APPENDIX A: WEAPONS

WEAPON	WEAPON MODIFIER	RANGE
Boomerang	1 Stone*	1-2
Darts	1 Stone**	1-2
Whip	1 Stone†	1
Dart Gun	2 Stones**	2
Bola	2 Stones†	1-2
Net	2 Stones†	1
Colt M1911 .45 Semiautomatic Pistol	3 Stones (2x Damage, Collateral)	3
Tommy M1921 Submachine Gun	3 Stones (2x Damage, Collateral)	3
M16 Semiautomatic Rifle	4 Stones (2x Damage, Collateral)	4

*Can turn corners and return to thrower at the end of the Panel

** May be filled with poisons or toxins

† Ranged Combat. Bola and nets do not cause Damage, but do add Weapon Modifier to Ranged Combat and tangles/holds if it hits. Whip may damage OR entangle, but not both at the same time. Bola and whips have D: 1, R: 5 to break free. Standard net is D: 2, R: 4 to break free.

APPENDIX B: VEHICLES

Hobgoblin's Battle Van

Description: Armor-Plated Battle Van with an arsenal of weapons. Can also be operated by remote control, or autopilot.
Difficulty to Operate: 1
Resistance to Operate: 1 (0 if autopilot is engaged)
Defense Modifier: 5
Vehicle Damage: 20
Maneuver Modifier: 5
Speed: 6
Weight: 5
Weapons: Top Mounted Force Cannon: (+5), Range: 5; Guns: (+3), x2 Damage, Range: 5
Communications equipment

Moon Copter

Description: Modified helicopter (with rope ladder), piloted by Frenchie. Vertical take-off and landing (VTOL) capability. Seats 2.
Difficulty to Operate: 4
Resistance to Operate: 1
Defense Modifier: 1
Vehicle Damage: 8
Maneuver Modifier: 5
Speed: 5
Weight: 5
Weapons: 20 mm cannons: (+3)
Stealth Technology allows it to move silently.

Owl Flyer

Description: A helicopter customized with the Owl's insignia to transport him and his gang. Can transport a maximum of 2 tons.
Difficulty to Operate: 4
Resistance to Operate: 1
Defense Modifier: 2
Vehicle Damage: 12
Maneuver Modifier: 4
Speed: 5
Weight: 6
Weapons: None
Communications array (5 mile radius)

Punisher's War Wagon

Description: Heavily-modified and armored Ford Econoline van, disguised as a TV repair truck.
Difficulty to Operate: 1
Resistance to Operate: 1
Defense Modifier: 6
Vehicle Damage: 30
Maneuver Modifier: 4
Speed: 6
Weight: 5
Weapons: .223 Mini-Gun: (+5), 2x Damage; Anti-Personal Gun: (+3), 2x Damage, collateral, Range: 6; Rubber Bullet Guns: (+3), Range: 5; Gas Launchers: (+4), Area vs. Durability, Range: 5; Grenade Launchers (+4), Area Effect, Range: 5; Anti-Car Attack Device: (+5), Armor Penetration, Range:5; Ramming Bar: (+3)

Full scuba gear, parachutes, and air-supply; Onboard computer, communication links, and electronic equipment includes listening and recording devices, infra-red scanning, police-band radio, computer maps of the U.S., Sonar Targeting Helmet (+1 Targeting Modifier to Ranged Combat), Radar: 7; Security Systems include a Pain-Inducing Field that does 7 red stones of damage to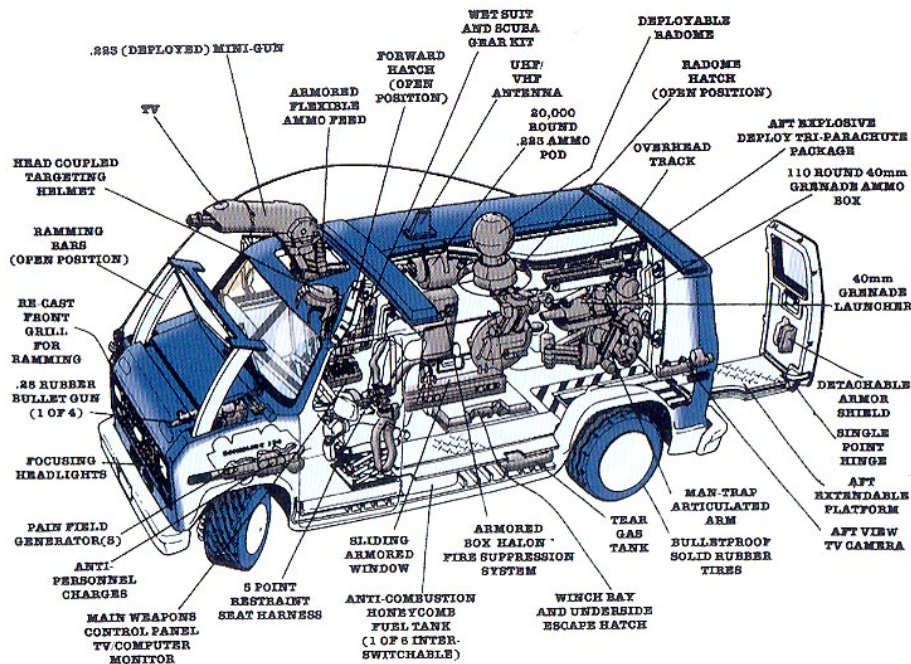 anyone trying to tamper with the van (resisted by Toughness). Also equipped with a self-destruct mechanism that can be set for 15 minutes (A 7-stone attack to everyone in an area of 1, 2x Damage to anyone inside the van.)

Punisher's "War Wagon" (Cutaway View)

Police Car

Description: Standard Police car. Seats 2 policemen and 2 prisoners.
Difficulty to Operate: 1
Resistance to Operate: 1
Defense Modifier: 1
Vehicle Damage: 4
Maneuver Modifier: 4
Speed: 5
Weight: 4
Weapons: None

Police Chopper

Description: Standard Police Helicopter. Seats 4 policemen.
Difficulty to Operate: 4
Resistance to Operate: 1
Defense Modifier: 2
Vehicle Damage: 6
Maneuver Modifier: 5
Speed: 4
Weight: 5
Weapons: Gas Canisters: (+4) vs. Durability, Area Effect

APPENDIX C: EQUIPMENT LIST

BASIC EQUIPMENT

Marbles (1 bag/Mission): Attack vs. Agility or stones of Defense. Causes no Damage; if successful, target falls and is unable to shift stones to Defense or move unless an Action is dedicated to regaining his feet.	$5
Synthetic Masks: (+1) to Disguise	$100
Goggles: Defense (+2) to blinding attacks	$200
Concussion Grenade: (+2), Area Effect, 2x Damage	$300
Camera with Motion Detector: Takes pictures when motion is detected	$300
Manacles: D:6, R: 6	$400
Tear Gas Grenade: (+2), Area Effect, Attack vs. Durability, Stun Damage (damage is taken from energy, first in Actions, then in energy reserve)	$400
Sealed Suit: (+1) Armor, built-in gas mask provides protection vs. gas attack	$1,300
Holographic Projectors: Creates realistic illusions	$20,000

CUSTOM-DESIGNED EQUIPMENT

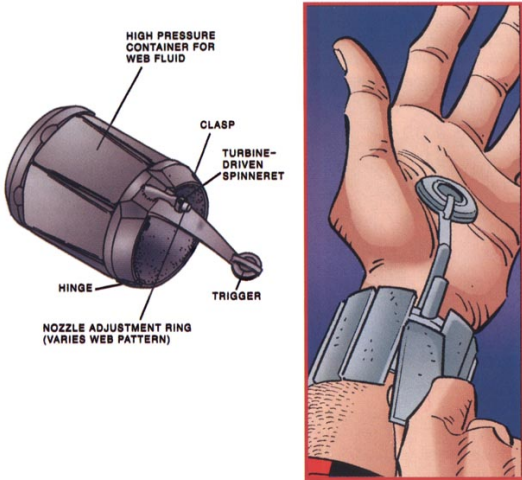|	
Glider Cape: Flight (1), gliding only [Prowler]	2 red stones
Wristbands: Defense (+1) vs. bullets and small projectiles [Moon Knight]	1 white stone
Yorumba Spirit Drum: Allows Voodoo Action to act as Control Animals Action [Calypso]	2 white stones
Holographic Mask: (+2) to Disguise, or range of illusions [Chameleon]	2 white stones
Exploding Popcorn: (+4) to RC, Area Effect vs. Int.; targets blinded for number of Panels = to Damage [Jester]	3 white stones
Electromagnetic Ray Weapon: (+4), Stun Damage, Range = 4 [Kraven]	3 white stones
Fear Gas: (+4) vs. Dur., can be shot from pellet gun or dart gun or injected with special ring used in CC. Damage taken from red stones in Action box or from energy reserve [Mister Fear]	3 white stones
Chai: (+1) vs. Durability to stun (red stones) or vs. Agility to disarm [Silver Sable]	3 white stones
Extendable Hand: (+4) to RC, 2x Damage, Range: 25 feet [Jester]	4 white stones
Hallucinogenic Mist: 5-stone Area Attack vs. Dur. Targets hallucinate with -3 Sit.Mod. for a number of Panels = to red stones of dmg. [Mad Jack]	4 white stones
Jet Glider: Speed: 3, Dif: 4, Vehicle Damage: 0, Maneuver Mod.:(+4), Def. Mod.: (+1) [Mad Jack]	4 white stones

Wrist Bracelets: Widow's Bite: (+4) to RC, electrical damage; Widow's Line: (+3) adds to Acrobatics to travel the skyline [Black Widow]	5 white stones
Ankh: (+2) to Close or Ranged Combat, glows in the presence of danger, allowing Prescience [Moon Knight]	9 white stones
Glove Claws: (+2) to attack or climbing, damages surface climbed [Prowler]	9 white stones
Foot Spikes: (+2), retractable; poison (stones vs. Dur.) damage taken once per hour until death or antidote [Tarantula]	9 white stones

HIGH PRESSURE CONTAINER FOR WEB FLUID
CLASP
TURBINE-DRIVEN SPINNERET
HINGE
TRIGGER
NOZZLE ADJUSTMENT RING (VARIES WEB PATTERN)

Pseudo-Vampire Antidote [Morbius]	10 white stones
Trick Boomerangs: (0) to (+4) effects, Range = 2; 12 stones for 7/mission [Boomerang]	12 white stones
Red Dust: Adds to RC, Corrosive: (+6); Anaesthetic: (+5); Cellular Rotting: (+5); 6 uses per Mission [Carrion]	12, 25, or 35 white stones
Flying Discs: (+3) to RC vs. Dur.; to disable, anaesthetic [Jester]	12 white stones
Pellet Shooter: (0) to (+3), variable effects based on type of pellet loaded [Prowler]	12 white stones
Mysterio's Helmet: Provides Sonar (3) and half-hour air supply; can jam Spider-Man's Spider Sense [Mysterio]	14 white stones
Billy Club: (+4) to RC or CC, rebounds; (+4) to Acrobatics; can be disguised as a cane [Daredevil]	14 white stones
Centurion Armor: Toughness: (+4), no 2x Dmg., nullifies AP; Self-Contained Lifeform vs. air, cold, & pressure of space; Commlink; Enhanced Vision: (4), infrared, telescopic, UV; can call upon armor at will [Nova]	19 white stones
Octopus Device [Doctor Octopus]	23 white stones
Hunting Potions: (4), stones vs. Dur., various effects [Kraven]	25 white stones
Web-Shooters: (+6), immobilizes opponent if stones get through Defense [Spider-Man]	25 white stones
Flight Harness and Wings: Str., Agi., Spd., Dur.: +2; Close Combat: +2; Flight: (2); Razor Wings: (+2) to CC [Vulture]	27 white stones
Rhino Armor with Horn: Defense (+7), virtually indestructible and unremovable, nullifies AP, no 2x Damage, (+4) Horn	27 white stones

APPENDIX D: BESTIARY

ANIMALS

Alligator: Includes Crocodiles; **ABILITIES**: Int: 1, Str: 4, Agi: 4, Spd: 2, Dur: 3; **ACTIONS:** Close Combat: 3 (Agility Bonus); **MODIFIERS:** Toughness: +2

Ape: **ABILITIES:** Int: 1, Str: 4, Agi: 3, Spd: 2, Dur: 4; **ACTIONS:** Close Combat: 3 (Strength Bonus); **MODIFIERS:** Toughness +1

Bat: Individual; **ABILITIES:** Int: 1, Str: 1, Agi: 2, Spd: 2, Dur: 1; **ACTIONS:** Close Combat: 1 (Agility Bonus), Flight: 2; **MODIFIERS:** Sonar Sense: 5

*Bat: Flock of ten; **ABILITIES:** Int: 1, Str: 4, Agi: 3, Spd: 2, Dur: 4; **ACTIONS:** Close Combat: 4 (Agility Bonus), Flight: 2; **MODIFIERS:** Sonar Sense: 5

Bear: **ABILITIES**: Int: 1, Str: 4, Agi: 3, Spd: 3, Dur: 4; **ACTIONS:** Close Combat: 4 (Strength Bonus); **MODIFIERS:** Teeth and Claws: +2

*Bees and Wasps: Swarm of 100; **ABILITIES:** Int: 0, Str: 1, Agi: 2, Spd: 2, Dur: 2; **ACTIONS:** Close Combat: 2 (Agility Bonus), Flight: 2; **MODIFIERS:** Stingers: +1

Bird: Individual. Includes crows, pigeons, etc; **ABILITIES:** Int: 1, Str: 1, Agi: 2, Spd: 2, Dur: 1; **ACTIONS:** Close Combat: 1 (Agility Bonus), Flight: 3

*Birds: Flock of ten. Includes crows, pigeons, etc; **ABILITIES:** Int: 1, Str: 4, Agi: 3, Spd: 2, Dur: 4; **ACTIONS:** Close Combat: 4 (Agility Bonus), Flight: 3

Birds of Prey: Include Eagles and Falcons; **ABILITIES:** Int: 1, Str: 1, Agi: 4, Spd: 3, Dur: 2; **ACTIONS:** Close Combat: 1 (Agility Bonus), Flight: 3

Bull: **ABILITIES:** Int: 1, Str: 4, Agi: 2, Spd: 3, Dur: 3; **ACTIONS:** Close Combat: 2 (Strength Bonus); Unstoppable: 2 (Strength Bonus); **MODIFIERS:** Horns: +2

Cat: Small; **ABILITIES:** Int: 1, Str: 1, Agi: 2, Spd: 3, Dur: 2; **ACTIONS:** Close Combat: 1 (Agility Bonus); Hunting/Tracking: 3; **MODIFIERS:** Reflexive Dodge: +3

Cat, large: Cheetahs, Tigers, Lions; **ABILITIES:** Int: 1, Str: 4, Agi: 5, Spd: 4, Dur: 4; Close Combat: 4 (Agility Bonus), Hunting/Tracking: 7; **MODIFIERS:** Teeth and Claws: +2

Dog: Includes Wolverines and Coyotes; **ABILITIES:** Int: 1, Str: 3, Agi: 2, Spd: 2, Dur: 3; **ACTIONS:** Close Combat: 3 (Strength Bonus), Hunting/Tracking: 4; **MODIFIERS:** Fangs +1

Dolphin: **ABILITIES:** Int: 2, Str: 3, Agi: 4, Spd: 4, Dur: 4; **ACTIONS:** Close Combat: 1, (Agility Bonus) Swimming: 3 (Speed Bonus)

Elephant: **ABILITIES:** Int: 1, Str: 6, Agi: 1, Spd: 2, Dur: 5; **ACTIONS:** Close Combat: 1 (Strength Bonus) 2x Damage (gore/stomp); **MODIFIERS:** Tusks +2, Toughness +2

Fox: **ABILITIES:** Int: 1, Str: 3, Agi: 2, Spd: 3, Dur: 3; **ACTIONS:** Close Combat: 2 (Agility Bonus), Hunting/Tracking: 5; **MODIFIERS:** Fangs +1

Killer Whale: **ABILITIES:** Int: 0, Str: 6, Agi: 1, Spd: 2, Dur: 5; **ACTIONS:** Close Combat: 1 (Strength Bonus), Swimming: 4 (Strength Bonus); **MODIFIERS:** Toughness +3

Horse: **ABILITIES:** Int: 1, Str: 2, Agi: 3, Spd: 3, Dur: 3; **ACTIONS:** Close Combat: 2 (Strength Bonus)

*Insects: Swarm of 100; **ABILITIES:** Int: 0, Str: 1, Agi: 3, Spd: 2, Dur: 2; **ACTIONS**: Close Combat: 2 (Agility Bonus, damage vs. red stones), Flight: 3

Monkey: **ABILITIES:** Int: 1, Str: 2, Agi: 5, Spd: 3, Dur: 2; **ACTIONS:** Close Combat: 1 (Agility Bonus), Acrobatics: 2, (Agility Bonus)

Piranha: Individual; **ABILITIES:** Int: 0, Str: 1, Agi: 1, Spd: 1, Dur: 1; **ACTIONS:** Close Combat: 3 (Agility Bonus), Swimming: 2 (Speed Bonus); **MODIFIERS:** Razor Sharp Teeth +1

*Piranha: School of 10; **ABILITIES:** Int: 0, Str: 1, Agi: 2, Spd: 1, Dur: 4; **ACTIONS:** Close Combat: 5 (Agility Bonus), Swimming: 2 (Speed Bonus); **MODIFIERS:** Razor Sharp Teeth +1

Rat: Individual; **ABILITIES:** Int: 1, Str: 1, Agi: 1, Spd: 1, Dur: 1; **ACTIONS:** Close Combat: 2 (Agility Bonus); **MODIFIERS:** Flexible Skeleton +2

*Rats: Pack of 10; **ABILITIES:** Int: 1, Str: 2, Agi: 2, Spd: 2, Dur: 3; **ACTIONS:** Close Combat: 4 (Agility Bonus); **MODIFIERS:** Flexible Skeleton +2

Rhinoceros: **ABILITIES:** Int: 1, Str: 5, Agi: 1, Spd: 3, Dur: 4; **ACTIONS:** Close Combat: 2 (Strength Bonus); Unstoppable: 4 (Strength Bonus); **MODIFIERS:** Horns: +2, Toughness +2

Shark: **ABILITIES:** Int: 0, Str: 4, Agi: 4, Spd: 4, Dur: 4; **ACTIONS:** Close Combat: 4 (Strength Bonus), Hunting/Tracking: 6, Swimming: 3 (Speed Bonus); **MODIFIERS:** Teeth: +3

Snake, Constrictor: **ABILITIES:** Int: 0, Str: 5, Agi: 4, Spd: 3, Dur: 3; **ACTIONS:** Close Combat: 3 (Strength Bonus), 2x Damage (crushing)

Snake, Venomous: **ABILITIES:** Int: 0, Str: 1, Agi: 4, Spd: 3, Dur: 2; **ACTIONS:** Close Combat: 1 (Agility Bonus), Poisonous Bite: 2-6 (As Corrosive Touch/Poison Especially powerful snake venom may also be x2 or 3x damage)

*Snakes, Venomous: Pit of 100; **ABILITIES:** Int: 0, Str: 1, Agi: 5, Spd: 3, Dur: 5; **ACTIONS:** Close Combat: 4 (Agility Bonus), Poisonous Bite: 5-9 (As Corrosive Touch/Poison, Especially powerful snake venom may also be 2x or 3x damage)

Spider: Individual. Poisonous; **ABILITIES:** Int: 1, Str: 0, Agi: 2, Spd: 2, Dur: 1; **ACTIONS:** Close Combat: 1 (Agility Bonus), Poisonous Bite: 1-3(As Corrosive Touch/Poison Especially powerful snake venom may also be x2 or 3x damage)

*Spiders: Pit of 100, poisonous; **ABILITIES:** Int: 1, Str: 0, Agi: 3, Spd: 2, Dur: 4; **ACTIONS:** Close Combat: 3 (Agility Bonus), Poisonous Bite 4-6: (As Corrosive Touch/Poison Especially powerful snake venom may also be x2 or 3x damage)

Wolf: **ABILITIES:** Int: 1, Str: 3, Agi: 2, Spd: 4, Dur: 4; **ACTIONS:** Close Combat: 4 (Strength Bonus), Hunting/Tracking: 4; **MODIFIERS:** Fangs +2

*When summoning an entire army, characters may base their army off of the group stats, rather than the individual stats.

PREHISTORIC CREATURES

Brachiosaurus: Giant, plant-eating dinosaur; **ABILITIES**: Int: 0, Str: 5, Agi: 2, Spd: 3, Dur: 5; **ACTIONS:** Close Combat: 4 (Strength Bonus), 2x Damage (bash/stomp); **MODIFIERS:** Toughness: +4

Pterosaur: Giant, flying reptile; **ABILITIES:** Int: 0, Str: 4, Agi: 3, Spd: 2, Dur: 5; **ACTIONS:** Close Combat: 2 (Strength Bonus), Flight: 3; **MODIFIERS:** Talons: +2

Velociraptor: Large, predatory dinosaur; **ABILITIES:** Int: 1, Str: 4, Agi: 4, Spd: 3, Dur: 3; **ACTIONS:** Close Combat: 3 (Agility Bonus); **MODIFIERS:** Talons: +3

Tyrannosaur: Giant, flesh-eating dinosaur; **ABILITIES:** Int: 0, Str: 5, Agi: 2, Spd: 2, Dur: 5; **ACTIONS:** Close Combat: 4 (Strength Bonus); **MODIFIERS:** Toughness: +2, Teeth: +4

Triceratops: Giant, armor-plated dinosaur; **ABILITIES:** Int: 0, Str: 6, Agi: 1, Spd: 1, Dur: 5; **ACTIONS**: Close Combat: 4 (Strength Bonus), 2x Damage (gore/stomp); **MODIFIERS:** Toughness: +5, Spikes/Horns: +2

MONSTERS

Ghost: **ABILITIES:** Int: 1 or 2, Str: 0, Agi: 1, Spd: 1, Dur: 2; **ACTIONS:** Astral Travel: 5 (Exists only in Astral Form, Doesn't need to pay stones to remain still, 1 stone/panel to become visible), Telekinesis: 4, Telepathy: 2; **MODIFIERS:** Mental Defense: +2, Magical Defense: +2

Insect, Giant: **ABILITIES:** Int: 0, Str: 6, Agi: 2, Spd: 2, Dur: 5; **ACTIONS:** Close Combat: 4 (Strength Bonus); **MODIFIERS:** Toughness: (+4), Mandibles: (+2)

Octopus, Giant: Includes Giant Squids; **ABILITIES:** Int: 0, Str: 5, Agi: 4, Spd: 2, Dur: 4; **ACTIONS:** Tentacle Whip: 6; **MODIFIERS:** Toughness +1, Ink Cloud: +2 to escape

Werewolf: **ABILITIES:** Int: 2, Str: 3, Agi: 2, Spd: 4, Dur: 4; **ACTIONS:** Close Combat: 4 (Strength Bonus), Hunting/Tracking: 4; **MODIFIERS:** Animal Senses: 4, Fangs/Claws (+1), Reflexive Dodge (+1),
Susceptible to Magic and Silver: 2x damage

Vampire Bat: Individual; **ABILITIES:** Int: 1, Str: 1, Agi: 2, Spd: 2, Dur: 1; **ACTIONS:** Close Combat: 2 (Agility Bonus), Flight: 2; Drain Energy: 1; **MODIFIERS:** Sonar Sense: 5, Teeth: +1

Vampire Bat: Flock of ten; **ABILITIES:** Int: 1, Str: 4, Agi: 3, Spd: 2, Dur: 4; **ACTIONS**: Close Combat: 4 (Agility Bonus), Flight: 2; Drain Energy: 3; **MODIFIERS:** Sonar Sense: 5, Teeth: +1

Vampire: **ABILITIES:** Int: 2 or 3, Str: 4, Agi: 4, Spd: 3, Dur: 3; **ACTIONS:** Close Combat: 3 (Agility Bonus), Drain Energy: 4 (Drain red stones by biting victim, Death Factor) Flight: 2; **MODIFIERS:** Animal Senses: 2, Fangs: +2, Magical Defense: +3 Susceptible: 2x damage from sunlight, garlic, and religious icons

"Typical" Zombie: **ABILITIES:** Int: 1, Str: 2, Agi: 1, Spd: 1, Dur: 2; **ACTIONS:** Close Combat: (Strength Bonus)

APPENDIX E: POWER AND RESPONSIBILITY

"With great power comes great responsibility."
- Amazing Fantasy #15

Beginning a new campaign can be exhilarating for everyone involved, but as most players realize, it also requires hard work! Before starting a new campaign, much thought goes into planning the game. Will players play established heroes, or create new ones? Where do these characters live and work? Will it be a modern-day setting like New York City where an abundance of Super Heroes patrol its neighborhoods, or in a futuristic setting where Sentinels routinely hunt and capture mutants to be placed in labor camps? Or, perhaps they are World War II allies of Captain America or Sergeant Fury and his Howling Commando, aiding the fight against the growing Nazi threat.

Just as these questions must be answered before the campaign begins, an equally important decision must be made regarding game style. In MURPG, two style options are presented for the Gamesmaster and players to choose from. "Clobberin' Time", which honors the ever-lovin' Blue Eyed Thing, is a more action-based style, while "Power and Responsibility" is more role-playing focused. Since the latter was inspired by the very ideals that Spider-Man adheres to, it's only fitting that we now take an in-depth look at this style of play.

"Power and Responsibility" games are about emotional and ethical choices, as well as character development, interpersonal relationships, and personal goals. That's not to say that there's never any action. Look through any issue of Spider-Man and, between scenes that feature Peter Parker's emotional and ethical choices, you'll find plenty of action. However, unlike the "Clobberin' Time" style of play, combat and battling are not the *central* focus of the "Power and Responsibility" game.

However, be forewarned; "Power and Responsibility" is not always for everyone. Some players might simply just want to break down a door to clobber massive hordes of AIM Agents (or whatever else is thrown at them), which can certainly be a fun way to let off a little steam, especially after a hard day's work. But for players who enjoy the nuances of roleplaying and character interaction, "Power and Responsibility" games are often the most rewarding.

PLAYER POWER AND RESPONSIBILITY

While player characters (abbreviated as PC's) have all of their obvious normal powers that enable them to beat up the bad guys and save the day, in "Power and Responsibility", the players themselves enjoy a certain amount of power as well; they have a very active hand in developing their characters, and in telling the kinds of stories that they want to tell. They also have the power to develop the storyline, and to determine what direction it takes through the choices they make for their characters.

For example, Spider-Man is chasing after the burglar who killed his Uncle Ben. He's got the guy cornered, somewhere in a warehouse, surrounded by police. He attacks the cornered burglar, but what will he do next? If the Punisher had been in that situation, he would have pushed the burglar out a window and given him a torso full of lead, but Spider-Man leaves him alive for the police. How the story develops depends entirely on the player's choices.

Because these choices define their character, players also have a responsibility; they should strive to always roleplay according to that character's personality and ideals. While playing their character, players should always ask themselves how the character would approach that situation, and how they would feel about the people involved in that particular scene.
Players are also responsible for choosing challenges that they want to play, not just for free stones that they provide. This is crucial since they'll be focusing on their character's issues during play. If the last thing you want is to mope around about a tragic past, don't pick the challenge "haunted past." If you want to play an arrogant, elitist snob who rarely sticks his neck out for anyone, don't pick "compulsion to stick up for the underdog"- unless your elitist snob has a soft spot for losers. The more interest players have in exploring their character's issues, the more fun and interesting game play becomes for all.

It is the player's responsibility to "know" the character they play. The more you "know" your character, the easier it is to make choices, because you'll already know how that character reacts to specific situations. Venom might kill a criminal and eat his brain, for example, but he will also protect those he deems innocent. With this information in mind, we can imagine how Venom might react when he runs into a Maggia hitman in the middle of a job, verses how he handles a policeman who tries to break up the action.

Finally, players are responsible for sharing their game time with other players. PC development is crucial for the "Power and Responsibility" style, but unless you're the only player besides the GM, the game is not all about you and your character. Give other players the time they need to develop their characters; and when your time comes around, don't be afraid to grab the spotlight for yours. Players who share game time allow for all PC's to shine equally, so that all players are able to enjoy playing.

GM POWER AND RESPONSIBILITY

A GM has great power over the game. They act as the game's editor-in-chief, preserving storyline continuity and preparing all of the adventures and challenges that the PC's must face. They also have the power to reject unsuitable characters for the campaign. So, sorry Frog-Man, but you probably can't run around with the likes of the Punisher, Ghost Rider, or Venom. That is, unless the GM either has a sick sense of humor, or the player has drastically re-envisioned the Frog-Man.

However, a good GM also realizes the truthfulness of Uncle Ben's immortal words, that "with great power comes great responsibility". GM's must balance their great power with great responsibility. Despite their vast control over the game, GM's are responsible for giving the players what they want (up to a point.) For one thing, the adventures they choose should be the kind that their players want to play in.

A responsible GM will also focus on issues that the players want to face. Spider-Man's player wants to make enough money to support himself and his sick aunt, while trying to keep Mary Jane from breaking up with him. He wants to do the right thing by using his powers responsibly. If the GM doesn't address these issues, then the player is not playing the character as he wanted to play. A variant of these issues, or a surprising twist, will help keep the game fresh, while testing the player to his fullest.

GMs should always strive to maintain a reasonable balance when it comes to working challenges into a mission. Although it's good drama to have Aunt May get sick, or for Mary Jane to leave Peter for Harry, or to make Peter choose between helping himself or saving the day, too much, too frequently can be quite overwhelming. Challenges are like seasoning that makes an adventure taste good; too much seasoning can ruin the taste for everyone.

A GM who runs "Power and Responsibility", will also want to create stories that give room for character development. Not just, "Doctor Octopus robbed a bank. What do you do?" If everyone has agreed to this game style, then it's best to give players room to make decisions. A more fitting example would be, "Doctor Octopus just robbed a bank, but Jameson is being even more ornery than usual; he demands that you cover the city council meeting on the other side of town! What do you do?"

Finally, there are times when personality differences between players might disrupt the game. This is a normal when a group of people with different viewpoints come together. However, trying to solve real-world player friction through in-character gaming can get very ugly, very fast. A responsible GM will quickly and impartially mediate all player disputes out-of-character, and out-of-game.

CAMPAIGN CREATION

A "Power and Responsibility" campaign is more about characters and their choices than about the situations they get into. The Avengers and Fantastic Four rosters can, and sometimes have changed over the years, and their adventures may be similar in nature. But Spider-Man doesn't have the same adventures that Daredevil has, or vice-versa, because their stories tend to be custom-tailored specifically toward each hero. And so it is, with a "Power and Responsibility" campaign.

An excellent way to build the campaign is to establish a routine for each PC. Then, the GM disrupts one character's routine with issues or challenges that they must face. When the issues are finally resolved (usually by the end of an adventure), they are reincorporated into the narrative. This leads to a brand new routine for that character. The same steps are then repeated for the next player. This pattern of play is called a "spotlight arc," where the GM focuses on disruption and reincorporating one primary character's routine at a time.

Think of it as a storyline from any one of your favorite comic book series: When Spider-Man gets a new black costume and it tries to take over his life, his normal routine is disrupted. This leads to several battles between himself and the costume, but eventually Spider-Man wins and resolves the issue by discarding it. But when the costume finds a new host, the combined entity becomes a brand new villain; Venom. Now Spider-Man has a new enemy to contend with; a new routine is formed that becomes part of his personal narrative.

In a "spotlight arc" players roleplay their character's issues when they're called upon to do so, but they're also willing to step down to let other PC's have their turn in the spotlight. When Spider-Man has his arc, he deals with his issues, then gives up the spotlight to let another player (The Black Cat, Daredevil, or whoever) have their time. Running "spotlight arcs" may require more work from the GM and the players, but for those who enjoy "Power and Responsibility" roleplaying, the rewards are well worth the effort.

ADVENTURE CREATION

The Mission structure used in a typical Marvel Universe game, is a fine adventure template, based on the Classical Three Act structure that most plays and films have used since the time of Aristotle. However, since "Power and Responsibility" games are focused more on characters, than on staged scenes, this adventure template may not be the perfect choice for that style.

Remember, in "Power and Responsibility" the most important characters are the PC's. Obviously, you also need antagonists to go with the protagonists. The antagonist wants something: money, power, revenge, whatever. They have some idea how to get it, though there's something wrong with their plan, (or else the PC's would never find out). But the antagonists are stubborn; some might be even more stubborn than they are smart. They'll relentlessly plug away at whatever they desire. And PC's, in most cases, will also plug away until they stop them. Because the antagonist's desires and plans are keyed to what players said they wanted in the campaign, one way or another, the PC's will oppose them.

Since "Power and Responsibility" is primarily about the PC's and the decisions that they make, the GM should be sure that the action revolves around them. No matter how cool you think Dr. Strange is, if he, as an NPC, becomes the focus of attention, it will bore everyone else in the game. Of course, that doesn't mean that you can't include NPC heroes. (Dr. Strange, for example, shows up plenty of times to help out other heroes in the comics.) But the GM must remember that it is the player's characters who are at the center of the story, not their own.

The GM should be careful too, about structuring mysteries, or "whodunits." A mystery is, at its core, characters figuring out why other characters made choices. With mysteries, there is a risk of making the story more about the case being investigated (the NPCs) than it is about the investigators (the PCs.) One way to circumvent this is to make it personal, to give the player a personal reason why they need to investigate this case. Maybe the victim (or the perpetrator, or the prime suspect) is a close personal friend or a hated enemy. Another way to work a mystery is to incorporate additional elements into the plot that make the mystery harder to solve.

For example, if a mysterious NPC dresses in a Spider-Man costume to hunt and kill criminals, then Spider-Man has a personal interest in discovering why the NPC frames him. In addition, Spider-Man is also hounded by the police, civilians, even the super hero community, who are all trying to bring him to justice, or at least trying to figure out why he's become a murderer. Story possibilities are as endless as your imagination; when you play "Power and Responsibility", your adventures will take on a whole new level of richness and depth, and keep your players coming back for more.

POWER AND RESPONSIBILITY IN PLAY

Something else to keep in mind: In a "Power and Responsibility" game, stones are often not as cut and dry as they are in a "Clobberin' Time"

game. In "Power and Responsibility" especially, stones represent effort, focus, and desire. So if a PC is down to one last stone of health, and just one stone of energy, that energy stone, used in a desperate, last-ditch effort, should be worth more than what it would normally be worth at full health and energy.

That being said, all characters still need to spend stones to get results. Good roleplaying can, of course, earn situational modifiers towards the PC's goals, but Actions like "Social Skills" do exist for a reason. Do a good job, and you'll get a situational modifier. But you must *always* spend stones to create your desired effect.

Appropriate "Backshadowing" is another good way to earn a situational modifier. The most powerful shape in drama is the Circle. If the gaming group can work a meaningful location, character, situation, or prop from the beginning of the story, back into the end as a thematic way of bringing it to a close, the PC's should be rewarded with free stones. This is called "Backshadowing. "Backshadowing" is essentially the same as "foreshadowing", but "Backshadowing" is created by an entire game group, even as the adventure unfolds.

Roleplaying games are, first and foremost, a collective form of storytelling between a Gamesmaster and a group of players. This especially holds true in a "Power and Responsibility" style game. While players enjoy a certain amount of creative power over the storyline, they're responsible for being faithful to the characters that they create, and also to other players for sharing time in the spotlight. A GM has the power to write adventures and edit the campaign, but is responsible for building these to revolve around the player's characters, not their own. In the end, both the players and the GM enjoy great power, and that great power comes with a great responsibility - to help make the game enjoyable for all.

APPENDIX F: ACTIONS AND MODIFIERS INDEX

ACTION NAME	BOOK, PAGE	RULES FOR ACITON BOX
Acrobatics	Main, 44	(Agility or Strength Bonus); Movement Action; Subtract Action Number from stones of falling damage
Animal Training	Avengers, 37	Train Animal(s) of choice; Stones vs. Scenario description to train animals
Astral Travel	Main, 44	Leave your body and travel as a spirit; Stones = Speed on Flight row of D&R; 1 stone per Panel to maintain if not moving; Requires 1 Panel prep time
Barnacle*	X-Men, 58	*See Barnacle*
Biocomputing	X-Men, 44	Combine stones with other actions; *See also Avengers, 24:* **The Leader**
Black Ops/ Spying	Main, 45	General spying skills and field training; (Insert Specialties)
Blasting	X-Men, 44	Action # = Max. flight speed; Can burst through walls, etc; 2x Damage; Split stones for multiple targets; Free Force Field protects self/passengers
Boost (Ability)*	X-Men, 60	*See Angel Dust*
Business Skills	Main, 45	Intelligence Bonus
Charge Objects	Main, 45	Weapon Modifier (Object being charged); Ranged Energy Attack: Range 2; Split stones for multiple targets or Area Attack; 2x Damage
Chronomancy*	X-Men, 63	*See Trevor Fitzroy*
Clairvoyance	Spidey, 41	Intelligence Bonus; Can perceive distant or hidden objects/events
Combat, Close	Main, 46	(Insert Ability) Bonus or Weapon Modifier; Combat using body or non-ranged weapon; For combat within a few feet; Split stones for multiple targets; (Insert specialties)

Combat, Ranged	Main, 46	Weapon Modifier; Combat using a weapon at a distance; Split stones for multiple targets; (Insert Specialties)
Computers	X-Men, 44	Intelligence Bonus; Expertise in computers; (Insert specialties); *See also Avengers, 18/24:* **Fixer/The Leader**
Concentration	Main, 47	Intelligence Bonus; Ask questions about situation to GM
Consume Organic Matter*	X-Men, 61	*See Autumn Rolfson*
Corrosive Touch	Spidey, 41	Close Combat attack; Stones vs. Durability; (List Options)
Create Illusions	Main, 47	Create 1 illusion per panel; Stones spent vs. detection; Duration = 1 stone per illusion per Panel
Crystallize Liquids*	X-Men, 60	*See Shatter*
Dance	Avengers, 37	Influence moods, attitudes, & actions; Combine stones with Social Skills when appropriate; Can create minor but lasting impressions
Digging*	X-Men, 60	*See Litterbug*
Disorientation*	X-Men, 65	*See Equilibrius*
Drain Energy	Main, 47	Drain red stones by touching victim; Drain red stones up to Action Number
Electropathy*	X-Men, 64	*See Milan*
Energy Absorption/ Reflection	Main, 47-48	Variable range energy attack: Range 4; Split stones for multiple targets; Absorb up to 2x Action Number; Redirect by placing stones in Action Box as attack; Energy damage suffered may come from reserve stones; Excess stones lost at 1 red/Panel
Energy Dampen*	X-Men, 61	*See Roderick "Rory" Campbell*
Engulf and Devour*	X-Men, 60	*See Cell*
Engulf/Control Others*	X-Men, 60	*See Sack*
Fear	X-Men, 44-45	Stones vs. Intelligence; Range = 2; Take enemy "Damage" directly from Action Box of your choice; Split stones for multiple targets
Flight	Main, 48-49	Flight speed up to Action Number; Add stones for weight carried
Focused Explosions*	X-Men, 61	*See Abraham Lincoln Kieros*
Force Blast	Main, 49	Variable range energy attack: Range: 4; Split stones for multiple targets
Force Field	Main, 49	Defense: +1 free stone per stone spent; Protect self or others; Pay stones for area greater than 2; Ignore Armor Penetration
Gambling	Main, 50	Intelligence Bonus; Agility Bonus (when cheating); (Insert Specialties)
General Knowledge	Main, 50	Intelligence Bonus; Encyclopedic general knowledge; Ask relevant questions of the GM; Action Number vs. scenario description; (Insert Specialties)
Genetic Engineering	X-Men, 45	Intelligence Bonus; Raise Abilities/Actions/Modifiers of others; Subject's Durability vs. amount of increase for risk; Split stones for multiple Abilities/ Actions/Modifiers; *See Also Avengers; 13/20:* **Black Knight/ High Evolutionary**
Growth	Main, 50-51	Grow to (Action Number x 20); Cost to grow: 1 stone/20'; +1 Strength/20 (+1 extra for first 20'); +1 Durability/20'; Duration at will; Can't be improved by lines

Healing	**Main, 51**	Heal/Regenerate Action Number of red stones/Panel; Spend 1 red to heal/restore 1 red; Heal Action Number of white stones/day; Spend 3 red to heal 1 white
Hex Spheres	**Main, 51-52**	Variable range chaotic energy attack: Range: 4; One Hex-Sphere per target; Must describe chaotic effect; Add stones and Panels for control
Horsemanship	**Avengers, 37**	Riding, grooming, and understanding horses
Hunting/Tracking	**Main, 52**	General wilderness (or urban) hunting skills; Action Number vs. elapsed time (Duration on D&R); Action Number vs. Difficulty of trap/ambush; (Insert Specialties)
Hypersonic Control*	**X-Men, 66**	*See Loreli*
Increase Mass*	**X-Men, 61**	*See Harry Leland*
Inventing	**Main, 52-53**	Intelligence Bonus; Stones vs. Cost to Invent; Maximum stones/day = Intelligence + Action #; May accrue stones per invention over time
Invisibility	**Main, 53**	Become invisible to eyes, cameras; Action Number = Resistance to detection; Cost 2 stones to disappear; Duration: 1 stone per Panel
Iron Will	**Spidey, 42**	Control Flow of Chi; May Combine stones with any action; (List Options); Purchase Mental Defense at -1 to Cost Level
Juggling*	**Avengers, 56**	*See Oddball*
Kinetic Energy*	**X-Men, 59**	*See Sebastian Shaw*
Leadership	**Main, 54**	Improve efforts of teammates; Assign up to 2 red stones per player; Total limit per Panel = your AN
Leaping*	**X-Men, 60**	*See Amphibious*
Leash*	**X-Men, 65**	*See Leash*
Lifesaving*	**X-Men, 24**	*See Lifeguard*
Manipulate Body Density	**Avengers, 38**	One shift on Weight row of D&R per stone; Duration = 1 stone/Panel to maintain; Maximum weight = natural weight (in stones) + Action #; *See also X-Men, 59; Shinobi Shaw*
Manipulate Electromagnetic Energy*	**Avengers, 28**	*See Quasar*
Manipulate Matter/Energy*	**X-Men, 9/58**	*See Apocalypse/Chrome; See also Avengers, 28: Sersi*
Manipulate Mutagenic Fields	**X-Men, 46**	Can improve mutants & potential mutants; Proceed as per pg. 72 of the Main Guide; Stones of effort = Character Creation Stones; Victim chooses effect; GM adds Challenges; Must wait one day per stone spent before repeating
Mastery of Elements	**Main, 54-55**	It's you're mastery, you write the rules; But remember, you're usually making things up as you go; Range: 4; (List Options)
Metamorphosis	**X-Men, 46**	Spend stones to improve physical Abilities/Actions/Modifiers; 1 panel to Morph; Duration = 1 hour or 1 red stone/Panel (Choose 1)
Military Strategy*	**Avengers, 55**	*See Gen. Thaddeus E. "Thunderbolt" Ross*
Neuroelectric Blast*	**X-Men, 59**	*See Carmella Unuscione*
Neuro-synaptic Impulses*	**X-Men, 61**	*See Static*
Nerve Punch	**Spidey, 42**	Intelligence Bonus; Close Combat attack; 2x Damage OR stun; Ignores called shot Situational Modifiers; May not be used for Defense
Ninja	**Main, 55-56**	(Insert Ability) Bonus and Weapon Modifier or 2 Weapon Modifiers; Close or Ranged Combat; Split stones for multiple targets; (Insert Specialties)
Personalized Actions	**Main, 56**	(Insert Ability) Bonus (if any); (Anything else you feel is relevant); (Insert Specialties)
Phase Shift	**Main, 56**	Pass through solid matter; Stones = Panels of duration; Effect includes anyone/anything touched or carried
Pheromones	**X-Men, 46-47** **Spidey, 42-43**	Area Attack vs. Durability to distract (or damage); Duration = Stones of "Damage"; Range = 1
Phoenix Force, Full	**X-Men, 47**	Almost absolute power to create and destroy; Physical Invulnerability; Can't be improved by lines
Phoenix Force	**X-Men, 47**	2x Action Number free red stones/Panel; Become an enormous phoenix; Force Blast (2x damage & AP); Immune to energy; Manipulate time, matter, & energy; Self- Contained Life Form; Limited Teleport; Time Travel at GM discretion
Power Boost	**X-Men, 47**	Amplify another's powers by touch; "Flare out of control" over normal limit; "Burn out" if over 2x normal limit; Split stones for multiple targets
The Power Cosmic*	**Main, 31**	*See Silver Surfer*
Private Investigating	**Avengers, 38**	General investigative skills; (Insert Specialties)
Psionic Energy Field*	**X-Men, 37**	See *Sunfire*
Psi-Weapon	**Main, 56-57**	Create mental weapon; Combine with Close/Ranged Combat
Psychiatry	**Avengers, 38-39**	Interaction with NPC's; Treatment of mental disorders; (Insert Specialties)
Psychokinesis*	**Avengers, 23**	*See Justice*
Shape Shifting	**Main, 57**	Psionically change appearance (human form only); Action Number = Resistance to detection; 3 stones to shift; Duration: 1 stone/Panel at same size; 2 stones/Panel for larger/smaller
Shrink	**Main, 57**	Shrink to (min. size); Shrinking increases Reflexive Dodge; Duration at will
Social Skills	**Main, 57-58**	Interaction with NPC's; (Insert Specialties)
Spinning*	**Avengers, 54**	*See Whirlwind*
Statecraft	**Avengers, 39** **Spidey, 43**	Includes Leadership; (Insert Specialties)
Steal Superpower	**Main, 58**	Steal superpowers by touching victim; Use stolen power's Action Number; 1 second touch = 1 minute use; Renders victim unconscious; Prolonged contact causes permanent theft
Stretching	**Main, 58**	Stretch 200' per red stone; -1 Strength per 200' (min. 1 Strength); Can be as thin, thick, or bent as needed
Summon and Control Animals	**Spidey, 43**	Summon and Control specialty animals; *See also X-Men, 60/66: Amphibious (Command only) / Piper (Morlocks & Savage Land Mutates)*
Swimming	**Avengers, 39** **Spidey, 40**	Strength, Agility, or Speed Bonus; Can combine with Close Combat if underwater; *See also X-Men, 24: Lifeguard*
Technoforming*	**X-Men, 62**	*See Scalphunter*
Technology	**Main, 58-59**	Intelligence Bonus; Action # + Intelligence vs. Difficulty of Technology
Telekinesis	**Main, 59**	Use as Close Combat or Ranged Combat; Manipulate objects & levitate self/objects; Use Action Number as Strength; Costs 1 stone/10 feet of distance
Telepathy	**Main, 59-60**	Project your mind into other minds; Use as Ranged Combat; Range: 4:

Telepathy (cont'd)		may add stones for distance as per D&R; 1 stone/Panel to continue effect; (Insert Options); Rules for Modifier Box: (Action Number) + Mental Defense + Intelligence vs. mental attacks
Teleportation	**Main, 60**	Vanish; reappear up to Action Number distance; Effect includes clothes & anyone touched for free; May spend extra stones for precision; (You may want to write in stones and distances)
Thieving	**Main, 60**	Agility Bonus; General Thieving Skills; (Insert Specialties)
Tongue/Tail/ Tendril Whip	**Main, 60-61**	Use like Close Combat within Range; Does damage or manipulates/grabs; If used as a weapon +1 stone damage; May be used after stones are revealed; Maximum damage to appendage is 1 white stone
Unstoppable	**Main, 61**	(Strength or Speed Bonus); Can burst through walls, etc.; 2x Damage
Vehicle Operation	**Main, 61**	Operate Vehicles; (Insert Specialties)
Ventriloquism	**Main, 61-61**	Range = 5'/stone
Vertigo*	**X-Men, 62**	*See Vertigo*
Wall-Crawling/ Climbing	**Main, 62**	(Agility or Strength Bonus); Movement on surfaces regardless of orientation; 1 stone/Panel to cling; Stones = speed on running row of D&R to a maximum of 75 mph
Web-Slinging	**Main, 62**	Agility Bonus; Movement only; Stones = 2x Running Speed on D&R to a maximum of 125 mph; Add stones for weight carried

MAGICAL ACTION	BOOK, PAGE	RULES FOR ACTION BOX
Asgardian Sorcery	**Avengers, 41**	See Description
Magical Travel	**Main, 67**	Magically powered movement; Requires 1 Panel preparation; Add 1 stone/person carried (except Teleportation); 1 stone to maintain state if not moving; (Insert Specialties)
Mastery of Magic	**Main, 63-64**	(Insert Intelligence Bonus if bought); Magical Barrier; Magical Blast; Energy Attack: Range: 4; Split Stones for multiple targets; (Insert Options); Rules for Modifier Area: Magical Defense = AN
Sorcery	**Main, 64**	(Insert Intelligence Bonus if bought); Variable range effects and attacks; Split stones for multiple targets; Sleep: Stones vs. Intelligence: 5 minutes/stone damage; Stun: Stones vs. Durability: 1 Panel/stone damage
Summoning	**Main, 64-66**	See Description
Voodoo	**Avengers, 40-41 Spidey, 44-45**	See Descriptions
Witchcraft	**Main, 67**	(Insert Intelligence Bonus if bought); Variable range effects and attacks

MASTERY	BOOK, PAGE	OPTIONS
Mastery of Cold (Iceman)	**Main, 55 X-Men, 22**	Immunity to cold; Become ice; Create/manipulate/reshape ice; Force Blast (Attack vs. Durability to freeze; petrify); Discounted Flight (Ice Ramps)
Mastery of Cosmic Energy (Collector)	**Avengers, 15/41**	Unlimited Manipulate/Create Cosmic Energy; Increase Strength, Agility, Speed to AN; Cosmic Blast 2x Damage; Accumulate Energy; Increase own existing Actions to AN; Manipulate Mass; Shape Shifting; Mastery of Extraordinary Power

Mastery of Darkforce (Blackout)	**Avengers, 58**	Object creation; Open porthole into Darkforce dimension; Project concessive bolts of Darkforce energy; Create barriers; Discounted Flight
Mastery of Darkforce (Cloak)	**Spidey, 14/45**	Create darkness; Become intangible; Combine with Close Combat; Gateway to Darkforce dimension; Exists only as Darkforce; Discounted Energy Absorption/Reflection
Mastery of Death	**X-Men, 48**	Communicate; "Read" corpses; Call undead; Resurrect the dead (only available at GM discretion)
Mastery of Death (Dead Girl)	**X-Men, 17/48**	Manipulation of dead things; Communicate with the dead; Read corpses
Mastery of Disease (Plague)	**X-Men, 60**	Immune to illness; Cause illness (Attack vs. Durability, Range:1, Incapacitation for days = to AN, If stones exceed health, target will die or worse)
Mastery of Dreams (Rem-Ram)	**X-Men, 66**	Immune to dream effects; Create/ Manipulate dreams; Force one to confront worst fears in dreams (Gives bonus in subsequent battles with victims)
Mastery of Electricity (Electro)	**Spidey, 16/45**	Immune to effects; Force Blast (2x Damage) vs. White Stones OR Stun damage; Create barriers; Override/ Neutralize electrical devices; Accumulate energy; Neutralize Spider-Man's Wall-Crawling; Attack vs. Dur. to knock foe unconscious for 1 Panel/stone of Damage; Absorb 3 red stones per Panel from electrical source; Replace Speed with AN when riding power lines; Maximum Range = 2
Mastery of the Four Elements (Cyrstal)	**Avengers, 15/41**	Immunity to effects; Create/ Manipulate; Elemental attack (Earthquake, water = Area Effect; Air, fire = normal Damage); Accumulate Energy; Limit: 1 hour max. duration for single effect; Mastery of extraordinary scope
Mastery of Energy (Doop)	**X-Men, 18**	All Options
Mastery of Energy (Photon)	**Avengers, 27/42**	Immune to effects; Force Blast; Transform to any energy form desired (1 red stone per Panel to maintain); Create holographic illusion (with no shadows); Mastery of extraordinary scope; Discounted Flight
Mastery of Fire (Human Torch)	**Main, 24/55**	Immunity to fire/heat; Become flame; Create fire/manipulate flame; Force Blast (2x Dmg.); Accumulate Energy (Nova Blast); Discounted Flight
Mastery of Fire (Rusty Collins)	**X-Men, 63**	Immune to effects; Create/ manipulate; Fire Blast (2x Damage); Discounted Flight
Mastery of Fire (Pyro)	**X-Men, 33/48**	Max. Range: 3; Immune (only to controlled fire); Manipulation of fire into shapes/forms that can safely transport self/others
Mastery of Gravity (Xorn)	**X-Men, 40**	Int. Bonus; Can substitute Mastery for Str.; Immune to gravity effects; Force Blast (3x Dmg.); Manipulation of gravitational wavelengths
Mastery of Kinetics (Speedball)	**Spidey, 30/46**	Create/manipulate kinetic energy; Immunity to kinetic attacks; Kinetic Blast; May combine with Close Combat
Mastery of Kung-Fu (Shang-Chi)	**Spidey, 28/45**	Create/Adapt kung-fu techniques; Catch projectiles; Balance; Multiple opponents; Substitute Mastery for Strength (only to break things); Substitute Mastery for Intelligence (only as mental defense); Substitute Mastery for Agility or Speed (only for Defense); Discounted additional Specialties

Master of Light (Projector)	X-Men, 64	Create/Manipulate light; Make objects with physical effects as per Telekinesis at AN; shape objects into ramps, spheres, etc); Force Blast
Mastery of Light (Moonstone)	Avengers, 53	Immune to own power; Light Beam attack; Blinding Flash; Discounted Flight
Mastery of Living Light (Dagger)	Spidey, 15/45	Accumulate Energy; Create light; Inspirational illusions; May transfer up to AN in stones from energy reserve into Cloak's energy reserve; Nullify poison/toxin/chemical addiction; Discounted Drain Energy
Mastery of Magnetism (Magneto/Onslaught)	Main, 30/55 X-Men, 27	Immune to effects of magnetism; Force Blast (Magnetic); Manipulate magnetic force; Accumulate Energy; Can Substitute Mastery for Strength; Mastery of extraordinary power
Mastery of Magnetism (Polaris)	X-Men, 31	Immune to effects of magnetism; Can manipulate magnetic forces and objects (As Telekinesis); Accumulate Energy
Mastery of Matter (High Evolutionary)	Avengers, 20	Intelligence Bonus; Unlimited create/manipulate matter (can rearrange matter); Accumulate Energy; Energy Blast (2x Damage)
Mastery of Microwave Energy (Firestar)	Avengers, 17/42	Manipulate microwave energy; (create heat, barriers, melt most projectiles on contact); Accumulate Energy; Microwave Blast; Discounted Flight
Master of Pama (Mantis)	Avengers, 25/42	Contact with all plants in known universe; Control, inhabit plants; Form plant simulacrum of self from any plant; Pacifism (May not intentionally cause actual injury to others); Astral Teleport (to any plant in known universe); Discounted Mystic Healing
Mastery of Plants (Plantman)	Avengers, 27/42	Exists only as plant; Create/manipulate plants (control, accelerate growth, etc.); Communicate with plants; Grow plant-like appendages (i.e. roots) to use as ropes, etc.; Gardening expertise
Mastery of Plasma (Sunfire)	X-Men, 37/48	May combine with Close/Ranged Combat; Immune to plasma; Absorb 3 stones per Panel from solar/electromagnetic source; Force Blast (2x Dmg.); Regenerate (+1)/Panel in sunlight; Absorb solar/plasma attacks; Free Force Field; Overstrain (hours instead of days); Discounted Flight
Mastery of Plasma (Thunderbird)	X-Men, 38/48	Immune to plasma attacks; Free Force Field; Force Blast (2x Dmg.); Accumulate Energy; Discounted Flight
Mastery of Radiation (Radioactive Man)	Avengers, 57	Immune to effects; Force Field; Force Blast: (heat; hard radiation; induce nausea, dizziness, or radiation poisoning; blinding hypnotic light); Absorb Radiation; Can add Mastery to Strength
Mastery of Sand (Sandman)	Spidey, 28	Transform into element; Force Blast; Combine with Stretching; Absorb 3 stones of element to increase size/mass; Can't be improved with Lines
Mastery of Solar Energy (Sunspot)	X-Men, 38/48	(+1) in full sunlight; (-1) in darkness; Absorb heat/light attacks; Regenerate +1/Panel in Sunlight; Energy Blast; Substitute Mastery for Str.; Discounted Flight
Mastery of Sonics (Banshee)	X-Men, 11/48	Immune to own effects; Manipulate sound: (amplify; create sonic barriers); Sonic Blast (Normal Damage or Area Attack vs. Durability to stun); Overstrain; Collateral Damage can occur; Discounted Flight
Mastery of Sound (Klaw)	Avengers, 23	Immune to own effects; Manipulate, create sound objects; Force Blast: (Beam: 2x Dmg. or Area Effect; Range: 0.6 miles); Exist only as sound waves
Mastery of Sound (Songbird)	Avengers, 29/57	Immune to sonic effects; Manipulate/create objects of sonic energy (including wings for flight); Sonic Blast (Normal damage or Area Attack vs. Durability to stun); Sound Disks (can carry people as Telekinesis); Discounted Flight
Mastery of Vibration (Arclight)	X-Men, 64	Immune to own effects; Creation/manipulation; 2x Damage (Collateral Damage; Area Effect); can only effect inanimate objects
Mastery of Vibration (Avalanche)	X-Men, 10/48	Manipulate vibration (earthquakes, etc.; May hit single targets for 2x Damage or Area Effect); Non-living substances only; Discounted Flight
Mastery of Wind (Storm)	X-Men, 64	Immune to effects; Create/manipulate; Wind Blast (Area Attack)
Mastery of Wind (Cyclone)	Spidey, 15/45	Area Effect Force Blast AND Force Field = to number of stones placed in Mastery; Immune to effects; Create Vacuum; Discounted Flight
Mastery of Weather (Thor)	Main, 32	Immunity to effects; Create/manipulate weather; Force Blast (Lightning: 2x Dmg.); Accumulate Energy; Discounted Flight
Mastery of Weather (Storm)	X-Men, 63	Immunity; Create/manipulate/affect weather; Force Blast (2x Damage)

ACTION & OPTIONS	BOOK, PAGE
Astral Projection	
Psionic body travels with character	X-Men, 48
Can take others with you astrally	X-Men, 48
Drain Energy	
Use at Range of 2	Main, 47
Improved Drain	Main, 47
Tied to specific location	Main, 47
Can redirect absorbed stones as a Force Blast	X-Men, 48
Death Factor	X-Men, 48; Spidey, 46
Extreme Death Factor	Avengers, 42
Hunger	Spidey, 46
Causes victim to transform	Spidey, 46
Energy Absorption/Reflection	
Sound/Light Transduction	X-Men, 48
Fireworks	
Additional element/energy type	Main, 48
Flight	
Flight fits in with main power	Main, 48
Max. Speed no more than five	X-Men, 48
Limited Maneuverability	X-Men, 48
Max. Speed is 2 when carrying others	X-Men, 48
Can only ride air currents (Glide)	Spidey, 46
(+2) Resistance to land gracefully	Spidey, 46
Silent flight	Spidey, 46
Force Blast	
Additional element/energy type	Main, 49
Force Field	
Effective vs. Mental Attacks	Main, 48
Effective vs. Magic	Main, 49
Mastery of Elements	
Immunity to the effects of the element	Main, 54
Can transform into the element	Main, 54
Create/manipulate element to number of stones spent	Main, 54

Force Blast of element, with appropriate effect	Main, 54
Accumulate Energies over time for major effect	Main, 54
Flight (or other movement related to Mastery)	Main, 54
Free Force Field at full AN while using Mastery	X-Men, 49
Absorb stones of attack in same element as Mastery	X-Men, 49
Regenerate 1 extra stone per Panel in sunlight (or underwater, in darkness, etc. as appropriate)	X-Men, 49
Combine stones with Close or Ranged Combat	X-Men, 49; Spidey, 46
Unlimited create/manipulate	Avengers, 42
Must exist as element only	Avengers,42
Absorb stones of element from power sources	Spidey, 46
Attack/effect extremely limited or applies only against specific target	Spidey, 46
Absorb 3 stones of element to increase size/mass	Spidey, 46
Area Effect Force Blast AND Force Field = to stones place in Mastery	Spidey, 46

Mastery of Magic

Accumulate Energy	Main, 63
Increase Action Number Modifier	Main, 63

Phase Shift

Phase Attack	Avengers, 42
Phase Stun	Avengers, 42

Shape Shifting

Clothing/Camouflage only	Spidey, 46

Shrink

Insect Strength	Main, 57

Technology

Transference	Avengers, 42
Transference into multiple machines	Avengers, 42

Telekinesis

Telepathy	Main, 59
Intelligence Bonus	Main, 59
Weapon Modifier	Main, 59
Force Field	Main, 59
Limited control	Spidey, 46
Small objects only	Spidey, 46

Telepathy

Illusions	Main, 59
Project thoughts/control others	Main, 59
Create links with others	Main, 59
Telepathic communications	Main, 59
Mental bolts	Main, 59
Repair minds	Main, 59
Intelligence Bonus	Main, 59
Telekinesis	Main, 59
Empathy	X-Men, 49
Generate pain by touch	X-Men, 49
Psychometry	X-Men, 49
Read recent memories by touching subject	X-Men, 49
Hear voices of spirits and the dead	X-Men, 49
Swap minds	X-Men, 49
Possess others	X-Men, 49
Mental block	X-Men, 49
Astral Projection	X-Men, 49; Spidey, 46
Reflect mental attacks back on attacker	X-Men, 49
Requires eye contact	X-Men, 49; Spidey, 46

Can't read minds	X-Men, 49; Spidey, 46
Empathic projection	Spidey, 46
Subtle commands	Spidey, 46

Teleportation

Travel through another realm required	Main, 60
Range limit: 3 miles	Main, 60
Only teleport to where you have already been	Main, 60
Interstellar distances	Main, 60
Other dimensions, planes, etc.	Main, 60
Must spend 1 red stone per guest teleported	Main, 60
See through portal before entering it	X-Men, 49
Do not have to travel to send others	X-Men, 49; Spidey, 46
Can open portholes for others to return	X-Men 49; Spidey, 46
Time Travel	X-Men, 49

Tongue/Tail/Tendril Whip

Weapon Modifier	Main, 60

Unstoppable

Can't make sudden turns or stops	Spidey, 46

MODIFIER NAME	BOOK, PAGE	RULES FOR MODIFIER BOX
Adamantium Skeleton	**Main, 68**	Adamantium Skeleton
Animal Senses	**Main, 68**	Modifier # vs. Resistance to detection
Antennae*	**Main, 35**	*See Wasp*
Armor Penetration	**Main, 69**	Ignore enemy armor/Toughness
Berserk*	**Avengers, 57**	*See Nekra*
Bionic Self-Repair	**X-Men, 49**	See Description
Body Control*	**Avengers, 25**	*See Mantis*
Bone Weapons	**X-Men, 49**	Add free stones to Close Combat
Breathe Underwater*	**Avengers, 54**	*See Tiger Shark*
Claws	**Main, 68**	(Retractable); (+X) to Close Combat
Copy Ability/ Actin/Modifier	**X-Men, 49**	Use highest Abilities/Action/ Modifier
Cosmic Awareness	**Avengers, 42**	Awareness of all threats to the cosmos
Cypermorphics/ Telescoping Limbs	**X-Men, 49**	See Description; *See also Avengers, 24: Machinesmith*
Cybernetic Senses	**Avengers, 42-43**	See Description
Deathglow*	**X-Men, 28**	*See Moonstar*
Defense, Energy	**Main, 68**	(+X) stones to defense vs. energy attacks
Defense, Magical	**Main, 68**	(+X) stones to defense vs. magical attacks
Defense, Mental	**Main, 68**	(+X) stones to defense against mental attacks
Destiny Force	**Avengers, 43**	Almost unlimited power; GM controlled
Digestive Acid*	**X-Men, 60**	*See Cell*
Disruption*	**X-Men, 60**	*See Scrambler*
Duplicate Self	**X-Men, 49-50**	Create unlimited number of duplicates; Reabsorb dupes by touch; Lose 1 white stone/day/dupe lost
Explosive Punch/ Sweat*	**Avengers 53-54**	*See Powderkeg*
Extended Life/ Immortality	**Main, 68-69**	Won't die naturally
Fast-Draw	**Avengers, 43**	Add to Agility for determining turn order for Ranged Combat only
Flexible Skeleton	**Spidey, 46**	Navigate narrow openings; (+X) to Defense vs. Grappling holds/melee
Healing Factor	**Main, 69**	Heal 1 white stone/hour; Regenerate 3 red stones per 2 whites per Panel

Healing Factor, Accelerated	Main, 69	Heal 1 white stone per 2 Panels; Regenerate 3 red stones per 2 whites per Panel
Healing Factor, Enhanced	Avengers, 43	Heal 1 white stone per Panel, Regenerate 3 red stones per 2 white stones per Panel
Healing Factor, Instant	Avengers, 43	Heal all white stones each Panel; Regenerate 2 red stones per white stones per Panel
Healing Factor, 2x Natural Healing	Spidey, 47	Heal 1 white stone/12 hours; Regenerate 3 red stones per 2 white stones per Panel; *See also Main Book, 17/19: Beast/ Captain America*
Immovability	Main, 69	Can't be moved until/unless knocked out
Immunity to Reality Distortion	X-Men, 50	Immune to Time-Stopping, Gravity Reversal, Matter Manipulation, etc.
Inter-Dimensional Travel	Avengers, 43-44 Spidey, 46	Instantaneous travel to/from (insert dimension)
Invulnerability/ Immunity	X-Men 50 Spidey, 46-47	Invulnerable to (name invulnerability)
Limb Regrowth	Spidey, 47	Re-grow lost limbs; Up to 1 per day
Luck (Personal)	Main, 69	Good Luck: (+X) stones to your Action to succeed by 1 stone; Bad Luck: (-X) stones from opponent's Action so it fails by 1 stone
Merge*	X-Men, 61	*See The Kleinstock Brothers*
Paralytic Agent*	X-Men, 60	*See Sack*
Photographic Memory	X-Men, 50	Remember everything you see or read; *See also Avengers, 24: The Leader*
Photographic Reflexes	Avengers, 44	Copy non-superpower physical Actions (use empty Action Boxes); +2 Sit. Mod. if copying opponent
Precognitive Flashes	X-Men, 50 Spidey, 47	Precognitive Flashes; *See also Avengers, 15/24/32: Collector/Leader/Warbird*
Prescience	Main, 69	May change stone allocation after enemy attack stones are revealed
Psycho-Centric Power Template	X-Men, 50 Avengers, 44	Modifier to Computer/Mental Actions; Interface with Computers
Puffing*	Avengers, 54	*See Puff Adder*
Radar Senses	Main, 69	Perceive minute details at range of 10' per Modifier #; Modifier vs. Resistance
Reconstitute Self	X-Men, 50-51 Spidey, 47	Return intact and whole after about 1 hour (GM discretion); Return intact and whole by next Panel (option); *See also Avengers, 15/23/24/59: Collector/Klaw/ Machinesmith/Scorpio*
Reflexive Dodge	Main, 69-70	(+X) stones to Defense
Resistance to Entanglement	Spidey, 47-48	(+X) stones to Defense vs. grappling/ entanglement
Self-Contained Lifeform	Main, 70	No need to sleep, breathe, eat, drink, etc.
Sense Mutants	X-Men, 51	Modifier Number = Range
Slime*	Main, 34	*See Toad*
Sonar Sense	Main, 70	Perceive outlines/shapes at range of 100' per Modifier #; Modifier vs. Resistance
Stealth	Spidey, 48	Invisible to chosen opponents' special sense (specify); *See also Main Book, 35: Venom*
Enhanced Leg Muscles*	Avengers, 55	*See Capricorn*
Suppress Mutant Powers	X-Men, 51	Radius = Modifier # on Area/ Leaping row on D&R; Suppress all mutant/mutagenic powers within radius
Targeting	Main, 70	(+X) stones to Ranged Combat attacks
Telepathic LInk	Avengers, 15	*See Collector*
Totem Enemy	Spidey, 48	Reduce chosen enemy's Intelligence to 1 (specify); Range = 1
Toughness	Main, 70	(+X) stones to Defense
Transform Self	Main, 70-71	Write altered Abilities, Actions, Modifiers next to normal ones
Transform Self By Touch	Main, 71	Take on physical properties at will by contact
Transform Others By Touch	Main, 71	Transform others by touch into (fill in material or object) for one hour; Must overcome Defense first
Transform Self/ Possession	Avengers, 44	Assume appearance, Abilities, Actions, & Modifiers of others; Must be within 10 feet to possess victims
Translation	X-Men, 51	Translate (fill in specifics)
Underwater Combat*	Avengers, 59	*See Pisces*
Vision, Enhanced	Main, 71	See Description
Weapons Morphing	Spidey, 48	Add free stones to Close or Ranged Combat

MODIFIER & OPTIONS	BOOK, PAGE
Claws	
Retractable or extendable claws	Main, 68
Luck, Personal	
Balance	X-Men, 51
Backfire	X-Men, 51
Prescience	
Limited Prescience; *See Avengers, 32: Vision or Main Book, 35/Spidey, 13: Venom/Carnage*	X-Men, 51
Toughness	
Nullifies Armor Penetration	Main, 70
Nullifies 2x Damage from Firearms or Projectiles	Main, 70
Transform Self	
Additional form(s)	X-Men, 51
As many different forms as you can make up	X-Men, 51
Vision, Enhanced	
See in darkness	Main, 71
Infrared	Main, 71
Phased Objects	Main, 71
Ultraviolet (UV)	Main, 71
Microwave Energy	Main, 71
Microscopic	Main, 71
Telescopic	Main, 71
X-Ray Vision	Main, 71
See into other dimensions	Main, 71
See auras and magical forces	Main, 71
See energy patterns and forces	Main, 71
Blinding light	X-Men, 51
Electrical energy	X-Men, 51
Fog or smoke	X-Men, 51
Invisible gasses	X-Men, 51
Life energy	X-Men, 51
Magnetic fields	X-Men, 51
Pheromones	X-Men, 51
Psionic waves	X-Men, 51
Radioactivity	X-Men, 51
Sonic waves	X-Men, 51
Underwater	X-Men, 51