) +10

Being an ACTUAL captain, doctor, prince, or the like can come in handy. Specific mechanical benefits vary. *EXAMPLE:* if a character is an actual doctor they can stop another character's bleed out timer instantly using 1PP, and slightly increase the effectiveness of certain surges.

Super Soldier +20

Character begins the game with 20 HP & PP instead of the usual 10.

Trust Fund +15

Character begins play with +200% base [M] AND 2 Dual Aligned Power-Ups that correspond with starting powers

Twin +10

You have a twin that looks EXACTLY like you. While not seeking your destruction, whether a twin has powers, or if they're even aware of you is dependent on your EPIC backstory, and plot.

Twin, EVIL -10

You have an identical twin that behaves in a way that is contrary to you or causes general mayhem.

Force of Will - *Natural Only* +20

The powers your character possesses are reinforced by your sheer willpower, and as such you are immune to “Disable” and “Nullify” effects.

Intense Training - *Natural Only* +10

Character has a long and complex history of different masters and training. As a result the character begins play with 5 generic Power-Ups.

Only Human - *Natural Only* -20

Your body has limitations that cap your potential. Character may NEVER buy more HP than what they start with at base.

Brittle - *Natural Only* -20

Character’s limbs are unable to withstand extreme stress. Any time a character is affected by a “Break limb” effect, the targeted limb is instead severed.

MultiCast - *Magic Only* +10

After incanting and using an activated power, a character may activate the same power again without having to incant again until they activate a different power. To use this ability, add “Multicast” to the beginning of the activated power for subsequent uses.

Metamagic - *Magic Only* +25

By performing a 10 second incantation, a character may combine the effects of 2 possessed powers. Characters MUST remain stationary during this incantation and pay the normal PP costs for each power used. If a character takes damage or is moved by another player or power before its completion, the incantation is interrupted and the character must start over. You cannot stack two abilities that require sashes or headbands.

Hemophilia - *Magic Only* -15

The study of magic can sometimes come at the cost of physical prowess. Character’s weakened body grants only a 1 minute bleedout counter instead of the usual 5 minutes.

Required Focus - *Magic only* -20

Magic effects need to be channeled through an object for them to be effective. Characters MUST possess an item in order to use their abilities. This item takes up an item slot, and can be destroyed or looted. Focus may be replaced with a crafted Power-Up in game.

EXAMPLE: a wand, talisman, staff, a familiar, etc.

Superior Body Chemistry - *Mutation only* +10

Character can more efficiently absorb nutrients and process energy allowing character to add +5 to all numeric effects and +30 seconds to all timed effects gained from surges used on them.

Super Senses - Mutation Only +10

Characters may pick one of their 5 senses and use it at a superhuman level. Listed below are only the most basic uses of this ability, get creative. A character may bid this ability at any time, but effects may not always be helpful. Each sense may be purchased individually.

Sight: Grants the “Infrared” ability. This does NOT need to be activated and is always active

Smell: Character may continue to track targets after a successful escape or withdraw

Taste: Grants the “ID liquids” ability and immunity to ingested poisons

Hearing: Grants the “Spy” ability

Touch: Character may Identify if an area OR container contains a trap

Useless Limb - Mutation only -15

Character has an extra limb, but it doesn't provide the benefits, such as a third arm, or wings that DON'T grant flight. Such limbs still count as an extra hit location and will take damage when struck. Extra limbs MUST be phys-repped.

Rapid Metabolism - Mutation Only -15

Your super-effective metabolism makes surges only last for half of their duration.

Radioactive Blood - Science Only +10

The cocktail of chemicals and/or radiations floating around in your systems make them virtually useless to anyone else. Character is Immune to Drain of any kind. “Burn” effects will still affect you normally.

Dilute - Science Only +10

Through your sheer genius or just because you like to share, Character is able to grant the effects of any surge they use themselves on another at no extra cost.

Retrograde - Science Only -20

The process of empowering you also left you with unstable DNA. Anytime a character is defeated, they only recover Stabilized and start the next mission with both pools at 0 HP and 0 PP. Both pools may still be restored using other means.

Incompatible - Science Only -20

Character's DNA makes them unable to use any other origin items with much success. Characters may ONLY use Generic and Single Aligned Power-Ups.

Modular - Technology Only +10

Your augmentations have been built with extra upgrade ports and cup holders. Characters may have +2 more Power-Ups equipped than they have powers. May be purchased only once.

Self Destruct - *Technology Only* +15

From starships to mech suits, every goodrig has a self-destruct feature. Character may “Killing Blow” themselves and deal damage in a 20 foot radius equal to their maximum HP. Characters MUST leave the mission immediately after initiating self destruct.

Assembly Required - *Technology Only* -15

It can take time to put on all of your gear when preparing for a mission. Characters receive a 5 second penalty per power set possessed before every mission to represent reequipping.

Batteries Not Included - *Technology Only* -20

All technology requires a power source of some kind to function, and they can give out at random intervals. In game, Plot will inform characters that their power is running out. Characters must use a crafted power source or they will suffer a “disable” effect on all of their activated powers.

EXAMPLE: a Battery, a power core, a hamster ball, etc

Advantages

Alter Ego +5

Can begin a mission as an innocent bystander. While in alter ego, you must carry a small sign indicating that you are using "alter ego" and wearing appropriate costuming for said secret identity. Innocent bystanders are never to be harmed by super-persons during missions. Once per mission, at any time, you may change out of OR into your "alter ego"

Cheapshot - Villain Only +15

Character may call Cheapshot as an added carrier to any attack in addition to any existing carrier or maneuver. Target may not use any ability to negate this strike. Attack Does NOT bypass Damage Reduction if used independently. Only usable once per mission. Cannot be taken multiple times.

Clone - Villain Only +25

You may have a clone to take your place if you die. This advantage is only usable once per event, and comes with a 100,000 [M] penalty to replenish.

Intimidate - Villain Only +20

Your presence causes fear in those around you, either with words, or just a vibe you give off. Character gains a Packet-delivered "Willpower-Fear". This effect lasts one minute.

Comeback - Hero Only +15

In your darkest hour, a hero never quits. You may restore 50% of your HP and PP (up to max) with the call "COMEBACK". This can be used anytime, and whether in bleed-out or if killed, whether or not you have hardened. Cannot be taken multiple times. Only usable once per mission.

Taunt - Hero Only +10

Character has the ability to pull another character's attention and goad them into a fight. Character gains the ability to call "[target] + Willpower-Challenge"

Dual Wield +10

Dual wield allows a character to have 2 of the same category of weapon equipped at the same time. Categories are Melee weapon, Gun, Shield. Fist is the exception to needing dual wield; everyone may equip 2 or more hands.

Extra Inventory +10

Character gains 5 more inventory slots. Can be bought multiple times.

Extra Power set +10

Grants the ability to spend EXP in another power set. Can be purchased multiple times. New power sets must be obtained in game and can be learned through various means depending upon your Origin.

Stoic +15

You are able to withstand the greatest of hardships and have an immensely high pain tolerance. As such, Character becomes immune to “Interrogate.”

Genius/Evil Genius - Hero/Villain only +20

Character can craft Power-Ups and S-level surges.

Hardened +5

A character is battle hardened, and can stay conscious while they bleed-out. You may use Surges or self targeted abilities.

Headquarters +10

Allows for storage of Power-Ups. Anything stored inside of a Headquarters can be stolen under certain circumstances, but usually you will have the opportunity to defend it. Headquarters begins with one obstacle and 2 rooms for free in addition to the base control room.

Honored +15

Character gains +50% base [M] after mission rewards.

Love Interest (p) +10

More than just a kidnap victim- a helpful love interest, such as a scientist, or a successful reporter.

Lucky +20

Character is more likely to have good things happen to them, or avoid bad things. They often find better treasure and loot from missions. Characters who possess this may not also purchase the “Unlucky” disadvantage

Minions +5/+15/+25

Allows for a character to hire allies to aid with a mission.

Minions come in 3 power levels, one power (50 exp), 2 powers (75 exp), or 3 powers (100 exp). Player needs to find a person willing to play said minion, OR they need to play the minion themselves. When the player decides to play their actual character in a mission, they cannot switch into playing a minion.

Minions do not have a Bleedout counter, and are therefore defeated when they reach 0 Hit Points. If a minion is defeated, the player will be penalized 10,000 [M] per level to hire a new one. Minions may only buy disadvantages if they are shared with the main character. Minions may buy advantages, but do not receive Downtime Actions. Minions can NOT have Leadership, Minions, Sentai Member, or Clone. Minions may not buy backgrounds.

Sample minion: Lvl 2 Minion To "The Monopole" Technology villain possesses [Life support] as he needs a constant supply of AA Batteries.

*"Blaster Minion": lvl 3 rifle (30), Permanent weapon (10) Extra Powerset (10), lvl 2 Barrier (15), lvl 1 lightning control (5), +5HP(5), and +10PP(15), life support (-15)
15hp 20pp
Gun damage 6
Temp DR 3
Abilities--
Auto fire
Stun
Barrier
Shield ally*

Monologue +15

Allows character to gain a significant boost for the entire duration of a mission. To activate, a character must deliver an UNINTERRUPTED 25 second oratory. And then call "Monologue, +10HP, +10PP, +2Dmg, +2DR". This boost cannot heal you, but it will increase your maximum.

Permanent Weapon (*claws, phantom weapon, etc*) +10

Allows your weapon(s) to be integrated into your being/soul. So while they MAY still be able to be broken, they can never be permanently lost. Appropriate Physreps may also be considered immune to breaking if they fit your character concept.

Stash +5

Character possesses a personal stash of 20 items slots that can never be stolen from. "Stash" can only be accessed during downtime or from a headquarters/lair.

Sentai Group Member +10

Strength comes from your team members- in this case very literally. Sentai Group members MUST share a major costume theme such as design (*eg- Power rangers*), color (*eg- Robin hood's merry men*), or Costume purpose (*eg- the A-MEN*). Costume coverage required is 25%. The Maximum number of members that can benefit from the bonus is seven.

All members of the same group present gain a boost of +5HP, +5PP, +1Dmg, +1DR for every member present. Three or more Characters must be present to initiate this ability. The maximum number of characters able to benefit from the increasing bonuses is seven.

EXAMPLE: The LAWLcats are a group of 5 supers each themed after different cat memes. If only 4 are present in the same mission, all members will have +20HP, +20PP, +4Dmg, +4DR

Super Sleuth +10

You can open the 'evidence' envelopes during missions and downtimes. They usually contain helpful plot points or key items. May also be bid in-mission to bypass certain obstacles.

Field Dress - Merc Only +10

Characters may loot a helpless target without the usual 10 count. May NOT initiate if the target is currently being looted.

Withdraw - Merc Only +10

Allows a mercenary character to leave a mission at any time on a 10 count (withdrawing 1, withdrawing 2, etc), provided they aren't engaged in combat. When withdrawing, you leave all items in inventory behind.

Dm Special +??

The *DM Special* grants freedom for any powers or quirks you'd like that make your character more unique, or help to fit your vision. Message plot [me] and we will talk about what you want and how much exp it will cost.

Purchasing Additional HP and PP

Additional HP and PP can be purchased just like powers sets may be purchased, with 5 ranks that can be purchased for 5 points per level, cumulatively (5+10+15+20+25).

HP and PP must be purchased separately.

Each increase adds another 5 points to your maximum.

Level 1 (*cost: 5 exp*) +5 HP or PP

Level 2 (*cost: 10 exp*) +5 HP or PP

Level 3 (*cost: 15 exp*) +5 HP or PP

Level 4 (*cost: 20 exp*) +5 HP or PP

Level 5 (*cost: 25 exp*) +5 HP or PP

Example: level 2 HP adds + 10 HP for a base total of 20, and costs 15 exp.

Disadvantages

Players can only take up to 50 points of disadvantage at creation.

Background-specific disadvantages also count towards this total.

During gameplay, a character may acquire more as a result of player choices; these are Plot and have no numerical advantage.

Addiction -10

Character must consume a substance every downtime. If a character fails to do so, they will take cumulative penalties to HP and PP for missions.

Allergies -10

Character is allergic to a substance and if present they will be unable to spend power points. Other effects can vary based on your chosen allergy.

Death Destiny -25

A particularly fun disadvantage. Character WILL die. It is prophesied. The character cannot buy the "Prophecy" advantage. Characters with "Death Destiny" cannot be resurrected through normal means either. This disadvantage is for players who want their EPIC backstory to lead to an EPIC end.

Debt -5/-10/-15

Character owes a debt to an NPC of both [M] and favors. Can be purchased multiple times for different NPCs, value reflects severity of debt.

Dependent -10

Character's power(s) are given by an item or person, and will not function without them present.

Dim-witted -10

Character cannot buy "Genius/Evil genius", or the "Crafting" power-set.

Dishonored -15

Character earns -50% base [M] for mission pay.

Enemies -5/-10/-15

Specific NPCs who will attack you as a priority. The 5 point is akin to team rocket, while the 15 would be an army of trained bounty hunters. It's different from "Nemesis" in that it's a more life/death style of plot for the less... comic-book-ish style of Super. A nemesis wants to challenge and beat you. Enemies are looking to kill you, and may start with a "death warrant" for you. Cannot purchase Enemies and Nemesis.

Extra Weakness -10

Who doesn't have a weakness? Character must select a weakness to a damage type or special substance. Weaknesses function a little differently depending on which you decide to go with. If you pick a weakness to a damage type, you are unable to use any defenses [including all types of Damage Reduction] against your chosen type. If you select a specific substance, and your character is exposed to or made aware of the presence of the substance, all of their powers become "nullified", and they take a "slow" effect.

Fragile -5

Character begins play with 5 HP instead of 10, and can never use "resist" against break limb effects.

Henchman/Sidekick -20

You begin play under the tutelage of a mentor/boss (may be a PC). Your mission payment and rewards will go to your mentor. During the first year of play, you will not be required to submit an EPIC backstory, but it is encouraged. After 1 year of play, you will be required to graduate and submit your EPIC backstory including your adventures in game so far. Any time after a SUCCESSFUL mission, you may apply for a hero/villain license or become a mercenary.

Hotheaded -5/-10/-15

Either through Fierce loyalty or anger management problems, your anger is a major obstacle in your life. Characters who are hotheaded are often triggered into brash and violent acts.

Lvl1: You are easily irritated and often angered. While this doesn't necessarily mean you come to blows, your temper is always apparent. Your behavior MUST reflect your displeasure with offending influences.

Lvl2: Your anger is frequently close to the surface without boiling over. You will not let any insult remain unanswered however and you MUST instigate violent action against peoples who have insulted you. You may use Willpower to resist this effect.

Lvl3: Even the smallest slight causes you to burst into a blind rage, forcing you to lose control and attack the offending influence. Characters who have level 3 must try and eliminate the source of their anger and may NOT use Willpower to resist this effect.

Life-Support -15

Character has a [device/spell/macguffin] that keeps them alive, and requires constant maintenance. Character must spend 20,000[M] per game on their life-support if they had gone on a mission. If their life-support is damaged or destroyed, they immediately enter bleedout

Love Interest (n) -10

Your love interest is frequently kidnapped, and serves no real useful purpose other than motivation.

Marked -15

Character has a distinctive and OBVIOUS mark of shame. This mark MUST be obvious and cannot be covered at any time. The specifics of why you have such a mark should be stated in your EPIC backstory and doesn't have to *necessarily* be bad, but it will generally be believed to be so.

Nightmares -5

Character suffers from crippling dreams and night terrors, causing their PP to occasionally fail to refresh after a mission.

Pacifist -15

Cannot take an aggressive action towards another person. Character may still defend themselves, but may not intentionally deal damage to another character.

Phobia -5/-10/-15

A fear that your character won't approach of their own free will. Higher values will determine how common your phobia is. Higher values will also determine how badly you react to these items. 5 is hesitant, 10 is won't approach, and 15 is runs away from.

Pitiful -15

Character looks/acts so pathetic, that many can't bring themselves to finish you off. If an opponent attempts a Killing Blow you can call "Willpower- Pity" to prevent them from finishing the attack. *NOTE: you will be made fun of for being pitiful, and many NPCs will disrespect you.*

Red Shirt -20

Character will take more aggro from enemies and is more likely to die during missions. Characters with the "red shirt" disadvantage must identify themselves with a LARGE target. An arrow or an actual target will work.

Regret -5

Character is haunted by their past. Character must brood every now and then. Must spend one Downtime Action per game brooding about their past. Must be specified in EPIC backstory.

Slow -20

Whether due to bulk, having one leg, or being made primarily of ice, the character can only ever travel at a walk, and can never buy or use the "speed" power. Other characters can still move you with knockback effects and group powers.

Unlucky -5

Your character is noticeably more unfortunate than most. Characters who possess this may not also purchase the "Lucky" advantage.

Unstable Powers -10

Character will be susceptible to fluctuating power levels. Before mission start, Plot will randomize an effect for powers in question. Results can range from "+1 damage for blasts for the mission", to "begins mission with 0 PP", or in the case of a critical success "all powers free for 30 seconds", or on a fumble "all powers deactivated for mission".

Weak-Willed -10

Character can't use "Willpower", buy the "Mental Discipline" advantage, or use a "Mind Shield" surge.

DM Special -??

Same rules as with the *DM Special* Advantage- if there's something you want, but it's not covered by the rules, then we will work with you to make it happen. Creativity is encouraged and rewarded!

Power Sets

All powers have 5 ranks that can be purchased for 5 points per level, cumulatively (5+10+15+20+25).

Every power costs 1 PP to use unless otherwise stated. Power points are expended upon use, whether or not the attack is successful.

After creation, new powers may only be acquired with backstory & Plot justification, with difficulty based upon origin and acquisition method.

(i.e. A Technology origin character need only create and phys-rep a piece of equipment to represent a new ability, but a Natural origin character would have a difficult time justifying acquisition of any powers/ abilities not stated in their backstory.)

Barrier

The power to make layers of invisible force to protect yourself. The call for Force Bubble is: "Force bubble, Immobilize"

- 1: Barrier - +3 damage reduction - 5 min duration
- 2: Shield Ally - Grants barrier to ally
- 3: Haven - Immune to aggressive action
- 4: Force Bubble - Affected area is within arms length of the target. Immobilized but immune to aggressive action. Lasts 1 minute.
- 5: Force Field - Wall effect, lasts until broken or dismissed

Haven - A focused, personal protective field. user is unaffected by strikes or shots, but ARE affected by area and environmental effects. To use Haven, hold your hands above your head in a letter "A", the power lasts until you drop your hands from the "A" position.

Force Field - An impassable physical barrier and immune to most forms of damage.

Represented by up to 50 feet of rope tied end-to-end. Phase or Teleport bypasses Force Bubble and Force Field

Copy

The COPY power allows you to temporarily copy any 1 power by which you have been affected. Each level allows you to retain the copied power for another 60 sec.

To copy a power, you must be hit by an attack, resolve all damage and effects, and call "COPY [power name]". To copy non-targeting powers like regeneration, you must first make SAFE physical contact with the target using a hand or H2H boffer with the player possessing the power in question, and call "COPY [power name]". In the case of numerically cumulative powers, for instance Level 4 invincibility, copying at Level 3 will grant the cumulative effect of Damage Reduction +3.

You CANNOT copy a power that you have evaded, phased, or otherwise prevented as they had made no contact. Copy will not allow access to maneuvers in a powerset other than the one that is stated upon copying.

- 1: +60 sec
- 2: +60 sec
- 3: +60 sec + Willpower
- 4: +60 sec
- 5: +60 sec + Soak

Crafting

Through your natural talent or ingenuity, you are able to build items of great power. With each level of Crafting you may collect an equal number of type-specific Crafting Cards (based on your Origin) by using a Downtime Action. Crafting also enables the ability to craft surges, Power-Ups, and Temporary Powers at that level. The act of Crafting also uses Downtime Actions, so if a character decides to craft they do not generate cards that downtime.

Please refer to the Crafting section for more details.

- 1: + 1 Crafting Card
- 2: + 1 Crafting Card
- 3: + 1 Crafting Card
- 4: + 1 Crafting Card
- 5: + 1 Crafting Card

Dexterity

Pickpocketing, silent movement, and parkour are all examples of mastering dexterity. Though not a traditional "power" many agree that the results are nothing short of Super.

- 1: Pickpocket
- 2: Backstab
- 3: Pick Lock
- 4: Bypass Trap
- 5: Assassinate

Pickpocket - Character can place a post-it on a target to take a random item from their inventory. See staff after you sticky note someone.

Backstab - Character may deliver 2X their melee damage if delivered in-between the target's shoulder blades.

Pick Lock - Character may pick a lock by spending the prerequisite time indicated by the lock.

Bypass Trap - Character may call "bypass trap" to any trap, time bomb, or environmental AOE that they set off. If they are in the area of a trap set off by another player, they may NOT call this to avoid the effect.

Assassinate - Character may call "assassinate" with any melee strike. If the strike drops the target into bleedout, the target is killed. This is an Instant Death effect. May be paired with "Backstab"

Doctoring

Mastery of biology, the Doctoring powerset revolves around helping allies or hindering enemies. When you buy a level, you may pick from your current level or lower.

- 1: Stabilize/interrogate
- 2: Remove Poison/Improve Surge
- 3: Fix Limb/Bloodletting
- 4: Cure Disease/Spread Disease
- 5: Panacea/Disable

Stabilize - With 30 seconds of roleplay, you can stop a target's bleed out counter and bring them to consciousness if desired. Costs 0PP.

Interrogate- With 60 seconds of roleplay with an unresisting target, you may call "Willpower-Interrogate" against said target. If successful you may ask 1 Yes/No question that the affected character must answer truthfully.

Improve Surge - Increase the effective level of a surge used on ANOTHER PLAYER by 1. Costs 1PP.

Fix Limb - Fixes a "Broken limb" condition after 90 seconds of roleplay. Costs 0PP.

Bloodletting - Allows character to harvest a blood sample from an unresisting target once per mission after 90 seconds of roleplay. Blood samples are items, and may be used as a crafting card of the target's origin type. Only one card may be used in this way PER recipe. Costs 0PP.

Cure Disease - Removes the "Diseased" condition from a target after 2 minutes of roleplay. Costs 0PP.

Spread Disease - Touch only; Gives a target the "Diseased" condition. "Diseased" characters cannot heal HP until cured of the effect. Costs 1PP.

Panacea - Removes all effects, including broken limbs after 2 and a half minutes of roleplay. Cannot remove the "Cursed" condition. Costs 0PP.

Disable - Packet delivered; allows character to call a specific power, and if the target has said power it is considered "Disabled" and is effectively turned-off for the duration of the mission or until removed. Costs 1PP.

Energy Blast

All types of offensive energy, attack spells, lasers, and even bullets are universally placed into the "blast" power set. At every 3rd and 5th level you will also gain an ability that corresponds with the chosen energy type in order. It takes 1 PP to use Energy Blast.

It can be used with melee, guns, or as a packet attack. Different damage types do not stack. If using through a melee weapon, use the damage amount that is higher and add the energy carrier. Under normal circumstances, characters cannot possess opposing energy types when selecting elemental blast/control.

- 1:+1 dmg + Select Type
- 2:+1 dmg
- 3:+1 dmg + Ability 1
- 4:+1 dmg
- 5:+1 dmg + Ability 2

Abilities:*Air* - Knockback, Ground target*Dark* - Trip, Immobilize*Earth* - Knockdown, Shatter*Fire* - Incinerate, Burst (Flurry)*Ice* - Pin, Pierce*Light* - Called shot, Pierce*Lightning* - Pierce, Called shot*Mind* - Stun, Willpower-Fear*Nature* - Poison-sleep, Poison-Paralyze*Radiation* - Strip Regeneration, Meltdown*Sonic* - Called shot, Break Shield/Barrier*Water* - Knockdown, Drown*Pistol* Abilities: Slow, Disarm*Shotgun* Abilities: Knockback, Break Shield/Barrier*Assault* Abilities: Slow, Auto Fire*Rifle* Abilities: Pierce, Called Shot*Bow* Abilities: Called Shot, Pin*Knife* Abilities: Disarm, Break Limb**Energy Control**

Energy CONTROL is the mastery of your said element and encompasses all of the things it can do other than blasting. Every 3rd and 5th level you will also gain a small amount of blast that stacks with the same energy blast power. Abilities are unlocked in order. Under normal circumstances, characters cannot possess opposing energy types when selecting elemental blast/control.

1: Ability

2: Ability

3: Ability + 1 dmg

4: Ability

5: Ability + 1 dmg

Abilities:*Air* - Knockback, Disarm, Air Jet, Featherweight, Maelstrom*Dark* - Slow, Weaken (1 minute), Drain PP (3 touch only), Cloak (Self), Drain Life (3 touch only)*Earth* - Slow, Earth Form (5 min), Knockback, Immobilize - 60, Shockwave*Fire* - Cauterize, Release, Melt, Fire Form (5 min), Nova*Ice* - Slow, Trip, Weaken, Ice Form (5 min), Freeze - 30*Light* - Stun - 5, Cleanse, Heal 5, Heal Limb, Resurrect*Lightning* - Stun - 5, Defib, Electrify, Energy transfer, Paralyze*Mind* - Willpower- Hypnotize, Willpower- Challenge, Willpower- Sleep, Psychic Blast, Willpower-Dominate

Nature - Identify (Solid), Pin, Heal limb, Immobilize, Bark Skin

Radiation - Cauterize, Stun - 5, Heal 3, Incinerate, Revive

Sonic - Message, Stun - 5, Willpower Sleep, Silence, [By My Voice] Stun - 5

Water - Identify (Liquid), Knockback, Cleanse, Heal 3, Revive

Fitness

Body mastery. This power represents your efforts to bring your body to its peak condition.

- 1: Balance
- 2: Escape Bonds
- 3: Sturdy
- 4: Intercept
- 5: Evade

Balance - Allows a character to Resist the “Trip” or “Knockdown” Effect.

Escape Bonds - Allows characters to escape mundane ropes and bonds.

Sturdy - Allows a character to resist the “Knockdown” and “Knockback” effects.

Intercept - Allows characters to redirect an attack from an ally to themselves. They may not use blink, evade, or phase to defend against said attack, but they may decide which location they wish to be affected.

Evade - A defense call representing a character dodging an attack and the blow or shot did not hit the target character. Evade may only be used on effects that target the character’s body. Effects that target game constructs such as “Leadership”, “Disable”, “Break weapon”, “Strip Regen” or Area effects (AoEs) cannot be nullified using evade.

Flight

Whether with wings, a jetpack, or zen levitation, flight is one of the most iconic of superpowers.

Wear a green headband to signify flight. Non-flying melee attacks cannot hit you, but you can still be wounded by Ranged attacks and effects. You cannot use melee attacks or abilities while flying unless the target is also flying. Flight cannot be used in doors.

- 1: + 60 sec Dive +2 dmg
- 2: + 60 sec
- 3: + 60 sec + Carry Ally + Dive +4 dmg
- 4: + 60 sec
- 5: + 60 sec + Knockdown immunity + Dive +6 Dmg

Dive - Allows a flying player to make a single melee attack on a ground target with +2/4/6 dmg. Character must remove the green “Flying” headband to make the attack.

Invincibility

Durability, or your ability to withstand punishment. BUT with every strength, comes a weakness. Upon level one, you must select a Weakness (see Disadvantages for more info), you will not receive any points for this [Extra Weakness].

- 1:+1 dmg Reduction + Weakness
- 2:+1 dmg Reduction
- 3:+1 dmg Reduction + 1 Resist (not a Willpower)
- 4:+1 dmg Reduction
- 5:+1 dmg Reduction + Immunity to Damage Type

Invisibility

The INVISIBILITY power allows you to become concealed from normal vision. Each level allows you to remain invisible for 10 more seconds. To become invisible you must hold a blue sash above your head. While invisible, you may speak, run, use powers that cost 0PP or manipulate objects. Invisibility lasts for your duration OR until you take any offensive actions.

- 1: +10 sec + Cloak (Self)
- 2: +10 sec
- 3: +10 sec + Cloak (Ally)
- 4: +10 sec
- 5: +10 sec + Called shot immunity

Cloak - Grants Invisibility to character with no time limit so long as they have cover, and remain stationary.

Leadership

Every team needs a good leader who can bring out the best in them. All leadership powers are selective in that they will only affect those who the user deems as allies.

- 1: (Sound-of-voice) Fear Immunity for Allies - 2 min duration
- 2: Challenge
- 3: (Sound-of-voice) +2 Dmg Reduction for Allies - 2 min duration
- 4: Willpower
- 5: (Sound-of-voice) +2 Dmg for Allies (Stacks with regular damage) - 2 min duration

The call for "Challenge" is Called shot [target] Willpower-Challenge, and this is for pulling aggro to yourself.

Martial Arts

Unarmed combat without all of the noise of super strength. By honing your skills with your fists you have mastered the body and its weaknesses. Cannot be combined with Super Strength.

Fist damage starts at 1.

- 1:+1 punch dmg + Knockback
- 2:+1 punch dmg
- 3:+1 punch dmg + Break Limb
- 4:+1 punch dmg
- 5:+1 punch dmg + Pierce

Melee Damage

All melee damage starts at base [Fist - 1 Short - 2, Long - 3, 2-handed - 4] and goes up by +1 per level. Effects can be stacked with all weapons and Super Strength, but not Martial arts.

- 1: +1 dmg
- 2: +1 dmg
- 3: +1 dmg
- 4: +1 dmg
- 5: +1 dmg

Melee Mastery

Every weapon has special ways they can help a warrior in combat. Abilities are purchased in order.

- 1: +1 Ability
- 2: +1 Ability + 1 dmg
- 3: +1 Ability
- 4: +1 Ability + 1 dmg
- 5: +1 Ability

Sword - Slice, Disarm, Deflect, Break Limb, Parry

Axe - Hook, Break Weapon, Sever, Cleave, Execute

Mace - Stun - 5, Knockdown, Break Shield/Barrier, Break Limb, Great Bash

Spear - Trip, Disarm, Stand Ground, Pierce, Impale

Shield - Knockback, Knockdown, Intercept, Redirect, Resist Break

Martial Arts - Disarm, Trip, Throw, Deflect, Knockout

Poison

From Venoms to powders and from stingers to gasses, there are many things that constitute the concept of poisoning someone.

- 1: Poison-Slow + Thrown poison
- 2: Poison-Weaken
- 3: Poison-Sleep + Brewed poison
- 4: Poison-Paralyze
- 5: Poison-Lasting + Applied poison.

Thrown: Poisons may be delivered at a target in packet form

Brewed: Poisons may be delivered in an ingestable form

Applied: Poisons may be delivered by weapon strikes. Can be applied to an ally

Regeneration

The power to heal yourself over time. Some are faster than others, all levels allow for a passive regen speed and an active regen speed that can be used to self heal. Regeneration only happens outside of immediate combat.

Upon reaching level 5, Normal killing blows will no longer affect you. You can still be killing blow'd by instant death effects such as "Incinerate" "Shatter" and "Assassinate" or by anyone with a Death Warrant.

- 1: + 2 Heal/min + 1 Self Heal
- 2: + 2 Heal/min + Cannot Bleed Out
- 3: + 2 Heal/min + 1 Self Heal
- 4: + 2 Heal/min + Regenerate 1 Limb/Minute
- 5: + 2 Heal/min + 1 Self Heal + Cannot be Killed

Resilience

Being able to withstand physical punishment is one thing, but internal damage is quite different. Resilience is the power to defend against effects; from Disease to Mind Control.

- 1: Stun Resist
- 2: Poison Resist
- 3: Willpower
- 4: Disease Resist
- 5: Single Effect Immunity

Super Strength

RAW power - Super Strength allows you to move great weights, but as a side effect of your great strength, no weapon can hold up to you for long, so as a result, you can no longer wield proper melee weapons. But in a pinch, a car, or a tree can do nicely. Cannot be combined with Martial Arts.

- 1:+1 Punch dmg + Lift (Heavy Objects)
- 2:+1 Punch dmg
- 3:+1 Punch dmg + Break weapon
- 4:+1 Punch dmg
- 5:+1 Punch dmg + Shockwave (Area Knockdown)

Speed

SPEED allows a character to move at supersonic speeds for a set duration, avoiding both physical damage and obstacles. Any attacks or effects with an energy carrier will still affect a character normally. To use speed, you must hold an orange sash over your head. While in **Speed** you need to be moving FASTER than a walk at a SAFE run or jog. Any powers or effects that impede your movement such as trip, stun, or slow will immediately end the use of **Speed**.

- 1: +5 sec
- 2: +5 sec
- 3: +5 sec + Phase
- 4: +5 sec
- 5: +5 sec + Flurry

Phase - Allows you to call "PHASE" to avoid physical damage or maneuvers while not in speed. You will still be affected by energy attacks and effects.

Flurry - A successful attack landed on an opponent counts as striking all valid hit locations of the opponent at once. A standard character will typically have 5 hit locations affected by flurry (Torso, 2 arms, 2 legs) Extra body parts such as tails, wings, etc count as locations. Target must call a defense for each location affected. This ability has a ten second cool down.

Support

Powers that come from specialized accessories, magic items, or implants that work outside the scope of normal powers. MUST be represented by a carried container. Such vessels may be a utility belt, coats with many pockets, bag-o'-tricks, Etc. When you buy a level, you may pick from your current level or lower. All bombs, grenades, and devices need to be represented.

- 1: Spy/Tinker
- 2: Web/Smoke Bomb
- 3: Infrared/Cloaking Device
- 4: Time Bomb/Grenade
- 5: Flash Bomb/Inhibitor(Nullify)

Spy - You place a token down, put on a white headband, and walk up to 30 steps from your token. Your token can be damaged, and killed. No time limit.

Tinker - Allows you to repair any untagged item that has been broken in the same mission for 1PP. Items that have been tagged - such as a Power-Up that is a weapon - costs 1 CC to repair in-mission. If you have any crafting cards, you may also turn them into surges and temporary powers mid mission, with normal crafting rules still apply.

Web - Immobilizes a target. Can be freed by a 10 count.

Smoke Bomb - Allows you to put up the OOG symbol and walk to another location. This skill has 5 min. Cooldown.

Infrared - You are able to see through invisibility and cloaking. This ability needs to be activated when a character has a reason to suspect an invisible presence. Lasts for 3 minutes or until character lowers the eyepiece

Cloaking Device - You can place a blue "Invisible" sash on anything stationary, even yourself. Moving deactivates the invisibility.

Time Bomb - Place a post-it (at minimum) on a target item, obstacle, or person. To detonate, point at the target and call [time bomb, 10 pierce]. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Grenade - You can throw/shoot a grenade. Damage call [10 foot radius, 10 Knockdown]. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Flash Bomb - [by my voice] Stun - 5. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Inhibitor - You can knock out a target's powers by Safely attaching something that adheres (a slap-bracelet, a mystic tag, a collar, etc) to the target inflicting the "Nullify" effect. As long as it is attached, the target cannot use powers that cost PP. The Item can only be removed by another player unless the target possesses the "tinker" power. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Teleportation

Through portals, quantum entanglement, or punching a hole in space-time, you can get from one place to another in an instant. To use, call out "Teleport" and move OOG in a direct path towards your intended destination. At every level, the number of steps you can move per use of teleportation increases. Teleport has a 30 second cool down. Cooldown starts upon reappearing.

1: + 5 steps + Blind Teleport

2: + 5 steps

3: + 5 steps + Teleport Ally

4: + 5 steps

5: + 5 steps + Blink

Blind Teleport - Allows Character to throw a packet/ bean bag [4in-diameter] and teleport to the location it lands with 1 foot on the packet. If the packet lands on an unsafe area or strikes another character, the user suffers 10 points of damage [unresistable], a "Stun" effect, and must end their teleport in the nearest safe place to the thrown packet.

Teleport Ally - [Called Shot] + [Ally Name] + Teleport [Here].

Blink - Allows Character to call "BLINK" in defense of any strike or shot that would affect the character.

[SECRET POWERS]

In SuperLARP, there are many more powers to discover! Such powers can only be discovered in-game, and some are only available as retirement bonuses. This list of powers, and the document explaining them is available upon request to any Game Masters wishing to run their own SuperLARP!

Sashes

Many abilities require a visible, color-coded sash. If you are attempting to use a sash ability you **MUST** have the sash in an appropriate place for the effect to be active.

Blue: Invisible

Red: Speed

Purple: Domination

Brown: Earth form

Green: Flight

Black: Undead

Yellow: Fire Form

White: Ice Form

Tan: Extra effects

Weapon Lengths and Base Damage

In SuperLARP we use a unique way to determine weapon length for determining base damage, called the "YOU" standard. All measurements will be using you, the player, as the standard. Guns also should use this to determine damage. [Pistol - 1, Shotgun - 2, Rifle - 3, Longarm - 4]

From shortest to longest:

Fists - Hand to Hand boffers should be no longer than the distance from your fingertips to your elbows, and have a base of 1 dmg.

Short - Short weapons are longer than your fingertips to elbow, up to your shoulder, and have a base of 2 dmg.

Long - Long weapons are longer than your fingertips to shoulder but shorter than you, and have a base of 3 dmg.

2-Handed - Anything taller than you are is considered a 2-Handed weapon, must be wielded in 2 hands, and has a base of 4 dmg.

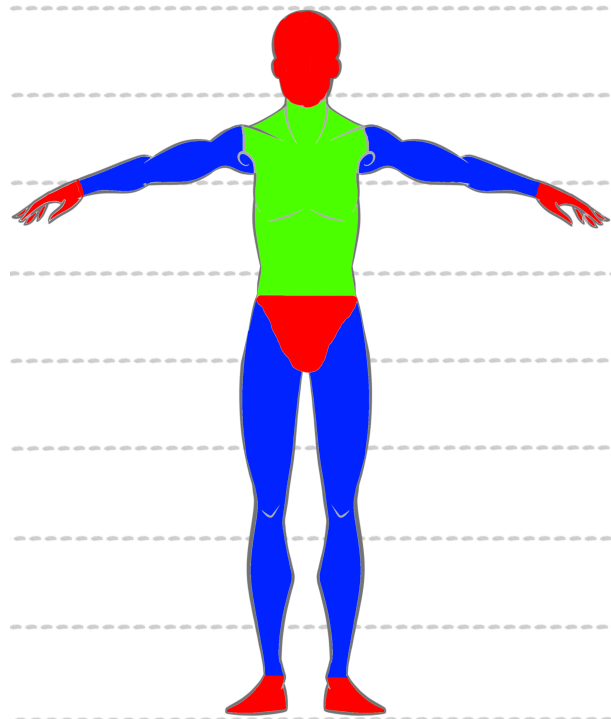
Combat

Areas of the body colored in red are not valid hit locations and Strikes to these areas are not counted. An open hand, or a foot-off-floor ARE considered valid hit locations.

Bullets, packets, and arrows that strike foot-on-floor ARE considered valid.

Strike Speed rule is 1 hit, per location, per weapon, per second. Any strikes or shots faster than this will not be counted.

As a Medium Contact game, hits should be hard enough that the target can feel the impact without any doubt, and fast enough to keep fights quick and exciting.



Damage, Death, and Dying

Bleedout

After a character loses all of their HP, they will begin to bleed to death, and will die in 5 minutes unless they are brought back into positive HP or treated by a “doctor”. Death by bleedout has a few options. In a mission that allows for respawning, they can choose to remain on the ground, or return to their base and begin their respawn counter. If a mission does NOT allow for respawns, a character may remain on the ground in hopes of being revived by an ally, or they may return to the CHUMP hall and sit out the remainder of the mission.

Killing Blow

Every character has the ability to deliver a “killing blow” with a count of 3. “Killing Blow 1, Killing Blow 2, Killing Blow 3”. This is a little bit of a mislead, in that upon reaching 3, a character is rescued by their “emergency teleport” Saf-T chip and returned to the CHUMP Hall. As such, there is no way for your character to be permanently killed save for the use of a “Death Warrant.”

Death Warrants

The only way to permanently kill another character is by the use of a “Death Warrant”. Death warrants are not available to everyone, and can only be purchased by a character who has a STORY reason to want another character dead. For example, a character killed their spouse (love interest) either on purpose or by accident, or a villain corrupted a hero’s sidekick. In both examples, a player needs to bring the story up to Plot to apply for a “Death Warrant”, and Plot will judge if the reason and history is deserving of a warrant. If Plot decides no, that does not mean that the character can't get one in the future, it means that not enough has happened to need one yet. If the answer is yes, then the character can purchase one from the CHUMP Hall.

Looting

Character belongings- anything owned by your character, such as your Item Tags, Tagged Weapons, or any game-issued props- must remain in an in-character area at all times as they are able to be pick-pocketed or otherwise lost/ stolen. (If there is a loss due to a costume malfunction, we are not heartless and most items will be returned if recovered.)

Helpless targets may be looted with a 10 count.

Looter must have at least 1 hand free to be capable of carrying out the action.

Items

All characters come into game possessing 5 item slots which represent items that can be carried during a mission. There are 4 categories that all of the items in game will fall into: **Surges, Power-Ups, Temporary Powers, and Key Items.**

Surges

Most one-use items such as healing packs and buffs will fall into this category. Surges are available from your faction store, dropped as loot during missions, and can be crafted. Surges come in 5 levels. For instance, a level 1 stamina surge will restore 5PP while a level 5 stamina surge will restore 25PP.

Power-Ups

Power-Ups are permanent boosts to your powers. HOWEVER the type of Power-Up must be compatible with your chosen type. There are 3 categories of Power-Ups available: Generic, dual aligned, and single aligned. Power-Ups can be purchased, found as loot, and CANNOT be created without Genius/Evil Genius. Characters may equip a number of Power-Ups equal to the number Power Sets they possess.

Generic (soulbound)

Generic Power-Ups have a value of +1 bonus

The most common type, these Power-Ups represent practice or specialized training you have undergone, and grant the weakest effects compared to dual and single types.

Example: NAME: Track & Field:+1 duration to SPEED.

Dual Aligned

Dual aligned Power-Ups have a value of +3 bonus

These Power-Ups are more focused on where their power comes from. There are 5 types of dual aligned Power-Ups:

- Magic/Natural
- Natural/Technology
- Technology/Science
- Science/Mutation
- Mutation/Magic

A character cannot use a Power-Up typed for an Origin they do not possess- a 'Technology' character can only use Dual Aligned Power-Ups that have 'Technology' type. The tradeoff here is that Dual Aligned Power-Ups are many times more powerful than Generic ones.

Example: (Artifact) NAME: Magic Wand, +1 to Fire Blast dmg AND +1 Flight Duration//OR +2 Air Blast dmg- usable by Magic/Natural

Single Aligned

Single aligned Power-Ups have a value of +5 bonus

The most powerful, expensive, and hard to get of all Power-Ups are the Single Aligned. Like Dual Aligned, a character can only use a Single Aligned Power-Up that matches their Origin.

There are 5 types of Single Aligned Power-Ups that not only grant boosts, but can sometimes offer a whole new power:

- Disciplines (Natural)
- Upgrades (Technology)
- Breakthroughs (Science)
- Evolutions (Mutation)
- Enchantments (Magic).

Example- (Evolution) NAME: Steel Sinews, +1 Speed duration, +1 punch dmg, + Resist (Break Limb)- usable by Mutation

Equipping Power-Ups

While you can store Power-Ups in an item slot to carry it around, you can have 1 Power-Up "equipped" for each power set you have. A Power-Up will not give you a benefit if you do not have the power in question. The exception to this is some Single Aligned Power-Ups will grant you a new power just by having them equipped. Equipping a Power-Up removes it from your inventory.

Temporary Powers

From rayguns to jetpacks, certain items can grant superhuman abilities that a character may not necessarily possess. Temporary Powers may be purchased, looted, or crafted, and last for ONE mission WHEN USED unless otherwise stated.

Example: (Temporary Power) NAME: "Freeze Ray"- Charge:1 - Level 3 ICE Blast: Any character who has the "freeze ray" Temporary Power in one of their inventory "slots" has access to "ice blast" up to level 3 for the duration of the mission while using the "freeze ray".

KEY Items

Macguffins of supreme plot significance; Key Items can only be found as loot in missions and will have different abilities associated with each one. Some will grant powers like a temporary power without the mission limit, while some will just be actual keys. Key Items that are essential to a mission will need to be assigned to one of the participating members before mission start, and will take up 1 item "slot". Other key items, while not necessary for mission completion, may make a mission easier, or unlock a chest containing free loot. The number of key items you decide to bring is up to you and your inventory space. Key items are consumed when they are used for their intended purpose.

Example: (KEY) NAME- Staff of RA, charge-NA, +2 Fire Blast dmg, +1 Melee damage vs Undead Nazis.

Downtime Actions

Downtime Actions are awarded to characters to signify time used between missions. Characters generate 1 Downtime Action upon the completion of a mission. Only 1 Downtime Action may be accrued at a time; if the Downtime Action is not used between missions it is lost.

Characters may use this time to perform a number of actions such as performing research, crafting an item, or training. Most activities that are NON-mission will require the use of a character's downtime to make progress on.

While the list of what a character may do with a downtime is potentially limitless, below are some of the basic uses of a downtime action:

- Generate Crafting cards
- Further the crafting time towards creating an item
- Act as a power source for crafted item
- Tap an affiliation
- Train or receive training
- Post a mission
- Use a lead/clue to further a specific mission
- Fulfill the per game requirement of a disadvantage such as "Regret"
- Communicate with a non-present NPC

Crafting

Crafted items can be created by characters with the Crafting Power set. There are typically two types of craftable items: Temporary and Permanent. Surges and Temporary Powers are some examples of temporary items. Permanent items are called Power-Ups.

Crafting Temporary Items

Temporary Items that are consumed on use can be crafted between missions with an available Downtime Action. Temporary Items take an inventory slot unless otherwise specified. Multiple temporary items may be crafted in a single Downtime Action.

Basic Surges

Crafting a Basic Surge will cost one Crafting Card per level when created. Basic Surges may be crafted up to level 5.

Examples:

HP - Heal 5 HP per Level.

PP - Heal 5 PP per Level.

Damage - +2 Damage for 10 seconds per Level.

Damage Reduction - +2 Damage Reduction for 10 seconds per Level.

This is a non-exhaustive list, there are more Basic Surges to discover. Get creative!

Ability Surges

Ability Surges are one-time-use items that replicate the effects of Power Sets. The cost of the item will be equal to the level of the ability replicated. To create an Ability Surge, a character must have a "Source"- another character or NPC that has the chosen Power Set.

Examples:

A bullet for (Willpower) sleep (lvl 3) = 3 CC

Inhibitor (Nullify) handcuffs (lvl 5) = 5 CC

Meltdown grenade (lvl 5) = 5 CC

Temporary Powers

Temporary powers are similar to Ability Surges but last for the duration of the current mission when used. To create a Temporary Power, a character must have a "Source", a character or NPC that has the Power set chosen.

Costs:

Level 1 - 1 CC

Level 2 - 3 CC

Level 3 - 6 CC

Level 4 - 10 CC

Level 5 - 15 CC

Example:

A character wishes to craft a Temporary Power that replicates the Barrier power set up to level 3 to access the Haven skill, therefore Crafting will require a "Source" and 6 Crafting Cards.

When the Temporary Power is issued from logistics it will remain in the character's inventory until used/ traded/ sold/ lost. When used, the character may access the Barrier Power set up to level 3 for the remainder of the current mission.

At the end of the mission, the Temporary Power would become depleted and must be discarded.

Crafting Permanent Items

Power-Ups

To craft a Power-Up a character will need the Genius/Evil Genius Advantage as well as the Crafting Cards associated with the item they wish to make. If a character wishes to make a Single Aligned item for a Magic character, they will need Magic crafting cards. If a character is making a Dual Aligned Power-Up, they will need cards of both appropriately Allied Origins. The character will need to design and then build the item using their Downtime Actions.

Designing a Power-Up

A character must use a Downtime Action to design and submit a proposed item's effects along with the requisite number of Crafting Cards.

If the item is granting a bonus to a Power set, the character will also need a "Source". For example, if a character wants to craft an item that grants bonus levels to the Flight Power, they must have assistance from a character or NPC who has Flight already. The "Source" will ALSO spend a Downtime Action to assist with this design portion.

When the Crafter and the Source, if applicable, have submitted an item design to Plot and had their design Downtime Action(s) checked off, Plot may then approve the design or make adjustments as needed. Once the design is approved, the character will turn in the necessary number of Crafting Cards and they can begin constructing the item with subsequent Downtime Actions.

Costs

The number of Crafting Cards required to build an item are typically as follows:

Generic- 10 CC's

Dual Aligned - 20 CC's (10 of each Origin type)

Single Aligned- 40 CC's

Elements

Power-Ups have 3 main aspects to keep in mind when designing: Bonus (+) value, max value, and Max bonus. When selecting an ability to craft into a Power-Up, use that ability's level as it's crafting level. Abilities should be represented by appropriate items or costuming where applicable. Single abilities may be granted if they are lvl 3 or lower.

Bonus(+) value

The bonus value that an effect on a Power-Up is worth. Below are the most common examples.

(+1): +1 numeric effect or time unit, +5hp/pp, +sell value, +1 damage/DR

(+2): +1 level in powerset you possess, passive weapon/armor conditions (unbreakable, undisarmable, etc)

(+3): +1 in a powerset that you do not possess, Single effect resistance,

Max value

Regardless of the bonus value of an item, it may only give a maximum of +5 to any 1 ability.

Example: "Totally awesome sword of awesomeness" is granted a +7, so the crafter decides he wants to focus on damage and puts the maximum of +5 damage leaving him with (+2) left over. The crafter then picks "unbreakable" as it is a level 2 ability and the sword design is complete.

Max bonus

The maximum total (+)'s that a Power-Up can contain.

Generic = (+1)

Dual aligned = (+3)

Single aligned = (+5)

Additional Bonuses up to (+2) may be awarded at Plot's discretion for appropriate themes, physreps, body coverage, etc. This bonus from Plot does not increase the crafting time.

Construction

Once a character has an approved design for their new item, they may begin to craft the item using their Downtime Actions. The number of Downtime Actions required will vary based on the item and will be equal to the Bonus the item bestows, i.e. a +5 Bonus item requires 5 Downtime Actions. Characters may work on ONE Power-Up per Downtime Action. You must have each Downtime Action signed off by Logistics. When all Downtime Actions have been signed off, the item is ready to be used on missions!

Example: A character wishes to craft a +5 Bonus Single-Aligned Technology Origin Power-Up. They will need 40 technology crafting cards, a "Source" if applicable, and will spend a total of 6 Downtime Actions to create the item- 1 Downtime Action for design and 5 to construct.

Assisting with Crafting

It is possible for Crafters to assist each other to complete projects more quickly by contributing their Downtime Actions. To assist with a project a character must have levels in the crafting power set equal to or higher than the bonus of the item being built (not including Plot bonuses). They must also have the Origin required for creating the item. In short, if they are able to craft it alone, they are able to assist.

Example: A character Natural Origin with 3 levels in the Crafting Power set may only assist with items of up to a bonus of +3. They can assist with Generic items, Dual Aligned items with a Natural Origin component, or an item that is of Single Natural Origin.

Crafting from a Recipe

If a character obtains a recipe, crafting may comprise a unique mix of required crafting cards and/or a custom crafting time.

Items crafted from a recipe do not need a design step.

We highly encourage you to design your Power-Ups to fit your character's theme.
Have fun with your creations!

Sample Characters

Below are a few sample ideas built with 100 starting EXP and no disadvantages.

Wyrd wizard- 100 exp

A caster build that can both deliver damage and healing while staying out of most melee range with flying.

Energy Blast (Fire)-	Lvl 3
Energy Control (Light)-	Lvl 3
Barrier-	Lvl 2
Flight-	Lvl1
Extra powerset	
Extra powerset	

Utility belt hero - 100 exp

With a staggering range of abilities, the utility belt hero starts strong and grows to have the answer to most obstacles.

Martial arts-	Lvl 3
Fitness-	Lvl 1
Leadership-	Lvl 2
Support-	Lvl 2 (Tinker, Infrared)
Dexterity-	Lvl 1
Jack of all trades	
Super sleuth	
Hardened	

Kung fu master- 100 exp

A straightforward hand-to-hand fighter. A flexible front line fighter.

Fitness-	Lvl 3
Martial arts-	Lvl 3
Martial arts Mastery-	Lvl 3
Extra powerset	

Ton o' gun- 100 exp

Tricky ranged combatant. This build keeps an opponent guessing with a wide array of options and unlimited bullets allowing for both precise strategy and spray and pray tactics.

Energy blast (Rifle)-	Lvl 3
Energy blast (Shotgun)-	Lvl 3
Resilience-	Lvl 2
Copy-	Lvl 1
Extra powerset	
Extra powerset	

The healing factor- 100 exp

While a simple build, this aggressive fighter simply does not stay down.

Regeneration-	Lvl 4
Super Strength-	Lvl 3
Super soldier	

Sneaky thief- 100 exp

A stealthy build ideal for Infiltration, theft, and reconnaissance.

Dexterity-	Lvl 4
Invisibility-	Lvl 2
Support-	Lvl 2 (Spy, Smoke bomb)
Extra powerset	
Extra Inventory	

“The Tank”- 100 exp

A Very durable front line defender, but without any true offensive abilities.

Invincibility-	Lvl 3
Melee Mastery (Shield)-	Lvl 1
Energy control (Earth)-	Lvl 3
Extra powerset	
Super soldier	
Hardened	

Silent Protagonist- 100 exp

Classic sword-and-shield fighter with a decent ranged option and an empty power slot for future customization.

Melee Damage (Sword)-	Lvl 3
Melee Mastery (Shield)-	Lvl 1
Energy Blast (Bow)-	Lvl 3
Energy Control (Light)-	Lvl 2
Jack of all trades	

Frequently Asked Questions

What happens when I am...

Finished with a mission?

After each mission you are restored to full HP and PP when you return to the Central Hall. If you obtain a status effect, it will remain until someone removes it.

Looting someone?

To loot a target, that target must first be helpless or unresisting. You may loot a target on a 10 count, and only physical items in target's inventory or holdable Power-Ups that aren't Soulbound may be looted.

EXAMPLE: Blubeard the pirate is helpless on the floor, and as such his sword, gun, magic peg leg, and gold tooth can be looted. His magic tattoos however cannot be looted as they are attached to his body.

Hit with a "Break Limb"

If you are hit with any "Break Limb" effect, it has to be in an arm or leg. The arm or leg in question is considered broken, and cannot be used constructively until it is fixed or the mission ends and you are healed back at HQ. To roleplay a broken arm, you must drop any held items in that arm and it must be held behind your back or securely at your side as your character can no longer use it.

For a broken leg, you must stand with your GOOD leg as lead and you may only walk or limp. DO NOT HOP on one leg to attempt to move faster. It is unsafe.

If more than one limb is broken the effects stack: 2 broken arms, and you may not hold anything in them until fixed. 2 Broken legs, and you must either sit or kneel. You may crawl if you have both arms and can do so SAFELY.

All limbs broken: you are a potato, and cannot move or defend yourself, so WATCH OUT.

Damaged?

Any time you are subjected to damage from an attack, a trap, or a hazard you subtract that number from your maximum Hit Points. If a number is greater than the number of Hit Points you currently possess, don't worry, you cannot go lower than zero

At 0 Hit Points?

As soon as you reach 0 Hit Points, your character is considered to be unconscious and your bleedout counter begins.

In bleedout?

You have five minutes to be stabilized or restored to a positive Point count before you are in danger of dying and your emergency teleporter returns you back to the Central Hall headquarters. You are considered unconscious and helpless. While in bleedout you are vulnerable to Killing Blow, are unable to resist any effects, and may be looted.

Stabilized?

If you have been cauterized or stabilized in any way before your bleedout timer elapses, you will regain consciousness and remain at 0HP. While stabilized, you will be under a “Slow” effect and cannot use any powers that use PP. If you do, you will reopen your wounds and you will restart your bleedout timer. Do so at your own risk.

At 0 bleedout timer?

You are in critical condition, and may leave the mission if no one is currently attempting or OBVIOUSLY intending to loot you. This represents the Central hall teleporters bringing you back to safety where you will be revived upon arrival. You may stay in the mission if you like if you believe you could be revived. You are still able to be looted by anybody.

Killing Blow'd?

Your bleedout timer is bypassed, and you have been vitally injured, and are mere moments from death. Similar to when your bleedout timer runs out, you will be rescued and revived. You may still stay in the mission if you think you can be resurrected, but as before you can still be looted. There are even less abilities and items that can bring you back from being Killing Blow'd.

Revived back at HQ?

All of your HP and PP are restored and any broken limbs fixed. In most cases, you will be unable to return to the mission you had been rescued from. There are a few status effects that will or could keep your HP/PP from being restored, including “Poisoned”, “Diseased”, or “Cursed” status effects, as well as the “Nightmares” disadvantage.

Poisoned?

When hit with a “Lasting Poison” effect you will be under the “poisoned” status effect. While “poisoned” you will not restore PP when revived or between missions. Surges can still be used to restore PP, but you need to have the status effect removed to regain PP in the usual manner.

Diseased?

When hit with a “Lasting Disease” effect you will be under the “diseased” status effect. While “diseased” you will not restore HP when revived or between missions. Surges can still be used to restore PP, but you need to have the status effect removed to regain HP in the usual manner. If you are killed in any way, and revived by the Central Hall, you will be restored to ONLY 1 HP.

Cursed?

The “Cursed” status effect is special and is mechanically different from case to case. The “Cursed” effect will also have a specific way to remove it based on story or creature by DM discretion.

How many effects can I have on me at a time?

A character may have a maximum of 5 beneficial effects active at a time (barrier, leadership abilities, barkskin, etc). If a 6th buff effect would be added onto a character, it fails to connect and the character must wait until one expires before they may add another.

Meta-mechanics

Effects and abilities in SuperLARP all have an intended part of game mechanics that they function within. Abilities that affect specific items, game constructs, or game categories do not constitute a "Weakness" unless stated as such and can be affected and/or countered by abilities on the same mechanical level.

Damage and effects that affect a character's pools (HP, PP) or placement in space/equipment all target a character. These can be affected by abilities, defenses, and multipliers that affect things on this level.

Effects that target non-physical game constructs such as Origins, Power Sets, game categories, and time/downtime management can only be affected by abilities specifically dedicated to function on this level, e.g. "force of will" or Approved DM specials.

Earth-42 Policies

Respeccing your character

Within your first three (3) games you may rework your build, with the exception of "Prophecy" and "Death Destiny" AND only if it would fit within the confines of your previously submitted backstory. No miraculously pulling a set of Living Parents out of an orifice.

After game 3, your character becomes LOCKED IN and only non-story flaws may be dropped by buying them off for 2x value.

Additional respects may be earned in-game

SuperLARP is a weakness over strength game..

Weakness to fire?

Effects with fire immunity do not help you.

A weakness will always take precedence over strength

Creative use of powers are often rewarded in Earth-42 (Social Chapter)

World 42 uses Retirement (secret powers) and expanded powers (6-10)

NOTE: These are powers that are a realm of discovery. Investing into these can lead to unknown results and may include powers that your characters may not have a use for.

Glossary

Air Jet - Aim palm at target, call "Air Jet." Caster must remain stationary but may otherwise defend themselves. Target must maintain a 15 ft distance from the caster for duration.

Assassinate - Character may call "assassinate" with any melee strike. If the strike drops the target into bleedout, the target is killed. This is an Instant Death effect. May be paired with "Backstab"

Autofire - Character may use the automatic fire function of a gun.

Backstab - Character may deliver 2X their melee damage if delivered in-between the target's shoulder blades.

Barkskin - Grant's another character 1 use of the "soak" ability. Soak ability MUST be used on the next strike that character is subjected to.

Barrier - +3 Damage Resist for 5 Minutes.

Balance - Allows a character to Resist the "Trip" or "Knockdown" Effect.

Blink - Call "Blink" when attacked and ignore the attack. Doesn't have to be the first attack taken. Effects that target game constructs such as "Leadership", "Disable", "Break weapon", "Strip Regen" or Area effects (AoEs) cannot be nullified using Blink.

Blind Teleport - Allows character to throw a packet/bean bag [4in-diameter] and teleport to the location it lands with 1 foot on the packet. If the packet lands on an unsafe area or strikes another character, the user suffers 10 points of damage [unresistable], a "Stun" effect, and must end their teleport in the nearest safe place to the thrown packet

Bloodletting - Allows character to harvest a blood sample from an unresisting target once per mission after 90 seconds of roleplay. Blood samples are items, and may be used as a crafting card of the target's origin type. Only one card may be used in this way PER recipe. Costs 0PP.

Break [Weapon] [Limb] [Barrier]- Renders an item/limb broken.

Burst - Damage for attack may be delivered in a 5 - packet burst OR a Flurry effect.

Bypass Trap - Character may call "bypass trap" to any trap, time bomb, or environmental AOE that they set off. If they are in the area of a trap set off by another player, they may NOT call this to avoid the effect.

Called Shot - A character may damage any target they have Line-of-Sight on without needing to actually hit. This ability has a one-minute cooldown. Players targeted by a called shot can only be affected by this skill once every 30 sec. The exception to this rule is "Teleport Ally."

Cauterize - Immediately Stabilizes a bleeding target.

Challenge - Call "Called Shot, [Target] Willpower-Challenge". The Affected target will only attempt to attack the aggressor.

Cheap Shot- Defenses may not be used to negate attack, does NOT bypass DR.

Cleanse - Removes ALL active effects, both good and bad, from a target. DOES NOT remove "Lasting Poison" "Disease" or "Curse" effects.

Cleave - Allows a character to call damage on all targets, friend or foe, in a 180 Arc in front of them.

Cloak - Grants Invisibility to character with no time limit so long as they have cover, and remain stationary.

Cloaking Device - You can place a blue "Invisible" sash on anything stationary, even yourself. Moving deactivates the invisibility.

Cure Disease - Removes the "Diseased" condition from a target after 2 minutes of roleplay. Costs 0PP.

Defib -Immediately Stabilizes a bleeding target. May also be used to revive ONLY if the target had suffered an instant death effect.

Deflect - A defensive maneuver that counters ANY projectile.

Disarm - When a weapon/item is struck, it is dropped on the ground for 5 seconds.

Disable - Packet delivered; Allows character to call a specific power, and if the target has said power, it is considered "Disabled" and is effectively turned-off for the duration of the mission, or until removed. Costs 1PP.

Dive - Allows a flying player to make a single melee attack on a ground target with +5dmg. Character must remove green "Flying" headband to make the attack.

Detonate- Target item is permanently destroyed, target takes damage, and target is refunded 25% of item's value and 50% {R} Rounded up

Dominate - Target must follow commands given by the aggressor for one minute. Aggressor MUST maintain line-of-sight. If line-of-sight is broken by any means, the effect ends. Characters must use a PURPLE sash, held up to the temple pointing at the target. Giving a target an order to kill or harm themselves will immediately end the effect.

Drain - Reduces a target's HP or PP and gives it to the aggressor.

Drown - Target is Immobilized and begins their bleedout counter. This effect deals no damage and lasts as long as the aggressor maintains it. The effect ends if the aggressor either takes damage, is moved, or is interrupted.

Earth Form - Character must wear a BROWN SASH with the word "Earth" on it. Grants +3 Damage reduction, the "Slow" effect and allows character to call "Sturdy" at 0pp

Energy Transfer - Character may transfer their PP to another target at the cost of 1PP

Electrify - Character may place 10 ft. sq. areas . Characters may at any time call their blast damage to all characters in the area. Damage counts as AoE. Placing and damage each cost 1PP.

Escape Bonds - Allows characters to escape mundane ropes and bonds.

Evade - A defense call representing a character dodging an attack and the blow or shot did not hit the target character. Area effects (AoEs) cannot be nullified using evade.

Execute - Instantly delivers a "Killing Blow" to a helpless target. Instant death effect.

Fear - Character must retreat from the aggressor.

Featherweight - Allows characters to move "heavy" obstacles and items. Also negates falling damage.

Fire Form - Character must wear a YELLOW SASH with the word "fire" on it. Character may call "break weapon" against any physical strike made with a weapon. Damage dealt still applies.

Fix Limb - Fixes a "Broken limb" condition after 90 seconds of roleplay. Costs 0PP.

Flash Bomb - [by my voice] Stun - 5. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Flurry - A successful attack landed on an opponent counts as striking all valid hit locations of the opponent at once. A standard character will typically have 5 hit locations affected by flurry (Torso, 2 arms, 2 legs) Extra body parts such as tails, wings, etc count as locations. Target must call a defense for each location affected. This ability has a ten second cool down.

Force Field - An impassable physical barrier and immune to most forms of damage. Represented by up to 50 feet of rope tied end-to-end. Phase or Teleport bypasses Force Bubble and Force Field

Freeze - Character becomes immobilized for 30 seconds, but may be killing blow'd by the "Shatter" ability.

Great Bash - Struck weapon must be THROWN away from wielder, in the direction that was struck in. In the case of guns the weapon is not required to be thrown, instead the weapon is unusable for 10 seconds.

Grenade - You can throw/shoot a grenade. Damage call [10 foot radius, 10 Knockdown]. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Ground - Target flying target immediately lands and cannot fly again for 1 minute

Haven - A focused, personal protective field user is unaffected by strikes or shots, but ARE affected by AOE and environmental effects. To use Haven, hold your hands above your head in a letter "A", the power lasts until you drop your hands from the "A" position.

Hook - Upon striking an opponent's weapon, "Hook" target is unable to move the target weapon. Both user and target cannot move their weapons.

Hypnotize - Target will see the user as an ally and be unable to take offensive actions against them for 1 minute. This effect is broken if the hypnotist takes aggressive action against the target.

Ice Form - Character must wear a WHITE SASH with the word "Ice" on it. Character is immune to all non-typed damage.

ID Liquids/Solids - You can tell the composition or effects of a liquid or solid substance.

Immobilize - Character becomes immobile for 60 seconds, but will also take no damage except for in specific cases. Such as a "Plant Control" immobilize then being hit with "Fire" blast damage.

Impale - Call "[damage] + impale" target is immobilized so long as the weapon is touching the target.

Incinerate - Allows a character with Regeneration to be "killing blow'd."

Infrared - You are able to see through invisibility and cloaking. This ability needs to be activated when a character has a reason to suspect an invisible presence. Lasts for 3 minutes or until character lowers the eyepiece

Inhibitor - You can knock out a target's powers by Safely attaching something that adheres (a slap-bracelet, a mystic tag, a collar, etc) to the target inflicting the "Nullify" effect. As long as it is attached, the target cannot use powers that cost PP. The Item can only be removed by another player unless the target possesses the "tinker" power. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Intercept - Allows characters to redirect an attack from an ally to themselves. They may not use blink, evade, or phase to defend against said attack, but they may decide which location they wish to be affected.

Interrogate- With 60 seconds of roleplay with an unresisting target, you may call "Willpower-Interrogate" against said target. If successful, you may ask 1 Yes/No question that the affected character must answer truthfully.

Improve Surge - Increase the effective level of a surge used on ANOTHER PLAYER by 1. Costs 1PP.

Invisibility - Character is invisible and cannot be targeted.

Lasting - Gives a target the "Poisoned" condition. "Poisoned" characters cannot heal PP until cured of the effect. Costs 0PP.

Lift - Can carry allies at a full run, and can lift "heavy" obstacles.

Knockback - Character must move 5 steps directly away from the aggressor in a straight line.

Knockdown - Character must fall prone. If they cannot, for any reason, then they may kneel for 10 seconds.

Knockout - Renders a target unconscious for 1 minute. Strike must be a torso hit from the back

Maelstrom - "Sound of voice, Knockback"

Melt - Destroys targeted weapon. Call "Melt-break weapon"

Meltdown - Call "Meltdown (by my voice blast damage)" User takes that same damage and is unable to resist it.

Message - Write a message to any target. Plot will whisper messages to the target.

Nova - Allows character to spend PP to add damage to a single attack equal to the PP spent.

Nullify - Turns off all powers a target possesses EXCEPT for "Fitness", "Martial arts", "Doctoring", "Leadership", and "Dexterity."

Panacea - Removes all effects, including broken limbs after 2 and a half minutes of roleplay. Cannot remove the "Cursed" condition. Costs 0PP.

Paralyze - 10 - A character may not move or defend themselves for 10 seconds.

Parry - A defensive maneuver that counters ANY physical blow.

Phase - Allows you to call "PHASE" to avoid physical damage or maneuvers while not in speed. You will still be affected by energy attacks, effects, and AOE.

Pick Lock - Character may pick a lock by spending the prerequisite time indicated by the lock.

Pickpocket - Character can place a post-it on a target to take a random item from their inventory. See staff after you sticky note someone.

Pierce - Allows for a single damage to bypass Invincibility, physical shields, armor, and Damage Reduction.

Pin - Character is stuck against the ground, or a solid object for 60 seconds. They can pull themselves out with an uninterrupted 10 count if they have 2 good arms.

Psychic Blast - Blast damage is done to PP instead of HP. Call is [Damage(number) + burn]

Redirect - allows character to redirect a blow or a called shot from the initial location to another valid specified location.

Release - Frees a character who is under the effects of *Web*, *Pin*, *Freeze*, or *Immobilize*.

Resist - A defense against a singular type of maneuver.

Resurrect - Brings a dead character back to life with 50% of their maximum Hit Points.

Revive - Brings a target that has ONLY bled to death -not killing blow'd- to 5 HP.

Sever - Removes struck limb and can be used as Slice to free held targets.

Shatter - Killing blow usable against frozen or immobilized targets.

Silence - Target cannot speak for 1 minute. Target can still call damage and defenses.

Shockwave - "By sound of voice, Knockdown"

Sleep - Target falls unconscious for up to 3 minutes, or until target takes damage.

Slice - Instantly frees a character from *Web*, *Pin*, and certain *Immobilize*.

Slow - Character may only move at a walking pace for one minute. If a character already possesses the “slow” disadvantage, they must then only move at a Hobbled pace.

Smoke Bomb - Allows you to put up the OOG symbol and walk to another location. This ability has a 5 min. Cooldown.

Soak - A defensive call that allows a character to absorb damage and effects done to their person at the cost of 1PP and 1HP. This is representative of the target either absorbing or tanking a hit. Effects that target game constructs such as “Leadership”, “Disable”, “Break Weapon”, or “Strip Regen” cannot be nullified using Soak.

Spy - You place a token down, put on a white headband, and walk up to 30 steps from your token. Your token can be damaged, and killed. No time limit.

Spread Disease - Touch only; Gives a target the “Diseased” condition. “Diseased” characters cannot heal HP until cured of the effect. Costs 1PP.

Stabilize - With 30 seconds of roleplay, you can stop a target’s bleed out counter and bring them to consciousness if desired. Costs 0PP.

Stand Ground - Target can get no closer than the end of your weapon, and you are immune to Knockback.

Strip Regeneration - Deactivates a target’s Regeneration Power Set.

Stun - 5 - A character may not move, and can only defend themselves for 5 seconds.

Sturdy - Allows a character to resist the “Knockdown” and “Knockback” effects.

Time Bomb - Place a post-it (at minimum) on a target item, obstacle, or person. To detonate, point at the target and call [time bomb, 10 pierce]. Costs no Crafting Cards to create but must be prepared before the mission starts, and will fill an inventory slot.

Tinker - Allows you to repair any untagged item that has been broken in the same mission for 1PP. Items that have been tagged - such as a Power-Up that is a weapon - costs 1 CC to repair in-mission. If you have any crafting cards, you may also turn them into surges and temporary powers mid mission, with normal crafting rules still apply.

Throw - Character must move 5 steps away from the aggressor in the aggressor’s chosen direction.

Trip - Target is tripped and takes a “Knockdown” effect.

Weaken - Target may only swing/shoot base damage for 1 minute. Does not affect packet-thrown blast attacks.

Web - Immobilizes a target. Can be freed by a 10 count.

Willpower - Call “Willpower”. Used to defend against Willpower effects.