

CHARACTER CREATION

ATTRIBUTES

Strength - Physical prowess, melee combat, carrying gear, brute force

Dexterity - Speed, evasion, manual dexterity, reaction time, combat initiative

Constitution - Hardiness, enduring injury, tolerating large amounts of cyberware

Intelligence - Memory, reasoning, technical skills, general education

Wisdom - Noticing things, making judgments, reading situations, intuition

Charisma - Commanding, charming, attracting attention, being taken seriously

Starting Attribute point pool: 67

Allocate Attribute points to get your modifier

| Attribute Score | Modifier |
|------------------------|-----------------|
| 3 | -2 |
| 4—7 | -1 |
| 8—13 | 0 |
| 14—17 | +1 |
| 18 | +2 |

If you prefer to roll, do 6 rolls of 3d6 and assign the totals in order. You may change one of your totals to 14.

If you prefer to use an array, assign these however you wish: 14, 14, 12, 11, 9, 7

Health Points: Determine your HP by

8 + 1d8 per hero level + CON modifier

BACKGROUNDS

Pick a Background and it's free skill at Level 0 expertise.

Bum, a hard-bitten street survivor - free skill: Survive

Bureaucrat, for a local government agency - free skill: Administer

Clergy, whether formal or informal - free skill: Lead

Coder, grinding code for somebody - free skill: Program

Corp Security, muscle for a local corp - free skill: Any Combat

Corper, a faceless cog in their machine - free skill: Work
Criminal, be it thief, mugger, or worse - free skill: Sneak
Doctor, whether corp med or street doc - free skill: Heal
Drone Jockey, running overwatch - free skill: Drive
Ganger, rank and file of the street legions - free skill: Any Combat
Laborer, finding day labor where you can - free skill: Exert
Law Enforcement, such as cops are now - free skill: Administer
Manager, a maintainer of cogs - free skill: Administer
Outlander, born beyond the city - free skill: Survive
Performer, musician, or artist - free skill: Perform
Soldier, working for a government - free skill: Any Combat
Spy, in deep for your real employer - free skill: Sneak
Trader, peddler, hawker, or the like - free skill: Trade
Streetwalker, whether cheap or high-class - free skill: Talk
Technician, freelance or corp-hired - free skill: Fix

SKILLS

Pick 2 more Skills starting at Level 0 Expertise. Taking the same skill more than once will give you a subsequent Expertise level. You cannot exceed +1 Expertise at Hero Level 1.

Administer: Manage an organization, handle paperwork, analyze records, and keep an institution functioning on a daily basis. Roll it for bureaucratic expertise, organizational management, legal knowledge, dealing with government agencies, and understanding how corps really work.

Connect: Find people who can be helpful to your purposes and get them to cooperate with you. Roll it to make useful connections with others, find people you know, know where to get illicit goods and services, and be familiar with foreign cultures and languages. You can use it in place of Talk for persuading people you find via this skill. Note that the people you meet via Connect are not necessarily inclined to work with you without a good reason

Drive: Drive vehicles, sail ships, fly planes, pilot drones, and perform maintenance and basic repairs on such devices. A PC's background may incline them to a particular kind of driving, but with some practice this skill can be applied generally.

Exert: Apply trained speed, strength, or stamina in some feat of physical exertion. Roll it to run, jump, lift, swim, climb, throw, and so forth. You can use it as a combat skill when throwing things, though it doesn't qualify as a combat skill for other uses.

Fix: Create and repair devices both simple and complex. Your PC may be specialized in some field depending on their background, but this skill can be applied generally by most operators. Roll it to fix things, build things, and identify what something is supposed to do.

Heal: Employ medical and psychological treatment for the injured or disturbed. Roll it to cure diseases, stabilize the critically injured, treat psychological disorders, or diagnose illnesses. It's also an important skill for implanting and maintaining cyberware.

Know: Know facts about academic or scientific fields. Roll it to understand academic topics, remember relevant history, solve science mysteries, and know the basic facts about rare or esoteric topics.

Lead: Convince others to also do whatever it is you're trying to do. Talk might persuade them that following you is smart, but Lead can make them do it even when they think it's a bad idea. Roll it to lead troops in combat, convince others to follow you, inspire employee loyalty, or maintain morale and discipline.

Notice: Spot anomalies or interesting facts about your environment. Roll it for searching places, detecting ambushes, spotting things, and reading the emotional state of other people.

Perform: Exhibit some performance skill. Roll it to dance, sing, orate, act, or otherwise put on a convincing or emotionally moving performance.

Program: Operating or hacking computing and communications hardware. Roll it to program or hack computers, control computer-operated hardware, operate communications tech, or decrypt things. Hacker PCs rely heavily on this skill.

Punch: Use it as a combat skill when fighting unarmed. If your PC means to make a habit of this rather than as a recourse of desperation, you should take the Unarmed Combatant Focus described later.

Shoot: Use it as a combat skill when using ranged weaponry, whether thrown weapons, bows, unlinked pistols, combat rifles, or heavy artillery.

Sneak: Move without drawing notice. Roll it for stealth, disguise, infiltration, manual legerdemain, pickpocketing, and the physical defeating of security measures such as electronic locks.

Stab/Throw: Use it as a combat skill when wielding melee weapons, whether primitive or complex. It can also be used when throwing weapons.

Survive: Depending on the character's background, this might be more a matter of street smarts and urban survival or it might be directed towards outlands bushcraft and wilderness living. Regardless of the original focus, some time and practice can allow it to be generalized by a PC.

Talk: Convince other people of the facts you want them to believe. What they do with that conviction may not be completely predictable. Roll it to persuade, charm, or deceive others in conversation.

Trade: Find what you need on the market and sell what you have. Roll it to sell or buy things, figure out where to purchase hard-to-get or illicit goods, deal with customs agents, or run a business.

Work: This is a catch-all skill for professions not represented by other skills. When you take it, pick a particular profession, such as lawyering, stevedore work, painting, or some other career. The skill then applies to performing that work or making contacts with people in its sphere.

Skill Ranking

Unlearned Skill is penalized -2 to checks

Level-0 Basic competence in the skill ... +0 to checks

Level-1 An experienced professional in the skill, clearly better than most ... +1 to checks

Level-2 Veteran expert, one respected even by those with considerable experience +2 to checks

Level-3 Master of the skill, likely one of the best in the city ... +3 to checks

Level-4 Superlative expertise, one of the best in the world ... +4 to checks

Combat Checks determined by $d20 + \text{your skill bonus} + \text{applicable Attribute Modifier}$

Outside of Combat Skill Checks determined by $2d6 + \text{your Skill Bonus}$

CHARACTER EDGES

Pick 2 Edges to add more specific talent to your Hero, taking an Edge that gives a Skill you have already selected raises this Skill a level of Expertise, again do not exceed +1 Expertise in any given skill at Hero Level 1.

Educated: You may pick a bonus skill of your choice. Whenever you gain skill points from character level advancement, you get a bonus skill point.

Ace Driver: If it's got wheels or wings, you can drive it. Your background may lend itself to a particular type of transport, but your natural talent lets you operate any vehicle with an almost instinctive aptitude. Gain Drive, and Fix as bonus skills

Face: Gain Connect as a bonus skill. Once per game week, whenever it's convenient, gain one temporary Acquaintance Contact of your choice, describing them in any way the GM finds acceptable. You lose touch with this Contact after you use this Edge again, but you can use this Edge to connect with them again at a different time. You may also provide favors or payment sufficient to cement the relationship at the GM's discretion.

Ghost: You are uncannily elusive. Gain Sneak as a bonus skill and the Fighting Withdrawal combat action is an On Turn action for you. Once per scene, reroll a failed Sneak check related to sneaking or going unseen. Once per game day, as a Move action, move up to 30ft without anyone around you seeing you move. If you use this movement to get behind cover, you might seem to vanish outright to onlookers.

Hacker: Gain Program as a bonus skill at +1. You may begin play with a high end cyberware that grants on you each round, a bonus Main Action that can only be used to perform hacking actions. This does not include drone piloting or vehicle driving.

Hard To Kill: Instead of $8+1d8+\text{CON}$ per level for your hit points, you roll $10+1d10+\text{CON}$

Killing Blow: Gain a combat skill as a bonus skill. Whenever you inflict hit point damage on something, whether by weapon, special ability, or any other source, the damage is increased by 1 point per character level

Masterful Expertise: Once per scene, as an Instant action, reroll a failed check for a non-combat skill.

On Target: Gain a combat skill as a bonus skill. Your basic attack bonus is equal to your character level, instead of the usual half level, rounded down.

Prodigy: Pick an attribute other than Constitution; its score becomes 18 and it grants a +3 modifier instead of +2.

Hero's Fortune: You may or may not be good, but you are undeniably lucky. Once per game session as an Instant action, when something bad happens to you such as an injury, a failed save, or a botched skill check, test your luck and roll 1d6. On a 1, the bad event is unaffected. On a 2-5, you somehow avert the consequences by blind chance. On a 6, it actually lands on an enemy or rival of the GM's choice, if that's possible. Only events that happened in this same round can be averted.

Veteran's Luck: Once per scene, as an Instant action, trigger this ability to gain one of two effects: an attack roll that just hit you is instead treated as a miss, or an attack roll you just made that missed is instead treated as a hit. This ability can be applied to vehicle weapons used by the operator, but it cannot protect against environmental damage, vehicle crashes, falls, or other harm that doesn't involve an attack roll.

ALERT- You are keenly aware of your surroundings and virtually impossible to take unaware. You have an instinctive alacrity of response that helps you act before less wary persons can think to move. Gain Notice as a bonus skill. You cannot be surprised, nor can others use the Execution Attack option on you. When your group rolls initiative, your vigilance allows them to roll twice and take the higher roll.

AUTHORITY- You have an uncanny kind of charisma about you, one that makes others instinctively follow your instructions and further your causes. Where this Focus refers to followers, it means NPCs who have voluntarily chosen to be in your service. PCs never count as followers. Gain Lead as a bonus skill. Once per day, you can make a request from an NPC who is not openly hostile to you, rolling a Cha/Lead skill check at a difficulty of the NPC's Morale score. If you succeed, they will comply with the request, provided it is not harmful or very uncharacteristic.

CLOSE COMBATANT- You've had all too much practice at close-in fighting and desperate struggles with pistol or blade. You're extremely skilled at avoiding injury in melee combat, and once per day you can dodge through a melee scrum without fear of being knifed in passing. Ignore Shock damage. Gain any combat skill as a bonus skill.

DEADEYE- You have a gift with ranged weapons. While this talent most commonly applies to guns, it is also applicable to thrown weapons or other ranged weapons that can be used with the Shoot skill. Gain Shoot as a bonus skill. You can Ready a Stowed ranged weapon as an Instant action. You may use a rifle or two-handed ranged weapon even when an enemy is within melee range, albeit at a -4 hit penalty. You may add your Shoot skill level to a ranged weapon's damage roll. You can reload guns, crossbows, or other slow-loading weapons as an On Turn action, provided they don't take more than a round to reload. Once per scene, as an On Turn action when target shooting at an inanimate, non-creature target, you automatically hit unless is physically impossible.

DIPLOMAT- You know how to get your way in personal negotiations, and can manipulate the attitudes of those around you. Even so, while smooth words are versatile, they'll only work if your interlocutor is actually willing to listen to you. Gain Talk as a bonus skill. You speak all the languages common to the city and can learn new ones to a workable level in a week, becoming fluent in a month. Reroll 1s on any skill check dice related to negotiation or diplomacy. Once per game session, shift an intelligent NPC's reaction roll one step closer to friendly if you can talk to them for at least thirty seconds.

Night Nurse- Healing comes naturally to you, and you're particularly gifted at preventing the quick bleed-out of wounded allies and comrades. Gain Heal as a bonus skill. You may attempt to stabilize one mortally-wounded adjacent person per round as an On Turn action. When rolling Heal skill checks, roll 3d6 and drop the lowest die. Pharmaceuticals or other technological healing devices applied by you heal twice as many hit points as normal. Using only basic medical supplies, you can heal 1d6+Heal skill hit points of damage to every injured or wounded person in your group with ten minutes of first aid spread among them.

HENCHKEEPER- You have a distinct knack for picking up lost souls who willingly do your bidding. You might induce them with promises of money, power, excitement, sex, or some other prize that you may or may not eventually grant. A henchman obtained with this Focus will serve in loyal fashion until clearly betrayed or placed in unacceptable danger. Henchmen are not "important" people, and are usually marginal sorts, criminals, the desperate, or other persons with few options. You can use more conventional pay or inducements to acquire additional henchmen, but these extra hirelings are no more loyal or competent than your pay and treatment can purchase. Gain Lead as a bonus skill. You can acquire henchmen within 24 hours of arriving in a community, assuming anyone is suitable hench material. These henchmen will not fight except to save their own lives, but will go with you on missions and risk great danger to help you. Most henchmen will have 5 HP, a +0 attack bonus, and a Morale of 7, plus whatever gear they're given. Slum-dwellers and other natives of harsh societies will fight as Street Thugs per page 188 if pressed. You can have one henchmen at a time for every three character levels you have, rounded up. You can release henchmen with no hard feelings at any plausible time and pick them back up later should you be without a current henchman.

MANY FACES- You have multiple usable identities registered with corporate and governmental databases. These identities are so deeply embedded in the systems that they're almost impossible to pry out unless you do something to compromise them. Gain Sneak as a bonus skill. You can maintain one alternate identity at a time per three character levels, rounded up. These identities have their own names, backgrounds, criminal records, financial dealings, and bank accounts, and will register as authentic to all normal corporate and governmental checks. If an identity is compromised or you want a different one, you can replace it with a week's work. False identities cannot be important people or involve corporations you don't have a Contact in already.

POP IDOL- Whether a street musician, graffiti artist, underground journalist, cam girl, folk singer, or Robin Hood-esque thief, you have a devoted following of enthusiasts who are willing to help you when you need them. Gain Perform as a bonus skill. Once per game week, with an hour or so of messaging, you can mobilize about a hundred of your fans to perform some act of your choice, provided it's no more than mildly criminal or slightly dangerous. Flash mobs, getaway drivers, scouting reports, tailing people, or instant parties might all qualify as services. Your fans don't have any special skills, but they'll do anything ordinary workers or civilians could do. If you mobilize them for donations or merch purchases, you get \$1,000 per character level, doubled at fifth level and quadrupled at tenth. You can't mobilize them to buy your content more than once per month. Your Charisma modifier increases by +1, to a maximum of +2.

Tinkerer: You have a natural talent for modifying and improving equipment, as given in the rules on page 46. Gain Fix as a bonus skill. Your Maintenance score is doubled, allowing you to maintain twice as many mods. Vehicle, cyber, and gear mods cost only half their usual price in dollars, though experimental component requirements remain the same.

UNARMED COMBATANT- Your empty hands are more dangerous than knives in the grip of the less gifted. Your unarmed attacks are counted as melee weapons. Gain Punch as a bonus skill. Your unarmed attacks become more dangerous as your Punch skill increases; at level-0, they do 1d6 damage. At level-1, they do 1d8 damage. At level-2 they do 1d10, level-3 does 1d12, and level-4 does 1d12+1.

UNREGISTERED- Whether by unrecorded birth, database corruption, or sheer luck, you simply do not exist in any government or corporate database. If taken with the Many Faces Focus, your own identity is lost, but you can create others for your own uses. If this Focus is taken after character creation, it means your existing records have become hopelessly corrupted and lost. You have no government or corporate database records associated with you, and it is almost impossible to add any such records without them ending up corrupted or deleted within a week. Human beings can remember you, but they can't rely on computerized records to keep track of you or your activities. You can keep money on credit chips or in cash, but banking or formal property ownership is almost impossible for you.

UNIQUE GIFT Archetypes

Your PC has an exceptional superhuman ability. At odd levels you may choose another archetype to add with it's core abilities or advance your current archetype. The list below are example builds, consult GM to build a custom Archetype for your Gift idea.

Example Gift Archetypes:

"Blaster"

Core:

Through fireblasts, energy beams, or otherwise Your hero can deal damage from afar. They deal 1d8 damage per Blaster level at a range of 60ft. Choose 1 status effect that your blasts cause: ex Concussive (chance for knockdown/incapacitate) , Burning (chance to ignite), Blinding, Acidic, Toxic, etc.

Once per scene you can use "Blasting Launch" to exert your power downwards to launch yourself upwards to a maximum of 25ft and laterally as far as your movement speed.

Choose your Blaster Path

"Blast Master"

Level 1

Your Blasts now cover 80 feet in distance.

At the cost of half damage you can opt for a guaranteed hit on a target you can see within range.

Level 3

Blasts can either deal two blasts on separate Targets for 1d8 apiece OR one concentrated blast for 2d8 damage on 1 target. Blasts can now also Repel up to 20 feet.

Level 5

You can now choose to split your beam into 3

Omega Beam: Once per scene you can fire a full damage blast on a target you don't have line of sight on, bending your blast line around corners and obstacles.

"Energy Manipulation"

Level 1

You can manipulate your blasts to be melee attacks, and roll as if you have +1 Punch expertise when using your power this way.

You can use your action to generate a blast shield that will absorb half damage of any physical attack made towards you until the start of your next turn

Level 3

Once per day you can cause a Burst Blast that emanates from your core and causes knockback of 20ft and guarantees your status effect to all targets in a 20 foot radius.

Once per scene you can generate a energy field in a 10 by 10 square that damages any creature within it for 2d8 damage

Level 5

Your energy shield is now an on turn action, and you get 1 more usage of your energy field ability per scene

Avatar of fury

Gain a temporary form empowered by your elemental or energetic might. You gain +2 to AC, 30 ft flight speed, and can target 2 enemies with your blast action. You retain this form for 10 turns or until combat has ended. Can be used once per day.

"Super Soldier"

Core/Level 1

You can push, and lift up to 1000 pounds but can not hold up this weight longer than a round and cannot use something this heavy as a weapon. Maximum weight you can throw or hold like a weapon is 200 pounds. You do double damage die with all unarmed and melee attacks. Your movement speed is increased to 40ft a turn, and you can leap up to 15 feet vertically. Gain a free level in any combat skill of your choice, and a free level of Lead. +1 to all physical attack rolls.

Level 3

Gain another free level of any combat skill of your choice, and an extra level of Lead. You can now hold 1000 pounds for up to 2 rounds but you are still unable to properly wield this as a weapon. You can swing and throw up to 250 pounds now.

Signature Weapon: Pick a melee weapon to become your signature weapon. It gains the Thrown quality, and the "Ricochet" ability which allows you to bounce it off a maximum of 2 targets, dealing it's damage die and then it returns to your hand, Signature Weapons get a +1 to attack rolls. If you lose your Signature Weapon or it breaks, you can "find a replacement" upon the next day.

"Incredible Super Strength"

Core/Level 1:

You can lift, push, throw or hold up to 2000 pounds, any inanimate objects within this weight threshold do not require skill checks. Melee/Unarmed Attacks now deal quadruple your existing damage die. Your movement has been upgraded, up to 50 feet of movement per turn and the ability to leap up to 25 feet. +1 Exert

Bullrush

Dash forward dealing your melee/unarmed damage die in a straight line 30ft, knocking all in the path prone for 1 round

Level 3

Brutalize

You can now as an action sacrifice your movement speed to inflict maximum damage on a successful hit

Smash

Once per scene you can smash the ground for a shockwave attack effecting everything in a 25ft radius knocking them back 10ft and potentially knocking them prone

Your skin has hardened giving you a permanent +1 to AC. +2 to Exert

"Peak Human Condition"

Core/Level 1

Through years of training, through uncanny talent, or through cyber augmentation: your body is simply better at everything the human body can do by an order of magnitude. You move at 35 feet per turn, have +1 to all attack checks. +1 free expertise level in Exert. You can hold your breath underwater for 20 minutes outside combat, or 10 turns in combat.. Gain a free combat skill of your choice. You gain the "Ghost" Edge.

Level 3

You now have +2 to all attack checks, and +2 expertise level in Exert, pick another skill to learn or to rank up. You get back half HP through meditation outside combat

"Healer"

Through ancient rites, healing nanomachines, or battle first aid and pep talk, you are always keeping your allies on their feet.

Core/level 1

as an action on your turn, give an ally within 20ft of you 1d6 healing per Healer level + your Heal skill bonus. This healing will revive a downed ally and restore them to fighting ability as long as they were downed within a Round's amount of time beforehand, even surpassing the person's failed Death Save. You also can revert a negative status effect like poison, paralysis, addiction(does not work on Demon in a Bottle feat), etc on a single target as an action. You now also have the ability to manipulate the nervous system both positively(numb pain, grant 1d6 temp HP) or negatively (inflict pain for 1d6 damage).

Level 3

Healing is upgraded to 2d6 per Healer Level + Heal Skill bonus, and you can target up to 2 people or creatures. Range extended to equal your movement speed.

Healing/restoring a downed person has been given an extended window of 6 hours from their failed Death Save. Level 1 Heal on a single target can now be done as a free extra action on combat. Your ability to manipulate the nervous system has improved (temp HP increased to 2d6, pain damage increased to 2d6+ your Heal Skill level), using your action you can also stress the nervous system to cause a debilitating seizure along with your 2d6 pain damage per round while you concentrate, up to 3 rounds. Taking damage or using any other form of your powers will break concentration

Gain the Halo ability which allows you to let off a level 1 heal once per scene to all allies in a radius equal to your movement speed.

"Technopath"

Core/Level 1

Through experiment gone wrong or right, cybernetic implant, whathaveyou, you now have the ability to commune and lightly control and effect technology with your mind. Anything with a computer chip or ran by computers can be communed with. You also now understand what makes the machines tick and gain a level of expertise in tech related skills. You also gain the "Pulse" ability which allows you to discharge an EMP which causes 1d6 damage to machines. If the machine has total hitpoints below 6, the device is immediately shut down for 3 turns. Range of tech manipulation is 25ft.

Level 3

You can manipulate electricity on a minor scale now, which allows you to now control machines that do not have any computer system running it. Your "Pulse" ability can now be imbued with electricity to add electric damage which will effect things both machine and living. Damage is upped to 2d6, and your pulse will permanently fry electronics. As a free extra action per scene you can make any robots in a 40ft range turn allied or program them to flee for 3 turns. Robots that flee will return to normal programming when they exceed your range of control.

"Mover"

Core/level 1

Through levitation, great leaps, running, or crawling, you can move across all surfaces, and can move at a speed of 60 feet per turn, and maximum upward height of 20 feet if not on a surface. If you do not use a move action during your turn, take an extra main action.

Gain the ability Dash Attack, dealing your unarmed, or melee damage die in a straight line up to 40ft and potentially repelling all in your path 10ft. This ability uses a move action instead of a main action.

Level 3

Your movement is increased to 80ft per turn in lateral distance, maximum height is still 20 unless on a surface. You now have 2 main actions and a move action or vice versa.

Once per scene, after using a Move Action you can discharge your excess speed energy as an attack dealing 2d6 energy damage in a 10ftx5ft line in front of you

Level 5

Movement speed upgraded to 120ft per turn.

Energy Discharge no longer requires you to spend a move action to activate.

You now have 2 main actions and 2 move actions.

You can now vibrate your molecules to phase through solid objects once per scene in combat, and at will outside of combat

"Flight"

Core/level 1

You can break the bonds of gravity and fly through the air at a maximum speed of 60 feet per turn.

In combat, once per scene as a move action you can launch into flight causing a sonic boom around your starting point dealing 3d6 force damage in a 25ft radius

Swooping Attack, as a main action while in the air you can divebomb and strike a target for double your unarmed/melee damage die, and knock this target prone until the start of their next turn

Level 3

Flight speed increased to 100 feet per turn.

You can share your ability to defy gravity with anyone you can touch. Unwilling targets must pass a strength save to not be taken into flight

Smash Landing, as a move action once per scene you can safely descend from any height at full speed and deal

AoE damage at double your unarmed damage die in a 10 ft radius

"Jumper"

Core/level 1

Through dimensional shifting, a magic portal bidden only to you, or a unfolding teleporter pad, You can change locations as if teleporting. You can move up to 60 feet to a place you can see, without incurring attacks of opportunity. This movement takes up your full move speed (but not an action)

Level 3

Teleportation can now take you any distance you can see and up to 60 feet that you cannot. You can now also have a chance to be able to accurately leap to places you can see in photos, using your Exert and Dex modifiers on a d20 roll with the DC determined by distance and familiarity with the target location. You can now as a free extra move use a Tier 1 teleport. You can now take up to 2 people with you when you teleport, unwilling targets have to pass a saving throw to not be taken.

"Hard Light Generator"

Core

You have the ability to generate hard light constructs to form into weapons, shields, or other simple constructs. They can be up to 10 feet in length, width and height, and can be thrown up to 25 feet before dissipating. You can make up to 3 items at a time, one for each hand and one standby. Weapons wielded in one hand or thrown deal 1d6 per HLG level, 2 handed weapons deal 1d8 per HLG level. Constructs can each bear up to 100 pounds (can be stacked), and constructs have their own HP of 1d6 per HLG level. Constructs cost Light Charges, that you get 6 of per scene. Constructs are able to float freely under your control up to 25ft away from you. Constructs used as weapons take 2 damage every time they strike.

Choose your HLG Path

"Sturdy Builder"

Level 1

Constructs HP upgraded to 1D8 per HLG level, and constructs can now support up to 500 pounds without breaking.

Level 3

Constructs HP upgraded to 1D10 per HLG level, and constructs can now support up to 1000 pounds without breaking. When struck, Constructs will now "flare" dealing 1d4 damage to whoever hit it, and potentially blinding the assailant until the start of their next turn. Max construct range upgraded to 40ft.

"Complex Construction"

Level 1

You can now generate simple compound machines as constructs like pulley+platform to make an elevator, catapults, carriages, missing levers to operate existing machinery, etc. constructs now support 250lbs without breaking

Level 3

Your maximum amount of Constructs have increased to 4 at a time, and your Light Charges upped to 8 per scene. You now can create more complex machines using your constructs, such as Recon Drone+Viewing Screen, Motor, simple Robot. Max construct range upgraded to 60ft

“Weaponeer of Light”

Level 1

Weapon Constructs now deal 1d8 one handed and 1d10 two handed, and do not take damage from usage but can be targeted by enemies.

Level 3

Weapon Constructs now get +1 to attacks, and deal an additional static +4 to damage. You can now generate simple ranged weapons such as bows, and slings that shoot up to max construct distance which has been upgraded to 40ft

Downshifter:

Core/lvl 1

You have the ability to manipulate your personal “down” orientation in regards to gravity. Once per round in combat as an on turn action you can change your orientation, and also reset it back to normal as an instant action.

Terminal Velocity attack; At the cost of half your movement, you can use your power to add either an extra melee weapon damage die, or deal 1d10 bludgeoning if unarmed, by launching yourself at an opponent.

+5ft movement speed

Lvl 3

You are now resistant to fall damage from any height, as your powers will automatically kick in to protect you.

Terminal Velocity upgrade. Add an additional damage die when the distance you cross to make your attack exceeds 20ft, and another for every additional 20ft.

You can now select 1 target (unwilling targets must pass a save to not be affected) to use your power on through touch. Target must be no greater than twice your weight. Targets forced to collide with another target are dealt 1d10 damage for every 20ft they are moved up to your maximum movement speed.

Increase base movement speed by 10ft.

Level 5

You are now immune to fall damage.

You can now select 2 targets to use your powers on. Targets can now be up to 3 times your weight.

Increase base movement speed by 15ft.

HERO FEATS:

Select one on even levels. Feats cannot be taken twice. You can choose to replace one feat with another at level 6, and up.

I Can Do This All Day- once per day as an instant action, when an attack would down you, instead regain half HP and take a retaliatory reaction attack against your assailant. +1 to CON

Heroic Strength- Once a day you can use this feat to automatically succeed a strength check to push, pull or lift up an object/target weighing up to 1000 pounds and hold it up until the start of your next turn. +1 to Exert

Unstable Mutagen- once per scene, for better or worse, use this ability to unleash your unstable metagene. Roll a D20 and have the GM relay what ability you are able to use for this encounter and what it's drawback is.

Talk No Justsu- Once per day, convince one enemy combatant to stand down. Can be used outside of combat to prevent conflict as well as in combat. +2 to Talk skill

Master of Disguise- You always have a disguise kit on hand and can use it well. Gain +1 to Talk and Sneak while disguised.

Throwing Savant: you get +1 to attack with thrown weapons, criticals are triggered on rolling 19 rather than 20, and on a critical hit you can throw another projectile on a second target

And One For Good Measure: any action you can only use once per scene, you can now use a second time

Daxamite: Permanently gain a 50% boost rounded up to your HP and gain resistance to Energy damage, but take 50% rounded down more in damage from lead based attacks such as bullets.

Solar Powered: During the day you gain +2 to Exert

Moon Might: During the night time you gain +1 to Exert and +1 to Stab/Throw

Adamantium Skeleton: Your bones seem to be impossibly strong, they will never break when struck or when you strike something sturdy. Add +1d4 damage to all unarmed strikes.

Healing Factor: In combat you recover 1d4 HP every round. If you remain out of combat for at least an hour you will regain up to 75% health.

It's Morbin Time: You can siphon 1d6 HP from a person or creature within melee range as an on turn action once per round in combat. Cannot be used on dead targets.

Demon in a Bottle: Pick 2 skills. Drugs and Alcohol give you a +2 to these skills for an hour. After this hour you suffer -1 to all Attributes until you imbibe again.

Heroic Sacrifice: Once per scene, as an instant action, if an enemy rolls a hit on a target you can move yourself between the enemy and their target and take the damage, even when its not your turn as long as the point you're moving to is within your max movement

Caped Crusader: Gain +1 AC from wearing Capes, and Cloaks, but receive a -2 penalty to Talk

Man of Steel: your base AC becomes 13 plus your CON *and* DEX modifiers while not using Armor or Shields

Poison Lively: Your body is naturally full of biotoxin, you can potentially inflict poison damage on a target through saliva or other bodily fluids via your attacks or similar actions. You are immune to poison and toxin damage and their effects

Eagle Eye: Once per scene, get a guaranteed hit with a simple ranged weapon such as a bow or sling. Permanent +1 to Shoot skill

Merc with a Mouth: once per round as an On Turn action, verbally accost an enemy and give them -2 on attacks on their next turn, on a critical failure of their save they lose their main action.

One in the Chamber: when you'd normally have emptied your Mag, instead you have 1 round reserved, to be used as an instant action when you are next attacked, roll your reactive attack with a +2 bonus

Animal Sidekick: you somehow have acquired an animal friend! Choose between Dog, Cat, Monkey, Squirrel, or Bird. They understand your commands perfectly, and will assist in combat if asked. As an On Turn Action you can choose to have them Flee Combat which will remove them from the encounter range.

Conduit: You are resistant to Electrical damage, and can pass the electrical current to other living things or objects through touch at full damage/efficiency

Super Ventriloquism: You've learned how to perfectly mimic other people's voices as long as you've heard it before. You can also cast your voice to any point in a 20 ft radius.

Blaster Lite: You have a touch of the Blaster Archetype in you, you can let off an energy beam that deals 1d8 damage, with a range equal to your movement. Pick between Heat or Electric damage type.

Levigator: You can levitate yourself up to 15ft from a surface, and can move while floating up to your normal movement speed

Untouchable: After successfully landing a hit, you can move through enemy melee ranges without risk of opportunity attacks, and have +1 to AC until the start of your next turn. Gain an extra 10ft of movement

Luminous: Your cells have a brilliance to them, you can glow at will to give off light in a 30ft radius. Enemies within melee range of you when you use this ability must pass a save or take -

Webbed Feet: You now have a swim speed equal to your normal movement

Hard Lite: You have a touch of the Hard Light Generator Archetype within you. Gain the ability to create one simple construct at a time, no larger than 5x5x5, with a construct HP of 1d6. Constructs can support up to 100 pounds without breaking. Constructs used as a weapon take 2 damage per strike. Range of use is 25ft. You gain 2 light charges to use per scene. Available Construct weapons include Shield, Bow/Sling, and any 1 handed melee weapon, all construct weapons deal 1d6 damage.

Diet Super Soldier Serum: Your adrenaline reaction has been altered, once per day you can go into Soldier State which lasts for an hour. Soldier State allows you to lift, push, or pull up to 500 pounds, use anything weighing up to 200 pounds as a weapon, and allows you to deal your max damage die with unarmed strikes. After the hour is up you receive a -1 penalty to Talk, Lead, Know, and Notice skills for the next hour, as well as -1 to AC

Animal Friendship: You have an uncanny ability to make animals like you. Once per scene you can make an attacking animal stand down. Can be used outside of combat at will to calm down an aggressive animal before it turns hostile. Once per day you can make a non-hostile animal, not controlled by an enemy, allied and issue it simple commands.

I Am The Night: When obscured by shadows/darkness you immediately become undetectable and do not require a stealth check when hiding

Where Does He Get All Those Wonderful Toys?: You have a special utility belt that has a multitude of simple gadgets. Every day you have 3 of (or 3 charges) each of the following items to use as on turn actions once per round in combat and at will outside of combat; Smoke Bombs (create a field of dark smoke in a 10x10 square obscuring sight), high power mini laser (can cut through most metals, can cut 5ft before charge wears out, deals 1d6 damage if targeting an enemy, melee range only), Miniaturized Rebreathers (will recycle your oxygen, extending breathing while underwater or in toxic fumes for up to 10 rounds), Hyper Tensile Super Tinsels (a spool of cord that can hold up to 250 pounds without breaking, 10ft of length), RazoRangs (small razor hooked, shuriken-like throwing weapons that can cut into stone, deals 1d6 damage if targeting a person. RazoRangs are built with a loop hole for use with Tinsel) and 1 can of General Animal Repellant with 3 dose charges

Enhanced Senses: Being blinded does not penalize your attack checks, and when you are blinded you gain reaction attacks on all enemies hitting you with melee/unarmed attacks. Permanent +1 bonus on all reactionary attacks.

Bouncer: Fall damage for you begins at 20ft and you are resistant to it. When falling from heights of 10ft or more you can bounce when striking the ground in a direction you choose at equal height to the height you fell, and up to 30 ft in distance. If used in combat you can choose to target your body at an enemy

and deal your full unarmed damage die on a hit, and potentially knock them prone until the start of their turn. This ability can be used as an instant reaction if you are thrown or pushed off a ledge.

Way of the Luchador: Attempting to Grapple can now be done once per round as an on turn action in combat, rolls to Grapple are made with a +2 bonus when completely unarmed. You can cause fall damage on an enemy you make fall from a height of 5ft or more, add an extra die of damage at 10ft, and another for every 10ft higher. Use these same increments when making melee attacks leaping down from these heights. +4 to hit on prone targets.

Siren: at will outside of combat, or once per scene as an on turn action, you can use your voice to enthrall up to 3 targets that fail a save within 30ft, for up to 10 turns. Enthralled targets will not attack you, have -4 to attack and you gain +2 to Talk checks on these targets. Enthrall will wear off if you move outside of range, or they take damage.