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

A Trait rating can go up to the series' Tier maximum (4 for Human or 8 for Superhuman; there is no Tier maximum for Cosmic) by spending points on a one-for-one basis. You cannot bring a Trait rating above that maximum, except during the Step 5.

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.

Trait Rating Benchmarks

On this 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.

 Human-Tier   Superhuman-Tier   Cosmic-Tier

Skills/Abilities
This table is for Traits that represent the character's inborn abilities as well as skills that he has picked up over the course of his life.

Rating:	Description:
1	Good
2	Great
3	Awesome
4	World-Class
5	Tweaked
6	Enhanced
7	Beyond Human
8	Far Beyond Human
9	Monstrous
10	Otherworldly
11	Supreme
12+	Omnipotent

Equipment
This table is for Traits that represent the character's gear, magic items, etc.

Rating:	Description:
1-4	Most gear created using human science
5-8	Hyper-advanced, alien or magical in nature
9+	Gear beyond human scope

Weapons
This table is for Traits that represent the character's weapons. This table is also handy for characters with attack powers, as it's easy to compare an attack power's efficiency to a weapon found here.

Rating:	Description:
1-4	Most personal weapons fall into this category (swords, firearms, axes, etc.)
5-8	Weapons capable of causing a great deal of damage (bazookas, cannons, energy swords, etc.)
9+	Weapons of an unbelievable nature (blackhole cannons, nega-rays, etc.)

Protection
This table is for Traits that represent the character's armor, shields, force fields, etc.

Rating:	Description:
1-4	Minor armor (leather, chain, mail, ring mail, typical shield, etc.)
5-8	Major armor (plate mail, power armor, energy shield, etc.)
9+	Armor beyond human scope

Powers
This table is for Traits that represent the character's super powers or anything else of a similar nature.

Rating:	Description:
1-4	Standard (powers that are effective, but not outrageously so)
5-8	Powerful (powers that really define the character and his theme/gimmick)
9+	Series-Altering (powers beyond that are so effective, they'll change the series)

Sample Traits
What follows is a collection of Traits that can be used verbatim or simply used as inspiration for concocting your own. You don't have to choose from this list. In fact, it's usually preferable to come up with your own Trait names, as it not only flexes your creative muscles, but also helps to truly personalize your character.

Abilities, Skills and Perks
A REAL CHARMER
ACROBAT
ACTOR
AGILE
AIRCRAFT PILOT
AMAZING ENDURANCE
ANIMAL HANDLING
ARCHER
ARMORER
ART OF NINJUTSU
ATHLETIC
ATTRACTIVE
AUTO MECHANIC
BAD MO-FO
BIG BRUISER
BORN ENTERTAINER
BORN TO THE SADDLE
BOXING
BRAINIAC
BUSINESS ACUMEN
CAREFUL
CATLIKE AGILITY
CAVORTING
CHARISMATIC
CLEVER
COMPUTER EXPERT
CON ARTIST
COOKING
COOL UNDER FIRE
CRACK SHOT
CRAFTSMAN
DETECTIVE WORK
DIPLOMAT
DIVE FOR COVER
DODGING
EAGLE EYES
EIDETIC MEMORY
ESCAPE ARTISTRY
FAST AS LIGHTNING
FAST DRAW
FAST RUNNER
FORMIDABLE FIGHTER
FRIENDS IN HIGH PLACES
GAMBLING
GOOD AT GIVING ORDERS
GOOD JUDGE OF CHARACTER
HARD TARGET TO HIT
HAS A WAY WITH WORDS
HIGH SOCIETY ETIQUETTE
HISTORY OF *[INSERT TOPIC]*
IMPOSING PRESENCE
INTIMIDATION
INVENTOR
JOURNALISM
KNOWLEDGE OF *[INSERT SUBJECT]*
LABORER
LAWYER
LORE MASTER
MANIPULATOR
MARKSMAN
MARTIAL ARTS
MASTER OF DISGUISE
MATHEMATICAL GENIUS
MEDICAL DOCTOR
MUSCLE-BOUND
NATURAL CLIMBER
NIMBLE
PATHFINDER
PERCEPTIVE
POLICE PROCEDURES
POWER LIFTER
PRANKSTER
QUICK WITTED
RESILIENT TO MIND CONTROL
RESOURCEFUL MIND
RUGGED
SAFECRACKER
SAVAGE FURY
SCIENCE
SCOUTING
SEARCH
SILLY ANTICS
SMOOTH TALKER
SNEAKY
SOLDIERING
STARPILOT
STEALTHY
STOUT
STRATEGY
STREET FIGHTING
STREETWISE
STRONG AS AN OX
STRONG SWIMMER
SURVEILLANCE
SWORD MASTER
TECHNO-GEEK
THIEF
TOUGH GUY
TRACKING
VEHICLE DRIVER
WEALTHY
WILL OF IRON
WILLFUL
WISE
WORTHY OF RESPECT
WRESTLING

Accessories or Built-In Gear
ARM-MOUNTED CANNON
BAG OF GADGETS
BATTLE AXE
CHEST PLATE
CLAD IN IRON
CLOAK OF UNSEEING
CYBERNETIC ARM
ENCHANTED RING
ENERGY BOW
ENERGY SWORD
GRENADES
KNIFE
LASER CANNON
LONG SWORD
MACHINE GUN
MAGIC AMULET
MASSIVE CLUB
MISSILE LAUNCHER
MYSTIC HELMET
PISTOL
PLATE ARMOR
POWER ARMOR
RAY GUN
RIFLE
ROCKET PACK
SENTIENT SUIT OF ARMOR
SHORT SWORD
SHURIKEN
SPY TOOLS

Powers
ACID-COVERED SKIN
ASTRAL PROJECTION
BLENDS INTO SURROUNDINGS
BRAIN BLAST
CAN SEE INVISIBLE OBJECTS
ELECTRICAL ZAP
ENERGY BLAST
FIRE BREATH
FLIGHT
FORCE FIELD
GHOST BODY
HYPNOSIS
INVISIBILITY
MIND CONTROL
MYSTIC
NEGATE POWER
NIGHT SIGHT
NO NEED TO BREATHE
SCALY SKIN
SHAPECHANGER
SPACE FLIGHT
SPELLCASTER
SUMMON [INSERT CREATURE]
SUPER VISION
SUPER-SPEED
TELEKINESIS
TELEPATHY
TELEPORTATION
THUNDER PUNCH
WALL-CRAWLING
WIZARD
X-RAY VISION

Special Rules

This section presents the available Special Rules that can be given to characters.

Accessory

A Trait labeled as an Accessory represents some manner of item.

Unlike other Special Rules, "Accessory" can be given to any Trait that represents an item (weapons, armor, vehicles, equipment, etc.) without it taking up one of the player's Special Rule choices.

The reason this Special Rule is "free" is because it's something of a double-edged sword. An Accessory is bound by the following rules:

• When linking, this Trait can be added as a tertiary Trait when appropriate to the situation. This is the only way in which three Traits can affect a check. Doing so adds its Tier amount to the result, just as if it was a Secondary Trait (i.e., +1 for Human, +3 for Superhuman and +5 for Cosmic).

• Rolling a Flub during any check involving the "Accessory" Trait (even when linked) causes the Trait to be Deactivated until the end of the episode. An immediate expenditure of 2 Oomph can reduce the Deactivation to being in effect until the end of the current scene instead.

A Trait is never required to have this Special Rule. It's perfectly feasible to have a Trait called PHOTON PISTOL without it. The Trait is still a piece of equipment; it's just not bound by the rules listed for Accessories.

Action Feature

A Trait with an Action Feature acts as the focal point of what the character can do. It's a central ability that more or less defines the character. For example, if a character is named Big Ram, his MASSIVE RAM ATTACK would likely be his Action Feature. When deciding upon an Action Feature, think of your character as an action figure and ask yourself which one of his Traits would likely be used as the toy's action feature or primary accessory.

Once per scene, when using this Trait for a check, you may choose to add a Benefit Die. Only one Trait per character can have this Special Rule.

Advantage

An Advantage is a minor miscellaneous benefit that improves the Trait's effectiveness.

Upon selecting this Special Rule, you must choose what the benefit is and write it down next to the Special Rule itself. The GM may veto the chosen Advantage if he feels it is too potent. Some examples might be "Can bounce the attack off of objects", "Effects are not visible", or "Can affect incorporeal targets".

Area

The Trait emulates something that goes "boom". Okay, that's not always true. It's essentially something that affects more than one target. So, while it might very well be an explosion, that isn't always the case. It could be a rapid-fire attack or simply have a wide field of effect.

This Special Rule generally can only be applied to a Trait that normally affects one character or object (such as an attack). When using it, you may elect to have it affect more than one nearby target. You make only one check, but each reacting character makes separate checks to resist it. Furthermore, add +1 to each DN for every targeted character beyond the first.

EXAMPLE: My PC is using FIREBLAST 3 [Area] and I'm looking to shoot three GMCs with it. The GMCs roll to determine what my DNs will be and get a 6, 9 and 14. Since there are two targeted characters beyond the first, each DN will be increased by 2, thus making the final DNs 8, 11 and 16. I make my check and end up with a total of 9. The 9 is equal to or higher than the DN of 8, but not the DN 11 or DN 16. Therefore, I only successfully attack one of the GMCs.

Big Attack

This Special Rule should be given to Traits that represent a weapon or attack designed mostly to deal damage to vehicles and structures. It doesn't actually score direct hits on flesh and blood characters; instead, the shot lands nearby and the impact sends the character hurtling through the air and into a hard object (such as a wall), thus dealing less damage. Such is the way of the retro-toons.

In order to be given this Special Rule, the Trait must be a physical attack that attacks from afar (bazookas, cannons, etc.). When making a crucial check against a vehicle, structure or large non-living character (namely giant robots) with this Trait, add 2 to the check result. When attacking a "flesh and blood" character, add 2 to the DN.

Companion

A Trait with this Special Rule represents some manner of companion that helps the character out (and sometimes even gets him in hot water). This can be a funny sidekick, a loyal animal pal, a mount or whatever else you can dream up.

The player whose character has the "Companion" Special Rule controls the companion itself. The GM controls the companions belonging to GMCs. Companions can act either immediately before or immediately after the characters they belong to during action scenes, though only one (i.e., the Companion or the character) can initiate a crucial check per round during an action scene.

Companions cannot have Oomph of their own. Any Oomph earned by them must be added to the PC's Oomph total. The player whose character has the "Companion" Special Rule may spend his own Oomph to benefit the companion via the Oomph options (see page XX).

allocate a number of points equal to the Trait's rating +2 to them. As with normal Traits, any function not given any points will count as having a rating of 0.

When it comes to linking, treat the Functions as Traits. The Companion can link its own Functions together or even link its Functions to the Traits of the character (or vice versa) to reflect the two helping each other out. Note, however, that no more than two Traits/Functions can be linked for a single check.

Deactivate

The Trait is able to temporarily Deactivate another character's Trait(s).

This counts as two Special Rules choices. When taking it, you must determine what type of Traits it affects and write it down on the character's bio-file. If the GM feels your selection is too "wide", she may require you to change it.

Only one Trait can be targeted by this Trait per turn and the target must be in sight of the character attempting to Deactivate the Trait, unless the Special Rule is taken more than once (see below).

To Deactivate an appropriate Trait, you must make an opposed check using the Trait with the "Deactivate" Special Rule versus the Trait you wish to Deactivate. If you succeed, the Trait is Deactivated until the end of the targeted character's next turn (or until the end of a scene if it's not an action scene). If, during an action scene, you roll a Boon with this Trait, the targeted Trait is Deactivated until the end of the scene.

This Special Rule may be taken multiple times, with each time adding another type of Trait that is affected. In such a case, only one check needs to be made to Deactivate all affected Traits; the targeted character uses the highest rating of the targeted Traits for the opposed check. If you succeed, all the targeted Traits are Deactivated.

For all intents and purposes, a Companion's Star Power depends on the Tier of its Trait rating:

- **Human Tier:** Star Power 1
- **Superhuman Tier:** Star Power 2
- **Cosmic Tier:** Star Power 3

Upon giving this Special Rule to a Trait, you must decide what *functions* the companion serves in the series and write them down. Functions act as broad Traits for the companion.

The following functions are available to all companions:

- COMBAT
- TOUGHNESS
- STEALTH
- MOVE – [insert movement type]
- THINK
- MANIPULATE.

The GM must approve any other function you want to give your companion. Once you've determined the companion's functions, you must

Deplete

The Trait is able to temporarily decrease another character's Trait rating(s). This is perfect for replicating gas that makes the target drowsy, poison that dulls the senses or goopy substances that impede a character's mobility.

When taking this Special Rule, you must determine what type of Traits it affects and write it down on the character's bio-file. If the GM feels your selection is too "wide", she may require you to change it.

Only one Trait can be targeted by this Trait per turn and the target must be in sight of the character attempting to deplete the Trait, unless the Special Rule is taken more than once (see below).

To deplete an appropriate Trait, you must make an opposed check using the Trait with the "Deplete" Special Rule versus the Trait you wish to deplete. If you succeed, the Trait rating is reduced by one until the end of the scene (negative Trait ratings are possible in this case). If you roll a Boon with this Trait, the targeted Trait is reduced by two instead.

This Special Rule may be taken multiple times, with each time adding another type of Trait that is affected. In such a case, only one check needs to be made to deplete all affected Traits; the targeted character uses the highest rating of the targeted Traits for the opposed check. If you succeed, all the targeted Trait ratings are reduced by one.

Devastating

This Special Rule should be given to a Trait that has lingering effects when it causes an enemy to be Defeated. It should be reserved for Traits that are of a much higher magnitude than normal – MASSIVE CANNON, MASTER OF GUILE, LIFE-DRAIN TOUCH, etc.

When a character is Defeated by this Trait, he or she begins his or her next scene with one Setback Token.

Disadvantage

Adverse
A Disadvantage is a miscellaneous flaw that impedes the Trait's effectiveness in some way.

Upon selecting this Special Rule, you must choose what the Disadvantage is. The GM may veto the chosen Disadvantage if he feels it is too minor to even hinder the Trait. Some examples include: "Cannot affect red targets", "Only works at night", "Will not work if the character is wet", "Can only affect vampires", or "Must use wild hand gestures".

Fickle

Adverse
The Trait is unreliable and cannot always be counted on to function. This Special Rule can be utilized to represent dilapidated gear, wildly uncontrollable powers, or simply things that don't always do what they're intended to do (like a shield that doesn't block every single incoming attack).

After declaring that you're using the Trait, but before you make the check (or before the action result is described by the GM if no check is necessary), roll a d12. If you roll 4-12, proceed as normal, but if you roll 1-3, it doesn't work this time.

One-Shot

Adverse
Some Traits can't be used over and over again.

Once you make a check involving this Trait, it is Deactivated for the remainder of the episode.

Oomph-Powered

Adverse
There are Traits that only work with maximum exertion. The Trait with this Special Rule is one of them.

This Trait requires you to spend a point of Oomph each time you use it for a check. This Special Rule may be taken multiple times. Each time you take it, add an additional 1 to the Oomph cost.

This Special Rule should always be annotated as "Oomph-Powered *[Oomph cost]*" (e.g., "Oomph-Powered 1").

Shared

Sometimes, characters have Traits that several of them can use. Thinking in "meta" terms, this is akin to a toy vehicle that came with two action figures. This Trait can represent an accessory, a vehicle, a companion or maybe even some form of power related to the fact that the characters are twins.

This Trait can be used by any character who chips in an equal number of Trait points to create it. The Trait must then be listed on all sharing characters' bio-files, along with the names of the other characters who share the Trait.

Any, some or all of the sharing players may also give the Trait Special Rules and Upgrade #2.

EXAMPLE: Valerie and I want to create a tank that our characters both have access to. The general idea is that my character (Topspeed) drives it, while her character (Boomer) acts as the gunner. We discuss how many of our respective Trait points we want to invest when we reach Step 3 of the character creation process. We settle on 3 points apiece, which gives a total rating of 6. While selecting Special Rules for my character, I use one of my Special Rules choices to give the shared Trait "Vehicle – Minor". During Valerie's turn to choose Special Rules, she figures it might be wise to spend one of her choices to improve it to "Vehicle – Moderate", since that Special Rule requires two choices total in order to take it. During the Upgrades step, I give the Trait Upgrade #2, boosting its rating up to 7. On Topspeed's bio-file, it would look like this:

> *Viper Tank 7 (Vehicle – Moderate; Shared with Boomer)*

All sharing characters have access to this Trait. However, all checks involving the Trait have +1 DN for each sharing character not present. This also goes for any subsidiary Traits for vehicles and alternate forms as well as Functions for companions.

Situational Boost

This Trait functions better under a specific condition.

The character adds 2 to any check result when using this Trait under certain circumstances. Upon selecting this Special Rule, you must choose what the circumstance is and write it down next to the Special Rule itself. The GM may veto the chosen circumstance if he feels it is too potent. Some examples include: "In total darkness", "When using it against large targets", "When using it against robots", "When flying", "When underwater", or "When angry".

Situational Setback

Adverse
This Trait's effectiveness is lessened under a specific condition.

When using this Trait under certain conditions, the DN for the check will be increased by 2.

Upon selecting this Special Rule, you must choose what the circumstance is and write it down next to the Special Rule entry itself. The GM may veto the chosen circumstance if he feels it doesn't restrict the character enough. Some examples include: "When in sunlight", "While stressed out", "When using it against metal", "When near red objects", "When not wearing armor", or "While possessing one or more Setback Tokens".

Transform Others

The Trait represents a character's ability to change other characters or inanimate objects into another form.

When you decide upon this Special Rule, you must choose which level to take it at: Minor, Moderate or Major. These will affect the game stats for the alternate form.

• **Minor:** Counts as one Special Rules choice
• **Moderate:** Counts as two Special Rules choices
• **Major:** Counts as three Special Rules choices

After you finish creating your character, you will need to create game stats for the alternate form (see page XX). The Trait rating will affect how the alternate form is constructed.

Transform Self

The Trait represents a character's ability to change himself into another form.

When you decide upon this Special Rule, you must choose which level to take it at: Minor, Moderate or Major. These will affect the game stats for the alternate form.

• **Minor:** Counts as one Special Rules choice
• **Moderate:** Counts as two Special Rules choices
• **Major:** Counts as three Special Rules choices

After you finish creating your character, you will need to create game stats for the alternate form (see page XX). The Trait rating will affect how the alternate form is constructed.

Vehicle

The Trait represents a vehicle that belongs to the character.

When you decide upon this Special Rule, you must choose which level to take it at: Minor, Moderate or Major. These will affect the game stats for the vehicle.

• **Minor:** Counts as one Special Rules choice
• **Moderate:** Counts as two Special Rules choices
• **Major:** Counts as three Special Rules choices

After you finish creating your character, you will need to create game stats for the vehicle (see page XX). The Trait rating will affect how the vehicle is constructed.
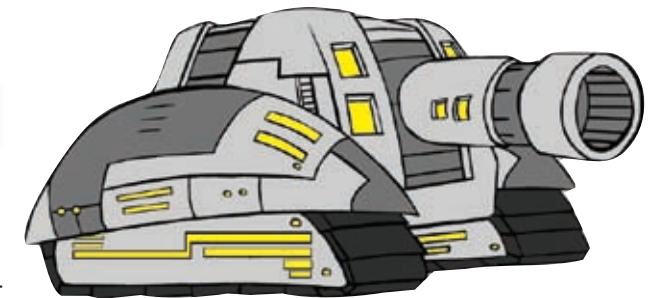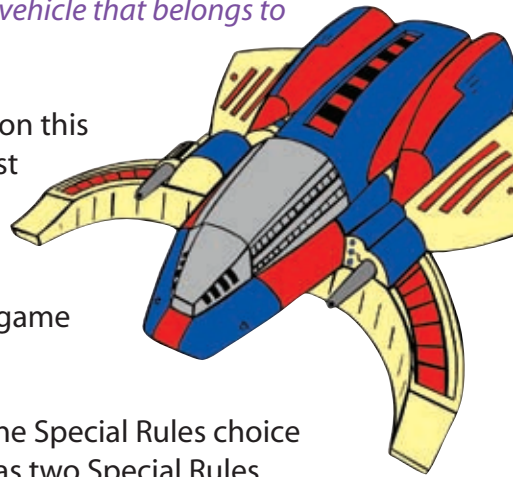
Versatile

While all Traits can cover a lot of ground in terms of what they can do, there are some Traits that cover too much ground. They are capable of producing a vast assortment of effects that are undefined during character creation.

This Special Rule is most commonly used for Traits that represent the character's ability to cast impromptu spells or that represent a multitude of gadgets, though there are certainly other possibilities. Basically, this one Trait will be able

to do just about anything you could ever want it to do… but not an infinite number of times. This is powerful indeed, and that power comes with a steep price. Several steep prices, actually:

• This Special Rule can only be acquired as an Upgrade during character creation (and it counts as two upgrades too).

• A Trait must have a rating of 5 or higher before you can give it "Versatile".

• Once this Special Rule is acquired, the Trait rating is immediately reduced by 4. This means that you can purchase the rating at a rating higher than what the series allows, so long as the final modified rating is equal to or less than that maximum.

• A Trait with this Special Rule cannot also have the "Action Feature" Special Rule as well. However, you may give "Action Feature" to one of the predefined sub-Traits (see below).

• The character must spend a point of Oomph in order to use an undefined Trait (see below), just as if that undefined Trait had "Oomph-Powered 1".

A Versatile Trait is essentially a collection of Trait slots. Some of the slots are taken up by predefined Traits (called sub-Traits) that can be used as often as you wish, while some slots remain undefined. Each undefined slot can be used once during an episode to create a one-shot Trait; once used, the slot is no longer available until the next episode.

The number of predefined slots a Versatile Trait receives depends on the Trait's Tier (Human Tier receives two, Superhuman Tier receives three and Cosmic Tier receives four). The number of undefined slots a Versatile Trait receives is equal to the character's Star Power.

Sub-Traits (predefined and undefined alike) use the Trait's rating and Special Rules, where

applicable. Additionally, each sub-Trait (again, both predefined and undefined) can have one Special Rule of its own. In the case of undefined sub-Traits, the Special Rule is selected when used, but before any dice are rolled.

EXAMPLE: I'm creating a wizard, so I create the MAGIC HAT 6 Trait, with the idea that he produces magic spells by pulling things out of the hat. I spend two upgrades to give it "Versatile" and immediately reduce the rating by 4, making it MAGIC HAT 2 [Versatile]. Since the rating of 2 places it in the Human Tier, the Trait receives two defined slots. I fill those slots with the following sub-Traits: BALL OF FIRE and FORCE SHIELD. I could give each of them a Special Rule, but decide not to. Since my character has a Star Power of 3, my Versatile Trait will also have three undefined slots that I can use to create one-shot sub-Traits during the game. My final Versatile Trait looks like this:

> MAGIC HAT 2 (Versatile; BALL OF FIRE, FORCE SHIELD; 3 undefined slots)

Comedically Versatile: The retro-toons were brimming over with bumbling wizards and inept gadgeteers. If you'd like your character to be one of them, you may opt to make him or her "Comedically Versatile". All sub-Traits will Flub on a roll of 1 or 2, inevitably resulting in a silly, useless or even self-detrimental spell/gadget. The plus side to all this is that the character earns a point of Oomph when this happens during an action scene (maximum of once per scene). After all, viewers love the slapstick comedy that usually arises from these situations!

Transform-Based Special Rules
These Special Rules may only be given to a Trait that either has the "Transform Self" or "Transform Others" Special Rule.

Extra Alternate Form
Not all characters are limited to one alternate form. Some of them have two of them… or even more.

This allows the character to create an additional alternate form.

Involuntary
Adverse
The character has no control over when he changes into his alternate form.

You must first select a trigger; something that prompts the change ("when angry", "upon a full moon", "when scared", etc.). When the situation happens, the character automatically changes into the alternate form. Once the stimulus is removed (he calms down, the moon is no longer visible, the frightening situation goes away, etc.), he will revert back to his base form.

Depending on the nature of the trigger, the GM may require the character to make a check using a Trait that represents strength of mind to avoid transforming. The base difficulty should be quite high (10 should be average).

Multi-Form
The character can transform into almost any form imaginable.

This is an extremely potent Special Rule and has an appropriately steep price, so to speak. The following rules are in effect:

• A Trait must have a rating of 5 or higher before you can give it "Multi-Form".

• Once this Special Rule is acquired, the Trait rating is immediately reduced by 4.

• The character must spend a point of Oomph in order to use the Trait, just as if it "Oomph-Powered 1".

Rather than having a set-in-stone alternate form, the character can create a new alternate form with each use, using the normal rules for creating alternate forms. This can be slightly time-consuming during play, so the GM may wish to play "loose and easy" with it.

Subordinate Stats

If you've taken the "Transform Others", "Transform Self", or "Vehicle" Special Rules or have a character who has the "Gestalt" Quality, you're not quite finished with the character creation process. You'll now have to create game stats for an alternate form, a vehicle or a gestalt form. This section is where you'll learn how to do that.

You may be wondering why Companions and Playsets aren't found in this section. With the "Companion" Special Rule, you must assemble the companion's "roles", which is a simple procedure that could easily be done as soon as you take the Special Rule; it's not as involved as creating, say, an alternate form or vehicle. Playsets were excluded from this section because it's not something listed on the character sheet and also because the GM will also be creating them for the series. For this reason, we gave it its own step in the series creation process.

Sarah: I have to tell you something. In the appendix of this book, you'll find a super-duper detailed list of various things – animals, vehicles, weapons, monsters, etc. – as well as their stats. You can use them as guidelines for alternate forms and vehicles! They even have stats for big ol' cassette players! That's crazy!

Creating Alternate Forms

If you've given your character either the "Transform Self" or "Transform Others" Special Rule, you'll need to create game stats for the alternate form(s). These rules cover everything except for vehicle alternate forms. If you want the alternate form to be a vehicle, design it just as you would a vehicle; see page XX and follow the special instructions found in the text boxes in that section.

Step 1: Qualities

You may select three Qualities (one Signature Quality and two Standard Qualities). The Signature Quality sums up what the form is ("Black Smoke", "Massive Ogre", "Wolf", etc.), while the other Qualities dictate miscellaneous factors that can impact the form both positively and negatively ("Savage", "No Opposable Thumbs", "Animal Instincts", etc.).

If this is "Transform Self", the character can port over standard Qualities from the base form if appropriate in place of one or more of the newly created standard Qualities. Signature Qualities cannot be ported over from the base form.

Step 2: Traits

By default, all of the base form's mental and personality-based Traits are retained in the alternate form, unless the GM states otherwise (for example, she may feel that MIND BLAST shouldn't be ported over).

Additionally, you receive points to purchase new Traits with. The amount depends on what level the Special Rule was taken at:

• Minor: 8 points
• Moderate: 12 points
• Major: 16 points

Maximum Ratings

The rating of the Trait with the "Transform Self" or "Transform Others" Special Rule acts as a maximum for the alternate form's own Trait ratings. Specifically, the maximum is equal to the "Transform Self" or "Transform Others" Trait rating +2. For example, if your character's "Transform Self" Trait is 4, none of the alternate form's Traits can have a rating higher than 6. Keep in mind that its Traits must also conform to the series' maximum rating.

Disallowed Special Rules

An alternate form's Traits may not be given the following Special Rules: Action Feature, Versatile, Vehicle or Transform Self.

Step 3: Special Rules

During this step, you can select Special Rules for your alternate form's Traits. You receive a number of Special Rules based on whether the "Transform Self" or "Transform Others" is Minor, Moderate or Major.

• **Minor:** 1 Special Rule
• **Moderate:** 2 Special Rules
• **Major:** 3 Special Rules

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 alternate forms 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 one of the vehicle's Trait ratings by 1 (keeping in mind the series maximum ratings allowed).

Step 4: Upgrades

You may now select and implement upgrades. The number of upgrades you may choose is based on whether the "Transform Self" or "Transform Others" Special Rule was taken as Minor, Moderate or Major.

• **Minor:** 2 upgrades
• **Moderate:** 3 upgrades
• **Major:** 4 upgrades

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 alternate form's Traits. These cannot be traded in for extra points for Traits.

• *Upgrade #4:* Select an extra Standard Quality.

Exceptions

By necessity, the system for creating alternate forms lays down some hard-lined rules and restrictions. However, the GM can allow exceptions to the rules if it makes sense for the concept of the form.

For example, my character's base form (a robot) has MECHANICAL BRAINPOWER with the "Action Feature" Special Rule. Since it's a mental-based Trait, it would carry over to my alternate form (a mechanical wolf), right? But "Action Feature" is disallowed for alternate forms according to the rules. The GM may allow me to go ahead and port the Trait over regardless.

Creating Vehicles

So, you've made your character and given him a Trait with the "Vehicle" Special Rule. Now, you have to create the game stats for the vehicle.

If the vehicle is being created as an alternate form (see pages XX – XX), follow the directions in the sidebars below. Should a section be without such a sidebar, carry out the step as per the normal rules for creating vehicles.

Step 1: Qualities

You may select three Qualities (one Signature Quality and two Standard Qualities). The Signature Quality sums up what the vehicle is ("Motorcycle", "Tank", "Starfighter", etc.), while the other Qualities dictate miscellaneous factors that can impact the vehicle both positively and negatively ("Open-Topped", "Lifeboats", "Docking Bay", "Cargo Hold", etc.).

Step 2: Traits

A vehicle has three core Traits. These are the Traits that are most important to the vehicle's concept. Once you have them written down, give one of them a rating equal to the rating of the Trait with the "Vehicle" Special Rule. The other two core Traits will have ratings that are 2 less than that (down to a minimum rating of 1).

EXAMPLE: My character has EAGLE CYCLE 4. For the core Traits, I chose HIGHLY MANEUVERABLE, REPEATER CANNON and FAST. I want to put the focus on FAST, so it will have a rating of 4 (the same rating as EAGLE CYCLE). The other two core Traits will have ratings of 2 (equal to the EAGLE CYCLE's rating minus 2).

Modes of Travel

Whenever you take a Trait that represents the vehicle's speed, you must select one mode of travel for it. The mode of travel should be noted in parenthesis by the Trait's name. The standard modes are as follows: Land, Air, Water, Underwater, Space and Subterranean.

If you want your vehicle to have another mode of travel, you must take a second movement Trait.

Step 3: Special Rules

During this step, you can select Special Rules for your vehicle's Traits. You receive a number of Special Rules based on whether the vehicle is Minor, Moderate or Major.

> • **Minor:** 1 Special Rule
> • **Moderate:** 2 Special Rules
> • **Major:** 3 Special Rules

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 vehicle 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 one of the vehicle's Trait ratings by 1 (keeping in mind the series' maximum ratings allowed).

The list of Special Rules can be found on page XX.

Disallowed Special Rules

A vehicle's Traits may not be given the following Special Rules: Action Feature, Versatile, or Vehicle.

Step 4: Upgrades

You may now select and implement upgrades. The number of upgrades you may choose is based on two factors: the character's Star Power and whether the character's Trait with the "Vehicle" Special Rule was taken as Minor, Moderate or Major.

• **Minor:** Star Power x1 = number of upgrades allowed
• **Moderate:** Star Power x 2 = number of upgrades allowed
• **Major:** Star Power x 3 = number of upgrades allowed

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 vehicle's Traits. These cannot be traded in for extra points for Traits.

• *Upgrade #4:* Select an extra Standard Quality.