

Supers Of The Unknown!

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Concept

This adds comic book super hero character options to the great lite RPG "Searchers of the Unknown." All the rules you need are in these two pages. Much of this is taken from my own Microlite 20 Costumes.

Build a PC

1. Choose a level. Most adventurers in other genres (and in other SotU games) start at level 1, but supers are naturally, well, super! They often start at a higher level. Here's a few suggestions:

- Level 4: "Pulp" hero: Dick Tracy, Rocketeer
- Level 6: "Street Level" hero: Rorschach, Buffy the Vampire Slayer
- Level 8: "Sidekick" hero: Robin, Bucky
- Level 10: Standard super hero: Flash, Spider-Man
- Level 12: "Advanced" hero: Batman, Captain America
- Level 15: "Superior" hero: Superman, Thor
- Level 20: "Godlike" hero: Morpheus (Sandman), Thanos

2. Choose an armor. This gives your PC an armor class (AC) and a movement rate (MV in inches, or spaces on a standard RPG battle map). For super heroes, this isn't necessarily body armor; it could simply be toughness and durability (even the thinnest, most anatomically impossible supers have amazing resilience).

<u>Armor</u>	<u>AC</u>	<u>MV</u>
No armor	9	12
Light	7	9
Medium	5	6
Heavy	3	3

3. Roll for Hit Points. 1d8 per level, and reroll results of 1 or 2 - you are super heroes, after all. Alternately, just take 5 hit points (hp) per level.

4. Number of attacks (AT) is 1 at start, then raises to 2 at level 5, 3 at level 9, 4 at level 13, 5 at level 17 and 6 at level 20. When a PC defeats an enemy, he can make another attack at the end of the same round (in the same initiative order).

5. Choose a name and description. For super heroes, this may also include species (alien, Atlantean, time-traveler), origin (genetic experimentation, scientific accident, vow to fight crime) and secret identity (billionaire inventor, newspaper reporter, college student). They have no rules effect, but it adds fun in the game. Imagine what he was like before becoming an adventurer.

6. Choose powers. A PC has a number of "Power Points" equal to his level. They can be saved, or spent on the powers listed below. The cost of each power is listed in parentheses next to the power's name. Alternately, just pick the powers you want your hero to have, or even just pick powers randomly (this has a long tradition in super hero RPGs). Powers can cause damage, adjust die rolls, improve AC or initiative, or have other effects. All weapons are considered powers.

Example of character sheet: Super-Humphrey (Level 10, AC 5, MV 6, hp 50, #AT 3, Powers Flight, Invulnerability - bullets, Super-Strength, 1 Power Point saved)

Fighting

1 Initiative: Each PC rolls 1d10 + MV. The best score has initiative, then each one attacks in descending order. Keep going in initiative order, one attack per turn, until each attack is made. Then it's time to roll initiative again, unless the bad guys are all defeated.

2 Attack: Choose a power your PC has, an enemy to attack, and roll 1d20. If the score is *under* your opponent's AC + your own level, it's a hit. Example: to hit a thug with AC 6, a level 10 super hero needs a 16 or less. Even though it's good to roll low, a die result of 1 always fails.

3 Damage: When you hit an opponent, roll the attack's Damage die or dice. Deduct the result from your opponent's hit points (hp). At or below 0, enemies are dead, and PCs are knocked out. If nothing else, you can always make a punch attack for 1d3 damage (unless you're unconscious, tied up, or something similar).

4 Morale: If outnumbered, after the first death,

and when reduced to ½ number of hit points (round down), enemies check for morale. If the result of a 1d10 roll is over the enemy's hit dice, he will withdraw or surrender to get a better position.

5 Rest and bandages: After that, all hit points are restored back their initial score. After all, hit points reflect the capacity to escape or withstand hits. If a PC has been sent below 0 hp, he may need a longer rest, because he's wounded. Super heroes never stay dead.

Adventure

1 Stealth & stunts: sneak past a sentry, hide in shadows, move silently, climb, swim, etc. For each such an action, roll 1d20 under the PC's level. So a 14th level hero must roll 14 or under to climb a cliff. For easier actions, the GM may choose 1d10 rather than 1d20. Even though it's good to roll low, a die result of 1 always fails.

2 Saving throw: when such a roll is needed for any reason, roll 1d20 under the PC's level +4. So a 7th level hero must roll under 11 to escape a psychic's hypnosis. This "level +4" rule applies to every other action which isn't covered by the stealth & stunts rule. Even though it's good to roll low, a die result of 1 always fails.

3 Dangers: If something could kill a normal man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it could destroy a tank, 4d8.

Experience

Each time the PCs defeat an enemy (by fighting, outwitting, intimidating, etc.), they get 100 experience points per level or hit dice of the enemy, divided evenly between the heroes (drop any left over experience points). The number of experience points needed to level up is 2,000 x the current level (2,000 for level 2, 4,000 for level 3, 2,0000 for level 10, etc). Level 20 is the highest level a super hero can have. Gaining a new level means better rolls for fighting, saves and actions, and an additional Power Point that can be spent right away or saved.

And now, for sure, fight on!

Powers

ADHESION (2): This power enables a character to cling to any surface without falling. It is used to climb vertically and upside down on walls and ceilings.

ANIMATION (5): The character can bring inanimate objects like toys and puppets to life. Up to power rank number of objects can be animated at one time. Each will only perform one simple action the animator gives, like "attack," "distract," "search," etc. Each is controlled by the player with the animator character, and take their turn immediately after the animator. All animated objects have game information equal to ½ the original character's information (round down), but only cause 1 point of Damage each. They all last 1d6 turns (roll when using the power) before losing their "life." An animated object will also vanish if any successful attack is made against it. This power can be used PC level times per day.

BAD LUCK (5): This power causes trouble for the hero's enemies. Once per turn, the character can name one enemy. Add +5 to all die rolls made by that enemy for that turn (since it is better to have a low die result).

BINDING (1): This power fires a special barrier (on a successful missile/ranged attack) to restrain an enemy, like a net, a glue ball or a bubble of space. The Binding will imprison the target for 1d6 of turns (in combat) or minutes (outside of combat), though an enemy can try to break free with stealth & stunts roll.

BODY ARMOR (special): Super heroes often have specially designed armor or enhanced physical endurance. Decrease the hero's AC by 1 per 3 Power Points spent on this power (minimum AC 0).

BREATHE (1): A super character can survive underwater, in a vacuum like outer space or in a room full of gas without any ill effect for 1d6 hours.

CALM (3): The character radiates peace and serenity in an area around him or her equal to power rank yards. The calming effect can be turned "on" or "off" at any time. While it is on, all characters (including the character with this power) have a penalty of +5 to rolls to attack or participate in any other activity that causes harm to someone (since it is better to roll low).

CHANGE SHAPE (5): A character with this power can instantly transform his body and equipment into another shape for a number

of turns equal to PC level in a row. The character has no limit to the number of forms he can take, but he cannot change significantly in size. The hero does gain the new form's natural abilities (like a cat's claws or a prince's handsomeness), and can still speak and use his own other powers.

CONTACTS (2): The character has an intricate network of informants and undercover agents who know what criminals are planning next, and have talents the hero does not. This power may also represent a high-tech computer system with scientific information and profiles of evildoers. Subtract -5 from non-combat die rolls the PC makes (since it is better to roll low). This can be done with a number of die rolls equal to PC level per day.

CONTROL CREATURE (3): This power gives a character the ability to give "normal" commands to a creature or creatures of animal-level intellect that the character can see. The character can also speak to the creature or creatures in its own language. This power is active at all times, but creatures will not do anything that is obviously harmful to themselves. A character can control up to PC level x 10 creatures at one time.

CONTROL PLANT (2): With this power, a character can boost the growth of vegetable and fungal life, causing vines to hold enemies for a number of turns/minutes equal to PC level, making roots dig tunnels under the ground, etc. There must be plant life growing in the area to use this power; it cannot make flowers step out of their pots and walk, for example.

CORRUPT (1): This power enables characters to instantaneously burn, consume or decay objects with a touch, or infect them with disease. On a successful attack, you cause 1d6 Damage.

COSMIC POWER (7): A character with this power is a focal point of the universe's essence. He is sensitive to any monumental changes to time and space, and possesses some of the primordial power that is used to form worlds. The character can fly, can fire a bolt of raw organic energy causing 3d10 Damage, and decreases his AC by -2 (to a minimum of 0). A cosmic character is responsible for protecting the stability of the universe and

my have to use the power in other ways, like healing others, establishing balance between warring races, and so on.

DANGER SENSE (1): The Danger Sense super power gives the character warning of possible threats, like traps and attacking foes, within point-blank or short range via a mental "flash" of awareness. The character cannot be surprised in combat, and gains +1 to Initiative and -1 to AC (to a minimum of 0).

DAZE (1): With a flash of light or a loud sound, the character can cause an enemy to pause for a moment. The opponent suffers a +1 penalty to all its rolls (except damage) on its next turn. This power can be used PC level times per day.

DEATH TRANCE (2): A character with this power can slow his body's metabolic functions to a level where others think the character is dead. During the death trance, the character is getting full rest for purposes of healing, but is also fully aware of what is going on around him. The character cannot talk or otherwise act while in the trance, however. It lasts for any amount of time, and the character immediately returns to normal when the power is "turned off."

DENSITY (3): You can make yourself into an immovable mass. Your AC decreases by -2 (to a minimum of 0). You also stay in place if someone else is trying to move you but you do not want to be moved, no matter how hard they are pushing or pulling.

DRAIN LIFE (3): You can drink blood or absorb life-force. On a successful attack, you cause 1d6 Damage. You immediately regain a number of hit points equal to the amount of damage caused.

DUPLICATION (7): The character creates one or more body doubles (up to a number equal to his power rank). Each looks and acts just like the original character, but will only perform one simple action the original character gives, like "attack," "distract," "search," etc. Each is controlled by the player with the original character, and take their turns immediately after the original character. The duplicates cannot create their own duplicates, and the original character cannot create more duplicates if any are already

present. All duplicates have character information equal to $\frac{1}{2}$ the original character's information (round down). They all last 1d10 turns and disappear simultaneously. A duplicate will also vanish if any successful attack is made against it. This power can be used PC level times per day.

ELECTRICITY (2): A character with this power can control the flow of electrical energy and can use it to shock others for 2d6 Damage, to increase/decrease the amount of light in a room, etc.

ELEMENT BLAST (3): A character with this power can fire projectiles of one element (rock, ice, water, etc.) from his body, causing 2d8 Damage. This power must be selected once per element.

ELEMENT BODY (3): A character with this power can physically cover his body head-to-toe with an element (stone, flame, lightning, swamp muck, ice, etc.). The PC's Armor Class decreases by -1 (to a minimum of 0) while in Element Body form, is naturally immune to the chosen element, and can "join" the element if it is available (a water body character can flow into a river, for example). This power must be selected once per element.

EMPATHY (3): This character can sense and affect the emotions of one other character or creature, but does not know the motivation behind those emotions. This power is mainly used as a lie detector (to sense the true feeling behind what someone says) or as a method of intensifying an emotion (to raise the anger of a person to the point where he attacks, to help ease the pain another is feeling, etc.).

ENERGY BLAST (3): This power sends a beam of pure supernatural force from some part of the character's body toward enemies. The blast can be pure light, evil magic, psychic shock waves, etc. It causes 3d6 Damage.

ENHANCED SENSES (1 each): A character must purchase this power once per sense (sight, hearing, taste, smell, touch). It improves that sense to a supernatural level – the character can feel the ink on a page of print, can see tiny details across a crowded street, etc.

ERASE (2): This power wipes the mind of another

creature or character, causing the individual to forget a single moment in time. This power can be used PC level times per day.

EXPLOSION (2): Once per day, the character can release all of its superhuman energy at once, detonating like a living bomb. Every other object and creature (enemy, ally and bystander) suffers Damage equal to $\frac{1}{2}$ the exploding PC's level (round down) in d6, in an area equal to 5 feet per PC level. For example, an exploding level 10 PC causes 5d6 damage to everything in 50 feet. The exploding character is unconscious and unable to act until the end of the combat.

EXTRA LIMB (2): The character has another leg, arm, tail or other limb which acts exactly like any body part of its type.

FLIGHT (1): This common power enables a character to fly. This can appear in many ways: wings, anti-gravity field, swinging by jungle vines, floating platform, etc.

FORCE FIELD (5): This power sets up a transparent shield of protection around the character and allies. Everyone in the field decreases his AC by -1 (to a minimum of 0). It lasts for a number of turns per day equal to level of the PC with the power. The character with this power determines the force field's size and shape. The force field can be turned on and off instantaneously.

GRAVITY CONTROL (2): The character can boost the gravity of an area equal to PC level yards in every direction. Objects or creatures in the air immediately fall, suffering Damage equal to 1d6 per 10 feet they fall. You also stay in place if someone else is trying to move you but you do not want to be moved, no matter how hard they are pushing or pulling.

GROW (3): Characters can increase in height to any size at will. Your punches cause 1d8 Damage.

IMAGE (2): The character can create a mental illusion or nightmare in another's mind. The picture seems completely real (it moves, makes noise, etc.) but cannot cause actual damage. The target of the illusion can attempt to "disbelieve" the image on a successful saving throw. It lasts a number of turns/minutes equal to PC's level.

IMMORTAL (40): You cannot be killed, and may

have lived for centuries or millenia already. If you are reduced to 0 (zero) hit points or less, you are out of action for the remainder of the battle, but will be fully recovered immediately after the battle. Also, double your PC level when making any die roll that uses level (attacks, stealth & stunts, saving throws). This second ability can only be used PC level times per day.

INFRA-RED VISION (1): The character can see into the infra-red spectrum (i.e., see in the dark) as far as the character can see in normal light.

INTIMIDATE (1): The character is especially terrifying or disturbing. Subtract -5 from all die rolls when this power is appropriate (since it is better to roll low).

INVENTING (3): The character is a genius at coming up with a device that solves a problem and saves the day. Make a stealth & stunts roll. On a success, the character has invented a useful device. This power is mostly useful to move the plot forward, so to prevent characters from simply inventing their way out of every problem, inventions made with this power only work once before falling to pieces, and only one invention can be made per day.

INVISIBILITY (2): This power turns a character invisible to the naked eye. Any items or clothing the character is touching will also become invisible. The character will still leave footprints, make noise, etc.

INVULNERABILITY (5): This power makes a character nearly invincible. When a character with this power is created, the player must choose one material for the character to be invulnerable to, such as magic, poison, bullets, lasers, etc. All attacks with the chosen material have no effect on the character. A character can be invulnerable to more than one material, but each must be purchased separately.

JUMP (1): The character can leap the length of a city block and can land with enough force to cause 1d6 Damage, if he wishes.

LEADERSHIP (3): This character has a legion of nameless minions that obey his every order, or is so inspiring he makes his allies better. On this character's turn, the hero can name one type of die roll (a particular activity

using stealth & stunts, a type of attack, damage, etc.). All allies of the character, but not the character himself, add +5 or subtract -5 to the die roll (whichever is better for the heroes) until the character with Leadership's next turn. This ability can be used a number of turns per day equal to the level of the PC with this power, though the turns do not have to be in a row.

LUCK (7): You are incredibly fortunate, or you are prepared with a tool or idea for any situation. Roll a second die whenever you fail an attack, stealth & stunts or saving throw (but not damage) roll, and take the better result.

MAGNETISM (3): This power gives a character control over magnetic force. Metallic items can be manipulated at will in any direction and at any speed, causing on average 2d8 Damage.

MARTIAL ARTS MASTERY (5): You are trained in dozens of combat forms, or know one martial art so well you can achieve supernatural levels of achievement in it. The hero's AC decreases by -2 (to a minimum of 0) and initiative increases by +2. Subtract -3 from attack rolls when unarmed or using martial arts weapons (since it is better to roll low).

METAL BODY (3): This power enables a character to sheathe his or her entire body in a thick coat of steel. The PC's AC decreases by -3 (to a minimum of 0). The hero can still act as he normally would, as he is not affected by the weight of the metal body.

MIMIC (7): The character can exactly imitate a single skill, super power or other ability of any one creature or character, as long as he or she is able to observe the skill, power or ability for one turn before mimicking it. A character can only mimic one ability at a time, and only for a number of turns (in combat) or minutes (outside of combat) equal to his PC level.

MIND CONTROL (5): The character can attempt to dominate the mind of a single target of human-level intellect. The target can make a stealth & stunts roll to resist. If the target's roll fails, the target is completely under control of the mind controlling character for a maximum number of turns equal to ½ PC level (round up). It can make attacks against

allies, though the target will not do anything suicidal, like walk off a bridge. This power can only be used against one target at a time. The character that is mind-controlled can make a stealth & stunts roll each turn to end the control.

OBLIVIOUS (2): The character is unfamiliar with the world's customs, is able to "break the fourth wall" of comic books, or is so thick-headed he doesn't realize what he's doing is wrong or strange. This power can be used to retry a failed attack, stealth & stunts or saving throw attempt, or even to try and avoid suffering the effects of a successful attack against the character. Roll 1d6: on a 4 to 6, the result of the die roll is favorable to the hero (an attack by the character hits after all, or the character fails to be controlled by an enemy who made a successful die roll). On a 2 or 3, the action takes place like it normally would have. On a result of 1, the result of the die roll is utter failure for the hero. This power can be attempted any number of times per day, but only used successfully (with a roll of 4 or better) 3 times per day +1 time every 5 levels (level 5, 10, 15, etc.). This power is useful for silly heroes, or characters from alien worlds.

PARALYZE (7): The character "freezes" an opponent by covering them in ice, turning them to stone, etc. On a successful attack roll, the target is paralyzed for a number of turns equal to ½ PC level (round up), and can take no actions until the paralysis ends.

PHASE (3): A Phasing super character can pass through any and all barriers and walls, including supernatural ones, with no ill effects. The hero's AC decreases by -1 (to a minimum of 0).

POWER ABSORPTION (5): This power draws the energy from a super character and gives the absorber one of the target's powers for a number of turns equal to PC level (on a successful stealth & stunts roll). The target loses the use of that power while the absorber has it. A character can absorb only one powers at one time, and cannot actually use the absorbed power. The character must name the power to be absorbed before any attempt to absorb a power is made. The character does not have to actually touch

the target to absorb a power.

PRECOGNITION (3): You have knowledge of the immediate future, though circumstances are always changing and your knowledge isn't perfect. Instead of taking your turn, you can declare one event that just happened instead did not happen, and all effects of that action are nullified. In effect, your character sees the results of the activity and realizes the best course of action. This power might be used to "undo" a character's death (so the character does not lose hit points from the most recent attack against him or her), to prevent a character from saying something wrong, or to attempt a skill roll a second time. To attempt to "undo" an event, you lose your turn and must succeed at a stealth & stunts roll. This power can be used, succeed or fail, ½ PC level times per day (round up).

PROTECTED SENSES (1 each): The character can shield his or her eyes, ears or nose and throat from any harmful effects (like poison, blinding light or toxins). This power must be selected once for each of sight, hearing or smell and taste.

PSYCHIC TRAVEL (5): A character using this power can step from his body into the mind of a willing or unconscious target and interact as he would normally with the visions and images he encounters. Alternately, the character can psychically leave his body and travel invisibly anywhere he would like to go. His body remains in place where it was left, but cannot act. If either version of the super character (the psychic form or the inactive physical body) is knocked out of action, the character is entirely knocked out of action. This power is often used to search and battle mental illnesses, or to learn secrets which are otherwise hidden. This power lasts a number of turns (in combat) or minutes (outside of combat) equal to PC level.

REGENERATION (3): The super character can regrow body parts and heal wounds almost instantaneously. He will regain 1d6 hit points at the beginning of each of his turns, even in the middle of combat.

RESIST ATTACK (2): The character has mental and physical defenses against one specific type of attack (fire, cold, psychic invasion,

vampirism, magic, etc.). Any time the character suffers damage from that type of attack, the number of hit points the character loses is reduced by 1d4. A character can resist more than one type of attack, but each must be purchased separately.

SHRINK (3): Characters can decrease in height to any size at will. The hero's AC decreases by -1 (to a minimum of 0).

SLEEP (3): The character can put another individual to sleep instantly on a successful stealth & stunts roll. The target falls asleep for a number of turns (in combat) or minutes (outside of combat) equal to the PC's level, but any physical harm to the target will fully wake them instantly.

SONIC WAVE (2): This power sends a pulse of sound at enemies. It causes 2d6 Damage. Characters injured by the wave are deaf on their next turn.

STEALTH (2): The character is a master of stealth, able to perfectly mimic another's voice and mannerisms, hide in the shadows, and/or slip into or out of somewhere without making a sound. Subtract -5 from all die rolls when this power is appropriate (since it is better to roll low).

STRETCH (3): The character can physically elongate to reach long distances quickly, capture an enemy by wrapping around the foe, spread into a thin sheet to fit under closed doors, etc. The character can stretch a limb up to PC level x 2 feet at one time.

SUGGESTION (2): Concepts that can be summarized in a phrase can be mentally "hinted" to another ("you are sick," "there were footsteps outside last night," etc.). This power cannot force a character to make an action of any kind, but a failed stealth + stunts roll by the target will lead the target to fully believe what was suggested.

SUMMON (7): The character conjures forth a single powerful creature. It will only perform one simple action the summoner character gives, like "attack," "distract," "search," etc. It is controlled by the player with the summoner character, and takes its turn immediately after the summoner. The summoned creature has character information equal to $\frac{1}{2}$ the original

character's information (round down). It lasts 1d10 turns before disappearing, and will also vanish if any successful attack is made against it. This power can be used PC level times per day.

SUPER-AGILITY (3): The character is especially flexible and quick. Subtract -5 from all die rolls when this power is appropriate (since it is better to roll low).

SUPER-CHARGE (3): The character can draw on his or her life-force and put it all into a single attack. On a successful attack, double the Damage result before applying it to the enemy. This power can be combined with any attack. It can only be successfully used a number of times per day equal to $\frac{1}{2}$ PC level (round up).

SUPER-CHARISMA (2): The character is naturally charming and seductive, thanks to training or pheromones. Subtract -5 from all die rolls when this power is appropriate (since it is better to roll low).

SUPER-INTELLIGENCE (3): The character is especially smart and clever. Subtract -5 from all die rolls when this power is appropriate (since it is better to roll low).

SUPER-SPEED (7): A character with this power can run, swim or fly (if capable) faster than any normal person. The character's AC decreases by -2 (to a minimum of 0), initiative improves by +4, and MV increases by 6.

SUPER-STRENGTH (3): The character is especially tough and strong. Subtract -5 from all die rolls when this power is appropriate (since it is better to roll low). His punches cause 1d6 damage.

SWIMMING (1): The character can move underwater as fast as he or she can on land. This power also allows the character to breathe underwater.

TECHNICAL MANIPULATION (1): The character can psychically enter and manipulate computers, vehicles and other mechanical or electronic systems (on a successful stealth + stunts roll). The character must be able to physically see the target technology before attempting to manipulate it.

TELEKINESIS (3): This power enables a character to lift or move an object with a successful attack roll. Telekinesis can be used to

levitate a character, move something across a hallway, operate a machine, maneuver a weapon away from the character's body, etc. Throwing items or people causes 1d6 Damage.

TELEPATHY (1): This power connects the mind of the super character to another person through a psychic link. The character can "speak" and respond to messages of any length in complete silence, though the target may choose to ignore them. If a telepathic character is "speaking" with a character who does not have this power, the conversation can only last a number of turns (in combat) or minutes (outside of combat) equal to the telepathic PC's level. If all characters in a conversation have the Telepathy power, the conversation can last any amount of time.

TELEPORT (3): Teleporting heroes can move instantly from one place to another. A PC always successfully teleports to destinations visible to the character from the spot where he is starting. Teleporting to locations the character cannot see requires a stealth & stunts roll.

TIME STOP (5): This power enables a character to stop and start time in a small area, about PC level x 10 yards in a circle centered on the character. All activity slows down so much it appears to have stopped. The super character can take a second single action (movement or attack or another activity) during the time stop. After this additional turn, time returns to normal. This can be done PC level times per day.

TUNNEL (1): The character can quickly dig a tunnel large enough to fit a human-sized character through any non-supernatural substance (concrete, rock, ice, etc.). The character can dig as fast as he can walk through the tunnel.

VIBRATE (1): The character can move a hand quickly enough to "saw" through any type of material, causing 1d6 Damage each turn. This power can be used to start small earthquakes if the character is touching a floor or ground.

WEAPON (1): From claws in your fists to a magic war hammer to high-level training with firearms, you're a master of one particular type of weapon. It causes 1d6 Damage. This power must be purchased once for each signature weapon the character uses. This power replaces the weapon rules found in other SotU games.

WEAPON (MAJOR) (3): As Weapon (above), except the weapon causes 1d10 Damage. This represents powerful weapons, like rocket launchers or multiple swords used simultaneously.

WEATHER CONTROL (3): This power gives a character complete control over the weather conditions in the area the character can see. The character can make attacks against everyone who can be affected by any severe weather (hurricane-force winds, lightning, drought, etc.), but cannot cause more than 3d6 Damage to any individual foe. The character can also build up or diminish the pre-existing natural weather conditions at will.

X-RAY VISION (1): The character can see through solid structures, such as wood and steel, as well as supernatural barriers.

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