

LIFE PATH

LIFE PATH

This is the first step of creating a character; getting a concept and history established. Lifepath is a special flowchart of events, personality quirks and plot complications, which are used to give a character roleplaying depth and complexity. In effect, the Lifepath is your character's "origin story," telling where he came from, what he's done and what he's like. To use the Lifepath, simply follow the instructions in each box of the chart, rolling a die or making a choice as instructed.

As part of the Lifepath process, you may also elect to take a few Complications: Situations, problems or personal limitations that enhance the roleplaying aspect of the character, and (coincidentally), generate extra Option Points to be used in the creation of the character later.

Note: Complications are not just window dressing; a big part of getting more Option Points is roleplaying your complications.

Along the Lifepath you'll see certain events marked with symbols. They are a signal that this particular event is a good place to link up to a possible Complication. For example, Parents Murdered would be a great place to take on a Responsibility, such as a Dependent (your baby sister), a Vow (to fight Evil) or a Code of Honor (Never Harm an Innocent)

START LIFEPATH

Start by deciding what your character is like; Basic Personality, Values, and world view. You may either roll these or choose one:

BASIC PERSONALITY (Roll 2d6)

- 2 Shy and secretive
- 3 Rebellious, antisocial, violent
- 4 Arrogant, proud, and aloof
- 5 Moody, rash, and headstrong
- 6-7 Friendly and outgoing
- 8 Stable and serious
- 9 Silly and fluff-headed
- 10 Sneaky and deceptive
- 11 Intellectual and detached
- 12 Picky, fussy, and nervous
- *Go To WHO YOU VALUE MOST*

WHO DO YOU VALUE MOST (Roll 2d6)

- 2 Child
- 3 Brother or sister
- 4 Friend
- 5-6 Lover
- 7 Yourself
- 8 Pet
- 9 Teacher or mentor
- 10 Public figure
- 11 Personal hero
- 12 No one

Go To WHAT YOU VALUE MOST

WHAT YOU VALUE MOST (Roll 2d6)

- 2 Money
- 3 Honor
- 4 Knowledge
- 5 Honesty
- 6-7 Friendship
- 8 Your Word
- 9 Love
- 10 Power
- 11 Having a good time
- 12 Vengeance

Go To YOUR WORLD VIEW

YOUR WORLD VIEW (Roll 2d6)

- 2 Every person is a valuable individual.
- 3 I like almost everyone.
- 4 No one understands me.
- 5 People are sheep who need to be led.
- 6-7 I'm neutral to most people.
- 8 People must earn my respect. No free rides here.
- 9 People are untrustworthy. Be careful who you depend on.
- 10 No one's going to hurt me again.
- 11 People are wonderful!
- 12 People are scum and should be wiped out.

Go To EARLY BACKGROUND

Now move on to Early Background and Childhood Events (Roll for all of these): What was your early upbringing like, economics wise? *Note:* this has no effect on your current situation.

EARLY BACKGROUND (Roll 2d6)

Roll Family Status:

- 2-3 Poor: Just scraping by, day by day.
- 4-6 Middle Class: Like most kids, you were pretty run of the mill.
- 7-8 Well-to-Do: You went to good schools, wore nice clothes, had lots of treats.
- 9-10 Wealthy: You had plenty of everything; even servants!
- 12 Rich (possibly nobility): You lived in the lap of luxury, lacking nothing.

WHAT'S NEXT (Roll 1d6)

Any Childhood Crises? Big problems or traumas?

Roll once (1D6) below and go to the appropriate table:

- 1-3 A Boring Childhood: *Go To LIFE EVENTS*
- 4-6 Go To *CHILDHOOD EVENTS*

CHILDHOOD LIFE EVENTS (Roll 1d6)

A crisis in your early youth! Roll 1D6 to see how your family was affected:

- 1-4 One or some Family members were...
- 5-6 Your entire Family was...
-then roll 1D6 for the rest of the story:
 - 1-3 Enemies
 - 1 betrayed by a friend or relative and lost everything they had.
 - 2 exiled; you have returned under an alias.
 - 3 murdered before your eyes.
 - 4 Hunted by (or involved in a vendetta) with a powerful group, or organization.
 - 5 abducted or mysteriously vanished; you were inexplicably left behind.
 - 6 killed in war, terrorism, or disaster.
 - 4-6 Secrets
 - 1 accused of a terrible crime they may (or may not) have committed. Roll 1D6: 1-3, they were imprisoned for 1D6+2 years; 4-6, they escaped imprisonment but are still under the gun.
 - 2-3 considered to have some kind of unique birthright, ability or status.
 - 4 unknown- you grew up alone, never knowing your true heritage.
 - 5-6 not the real thing-you're adopted, and obsessed with finding your true family.

Go To LIFE EVENTS

LIFE EVENTS (Roll 1d6+15)

Roll 1D6+15 (or choose, if you roll a 6 then add an additional 1d6, continue if necessary) to determine your age.

For each year over 16, roll once below and go to the appropriate table:

- 1-2 Good with the Bad
- 3-4 Friends and Enemies
- 5 Love and War
- 6 Nothing Happened that Year.
- When you have completed all the years up to the present,

Go to *CURRENT SITUATION* to see where you are now.

FRIENDS AND ENEMIES ROLL 1D6

- 1-3 Make an Enemy. Roll 1D6 and see below
 - 1 Enemy: Bitter ex-friend or lover.
 - 2 Enemy: Relative.
 - 3 Enemy: Partner or co-worker.
 - 4-5 Enemy: From rival group or faction.
 - 6 Enemy: Powerful official or noble.
- 4-5 Make a Friend: Roll 1D6 and see below
 - 1 Friend: Like a brother, sister or parent to you.
 - 2 Friend: Partner or co-worker.
 - 3 Friend: Old lover (choose which one).
 - 4 Friend: Old enemy (choose which one).
- 5-6 Friend: Have common interests/acquaintances.
- *Go Back To LIFE EVENTS*

LOVE AND WAR (Roll 1d6)

- 1-2 Had a Happy Love Affair: 'Nuff said.
- 3-4 Had Love Trouble! Any of these might be a good hook for a *COMPULSION*, *ENEMY*, or *PSYCHOLOGICAL* complication. Roll 1D6/see below:

LOVE TROUBLE (Roll 1d6)

- 1 Your lover's friends/family would use any means to get rid of you.
- 2 You fight constantly.
- 3 You've had a child! Roll for sex: Even=Female, Odd=Male. *RESPONSIBILITY* anyone?
- 4 One of you is "messing around."
- 5 You got married! Any further Love & War rolls refer to your marriage (or future divorce!)
- 6 It just isn't working out.
- 5-6 Had a Tragic Romance: Any of these might be a good hook for a *COMPULSION*, *ENEMY*, or *PSYCHOLOGICAL* complication. Roll 1D6 and see below:

TRAGIC ROMANCE (Roll 1d6)

- 1 Lover died in accident or was murdered.
- 2 Lover mysteriously vanished
- 3 Lover was kidnaped.
- 4 Lover was imprisoned or exiled
- 5 Lover went insane and is now "hospitalized."
- 6 Lover committed suicide
- *Go Back To LIFE EVENTS*

GOOD WITH BAD (Roll 1d6)

- 1-2 Something Good: (roll 1D6)
 - 1 Make a Connection (see *PERKS*): A local power player (warlord, official, noble, whatever) befriends you. Their level of effectiveness is worth 1D6/2.
 - 2 Mentor: You gained a teacher or mentor in your life. This person has taught you one new skill up to a level of 1D6/2 (round up).
 - 3-4 Favor (see *PERKS*): Someone owes you big time. Roll 1D6/2 to determine the level of the favor owed you. Type of contact subject to GM approval.
 - 5 Membership (see *PERKS*): You have been nominated for membership in a select group. Roll 1D6/2 to determine your new status (organization is up to GM)
 - 6 Windfall: Your financial ship just came in- an inheritance, lottery win, gambling score, or just a good investment Roll 2D6 x \$10,000 for the amount.
- 3-6 Something Bad: (roll 1D6)
 - 1 Imprisonment: You have been exiled, imprisoned, or held hostage (your choice). Roll 1D6 x 1 year for length of imprisonment. A good place for a *PSYCHOLOGICAL* complication.
 - 2 Falsely Accused: You were set up, and now face arrest or worse. A good place for an *ENEMY* complication.
 - 3 Accident or Injury: You were in some kind of terrible accident or maimed in some other way. A good place for a *PHYSIOLOGICAL* Complication.
 - 4 Hunted: You incurred the wrath of a powerful person, family or group. A good place for an *ENEMY* complication.
 - 5 Mental or Physical Illness: You were struck down by a severe *PHYSIOLOGICAL* illness or *PSYCHOLOGICAL* complication.
 - 6 Emotional Loss: You lost someone you really cared about. 1-2; they were murdered.

3-4; they died by accident or illness. 5-6, they vanished, killed themselves or just up and left without any explanation.

- *Go Back To LIFE EVENTS*

CURRENT SITUATION (Roll 2d6)

Where your life is right now:

- 2 You're involved in the underworld; criminal or black market activities.
- 3 You're involved in law enforcement, criminal investigation, or espionage work.
- 4 You're involved in government or other administrative duties.
- 5-7 You have a nameless, mundane "day job."
- 8 You're involved in business or high finance.
- 9 You're a freelancer; you work for yourself
- 10 You're involved in craft work or construction
- 11 You're involved in research or scientific study.
- 12 You're involved in a military or paramilitary organization.

Go To CURRENT OUTLOOK

CURRENT OUTLOOK (Roll 1d6)

Where your life is right now:

- 1 I hate my life, but I can't change it.
- 2 My life is crazy and out of control.
- 3 I crave more adventure and thrills
- 4 I crave more romance and passion.
- 5 I crave more money and power.
- 6 Life is good!

ORIGIN LIFEPATH

ORIGIN LIFEPATH

So you're a Super Hero? But how did you get these Powers and Abilities? That's where Origin Path comes in. With Origin Path, you can roll the dice as indicated or pick from the following tables in order to put together an origin for your character's powers and abilities. Write down the results from each table; this gives you a bare outline of where the character's powers originated; the player (perhaps working with the GM) should create a complete origin story based on the information from the tables. For an especially interesting origin, try rolling through these tables twice and combining the origins. Many characters may have abilities derived from more than one source.

The GM should work the origin into the campaign's continuity and history. Look for ways to relate each character's origin to other characters and to villains. The GM may want to keep some or all of this information a secret, to be revealed in the course of adventuring.

Take the results from these tables and weave them together into a story that explains your character's background and origin. These should suggest the character's powers, skills, and especially Complications. The GM can help by suggesting connections to people and events in the campaign (or the GM may want to keep some of these secret from the player for a surprising plot twist later).

Most characters with a number of Skills (particularly Martial Artists and Gadgeteers) will want to roll on the Training Origin Table to find out where they learned their Skills, if it's not already apparent from the rest of their Origin results.

START WITH A CHARACTER TYPE (roll 2D6)

These general character types contain all of the standard comic book archetypes. Many characters are a combination of types; usually they'll have one Major (about 2/3 of their Power Points) and one Minor (about 1/3 of their Power Points) if they do combine two types. Most well-rounded characters should have some offensive ability (which may be Strength or Martial Arts), some defensive ability (which may be high Stun Defense, or high Stun or Hits, or a high Dexterity, or defensive powers, or some combination of those), and some movement ability (though this may be the team's vehicle). Remember, though, that all player characters must follow the Rule of X (see page 34 for details).

ROLL CHARACTER TYPE AND POWER SOURCE (Roll 2d6)

- *2 Mentalist*: Specializes in mental powers and related powers. Often fairly normal physically, usually with a high Will. Usually Psionics Special Effects (SFX). *ROLL ON POWER SOURCE TABLE*
- *3 Shape Changer*: This is a broad category that includes growing, shrinking, density increase, or any change in shape or form that's the main source of powers. Often specializes in high stats; sometimes unusual powers like Adjustment Powers. Often combined with another type like Brick. Commonly Biochemical or Kinetic SFX, sometimes others. *ROLL ON POWER SOURCE TABLE*
- *4 Gadgeteer*: Specializes in using equipment as powers. Often has a wide range of powers bought as gadgets, perhaps not very high physical stats. Many different SFX, usually not Gate Key Power, Magic, or Psionics. Gadgets are bought as a Complication. *TECHNOLOGY; ROLL ON POWER DEVELOPMENT TABLE*
- *5 Powered Armor*: Wears an armored suit with built-in gadgets to generate powers. Could be a Brick or an Energy Projector by using the suit powers. Many different SFX, usually not Gate Key Power, Magic, or Psionics. Suit is bought as a Complication. *TECHNOLOGY; ROLL ON POWER DEVELOPMENT TABLE*
- *6 Martial Artist*: A warrior specializing in fighting skills, often with a high REF and DEX. Usually specializes in skills with few powers; sometimes trades Power Points in for Option Points. *ROLL ON MARTIAL ARTIST TYPE TABLE*
- *7 Brick*: Specializes in high STR, usually high defenses and physical stats. Sometimes ends up exchanging Power Points for more Characteristic Points. *ROLL ON POWER SOURCE TABLE*
- *8 Energy Projector*: Specializes in energy blasts of various types; often has Flight, sometimes Force Field. All types of SFX. *ROLL ON POWER SOURCE TABLE*
- *9 Super Mage*: Specializes in magic, which can cover almost any power or ability. Usually not very high physical stats, but often high mental stats. Often Magic SFX, but can easily generate SFX of any type. *MAGIC; SEE MAGIC ORIGIN*
- *10 Speedster*: Specializes in movement powers and associated attacks and defenses. Often has a

high *DEX*, sometimes a high *REF* and *SPD* rating. Usually Kinetic SFX. **ROLL ON POWER SOURCE TABLE**

- 11 *Weird*: All sorts of strange and unclassifiable collections of powers and other abilities. Often not a well-rounded character, depending on the rest of the team in some circumstances. Any SFX possible. **ROLL ON POWER SOURCE TABLE**
- 12 *Combination*: Roll twice and add types

POWER SOURCE (roll 2D6)

- 2 *Gate Key*: (Direct Usage) Uses a Gate Key directly (via some hyper dimensional tap, usually) as the source of powers. Very rare, very powerful, and very dangerous, as this attracts the attention of entities such as Dr. Destroyer.
- 3-4 *Psionics*: Powers of the mind, which can be from a variety of sources. Roll 2D6 +1 on the **POWER TYPE TABLE** (13 counts as a 12 result) then come back here to find the type of Psionic powers. For inherent powers, use the **INHERENT PSIONIC ORIGIN** Table to find the origin. For equipment or acquired powers, use the Power Development Table and then the Acquired Psionics Origin Table to find the origin.

INHERENT PSIONIC ORIGIN (Roll 2d6)

- 2-7 *Mutant*: Roll on Mutant Origin Table
- 8-10 *Non-Human*: Roll on Non-human Origin Table
- 11-12 *Other*: Inherited from some family bloodline, or GM invents a source

ACQUIRED PSIONICS ORIGIN (Roll 2d6)

- 2-4 *Unusual*: Roll on Power Source Table, ignore Psionics results
- 5-6 *Project Mind Alive*: May Have Hunted Complication
- 7-8 *PSI*: May have Hunted Complication
- 9 *Mutaphetamine*: May have Vulnerability Complication
- 10 *Wildstrike*: May have Distinctive Looks Complication
- 11 *Other*: GM or player invents new origin
- 12 *Other*: (Create a new Source or use Psionics)
- 5-6 *Magic*: Roll on Power Type Table
- 7 *Non-human*: Roll on Power Type Table
- 8 *Mutant*: [Inherent Powers] Roll on Mutant Origin Table
- 9-10 *Technology*: [Equipment] Roll on Power Development Table
- 11 *Altered*: [Acquired Powers] Roll on Power Development Table

- 12 *Other*: Roll twice and combine sources

POWER TYPE

Does the power come from equipment, is the power inherent in the character, or did the character develop the power somehow?

POWER TYPE TABLE (Roll 2d6)

- 2-5 *Equipment*: Roll on Power Development Table
- 6-9 *Inherent*: Roll on appropriate Origin Table
- 10-12 *Acquired*: Roll on Power Development Table

POWER DEVELOPMENT (Roll 2d6)

How did the character first acquire the power?

- 2-5 *Self-created*: Invented by character; should have necessary skills
- 6-8 *Imbued/Given*: Roll on appropriate Origin Table to find benefactor
- 9-10 *Accidental/Found*: Roll on appropriate Origin Table to find source
- 11-12 *Stolen*: Roll on appropriate Origin Table to find source.

MARTIAL ARTIST ORIGIN (Roll 2d6)

- 2-4 *Natural*: Ability from within; roll on Nonhuman or Altered Origin Table.
- 5-6 *Power*: Has some powers; roll on Power Source Table.
- 7-8 *Classic*: Pure skill and human ability; physical and combat stats high.
- 9-11 *Weapon*: Uses a weapon (with power); roll on Power Development Table
- 12 *Other*: GM makes up new type, or roll twice and combine 2 types

MAGIC ORIGIN (Roll 2d6)

Roll on the Power Type Table and then refer to the list below with your results.

- *Magic Equipment*: Roll 1D6+5 on Power Development Table; Roll on Origin Table
- *Inherent Magic*: Roll on Origin Table to learn from where
- *Acquired Magic*: Roll on Power Development Table;
- *Created* = Self-taught; Roll on Magic Origin table to learn from where.

MAGIC ORIGIN TABLE (Roll 2d6)

- 2-5 *Extra-dimensional*: The Shadow Realm or other
- 6-7 *The Lodge*: Possible dependent NPC, Hunted Complications
- 8-9 *The Brotherhood Arcane*: Possible

Hunted Complication

- 10-11 *Hidden Places*: Roll 1D6 — 1-2 Tangut, 3-4 Mulung, 5-6 Samarkan
- 12 *Other*: GM makes up new origin, or roll twice and add

NONHUMAN ORIGIN (Roll 2d6)

- 2-4 *Artificial*: Robot or android. Roll on Technology Origin Table to find source.
- 5-6 *Other Alien*: Trephaan, Mellanian, or GM invents an alien race
- 7-9 *Kraan*: Usually connected with the 1947 saucer crash.
- 10-11 *Extra-dimensional*: The Shadow Realm or other (GM choice).
- 12 *Other*: GM makes up new origin, or roll twice and add types

MUTANT ORIGIN (Roll 2d6)

- 2-7 *Gate Key*: GM decides details.
- 8-11 *New*: GM decides where located, family members, etc.
- 7-9 *Kraan*: Usually connected with the 1947 saucer crash.
- 12 *Other*: GM makes up new origin.

TECHNOLOGY ORIGIN (Roll 2d6)

- 2-4 *Lone Inventor*: Could be a normal or a paranormal inventor.
- 5-6 *VIPER*: GM decides which base, other circumstances.
- 7 *Odyssey Research*: GM decides where and why
- 8-9 *UNTIL*: GM decides which base, other circumstances.
- 10 *PanStar*: GM decides where and why
- 11 *Secret Government Project*: GM decides which government, which project.
- 12 *Other*: GM makes up new origin, or roll twice and combine types

TRAINING ORIGIN (Roll 2d6)

- 2-4 *Self-Taught*: Learned from a variety of sources, mostly self-guided.
- 5-6 *Mentor*: Learned from one person; possible Dependent Complication.
- 7-9 *Organization*: Roll on appropriate Origin Table to find out which.
- 10-11 *Government*: GM decides where and why.
- 12 *Other*: GM makes up new origin, or roll twice and combine types

ALTERED HUMAN ORIGIN (Roll 2d6)

- 2-3 *Marakat/Harmony-Dawn*: GM decides where and when; possible Hunted.
- 4-6 *Hannya Island*: Possible Hunted, Distinctive Looks.
- 7-8 *VIPER*: GM decides where and when; Possible Hunted.
- 9-10 *Wildstrike*: Usually has Distinctive Looks.
- 11 *Mutaphetamine*: Possible Vulnerability.
- 12 *Other*: GM makes up new origin, or roll twice and combine types

Now that you have your Basic Lifepath History and origin of your Superhuman power, let's put some numerical meat on the bones of your Concept with some Characteristics!