

## Era of Character

| d6 | Era  |
|----|--|
| 1  | Golden   |
| 2  | Silver   |
| 3  | Bronze   |
| 4  | Iron   |
| 5  | Platinum   |
| 6  | Roll 2d6 and combine<br>If you roll the same number twice, roll on the assigned Age table twice and combine Archetypes |

## Golden Age

Every age will reference the golden age table but will add some twist to them based on their age.

| d6 | Archetype        | Description   |
|----|------------------|---|
| 1  | Personal Avenger | Crime-fighters at heart, two-fisted foes of injustice. They're often motivated by a desire for vengeance because of the loss of a loved one or some other wrong done to them. Others are bored playboys who find purpose in their costumed identities. Avengers typically operate at night and rely on their fists and their athletic skills—sometimes along with a small array of gadgets—to get the job done.         |
| 2  | Systemic Avenger | Crime-fighters at heart, two-fisted foes of injustice. They choose the high road and try to bring criminals to justice. Avengers typically operate at night and rely on their fists and their athletic skills—sometimes along with a small array of gadgets—to get the job done.  |
| 3  | Adventurers      | Explorers, scientists, and scholars by nature, adventurers tend to be intelligent and knowledgeable, although some are a little more shady and skilled in acquiring “antiquities” primarily by stealth. Adventurers are well traveled. Their abilities range from athletics and some skill in combat supplemented by their knowledge and experience to unusual abilities or devices they've picked up in their travels. |
| 4  | Patriots         | Patriots are firm believers in their nation. Usually, they're average   |

|   |          |   |
|---|----------|---|
|   |          | ordinary folk gifted with extraordinary abilities by fortunate circumstance (whether by accident or design). Patriots tend to be either extremely humble or more than a little loud-mouthed when it comes to their country being the best in the world. Either way, their dedication can't be questioned; they love their country and there's nothing they wouldn't do for it. Patriots tend to go in for costumes showing their patriotism (based on their homeland's flag, for example).                      |
| 5 | Gimmicks | Gimmicks have a particular unique device, trick, or even origin that makes them what they are. Most gimmicks tend to be fairly ordinary apart from the one thing that gives them their powers. For example, a gimmick might be a blue-collar workman who found a magic lamp, or an ordinary kid able to transform into a powerful adult hero. Gimmicks tend to have a strong theme and stick with it, like the heroine who can see in the dark, with gadgets for blacking out an area so she has the advantage. |
| 6 | Godlike  | Heroes who possess tremendous power, They may operate under certain restrictions that keep them from exercising their power freely, otherwise they tend to overshadow their mortal allies. Often godlike heroes have greater concerns than mere mortals. They may deal with equally godlike foes while their fellow heroes tackle the more mundane problems.  |

## Silver Age

| d6 | Archetype    | Description  |
|----|--------------|--|
| 1  | Lighthearted | Such heroes typically deal with more street level crimes with a bank robbery being the most trouble they may deal with. Their powers operate beyond reasonable explanation and can be used to their full potential with little to no collateral damage. These heroes, too, typically stay away from questionable deeds, be it due to strict personal codes or strivings towards a moral ideal.   |
| 2  | Atomic       | Such heroes will typically have powers that may come off as frightening to either their wielder, others or both, be these monstrous mutations or body horror scares. As a result, such heroes may even have points of view that are seen as controversial in their day in age, labeled as radicals by those with opposing ideas or simply not widely considered. Such powers may even cause unintended destruction, such as radiation or mass destruction. |
| 3  | Second       | These heroes are those who have followed in the footsteps of their Golden  |

|   |                     |  |
|---|---------------------|--|
|   | Generation          | age counterparts, be that directly via mentorship or simply following the examples they set. It is not to be confused, however, that such heroes copied themselves whole cloth from their idols. While they may have similar values or traits to their predecessors, they may update them to match the ideas of their time or leaving portions of doctrine in the past. On occasion, these heroes are, indeed, heroes from an older generation who can't seem to fit in with this new crowd. What are they to do? Change with the times? Fall back into a mentorship role? |
| 4 | Fantastic Frontiers | These heroes seek to use their powers and abilities for less combative pursuits. As such, they may go into business, politics or even scientific research. Being able to dive into a volcano unscathed or withstand the pressures of space and sea has its benefits when it comes to exploration and scientific pursuits.  |
| 5 | Show Monkey         | Heroes of this pursuit may have been picked up by an ad or talent agency due to their visual appeal of extraordinary abilities. What candy company wouldn't want a rabbit based hero on their products come Spring and what an airport wouldn't do for a super who can fly? While some heroes may still seek to uphold justice or the law and see such deals as more of a perk, others are in this gig strictly for the celebrity status.  |
| 6 | Gloat               | Heroes of this camp see themselves as superior to their peers or civilians in some capacity, be this their intellect or their strength, they will be sure to let their adversaries know they are outmatched and have no chance of winning, even when in fact it is the hero who is outmatched with no chance of winning. These heroes may even take credit for things they did not do or make a fuss out of minor inconveniences they are the most important person there!   |

## Bronze Age

| d6 | Community Issue of Focus | Description   |
|----|--------------------------|---|
| 1  | Women's Rights           | These heroes often seek to bring about equality for women, be that in name only or true activism. While many seek to bring men and women alike to a more equal society, some seek to flip the script. |
| 2  | Minority Rights          | Typically of a minority group themselves, though not always, these heroes seek to bring a voice to the marginalized by using their platforms to speak on issues                                       |

|   |                   |  |
|---|-------------------|--|
|   |                   | the majority would not otherwise hear. Be this through education on racial issues, civic disobedience or retaliation, these heroes are often seen as divisive no matter how they go about it.  |
| 3 | Substance Abuse   | Be they victims of it in the past, have had relations with users in the past or simply being conscious of their effects on people and society, these heroes may try to cut these demons off at the source or try to mitigate the after effects.  |
| 4 | Youth empowerment | The future is now and nothing's gonna stop it! Heroes of tomorrow are coming up and we need to set them on the right path. Those who take up this cause may be a member of an afterschool activity or mentorship program. If they find some punks in the street, they're more likely to let them off with a warning, only charging them with a learned moral. There are those, however, who may try to buck the system and want to establish a "new world order", preferably without the evil overlords. |
| 5 | Multinationalism  | With a rise in international dependencies, heroes need to help in easing or subverting this transition. Be they first generation immigrants or the children of them, they see the importance of either preserving their culture, mixing it with others or having some combination of both. Heroes on this issue may have much to say on immigration policy, representation or even appropriation on whichever part of the spectrum they fall.  |
| 6 | Intersectional    | Roll 2d6 and combine   |

## Iron Age

| d6 | Archetype      | Description  |
|----|----------------|--|
| 1  | Shades of Gray | A key element of the Iron Age is the often morally ambiguous nature of heroes and villains. Sometimes it's difficult to draw a clear line between the two. The moral ambiguity of the Iron Age extends beyond just violence. It touches upon other issues like drug use, sexuality, personal problems, and heroes making money off their powers. Some Iron Age heroes are mercenaries, doing their job for |

|   |                 |  |
|---|-----------------|--|
|   |                 | pay. Others are ruthless businesspeople, cashing in on their costumed identities with licensing deals and personal appearances.  |
| 2 | Black Ops       | These heroes take the fun out of it all. This is a job, not some moral crusade. The closest they get to talking about justice is what the law describes or orders from above. Their super names or their costumes tend to serve much more practical purposes than something theatrical. Such heroes may have some sort of military background or be the member of a secret team of specialists. Their rivals are much more likely to be businessmen than street thugs, so most of their time is spent in investigation and espionage as opposed to epic street brawls. |
| 3 | Guns guns guns! | These heroes are more likely to end a villain for good rather than send the bad guys to prison. Heroes such as these may carry a whole arsenal on their shoulders or have some armory where others can't get to their tools. Be these guns, swords or explosives, heroes of this caliber are doing bad things to bad people.   |
| 4 | Ninja           | Heroes of such a school may have little in the way of physical power, but this doesn't mean they can't bring the hurt. Such wielders of power have little in the ways of the metaphysical but instead rely more on skill and training. If students of stealth do have special abilities, they are likely to be more along with the utilities or compliments to their other capabilities.   |
| 5 | Lone Wolf       | Creatures of convenience, heroes in this camp find it best if they fly solo. Be this due to personal foibles, mental hang ups or the fact that their powers are best utilized in a way where others can't get in the way, if these heroes do team up, it's because they need to or it would be easier to.  |
| 6 | New Generation  | Springing onto the streets for the first time, heroes of this generation are fresh out of the box. This may be due to them being the first of their kind or being the first after a drought of those with such capabilities, they have little to go on other than their intuition, faulty as it may be. Heroes of this sort may be green around the gills, but is their heart golden or of a duller tone?  |

## Platinum Age

| <b>d4</b> | <b>Archetype</b> | <b>Description</b>   |
|-----------|------------------|--|
| 1         | History          | Those who remember the past are less likely to make the same mistakes, in theory anyway. Heroes who look to the past may try and emulate a bygone time that preexisted them or that they lived in. They may be the second or third in line of a mantle or even someone looking to reclaim their forgotten name. Historical hobbyists, heroes liken to this may venerate the past blindly or seek to learn from it. |
| 2         | Wonder           | Liken to the Adventurers of old, heroes who are curious are those who can see the fantastic in the normal! Be it that they have rediscovered lost lands or given evidence for a once thought debunked theory, they can see the fifth alien invasion this week the same as the first!   |
| 3         | Purpose          | Far from wearing rose tinted glasses, heroes like this try to hold to their ideals even in sophisticated issues. These ideals aren't held just because either, this hero has tested them and found them to be good. What they do with these ideals is up to them, they could be the debate in the lecture halls or battle in the streets for intellectual supremacy.   |
| 4         | Mixed            | Roll 2d4 and combine   |

## Organization Affiliation

| <b>d8</b> | <b>Organization</b> |
|-----------|---------------------|
| 1         | Agency              |
| 2         | Conspiracy          |
| 3         | Cult                |
| 4         | Institute           |
| 5         | Law enforcement     |
| 6         | Syndicate           |
| 7         | None                |

|   |       |
|---|-------|
| 8 | Mixed |
|---|-------|

## Villain Scale

| d4 | Archetype          | Description       |
|----|--------------------|-------------------|
| 1  | Henchman           | Half pl of party  |
| 2  | Lieutenant         | Pl of party +/- 2 |
| 3  | Master Villain     | 150% of party pl  |
| 4  | Omnemitent Villain | Pl X              |

## Method of Operation

| d6 | Archetype   |
|----|-------------|
| 1  | Brute       |
| 2  | Disaster    |
| 3  | Manipulator |
| 4  | Schemer     |
| 5  | Skulker     |
| 6  | Mixed       |

## Story Role

| d6 | Archetype        |
|----|------------------|
| 1  | Dark Reflection  |
| 2  | Estranged Family |
| 3  | Forbidden Love   |
| 4  | Nemesis          |

|   |          |
|---|----------|
| 5 | Nuisance |
| 6 | Turncoat |

## Miscellaneous Traits

### Combat Style

It should be noted that unless these supers are new to fighting, they are unlikely to stick to this tactic if it would be unviable. They may be hindered by their inability, but any good hero should have a toolbox of moves with their particular combat technique being more like a signature than an essay.

| d12 | Style     | Description  |
|-----|-----------|--|
| 1   | Ambusher  | They will strike from the shadows for their first attack, making it harder to counter or perhaps they are a little more tricky, getting under their opponent's skin or convincing their foe they are of little threat.                           |
| 2   | Area      | Be this a fireball or a ground pound, they fight to clear a room, perhaps to the chagrin of their allies.  |
| 3   | Attrition | The best offense is a good defense. Those who play the waiting game may let their opponent wear themselves out passively with a tough hide; others will be proactive and will hunt their enemies, and not let their prey get in a good rest.     |
| 4   | Charge    | Run em down and run em out, those who charge will often catch their enemies by surprise with their blatant disregard for self preservation. Be this with a battle cry or an intimidating roar, they're coming down the ally like a bowling ball. |
| 5   | Counter   | Those who fight in this way will either use a foe's momentum against them or will wait for an opening in an opponent's attack.   |
| 6   | Fury      | Fight fast and don't give your opponent a chance to breathe. Such fighters will go all out with a barrage in an attempt to overwhelm their adversaries.  |
| 7   | Grapple   | Grab 'em and bag 'em, combatants such as these may have a devastating grab or will take another hostage to gain the upper hand.  |
| 8   | Group     | Having back up is handy. They may not be great solo, but they're highly  |



|    |             |  |
|----|-------------|--|
|    |             | effective as part of a unit.   |
| 9  | Heavy       | All they need is one shot to K.O. If they're resistant, punch harder.  |
| 10 | High ground | Using their environment to their advantage, they will often take the high ground or make their opponents less mobile, using the battlefield as a weapon.   |
| 11 | Mobile      | More likely to skirmish than have a full on brawl, they are quick on their feet and do their best to dodge and weave or run in and out of range.   |
| 12 | Wrecker     | Literally using the environment as a weapon, they'll hurl cars and bat with trees, be this as a proper technique or as fall out of their abilities, a means to an end or to split their enemy's attention. |

## Weaknesses

### Combat Weakness

| <b>d6</b> | <b>Shortcoming</b> |
|-----------|--------------------|
| 1         | Close range        |
| 2         | Resource drain     |
| 3         | Vulnerability      |
| 4         | One trick          |
| 5         | Jack of all Trades |
| 6         | Dumpstat           |

### Social Weakness

| <b>d6</b> | <b>Shortcoming</b> |
|-----------|--------------------|
| 1         | Cowardice          |
| 2         | Excessive loyalty  |
| 3         | Inflexible         |
| 4         | Phobia             |

|   |                  |
|---|------------------|
| 5 | Lacks foundation |
| 6 | Hang up          |