

Segment 2: Player Characters

This system is primarily designed to create PCs, though GMs can certainly use it to create GMCs as well. Before you even begin making the character, you should read the Series Guide and find out if there are any restrictions or additional rules specific to the series being played.

Once you've done that, follow the five steps listed below.

- Step 1:** Star Power and Base Oomph
- Step 2:** Qualities
- Step 3:** Traits
- Step 4:** Special Rules
- Step 5:** Upgrades

Step 1: Star Power and Base Oomph

Look at the Series Guide and find out how much Star Power PCs begin with and write it onto your bio-file. In most cases, they have Star Power of 3.

The character's base Oomph (i.e., the amount of Oomph he begins each episode with) will be equal to his Star Power.

Step 5: Choose Upgrades

You may now select a number of the following upgrades equal to the character's Star Power score. You may take each upgrade multiple times unless noted otherwise.

- **Upgrade #1:** Increase a Trait rating by +1. This is the only way a Trait rating can be raised above the series' maximum rating. A single Trait rating cannot exceed that maximum by more than two.
- **Upgrade #2:** Gain a new Trait at rating 1.
- **Upgrade #3:** Gain two new non-adverse Special Rules and allocate them between the character's Traits. These cannot be traded in for extra points for Traits.
- **Upgrade #4:** Select an extra Standard Quality.
- **Upgrade #5:** Give the "Versatile" Special Rule to one of your Traits. This counts as two upgrades and still counts against the number of non-adverse Special Rules allowed.
- **Upgrade #6:** Increase the character's base Oomph by 1.
- **Upgrade #7:** Contribute 5 points to creating playsets (see page XX).

Step 2: Qualities

During this step, you'll get to come up with three Qualities (one Signature Quality and two Standard Qualities).

Signature Quality

A Signature Quality sums up your character's primary role, specialty, gimmick or archetype in the story. It gives anyone reading it an instant handle on who your character is. You are allowed to include up to two aspects of your character in your Signature Quality. Generally speaking, the first segment gives an indication of the character's main personality characteristic or race and the second word indicates what the character's occupation or role is. This is not always the case, however.

EXAMPLES: "Overlord of Evil," "Crazed Sorcerer," "Human Battering Ram," "Ninja Commando," "Mutant Scavenger," "Hard-as-Nails Leader," "Robot Bodyguard"

Standard Qualities

Qualities represent other aspects of the character that helps make him who he is. A Quality can be a personality aspect, vulnerability, fear, tidbit about his past and so on. They can be used to serve as both a boon and a hindrance at different times. Come up with two such Qualities and write them down. Be careful not to create any that would make more sense as Traits. Otherwise, the GM will likely ask you to create another one instead. **EXAMPLES:** "Prankster," "Loves the Outdoors," "Was once a Knight," "In love with [insert another character's name]," "Afraid of the Dark," "Hates [insert foe's name]"

Step 3: Traits

Write down a selection of Traits that you'd like your character to have; between five and ten Traits should be about right. Then, assign a certain number of Trait points to the Traits on a one-for-one basis. The exact number of points you receive will be listed in the Series Guide, though the standard amounts are listed below, according to the maximum Tier allowed by the series.

- **Human Tier:** 18 points
- **Superhuman Tier:** 26 points
- **Cosmic Tier:** 34 points

On the following page is a collection of benchmark tables meant to help guide you when selecting your character's Trait ratings. Due to the wide range of things that Traits can represent, several tables are necessary and still don't cover every possibility. Elsewhere in this section, you'll also find a detailed list of common Traits.

Step 4: Choose Special Rules

During this step, you can select Special Rules for your Traits. You receive a number of Special Rules equal to the character's Star Power score, though you may not take the "Versatile" Special Rule until Step 5. It still counts against the number of Special Rules allowed, so save a "slot" for it.

You can gain additional Special Rules by taking Special Rules listed as "adverse." Each adverse Special Rule you take allows you to choose one regular Special Rule, up to a maximum of three.

It could be that you don't see your character as having as many Special Rules as the amount you're allowed. For every non-adverse Special Rule you elect not to take, you may raise a Trait rating by 1 (keeping in mind the series maximum ratings allowed).

The list of Special Rules can be found on pages XX – XX.

Other Sections

While not official "steps" in the character creation process, there are sections on the bio-file that are still important nonetheless.

- A Series Logo:** You can doodle a logo for the series or perhaps design one on your computer and place it here.
- B Names:** Place your character's name and your own name in this space.
- C Proofs of Purchase:** Proofs of Purchase are accumulated during the series and are used to improve your character. For now, leave it blank.
- D Miscellaneous Notes:** Good for whatever you want to put here. It's especially useful for vehicle or alternate form stats.
- E Character Illo:** Space for sketching your character.
- F Current Oomph:** Keeping track of how much Oomph your character currently has is crucial, so record it here.