

The goal of this addendum is to change as little as possible about the inherent aspects and core mechanics of the game, while also providing optional considerations for already refining what has been put into place.

1. **“Stacking Multipliers” - Any multipliers that would otherwise appear to stack instead, add an Edge to dice rolls regarding such utilizations of Powers, Traits, and Weapons. Each multiplier must come from a different Power, Trait, or Weapon (i.e. a +2 Weapon Modifier with Mighty 3 would grant 1 Edge on the dice roll, as the +2 Weapon Multiplier is from 1 Weapon).**

Example: Captain America, who has Mighty 1 and a Shield with a +1 Weapon Multiplier, will instead receive an Edge to dice rolls when he is in Melee combat and has the use of his Shield. This would represent increased overall proficiency in combat with his Shield, not necessarily striking specifically with his Shield.

Example: A character with Big, Enhanced Strength, and Mighty 4. The Big Trait does not stack, as this Trait provides other advantages and is essentially equivalent to Mighty 1 in lifting capacity. In this case, Big is superseded by the Mighty 4 power. However, as Enhanced Physique specifically states the character can Carry, Lift, Swing, or Throw as if 1 Size larger than they are and this would stack with Mighty 4, the character is instead given an Edge on dice rolls for such actions.

2. **Damage Multipliers regarding non-proficiencies (not mine, but ingenious) - while a character can still make an attack with a Basic Ability that does not invoke the use of a power (that includes “passive” powers such as Accuracy, Brilliance, Discipline, and Mighty), that character’s Damage Multiplier is a 1M for such an attack, regardless of Rank.**

Example: While Professor X is capable of making a Melee Attack, his Damage Multiplier when doing so is considered to be 1M, not 6M, as his Rank would otherwise suggest.

Example: The Hulk makes a Melee Attack without the use of his Super-Strength powers. His Damage Multiplier of 10M still applies due to his Mighty 4 being a passive power and always active, unless otherwise de-powered.

3. **Webcasting - while the TN 20 is explicitly indicated as far as escaping the webbing, the webbing’s strength is initially considered to be TN 10 for purposes of Escape. The TN increases +2 every round thereafter until reaching a TN 20. This is to simulate multiple and various media instances in the effectiveness of Spider-Man’s webbing specifically while being utilized in active combat vs. post combat, as well as other character’s using similar forms of the power.**
4. **Non-Combat Checks - Non-Combat checks are invoked during active combat when the action roll is specific to be utilized in circumstances other than directly**

initiating (Basic Ability Modifier) or defending (Basic Melee Defense Modifier) against an attack.

Example: While avoiding being Paralyzed or Pinned by the Crimson Bands of Cyttorak invokes an Ego check against the target's Melee Defense, once the attack is successful, the target making any attempts to break free against the TN 20 of the Crimson Bands of Cyttorak would utilize a Melee Non-Combat check (as he is not directly attacking or defending against the character who made the initial attack).

- 5. Character Rank Beyond 6 - Typical Rank designations from one Rank lower to one Ranker higher are designated by the following Character Profile adjustments: +1 to Basic Ability Score Cap, +1 Trait, +5 Basic Ability Score points (for a new maximum), +4 Powers, and +1 potential "Bonus Power" due to the higher Rank having an increase number of Power Sets.**

Example: Rank 1 - Maximum Basic Ability Cap is 4, 1 Trait that can be selected, 5 Basic Ability Score Points, 4 Powers, and +1 Power Set beyond Basic Powers), if the Character does not choose to use up these "Bonus Powers", they can be selected as Traits or Basic Ability Score points (within the Ability Score Cap).

Example: Rank 2 - Maximum Basic Ability Cap is 5, 2 Traits that can be selected, 10 Basic Ability Score Points, 8 Powers, and +2 Power Set beyond Basic Powers), if the Character does not choose to use up these "Bonus Powers", they can be selected as Traits or Basic Ability Score points (within the Ability Score Cap).

Example: Rank 3 - Maximum Basic Ability Cap is 6, 3 Traits that can be selected, 15 Basic Ability Score Points, 12 Powers, and +3 Power Set beyond Basic Powers), if the Character does not choose to use up these "Bonus Powers", they can be selected as Traits or Basic Ability Score points (within the Ability Score Cap).

This progression continues up to and including Rank 6, at which point there is no further progression. However, higher Rank Characters can easily be incorporated into higher Rank characters, as long as the above formula is continued.

Example: Rank 7 - Maximum Basic Ability Cap is 10, 7 Traits that can be selected, 35 Basic Ability Score Points, 28 Powers, and +7 Power Set beyond Basic Powers), if the Character does not choose to use up these "Bonus Powers", they can be selected as Traits or Basic Ability Score points (within the Ability Score Cap).

HOWEVER, certain optional rules can be utilized to represent these characters, such as the following:

Starting with Rank 7, Numbered Powers such as Mighty and Elemental Protection, can have a maximum number of +1 for each Rank above Rank 6 (Example: a Rank 8

Character is capable of having Sturdy 6. Example: a Rank 7 Character with Elemental Prison 5 would now have a TN 50 for other Characters to break through the Sphere).

Instead of additional Traits being selected with Bonus Powers left over, a Character can both increase a Basic Ability Score as well as increase said Basic Ability Score Maximum. (Example: A Rank 9 character who would normally have a Basic Ability Score Cap of 12 may have Basic Ability Score Points above this Cap if the source of these Basic Ability Score points are unused Bonus Powers. This is to represent the specialization often associated with such High-Rank Characters.

Starting with Rank 7, Powers such as Crimson Bands of Cyttorak, which may require a TN 20 for the target number to break free, can now have TN increases of +2 for every Rank beyond Rank 6. (Example - A Sorcerous Character utilizing Crimson Bands of Cyttorak at Rank 8 would now invoke a TN 24 for any target of a successful attack to break free.

NOTE: It is strongly advised that such higher Rank characters are left in the realm of NPCS (and possibly Entities formerly considered “Rank X” rather than utilized as Playable Characters.

6. **Character Advancement** - Although the game does not formally integrate Character Advancement into the course of game, this can be accomplished by utilizing the aforementioned structure and demarcation of Ranks. Upon completion of each game session deemed successful by the Narrator, the Narrator can award a “point” to each player to be utilized on their Character Profile sheets. Each point can be utilized in one of the following ways: a) an increase of 1 in a Basic Ability score, b) an additional Trait c) an additional Power that is within one of the character’s already utilized Power Sets or increase in one of the numbers of the character’s already assigned Basic Powers. This can continue until a total of 9 points have been utilized; after which upon the next successful session the Character is increased by 1 Rank and given the option of a Bonus Power Set and Power slot, which could also be substituted as an increase of 1 in one Basic Ability Score or 1 additional Trait instead.

NOTE: Players must still remain within the limits for Basic Abilities, and Powers of the Rank immediately higher than their present Rank. In other words, unless the Players have Bonus Power slots which can be utilized to increase their Bonus Ability Score totals and Traits beyond normal caps, a player can not assign more than the following each: 5 Ability Points, 1 additional Trait, 4 Powers. This changes when the Character advances to the next Rank and is awarded an additional Power Set, which if not utilized, then grants a Bonus Power which can be utilized in any number of ways outlined in the Core Rulebook.

Example: a Rank 3 Character has 12 Power Slot utilized and 1 Bonus Power (from using only 2 Power Sets beyond Basic Powers), which is utilized toward a total of 16 Basic Ability Points and 3 assigned Traits. The player can advance and increase the Character by any combination of Basic Ability Score increases, additional Traits, and additional Powers assigned from either the current Power Sets or increases to numbered Powers in the Basic Power Set, for a total combination of 9, as long as no more than 5 Basic Ability point increases, 1 Trait, and 4 Powers, are not exceeded in each. Once the Character is awarded a 10th increase, the Character is then moved up to Rank 4, thereby by default given an additional Bonus Power, unless the Player chooses their character to have a Power from an entirely new Power Set.

OPTIONAL: A Player can choose to withhold utilizing any and all advancements until a Rank increase is achieved, at which time the Player may utilize all previously awarded advancements at once. It is strongly encouraged that the Player and Narrator collaborate to justify such a significant change in the Character as a “Narrative Event” occurring in the Character’s Development. Such Narrative Events can at times also justify additions to the Character’s Origin, thereby justifying additional Bonus Traits (although with a prerequisite assigned “Extraordinary Origin” Trait as per Core Book). Again, any such Narrative Event should be a collaboration being Player and Narrator and ultimately approved by the Narrator.

To be Reviewed, Refined, Revised

ADD for WEBSNARING (and Web POWERS) the two proposed options.

ADD CRIMSON BANDS OPTION

ADD GROW POWERS OPTION

REWRITE FOR ENHANCED PHYSIQUE (OFFERS EDGE INSTEAD)