



VALIANT ADVENTURES

QUICKSTART



SUPERHEROIC ROLEPLAYING IN THE VALIANT UNIVERSE
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SCAN THE CODE
TO BACK IT ON
KICKSTARTER

VALIANT ADVENTURES

QUICKSTART



STAY VALIANT!

Welcome to the *Valiant Adventures Quickstart!* This is your introduction to the exciting world of super-powered roleplaying in the *Valiant Universe* using the *Mutants & Masterminds* game system. This *Quickstart* is intended for readers who may have played other roleplaying games and are interested in learning how to play *Valiant Adventures*. It is also suitable for readers who have *never* played a tabletop roleplaying game but are interested in learning how.

In this book, you'll find a step-by-step guide to roleplaying, an introduction to the game system and the *Valiant Universe*, and a starter adventure to begin playing right away.



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WHAT IS A ROLEPLAYING GAME?

A **ROLEPLAYING GAME** (or **RPG** for short) is a game of the imagination, where you and some friends get together and create fictional characters, then play out their adventures around a tabletop or online. One player takes the role of **GAMEMASTER** (or **GM**) and describes the setting and the challenges your characters encounter. The Gamemaster plays the supporting characters and villains in the story and acts as a referee to adjudicate the rules of the game and make sure everything's handled as fairly as possible.

Your imagination is the only thing limiting the sorts of adventures you can have since you and your friends create the world, the characters, and the stories. It's like writing your own *Valiant* comic book but with *your* characters as the heroes! All the action takes place in your imagination, and the story can go on for as long as you want, with one exciting adventure after another. You can pick up and play the game whenever you want, and stop at any point, like reading the chapters of a graphic novel or saving and putting a video game on hold.

WHAT IS VALIANT ADVENTURES?

The *Valiant Adventures* roleplaying game focuses on creating characters and adventures in the *Valiant Universe* of comics published by Valiant Entertainment, including *Archer and Armstrong*, *Faith*, *Ninjak*, *Quantum and Woody*, *Shadowman*, *Rai*, *X-O Manowar*, and many others. Visit valiantentertainment.com to find out more. Players can take on the roles of characters from the *Valiant* comics or create their own characters within the *Valiant Universe* to embark on their own adventures, even crossing over with some of those *Valiant* heroes and villains.

The main *Valiant Adventures* game consists of the *Valiant Adventures Hero's Handbook*, containing all the rules you need to create characters and play the game, and the *Worlds of Valiant* sourcebook, detailing the *Valiant Universe* and its important characters, giving you a setting for endless adventures. This *Quickstart* is just intended as an introduction, you'll find *much* more in the full game!

WHAT IS MUTANTS & MASTERMINDS?

Mutants & Masterminds is a roleplaying game system, a set of game rules first published by Green Ronin Publishing in 2002 and developed and refined over the years for superhero roleplaying. *Mutants & Masterminds* (or *M&M* for short) is the

system that powers *Valiant Adventures*, providing the *Valiant Universe* with a time-tested and refined set of game rules.

Valiant Adventures makes some modifications to the current (third) edition of the *M&M* system to customize it to suit the *Valiant Universe*, but previous players of *M&M* will find most of the game (and this *Quickstart*) familiar. You can find out more about *Mutants & Masterminds* and its current system and products online at mutantsandmasterminds.com.

WHAT YOU NEED TO PLAY

Here's what you need to start playing *Valiant Adventures* right away:

- This book, contains the essential rules on how to play the game, pre-generated characters, and the **RE:GENERATION** starter adventure.
- A group of four to six players, one of whom takes the role of Gamemaster.
- Some writing implements and scratch paper for making notes.
- At least one twenty-sided die—available at game and hobby stores or in any dice application on your mobile device—to resolve actions during the game. The die is often abbreviated “d20” (for a twenty-sided die) or “1d20” (for one twenty-sided die). It's usually easiest if each player has their own die.
- Copies of the character sheets from this book. You have permission to reprint or photocopy them as needed.

HOW TO USE THIS BOOK

The *Valiant Adventures Quickstart* is intended as an introduction, to provide new players with an easy guide to how to play the game. It's useful for Gamemasters looking to introduce players to the world of roleplaying games in general or to *Valiant Adventures* and *Mutants & Masterminds* in particular.

The *Quickstart* is divided up into sections. The first section, **THE BASICS**, tells you about the essentials of the game system. Then there is a set of six original **PRE-GENERATED CHARACTERS** intended for players to modify and use. Finally, **RE:GENERATION** gives you a starter *Valiant* adventure about a group of young psiots who learn some startling things about themselves and the lives they think they are leading.

The six pre-generated characters presented between the **GAME PLAY** section and the adventure have been assigned names and descriptions, but players should feel free to modify those details, including the characters' given names, code names, genders, and backgrounds, to suit them.

The *Quickstart* concludes with a **GLOSSARY** of important game terms and a **WHAT'S NEXT?** section detailing how you can learn more about *Valiant Adventures*.



THE BASICS

Valiant Adventures provides a rules framework for your imagination to create adventures. Like other RPGs, it has rules to help you decide what happens in your stories and to resolve conflicts between characters and the challenges they face. With it, any adventure you can imagine is possible.

THE CORE SYSTEM: CHECKS

The *Mutants & Masterminds* rules use a standard, or “core,” system to resolve actions. Whenever you’re not sure if your character will succeed or fail at something, you roll a **CHECK**, called that because you’re “checking” to see what the outcome will be. A Check is simply:

1. Roll a twenty-sided die (or d20).
2. Add a **CHECK MODIFIER** (for things like character Abilities, Skills, Powers, or Conditions).
3. Compare the total, or **CHECK RESULT**, to a number called a **DIFFICULTY CLASS** (abbreviated **DC**), set by the GM and game rules based on the circumstances.
4. **If the result equals or exceeds the Difficulty Class, your character succeeds!**
5. **If the result is lower than the Difficulty Class, your character fails.**

So, a DC of 10 requires a Check Result (die-roll plus modifiers) of 10 or greater to succeed. That’s it: as easy as 1–2–3!

This core system is used for nearly everything in *Valiant Adventures*, with variations based on what modifiers are made to the roll, what determines the Difficulty Class, and the exact

SAMPLE DIFFICULTY CLASSES

DIFFICULTY (DC)	EXAMPLE (SKILL USED)
Very Easy (0)	Notice something in plain sight (PERCEPTION)
Easy (5)	Climb a knotted rope (ATHLETICS)
Average (10)	Hear an approaching security guard (PERCEPTION)
Tough (15)	Disarm an explosive (TECHNOLOGY)
Challenging (20)	Swim against a powerful current (ATHLETICS)
Formidable (25)	Climb a wet, slippery rock face (ATHLETICS)
Heroic (30)	Overcome a cutting-edge security system (TECHNOLOGY)
Super-Heroic (35)	Convinces the guards, even though you’re not wearing an ID badge and aren’t on their list, they should let you into the building (DECEPTION)
Nigh impossible (40)	Track a trained commando through the jungle on a moonless night after 12 days of rainfall (PERCEPTION)

effects of success and failure. You can find out more in the **GAME PLAY** section

THE GAMEMASTER

One of the players in a *Valiant Adventures* game takes the role of **GAMEMASTER** or **GM**. The Gamemaster is responsible for running the game, a combination of writer, director, and referee. The Gamemaster creates the adventures for the heroes, portrays the antagonists and supporting characters, describes the world to the players, and decides the outcome of their characters' actions based on the guidelines given in the rules. It's a big job, but a rewarding one.

If you're going to be the Gamemaster, you should read through this entire book carefully. You should have a firm grasp of the rules since you're expected to interpret them for the players to decide what happens in the game. You'll likewise want to read through the **RE:GENERATION** adventure if you plan to run it for a group of players.

RULE NUMBER ONE

Like all games, *Valiant Adventures* has rules. At first glance, it might seem like there are a *lot* of rules, but most of them are just variations on the core system. Once you get the hang of how the game works, the rules themselves are pretty straightforward.

The first, and most important, rule is: **Do whatever is the most fun for your game!**

While we've made every effort to ensure that *Mutants & Masterminds* is as complete a game system as possible for powering *Valiant Adventures*, no tabletop game system can cover *every* situation an imaginative group of players might dream up. From time to time, a strict interpretation of the rules may give you strange or undesirable results. If so, ignore them! Modify the outcome of die rolls and other events in the game as you see fit to make it fun and enjoyable for everyone. If you're uncertain, call for a Check using what sounds like an appropriate Ability, Skill, or Power against a suitable Difficulty Class to determine an outcome. It's *your* game, so run and play it the way *you* want!

VALIANT HEROES

The players in a *Valiant Adventures* game can choose to play *Valiant* heroes or to create their own heroes, the main characters of their own adventures, like an ongoing comic book series. This *Quickstart* features a selection of ready-made heroes to use. The *Valiant Adventures Hero's Handbook* gives you multiple character archetypes and resources to create heroes of your own.

Characters in the game are defined by their **TRAITS**, certain qualities with numerical values assigned to them that tell you briefly what a particular character

can and can't do. Traits are broken down into four main categories: **ABILITIES**, **SKILLS**, **ADVANTAGES**, and **POWERS**, all described here. Characters also have **COMPLICATIONS**, which are potential challenges they face that reward players when they come into play.

ABILITIES

All *Valiant Adventures* characters are defined by eight basic **ABILITIES**. They each have a numeric **ABILITY RANK**, measuring their effectiveness. A rank of 0 is unremarkable or average, 6 is about as good as a normal person gets while 7 or more is fairly extraordinary, even superhuman. The basic abilities (and their abbreviations) are:

STRENGTH STR

STRENGTH is muscle power and the capacity to apply it. The Strength Rank applies to Damage dealt with close combat attacks, how far your character can jump and throw things, and their ability to lift and break things.

STAMINA STA

The Stamina Rank applies to your character's **TOUGHNESS** and **FORTITUDE** Defenses, resisting physical hazards, and recovering from damage and injury.

AGILITY AGL

AGILITY is grace, speed, and overall physical coordination. Agility Rank applies to your character's **DODGE** Defense, **INITIATIVE** Rank, and Checks for feats of coordination.

DEXTERITY DEX

DEXTERITY is hand-eye coordination, precision, aim, and manual dexterity. Dexterity Rank applies to **ATTACK CHECKS** for Ranged Attacks, and Checks for feats of fine motor control.

FIGHTING FGT

FIGHTING is the Ability used in the game to attack and defend in close combat, both unarmed and with weapons. Your Fighting Rank applies to **ATTACK CHECKS** for Close Attacks and to Parry Defense against Close Attacks.

INTELLECT INT

INTELLECT covers reasoning, education, and the ability to learn new things quickly. Your character's Intellect Rank applies to Checks to solve problems, recall information, or work with technology.

AWARENESS AWE

AWARENESS is common sense, intuition, perception, and self-awareness. Your Awareness Rank applies to **WILL** Defense, and Checks to notice things or get a "gut feeling" about people or situations.

PRESENCE PRE

PRESENCE is your character's force of personality, persuasiveness, charm, and leadership ability. The Presence Rank applies to Checks to convince or intimidate others, or to impress people.

SKILLS

SKILLS represent training in a particular sort of task, everything from acrobatics to defusing bombs, programming computers, or driving a vehicle. Skills are knowledge learned beyond any natural talent, represented by Abilities. They are easier to improve than Abilities, but also more limited.

Skills are also measured in **RANKS**. If you have no Ranks in a Skill, you are **UNTRAINED** in it. If you have a Skill related to a Check, add your Rank in that Skill to the Ability Rank the Skill is based on to determine your **SKILL MODIFIER** and then add it to your die roll:

$$\text{SKILL CHECK RESULT} = \text{D20} + \text{SKILL MODIFIER (ABILITY RANK} + \text{SKILL RANK)}$$

SKILL DESCRIPTIONS

The Skills in *Valiant Adventures* are listed here with their descriptions. Each Skill's key ability is listed alongside its name. The *Valiant Adventures Hero's Handbook* provides expanded information on these Skills as well as additional Skill options for your character.

ACROBATICS

AGL, TRAINED ONLY

Balance, flip, tumble, and perform other acrobatic maneuvers.

A successful DC 10 Acrobatics Check lets your character move over or around obstacles, or while balancing on a narrow surface, like a ledge, at half speed or at full speed with two Degrees of Success (Check Result 15 or more). More difficult or treacherous surfaces might increase the DC of the Acrobatics Check. A DC 20 Acrobatics Check lets you take the Stand Action, removing the Prone Condition, without becoming Hindered that Round (see **STAND**, page 12).

ATHLETICS

STR

Perform athletic tasks like climbing, jumping, and swimming under normal conditions with a DC 10 Athletics Check. Difficult circumstances, like climbing a rock face or swimming in choppy waters increase the DC. Make an Athletics Check to jump a distance and the DC is equal to the meters jumped x 6 for a standing long jump, meters jumped x 3 for a running jump, and meters jumped x 10 for a vertical jump.

CLOSE COMBAT

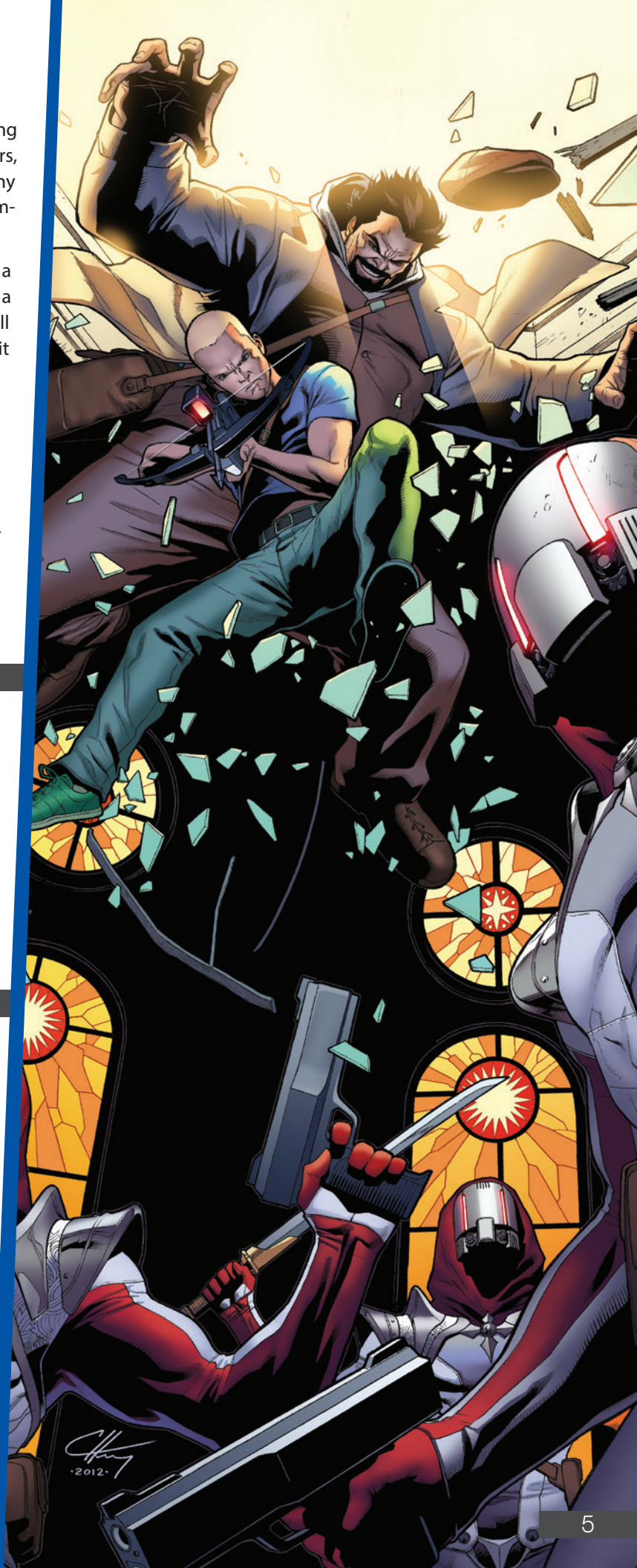
FGT

Training with a particular type of close combat—such as unarmed attacks or swords, for example—gives you a bonus to your Attack Checks equal to your Skill Rank. See **ATTACK CHECKS** on page 9 for details.

COMPUTERS

INT, TRAINED ONLY

Skilled with computer programming and software, as well as computer hacking. Checks range from DC 10 for





average code to DC 30 or more for hacking into the most advanced, hardened, and protected systems.

DECEPTION

PRE

This covers acting, fast-talk, misdirection, and outright lies. Your Deception Check is opposed by the target's Deception or Insight Check when trying to con or mislead someone. A successful Check indicates the target reacts as you want—at least for a Round—or believes what you say.

DRIVING

DEX, TRAINED ONLY

Driving ground vehicles under difficult and dangerous conditions. The DC ranges from DC 10 for dodging obstacles in your path to DC 20 or more for jumps, rolls, and sudden shifts into reverse.

ELECTRONICS

INT, TRAINED ONLY

This Skill is in repairing, building, and working with electronic devices. Figuring out and operating an unfamiliar device requires a Check ranging in difficulty from average (DC 10) to formidable (DC 25). Building an average device like a timer or a radio requires a DC 15 Check and two hours, while complex devices like computers and advanced scientific equipment require a DC of 30 or more and days to complete. Repairing a device is easier

than building one from scratch, typically, and reduces the Skill Check DC by -5 .

EXPERTISE

INT, TRAINED ONLY

This is an area of specialized knowledge or practice, each treated as a separate Expertise Skill. You can roll an Expertise Check to answer a question or perform a task related to the specific Expertise. The DC is 10 for average questions or tasks, 15 for questions considered tough for a random person, and 20 to 30 for challenging, formidable, or even heroic questions or tasks. You can make an Intellect Check for an area of Expertise where the character has no training, but can only answer easy or basic questions.

INSIGHT

AWE

The Skill to discern someone's true intentions by paying attention to their body language, inflection, and intuition. A successful Insight Check allows your character to avoid the Effects of some Interaction Skills or detect deceptions.

INTIMIDATION

PRE

The Skill to use threats to get others to do what you want. Make an Intimidation Check, as opposed by the target's Intimidation, Insight, or Will Check (whichever has the highest total Bonus). If your Check Result is higher, the target cooperates while in your character's presence, sufficiently afraid and they will provide information and/or advice, do simple tasks, or advocate on your character's behalf while intimidated.

INVESTIGATION

INT, TRAINED ONLY

Searching for and analyzing evidence. Make an Investigation Check to search an area for evidence (DC 10 to 25, depending on the evidence) and a DC 15 Check to analyze what is found for information. Generally, the GM reveals one important fact or clue per Degree of Success.

MECHANICS

INT, TRAINED ONLY

This is used for repairing, building, and generally working with mechanical devices. Figuring out and operating an unfamiliar device requires a Check ranging in difficulty from average (DC 10) to formidable (DC 25). Building a simple mechanical device like a clockwork or small motor requires a DC 15 Check and two hours, while complex devices like robots or vehicles require a DC of 30 or more and days to complete. Repairing a device is easier than building one from scratch and reduces the Skill Check DC by -5.

PERCEPTION

AWE

This Skill is normally used to notice and/or find specific things or in an Opposed Check against another character's Sleight of Hand or Stealth Check. If distracted, you take a Penalty Die on your Perception Checks. Making out details—such as clearly hearing conversation or reading text from a distance—requires two Degrees of Success or more.

PERSUASION

PRE

This Skill is used in getting people to like or agree with you. NPCs have attitudes along a spectrum of Hostile, Unfriendly, Indifferent, Friendly, and Helpful. The DC to move a character's attitude one step towards Helpful is 10 per step away, so DC 10 for Friendly, DC 40 for Hostile. These same DCs determine how hard it is to ask someone for a favor based on their attitude toward your character.

RANGED COMBAT

DEX

Your character is trained with a particular type of ranged combat—such as guns or energy blasts—giving you a bonus to your attack checks with it equal to your Skill Rank. See **ATTACK CHECKS** on page 9.

SLEIGHT OF HAND

DEX, TRAINED ONLY

Performing feats of legerdemain such as picking pockets, palming small objects (making them seem to disappear), and so forth. A check against DC 10 allows a palm of a coin-sized object. When this Skill is performed under close observation, such as trying to take something from another person, your check is opposed by the observer's Perception check.

STEALTH

AGL

Trained in hiding and moving without others noticing your character. The DC is typically 10 + the highest Perception Modifier of someone who might notice your character. Your Stealth Check is opposed by the Perception Check of any other char-

acter actively searching for your character. While using Stealth, Move at half your character's speed at no Penalty. If they Move any faster than that up to full speed, you take a Penalty Die on the Stealth Check.

THIEVERY

DEX, TRAINED ONLY

This is the Skill for burglary and theft. You can use this Skill to open locks and shut off or disable security systems, ranging from DC 10 for basic home systems and cheap locks to DC 20 for business-quality equipment, all the way to DC 40 for ultra-secure military systems. The same sort of Check applies to disabling traps and snares set for thieves.

TREATMENT

INT, TRAINED ONLY

You can diagnose illness and treat injuries. You can remove a Dazed or Stunned Condition or stabilize a Dying character with a Standard Action and a successful DC 15 Treatment Skill Check.

ADVANTAGES

ADVANTAGES are special abilities—talents, knacks, or perks. An Advantage allows your hero to do something other characters can't normally do or makes your hero better at doing certain things. In essence, they give the hero an advantage over others. The Advantages of the characters in the *Quickstart* are described with that character's game information. Many other Advantages are described in the *Valiant Adventures Hero's Handbook*.

POWERS

POWERS are special abilities beyond those of ordinary people. They're like Advantages, only more so. Whereas an Advantage might give your hero a minor special ability, powers grant truly *superhuman* abilities. The effects of the powers of the characters in this *Quickstart* are described with that character's game information. The *Valiant Adventures Hero's Handbook* presents a wide range of power options for characters you can choose as you create them.

COMPLICATIONS

COMPLICATIONS range from disabilities or personal issues to unusual vulnerabilities. Overcoming Complications is part of the challenge of playing a *Valiant Adventures* hero and earns the player **HERO POINTS**. Complications include a character's **MOTIVATION**—what drives them. You can see examples of Complications on the pre-generated characters in this book. The *Valiant Hero's Handbook* presents many other examples and options.



GAME PLAY

Now that you have an idea of what *Valiant Adventures* characters and their Traits look like, let's look at how you put those Traits to use in playing the game. This section covers how to make different kinds of Checks, how to handle conflicts between characters, and the Conditions that result from them, as well as how characters remove those Conditions.

CHECKING TRAITS

As described under **THE BASICS**, a **CHECK** is a roll of a 1d20 die, plus or minus a **CHECK MODIFIER**, comparing the **CHECK RESULT** to a **DIFFICULTY CLASS** to determine if the character succeeds or fails. The following additional factors can apply to Checks in the game:

BONUSES AND PENALTIES

In some situations, a character has a **BONUS** or **PENALTY** on a Check. This can either take the form of a set value, like +2 or -1, added to or subtracted from the Check Result, or it can be a **BONUS DIE** or **PENALTY DIE**:

- If you have a **BONUS DIE** for a Check, roll the d20 a second time and use the *highest* number rolled on all the dice for the Check Result.
- If you have a **PENALTY DIE** for a Check, roll the d20 a second time and use the *lowest* number rolled on all the dice for the Check Result.
- All the other rules for the type of Check apply. Figure those outcomes based on the final Check Result.

Bonuses and Penalties of the same sort cancel each other out: If a character has a +2 Bonus, a -1 Penalty, a Bonus Die, *and* a Penalty Die for some reason, they just have a +1 Bonus, since the remaining +1 Bonus is canceled by the -1 Penalty and the Bonus Die and Penalty Die cancel each other out.

OPPOSED CHECKS

For Checks that test your abilities directly against someone else's, there is no set DC. Instead, you and your opponent each roll a Check, and whoever rolls highest succeeds or beats the other. This is an **OPPOSED CHECK**. If an Opposed Check Result is a tie, whoever has the highest Bonus to their Check wins. If both Bonuses are the same, determine who wins randomly; flip a coin or roll a die.

GRADED CHECKS

While most Checks are pass-fail—you either succeed or you don't—sometimes how well you succeed (or how badly you fail) is important. This **GRADED CHECK** tracks how you do with **DEGREES OF SUCCESS** and **DEGREES OF FAILURE**. Just succeeding on a Check is one Degree of Success. Failing a Check is likewise one Degree of Failure. For every 5 more your Check Result exceeds the Difficulty Class, you gain one more Degree of Success. Likewise, if you fail by 5 or more, you gain an extra Degree of Failure.

GRADED CHECK RESULTS

CHECK RESULT	DEGREE
DC -10	Three Failures
DC -5	Two Failures
DC -1	One Failure
DC	One Success
DC+5	Two Successes
DC +10	Three Successes

ADDED SUCCESS: If you roll a 20 on the die for a Graded Check, you score an **ADDED SUCCESS**. Determine the Check's outcome normally and then *increase* it by one degree. An Added Success when an Attack Check is rolled is called a **CRITICAL HIT**, discussed later.

ADDED FAILURE: If you roll a 1 on the die when making a Graded Check, you've scored an **ADDED FAILURE**. Determine the Check's outcome normally and then *decrease* it by one degree. An Added Failure with an Attack Check is rolled is called a **CRITICAL MISS**, also discussed later.

Combat particularly tracks how well or how badly you do based on Degrees of Success and Failure. See the **DEFENSE AND DAMAGE** section on page 13 for details.

ATTACK CHECKS

Valiant heroes tend to get into fights, so one of the most common Checks in the game is the **ATTACK CHECK**. If your Attack Check result equals or exceeds the Check DC, your attack hits the target. If it doesn't, then you miss it.

CLOSE ATTACKS: If you attack someone in **CLOSE COMBAT**, with your fists or a handheld weapon, your Attack Check adds your **FIGHTING** Ability Rank and Close Combat Skill, and the DC is equal to your target's **PARRY** Defense plus 10.

RANGED ATTACKS: If you attack in **RANGED COMBAT**, using guns, energy blasts, bows, or thrown weapons, your Attack Check adds your **DEXTERITY** Ability Rank and Ranged Combat Skill, and the DC is equal to your target's **DODGE** Defense plus 10.

RESISTANCE CHECKS

When your character is exposed to danger, they can avoid some or all of it with a **RESISTANCE CHECK**. If your Resistance Check succeeds, you ignore some or all of the dangers, but if it fails you suffer consequences, usually in the form of various **CONDITIONS** (see page 15).

Your Resistance Check adds one of your four **DEFENSES** as the Check Modifier: **DODGE** for Effects that can be avoided with quick reflexes and reaction time, **FORTITUDE** for effects that leave you sickened, poisoned, tired, or physically changed, **TOUGHNESS** for effects that cause direct Damage, and **WILL** for effects that influence your mind or emotions. The DC for a Resistance Check is

equal to the **EFFECT RANK** of the hazard + 10. Most Resistance Checks are Graded, using Degrees of Success and Failure to determine how you are affected.

CONFLICTS

A **CONFLICT** is when two or more characters face off against each other. Most Conflicts in *Valiant Adventures* are fights, but there could be any situation where the characters' Conditions and strategies might change from moment to moment instead of being just a straightforward series of Checks with a single consequence at the end.

ROUNDS

When it's important to track how long something takes, or which character acts first, the *Mutants & Masterminds* system tracks time in **ROUNDS**. A Round is about six seconds, like two or three panels in a comic book—just enough time for everybody to do something once. There are 10 Rounds in a minute.

During a Round, each character involved takes their **TURN**, and can perform one **STANDARD ACTION**—something complex that requires focus—and one **MOVE ACTION**—a simpler action that doesn't need as much attention, as well as various **FREE ACTIONS**, which essentially don't use up any real time or effort. Additionally, every character can take a **REACTION** during the Round, which happens in response to something else and does not need to occur on the character's Turn.

Once everyone has taken their Turn, a new Round begins, and play continues until the Scene is over. The characters escape the trap, stop the danger, or defeat the villains—or are defeated by them.

Not every Scene needs tracking in Rounds. You'll use them mostly in Conflicts. Players decide among themselves who goes first when doing something like grilling a witness, and it's usually not necessary to track how long it takes to travel from place to place.

Remember that each character involved during a Round gets a Turn, including both Player and Non-Player Characters. Players choose actions for their characters on their Turns, while the GM handles all Non-Player Characters' Turns.

INITIATIVE

To figure out who gets to go during a Round, everyone involved rolls an **INITIATIVE CHECK**. The Gamemaster telling everyone "Roll for Initiative!" is the surest sign that a Conflict has begun, and time is now being measured in Rounds. An Initiative Check is:

**INITIATIVE CHECK: D20 +
INITIATIVE MODIFIER (AGILITY + BONUSES)**



Your **INITIATIVE MODIFIER** is equal to your Agility Rank, plus any Bonuses from other sources, like Advantages or Powers.

The higher your Initiative Check Result, the sooner you get to act in the Round. The characters are placed in an Initiative Order, from the highest Check Result to the lowest, and then each gets a Turn until everyone has taken one.

If two characters roll the same Initiative Check Result, tie-breakers for Initiative Order are the highest Initiative Modifier, highest Agility, and then the highest Awareness. If there is *still* a tie, each tied player should roll a die, with the highest roll going first at that point in the Initiative Order.

Characters use the same Initiative Check Result for each Round of the Conflict. If characters join a Conflict after it begins, the newcomers roll an Initiative Check when they join in and act when their Turn comes up in the Initiative Order.

SURPRISE

Sometimes enemies leap out from ambush, or a stealthy hero gets the drop on a villain, resulting in the **SURPRISED** Condition (see page 17) for one or more characters. Characters are most often Surprised when they fail a Perception Check to notice an opponent at the start of a Conflict.

A character with the Surprised Condition is Stunned and Vulnerable for one Round. Typically, this is the

first Round of a Conflict, meaning Surprised characters do not take actions on that Round, and are Vulnerable to attack.

DELAYING

You are always free to pick a lower Initiative Check Result than the one you rolled, letting other characters act before you take your Turn. This is called **DELAYING**. You can delay immediately or in a later Round, but once you pick a lower Initiative Check Result, which becomes your new Result for the rest of the Conflict. If you delay until the end of a Round, essentially giving up your Turn that Round, you can act first the next Round. Delaying can't interrupt another character's Turn, for that see the **READY** action on page 12.

ACTION TYPES

There are three types of actions your character can take on their Turn: **STANDARD**, **MOVE**, and **FREE**. There are also **REACTIONS**, which happen in response to something else and can occur outside of a character's Turn.

Some Conditions, like being Dazed or Stunned, limit the number or type of actions you can take.

STANDARD ACTION

A **STANDARD ACTION** allows your character to do something quick but complex, like attacking someone or using a Skill, Advantage, or Power. The **ACTIONS** section gives more information on what can be done with a Standard Action. You get one Standard Action on your Turn.

You can use your Standard Action to perform a Move Action instead, effectively giving you two Move Actions in one Turn.

MOVE ACTION

A **MOVE ACTION** is a simpler task requiring less attention than a Standard Action, like walking (or flying, or swimming), standing up, picking something up, or something similarly simple. Possible Move Actions are listed in detail in the **ACTIONS** section. You get one Move Action on your Turn unless you also use your Standard Action as a Move Action.

FREE ACTION

A Free Action is simple and fast and requires almost no attention, such as dropping something your character was holding, falling to the ground, speaking, or stopping an activity they were already doing. You can perform as many Free Actions on your Turn as your GM thinks is reasonable.

REACTION

A **REACTION** is something that you do as a reflex or in response to something else and doesn't even need to happen on your Turn. The game rules specify when you can use your Reaction to do something. You can perform one Reaction per Round and regain your Reaction at the start of your Turn if you used it on the previous Round.

ACTIONS

The most common actions characters take during Conflicts are described here. The GM should use these as guidelines for dealing with any unusual actions that players might try. The *Valiant Adventures Hero's Handbook* details added actions and modifiers to actions.

AID STANDARD ACTION

If your character is close enough to attack an opponent, they can attempt to aid an ally in close combat with that opponent. Make an Attack Check against DC 10. If you succeed, you don't hit or affect the opponent but rather grant your ally a +2 Bonus on an Attack Check against that opponent or a +2 Bonus to Defense against that opponent's attacks (your choice) until the end of their next Turn. Three or more Degrees of Success on your Check grant your ally a Bonus Die on an Attack Check or impose a Penalty Die on the opponent's attacks against your ally instead.

AIM STANDARD ACTION

By taking a Standard Action to carefully aim, you get a Bonus to hit when you make an attack. If you're making a Close Attack or a Ranged Attack at Close Range, you get a Bonus Die on your Attack Check. If you're making a Ranged Attack from a greater distance, you get a +2 Bonus to the Attack Check. You are Vulnerable while aiming until after you attack; and it requires a Sustain Action to maintain your aim before you make your attack. If you are unable to maintain it, you lose its benefits.

ATTACK STANDARD ACTION

You make an Attack Check against an opponent within your attack's range. If the attack is an Area Effect or Perception Range, no Attack Check is needed. See the specific attack's description for what happens if your attack is successful.

CONCENTRATE STANDARD ACTION

Your character concentrates to maintain an Effect with the Concentration Duration. So long as you continue to take this action on each of your Turns, the Effect continues.

DEFEND STANDARD ACTION

You focus on defense instead of attacking. Until the start of your next Turn, if anyone attacks you, their Attack Check has a Penalty Die.

DISARM STANDARD ACTION

You attempt to knock an item—such as a weapon—out of an opponent's grasp. Make an Attack Check against the defender with a -2 Penalty. If you attempt to disarm with a Ranged Attack, you instead have a Penalty Die. If your Attack Check succeeds, make an Opposed Check of your attack's Damage Rank against the defender's Strength Rank. If you win, the defender drops the object.

If you made the disarm attempt unarmed and are adjacent to the target, you can grab the dropped object as a Free Action. If

you make a disarm attempt with a melee weapon and lose the Opposed Check, the defender may immediately attempt to disarm you; make another opposed Damage vs. Strength Check. If this disarm attempt fails, you do not get an additional attempt to disarm the defender.

DROP PRONE FREE ACTION

Dropping prone, gaining the Prone Condition, is a Free Action, although getting up normally requires a Move Action (see **STAND**). While Prone, you can only move by crawling at half your normal ground speed.

ESCAPE MOVE ACTION

You attempt to escape from a successful **GRAB** (following). Make a Strength or Dexterity against a DC of your opponent's Effect Rank +10. If you succeed, you end the Conditions of the Grab and can move away from your opponent, up to your normal Speed Rank -1. If you fail, you are still grabbed.

FEINT STANDARD ACTION

You attempt to mislead an opponent, leaving them unprepared for your real attack. Make an Attack Check or a Deception Skill Check (your choice) opposed by the better of your target's corresponding Attack Bonus, Deception, or Insight. If your Check succeeds, the target is Vulnerable against your next attack until the end of your next Turn (see **VULNERABLE** on page 17).

You can attempt to Feint as a Move rather than a Standard Action, but have a Penalty Die on your Check if you do so.

GRAB STANDARD ACTION

You attempt to Grab a target. Make a Close Attack Check against the target. If successful, make an Opposed Check using your Strength Rank against the target's Strength or Dodge Rank (their choice).

- **FAILURE:** You Grab the target, but fail to hold them.
- **SUCCESS (ONE DEGREE):** Your target is Restrained (Immobile and Vulnerable).
- **SUCCESS (TWO DEGREES):** Your target is Bound (Defenseless, Immobile, and Impaired).

You can attempt to improve an existing Grab with another Grab Action and Opposed Check on a later Turn, no Attack Check is required. Any Degrees of Success are cumulative, but if you fail the Opposed Check, the target escapes.

You are Hindered and Vulnerable while Grabbing or holding an opponent. You can maintain a Grab with a Sustain Action each Turn but cannot perform other actions requiring your arms while doing so.

You can drag a Restrained or Bound target along with you when you move. The target may resist with an Opposed Strength Check. If their Check fails, you move, and the target moves with you. If the target's Strength Check succeeds, you are Immobile unless you release them first.

You can end a Grab (releasing your target) as a Free Action. If you are unable to take a Sustain Action to maintain the hold, the target is automatically released. A target can attempt to Escape from a Grab as a Move Action (see **Escape**, previously).

MOVE

MOVE ACTION

You Move up to your normal speed in any mode of movement you have. This means up to 8 meters of ground speed for most people. If you choose to Move twice on your Turn (taking two Move Actions) then you Move your speed each time.

OVERWHELM

STANDARD ACTION

You attempt to use sheer force of personality to Overwhelm someone, forcing them to briefly do as you wish. Your target must be able to hear you. If they cannot see you, you make your Check with a Penalty Die. Make an Interaction Skill Check or an unskilled Presence Check against the result of your target's Insight or Will Check (their choice):

- **FAILURE:** No effect.
- **SUCCESS (ONE DEGREE):** Your target is Dazed, hesitant, and uncertain.
- **SUCCESS (TWO DEGREES):** Your target is Compelled to be Helpful towards you.
- **SUCCESS (THREE DEGREES):** Your target is Controlled to be Helpful towards you.

Any Condition imposed by Overwhelm is removed at the end of your next Turn. Immunity or Resistance to Interaction or Will Effects applies against Overwhelm attempts.

You can attempt to Overwhelm as a Move rather than a Standard Action, but have a Penalty Die on your Check if you do so.

You can attempt to Overwhelm multiple Minion characters (see **MINIONS**, page 14) at once as a group: The Minions make one Resistance Check as a group against your attempt, but do not automatically suffer the worst degree of the Effect for failure, as they would individually.

READY

STANDARD ACTION

Readying lets you prepare to take an action later after you would normally act on your Turn in the Initiative Order but before your next Turn. Ready-

ing is a Standard Action, so you can take a Move Action in addition to it.

You can Ready a single Standard, Move, or Free Action. To do so, specify the action you will take and the circumstances under which you will take it. Then, any time before your next Turn, you can use your Reaction to perform the Ready action in response to the circumstances. Your place in the Initiative Order then becomes the point where you take the Readied action and stays there unless you Ready again.

RECOVER

STANDARD ACTION

You take a Standard Action to catch your breath and bounce back a bit. You can also take a Move Action on your Turn to **ESCAPE** or **STAND** while you Recover, but you can't Move any distance during the same Round you attempt to Recover. You can choose to make a Recovery Check for your most severe Damage Condition (see **RECOVERY**, page 15), remove your most severe Fatigue Condition, or make a new Resistance Check against an Ongoing Effect.

You can only successfully Recover *once* per Conflict. Once you have done so, any further recovery from any remaining Conditions or Ongoing Effects occur normally with time, outside assistance, or by spending Hero Points (see page 18).

While you Recover, you gain a +2 Bonus to your Dodge and Parry Defenses until the start of your next Turn.

SMASH

STANDARD ACTION

You attempt to Damage or break an object held or worn by another character. Make an Attack Check with a Penalty Die against the Parry Defense Class of the character with the object. If your Attack Check succeeds, you inflict Damage on the object rather than the character. See **DAMAGING OBJECTS** on page 15 for details on breaking things.

STAND

FREE ACTION

You stand up from a Prone position by either making a successful DC 20 Acrobatics or Speed Rank Check or becoming Hindered, moving at half your speed until the start of your next Turn.

SUSTAIN

FREE ACTION

You focus a little of your concentration to maintain an Effect with the Sustained Duration. So long as you continue to take this action on each of your Turns, the Effect continues.

TRIP

STANDARD ACTION

You try to trip or throw an opponent to the ground. Make a Close Attack Check with a -2 Penalty against your opponent's Parry Defense Class. If the attack succeeds, make an Opposed Check of your Acrobatics or Athletics against your opponent's Acrobatics or Athletics. Use whichever has the better Check Modifier in each case.

If you win, the target is Prone in an area of your choice adjacent to you. If you lose, the target immediately gets another Opposed Check to try and trip you. If it fails, the trip attempt ends.

DEFENSES & DAMAGE

DEFENSES are measured in Ranks, like Abilities, Skills, and Powers. Each Defense is based off an Ability, but may be higher thanks to Powers, Advantages, and other Bonuses.

- **DODGE** is based on Agility and is used to avoid Ranged Attacks and evade dangers using quick reflexes.
- **FORTITUDE** is based on Stamina and used to resist disease, poison, transformation, and other physical dangers.
- **PARRY** is based on Fighting and is used to avoid Close Attacks.
- **TOUGHNESS** is based on Stamina and is used to resist direct physical Damage if an attack hits.
- **WILL** is based on Awareness and is used to resist psychic powers, illusions, stress, and other mental dangers.

DEFENSE CLASS

Add your Defense Rank to 10 to determine your **DEFENSE CLASS** against attacks targeting that Defense. This is the DC of an opponent's Attack Checks against you:

$$\text{DEFENSE CLASS} = \text{DEFENSE RANK} + 10$$

Each Defense has its own Defense Class. Most of the Attack Checks in *Valiant Adventures* target your **DODGE DEFENSE CLASS** (for ranged attacks like energy beams and firearms) or your **PARRY DEFENSE CLASS** (for close attacks like fists and swords). Some magical or psychic attacks target your **WILL DEFENSE CLASS**.

Two common **CONDITIONS** (see page 15) affect your Dodge and Parry Defenses:

VULNERABLE grants attackers a Bonus Die on Attack Checks against you.

DEFENSELESS reduces your Dodge and Parry Defenses to 0, so most Attack Checks hit you if they roll a 10 or higher.

RESISTANCE CHECKS

When an attack successfully hits your Defense Class, or if an Effect automatically hits, bypassing your DC, your character then tries to resist it with a **RESISTANCE CHECK** against the attack's Effect Rank.

$$D20 + \text{RESISTANCE DEFENSE VS. DC [EFFECT RANK} + 10]$$

The Resistance Check Result determines what happens. Some Effects (like Affliction or Damage) have added consequences for each Degree of Failure on your Resistance Check, or even for success!



Resistance Checks are not Actions and happen automatically when a character is subjected to an Effect that calls for one.

ONGOING EFFECTS

Some Effects stick around until you successfully Overcome them with a Resistance Check. These are called **ONGOING EFFECTS**.

You make a new Resistance Check against an Ongoing Effect at the end of your Turn each Round. A successful Check ends the Effect and removes any Conditions it caused. A failure means the Effect's Conditions remain. Different Effects describe the results of Resistance Checks in more detail, and some Ongoing Effects only allow a new Resistance Check each minute or even longer.



DAMAGE

Most attacks in the *Mutants & Masterminds* system cause **DAMAGE**, either **NON-LETHAL** or **LETHAL**. A successful attack with a Damage Effect requires the target to make a **TOUGHNESS RESISTANCE CHECK**:

D20 + TOUGHNESS RANK VS. DC [10 + DAMAGE RANK]

SUCCESS: You receive the **BRUISED** (non-lethal Damage) or **INJURED** (lethal Damage) Condition. For Each Bruised or Injured Condition that you have, apply a -1 Penalty to your further Resistance Checks.

FAILURE (ONE DEGREE): You receive two Bruised or Injured Conditions, plus you are **DAZED** (non-lethal Damage) or **STUNNED** (lethal Damage) until the end of your next Turn.

FAILURE (TWO DEGREES): You receive three Bruised or Injured Conditions, plus you are **STAGGERED** (non-lethal Damage) or **WOUNDED** (lethal Damage). If you fail another Damage Resistance Check by *any* degree while you have either Condition, you take the third degree result instead.

FAILURE (THREE DEGREES): You are **INCAPACITATED** (non-lethal Damage), usually knocked unconscious, or you are **DYING** (lethal Damage). If you are already Incapacitated and suffer this degree of Damage, you are Dying. If you are already Dying and fail a Damage Resistance Check by any degree, you are **DEAD**.

See the **CONDITIONS** section (page 15) for details on the effects of the various Damage Conditions.

MINIONS

One special category of foes is **MINIONS**, who are easier to overcome. Minions may be weak or strong, ordinary, or blessed by strange powers, but they are not as resilient, resourceful, or lucky as major heroes or villains.

Minions work according to the following rules:

- Minions cannot achieve Added Successes against non-minions.
- If a non-minion's Attack Check Modifier equals or exceeds a Minion's Defense Rank, their attack on that Minion automatically hits. So, an attack with a +10 modifier automatically hits a Minion with a Defense Rank of 10 or less.
- If a Minion fails a Resistance Check, the Minion suffers the *worst* degree of effect, regardless of the actual degree rolled. So, a Minion failing a Resistance Check against non-lethal Damage, for example, is automatically Incapacitated. If it's lethal Damage, they're automatically killed! Attackers can choose to have a Minion suffer a lesser degree of Effect if they want.

- Non-minions can take the Overwhelm Action (see page 12) against groups of Minions. The group makes a single Resistance Check against the Overwhelm Action as a whole but does not automatically suffer the worst degree of Effect for failing, as an individual Minion would.

DAMAGING OBJECTS

You can damage nonliving things but Dazed, Stunned, and Staggered Conditions have no Effect on inanimate objects since they do not take an action. Objects capable of an action—like cars, robots, or laser turrets—can be Dazed, Stunned, and Staggered normally.

Animate objects have their own Defense Classes. Inanimate objects are Defenseless.

Attacking an object held or worn by another character is a Smash Attack (see **MANEUVERS**).

A success on the Resistance Check applies a **HIT** to an object, imposing a -1 Penalty on Damage Resistance Checks. Failure on the Damage Resistance Check imposes the **BROKEN** Condition on an object, while two or more Degrees of Failure mean the object is **DESTROYED**.

The Toughness Ranks of some common materials for objects are:

TOUGHNESS RANKS FOR MATERIALS	
MATERIAL EXAMPLES	TOUGHNESS RANK
Paper, Soil	0
Glass, Ice, Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Super Alloys	18+

RECOVERY

Characters can recover from their Damage Conditions over time. Recovery always starts from the most severe Damage Condition and proceeds to the least severe in this order:

DYING, INCAPACITATED, DISABLED, STAGGERED, INJURED, BRUISED, STUNNED, AND DAZED.

See the **RECOVERY TIMES** table for information on how long it takes to potentially shake off a particular Damage Condition. After the listed recovery time has passed, the character makes a **RECOVERY CHECK**, a DC 10 Stamina Check: Success removes that Damage Condition. If the Check fails, they wait for the recovery time, then Check again, with a cumulative +1 Bonus per previous failed Recovery Check.

RECOVERY TIMES

CONDITION	RECOVERY TIME
Dying	Stabilized
Incapacitated	1 Minute
Wounded	1 Day
Staggered	1 Hour
Injured	1 Hour
Bruised	1 Minute
Stunned	1 Round
Dazed	1 Round

Characters remove the Dying Condition when they stabilize or when they are Dead (see **DYING**, page 16). Characters automatically recover from being Stunned or Dazed due to Damage at the end of their next Turn, with no Recovery Check required.

Objects without a Stamina Rank do not recover from Damage Conditions on their own. Instead, they must be repaired, requiring time and a suitable Skill Check, such as Mechanics, in place of the Recovery Check.

CONDITIONS

Heroes run into their share of difficulties. One way the *Mutants & Masterminds* system models this is with different **CONDITIONS**—persistent limits on a character's Traits or Actions. Conditions are shorthand for the game modifiers imposed by Effects, Maneuvers, or other circumstances.

This section describes the different Conditions that can affect characters in the *Quickstart*. If multiple Conditions apply, use all of their Effects combined. There are added Conditions described in the *Valiant Adventures Hero's Handbook* as well.

BLIND

The character cannot see (Visually Unaware). They are Hindered, Visually Unaware, and Vulnerable, and may be Impaired or Disabled for activities where vision is a factor.

BOUND

A Bound character is Defenseless, Immobile, and Impaired.

BROKEN

OBJECT, DAMAGE CONDITION

A Broken object no longer functions, including something as simple as a barrier for a broken door or wall, for example.

COMPELLED

A Compelled character is directed by an outside force. The character is limited to a single Standard

Action each Turn, chosen by another, controlling, character. As usual, this Standard Action can be traded for a Move Action. Controlled supersedes Compelled.

CONTROLLED

A Controlled character's Actions each Turn are dictated by another, controlling, character.

DAZED

DAMAGE CONDITION

A Dazed character is limited to Free Actions and a single Standard Action per Round, although the character may trade it for a Move Action, as usual. Dazed characters cannot take Reactions. Stunned supersedes Dazed.

DEAD

DAMAGE CONDITION

A Dead character is Defenseless, Stunned, Unaware, and unable to recover (effectively having no Stamina Rank). The Dead Condition is normally the end of someone's mortal existence, but some Effects in the *Mutants & Masterminds* system interact with Dead characters and can allow them to recover!

DEAF

The character cannot hear (Auditorily Unaware). This may allow for **SURPRISE ATTACKS** on the character in some circumstances (see page 10).

DEFENSELESS

A Defenseless character loses their Dodge and Parry Bonuses (if any) typically reducing their Defense Class to 10 (10 + 0).

DESTROYED

OBJECT, DAMAGE CONDITION

A Destroyed object has been completely broken apart, usually into pieces, perhaps even reduced to fragments or dust.

DISABLED

A Disabled character has a Penalty Die on all Checks. If the Penalty applies only to specific Checks, they are added to the name of the Condition, such as Attack Disabled, Fighting Disabled, Perception Disabled, etc.

DYING

DAMAGE CONDITION

A Dying character is Incapacitated and near death. When the character gains this Condition, immediately make a DC 15 Fortitude Check. If the Check succeeds, nothing happens. With two or more Degrees of Success, the character stabilizes, becoming Incapacitated. If the Check fails, the character remains dying. Three or more total Degrees of Failure mean the character dies. Dying characters make a Fortitude Check each Round until they either die or stabilize. Another character can stabilize a dying character with a successful DC 15 Treatment Check.

EXHAUSTED

Exhausted characters are Impaired and Hindered. Characters recover from an Exhausted Condition after four hours of rest (Time Rank 11), becoming Fatigued.

FATIGUED

Fatigued characters are Hindered. Characters recover from a Fatigued Condition after an hour of rest (Time Rank 9). Exhausted supersedes Fatigued.

HINDERED

A Hindered character moves at half normal speed. Immobile supersedes Hindered.

IMMOBILE

Immobile characters have no movement speed and cannot move from where they are, although they are still capable of taking Actions unless prohibited by another Condition.

IMPAIRED

An Impaired character is at a -2 Penalty on Checks. If the impairment applies to specific Checks, they are added to the name of the Condition, such as Attack Impaired, Fighting Impaired, Perception Impaired, and so forth. Disabled supersedes Impaired if it applies to the same trait(s).

INCAPACITATED

DAMAGE CONDITION

An Incapacitated character is Defenseless, Stunned, and Unaware of their surroundings. Incapacitated characters generally also fall Prone, unless some outside aid keeps them standing.

NORMAL

The character is unaffected by any other Conditions.

PRONE

A Prone character is lying on the ground, Hindered, and has a Penalty Die on Close Attack Checks. Opponents receive a Bonus Die on Close Attack Checks but a Penalty Die on Ranged Attack Checks against the character. Prone characters are Hindered. The Stand Action (page 12) removes the Prone Condition.

RESTRAINED

A Restrained character is Hindered and Vulnerable. If the restraints are anchored to an immobile object, the character is Immobile rather than Hindered. If restrained by another character, the restrained character is Immobile but may be moved by the restraining character.

STAGGERED

DAMAGE CONDITION

A Staggered character is Dazed and Hindered.

STUNNED

DAMAGE CONDITION

A Stunned character cannot take any Actions, including Free Actions or Reactions.

SURPRISED

A surprised character is Stunned and Vulnerable, caught off-guard and unable to act. Surprised normally only lasts for one Round.

UNAWARE

The character is oblivious to their surroundings. If the Condition applies to a specific sense, it is added to the name of the Condition, such as Visually Unaware (or blind), Tactilely Unaware (or numb), etc. Everything effectively has Total Concealment from all of a character's Unaware senses.

VULNERABLE

Vulnerable characters are limited in their ability to defend themselves. Attacks against them gain a Bonus Die. Defenseless supersedes Vulnerable.

WOUNDED

DAMAGE CONDITION

A Wounded character is gravely injured, leaving them Dazed, Disabled, and Hindered.

EXTRA EFFORT

Heroes rarely let their limitations define them. They routinely face threats more powerful than themselves. That's when real heroes dig deep and give it their all! To simulate this part of *Valiant Adventures* stories, the *Mutants & Masterminds* system uses **EXTRA EFFORT**.

Extra Effort lets your character push themselves past their limits, straining body and mind to do more when it really counts.

Using Extra Effort is not an Action, although it may modify Actions characters take. When you use Extra Effort, you may do one of the following listed actions.

ACTION: You gain an extra Standard Action or Move Action to use during your Turn.

BONUS: You gain a +2 Bonus on a single Check you're about to make, or improve an existing Bonus of +2 or more on a Check to a Bonus Die.

POWER: You immediately increase the Rank of one of your Power Effects by +1 until the beginning of your next Turn. You can't increase the Rank of an Effect with a Permanent Duration using Extra Effort.

RENEWED ATTEMPT: Some Effects require Extra Effort in order to use or attempt them again within the same Scene (or other defined period of time). This use of Extra Effort simply makes the Renewed Attempt possible; it provides no other benefits.

RESISTANCE: You immediately make another Resistance Check to recover from an Ongoing Effect, like an Affliction.



SPEED: You double your speed in one mode of movement you have by until the start of your next Turn.

STRENGTH: You increase your Strength Ability Rank by +1 until the start of your next Turn, doubling your lifting capacity during that time.

There are a few other uses of Extra Effort beyond the scope of this *Quickstart*, detailed in the *Valiant Adventures Hero's Handbook*.

At the start of your next Turn after using Extra Effort, your character gains the Fatigued Condition. A Fatigued character who uses Extra Effort becomes Exhausted, and an Exhausted character who uses Extra Effort becomes Incapacitated. You can spend a Hero Point (following) to immediately Recover from the Fatigue of using Extra Effort, meaning your Condition doesn't change.



HERO POINTS

Sometimes sheer ability just isn't enough, or bad luck ruins your best efforts. But heroes always manage to overcome the odds, find a lucky break, or see acts of heroism earlier in the story return to help them out later.

The *Mutants & Masterminds* system uses **HERO POINTS** to represent a *Valiant Adventures* character's good fortune, heroic acts, and the general tendency for heroes to triumph in the end. Spending a Hero Point allows a character to turn the tide in their favor with a sudden bit of good luck or an unexpected twist in the story.

While Extra Effort represents a hero pushing themselves to do better, Hero Points are the things a hero has already done helping them when they need it most!

GAINING HERO POINTS

Every player gets a Hero Point automatically at the start of an adventure. You gain additional Hero Points when **COMPLICATIONS** (see page 7) come into

play and make your hero's life more difficult. Your GM may also reward you with a Hero Point when you act heroically (especially when it makes things more challenging or gives the villain an opening), such as saving a bus full of schoolchildren instead of fighting, or whenever the GM introduces a plot Complication that puts the heroes at a disadvantage.

Players are welcome—indeed, encouraged!—to take actions that will earn their characters Hero Points and to suggest to the GM situations and changes in the story that could do so. If you notice a perfect opportunity for one of your hero's Complications to come into play or to make things more challenging and interesting for your hero, suggest it!

All your Hero Points go away at the end of an adventure, and you start the next adventure with the automatic 1 Hero Point, so spend your Hero Points when it feels important, especially during the adventure's thrilling climax!

USING HERO POINTS

When you spend a Hero Point, you may choose one of the benefits listed following.

RE-ROLL: You can re-roll a d20 result you just rolled. If the die on your re-roll shows a 1-10, add +10 to the result, so the re-roll is always an 11-20. If you are using a re-roll on a Check where you have a Bonus Die or Penalty Die, you can re-roll *one* of the dice of your choice, but the Bonus or Penalty still applies, making you either take the highest result (for a Bonus) or the lowest result (for a Penalty) of the dice after you re-roll one of them.

EDIT THE SCENE: You make a small change to the description of the Scene, or add some new detail to help you or your allies out. The Gamemaster has to approve any edits, and generally edits can only help you, not automatically let you win. For example, while you're fighting a plant-based foe, you could Edit the Scene for there to be some weedkiller or defoliant nearby, provided that would make sense for the locale. Similarly, you could Edit the Scene to say a thunderstorm just *happens* to knock out the power, and the lights, during a tense conflict.

INSPIRATION: You gain a flash of insight or otherwise stumble across an important clue. You might figure out the trick to escaping a villain's deathtrap, or find important evidence at a crime scene. The GM decides exactly what you find or what you learn, but it should help move the adventure along in the right direction.

RECOVER: You immediately remove one of the following Conditions from your character: Dazed, Fatigued, or Stunned. Spend a Hero Point to immediately Recover from Fatigue lets you effectively use Extra Effort (previously) at no cost, other than the Hero Point.

PREGENERATED CHARACTERS

The following pages contain ready-to-play Valiant Adventures characters for **RE:GENERATION**. The characters are all young psiot subjects of Project Rising Spirit's program in Rook. Players should feel free to change names, backgrounds, and descriptions as they wish.

THE PARAGON - ACE



Ace, **ANDREW WARD**, is the all-star high school jock with the classic super-powers of super-strength, near-invulnerability, and flight, although his versions of them are psionic in origin. He's a natural leader and inspiration to others and has the ability to throw himself between danger and his teammates. His powers depend on his confidence in himself and his abilities, which sometimes needs some bucking up. Ace is the simplest and most classically "super-heroic" character to play.

THE HACKER - KAPT'N KRUNCH



Kapt'n Krunch, **CHRISTOPHER KOLE**, is an archetypal tech nerd and hacker with "technopathic" powers to interface with and control electronics. With the amount of tech in Rook, that gives him a lot of options. Krunch has a protective suit and a flying jet pack he built in addition to his powers. He's definitely the smartest character in the group, and knows it, and is a bit of a rebel and trouble-maker.

THE TELEKINETIC - FETCH



ZARA NASSAR, Fetch, is a teen Arab girl with telekinetic powers, she can't always precisely control. Fetch is one of the physically most powerful and flexible characters in the group. Her telekinetic strength isn't quite as high as Ace's super-strength, but she can do more with it. She wants for everyone else to accept her, "reaching out" in more ways than one. Fetch is a great character for players interested in the **EXTRA EFFORT** rules on page 17.

THE TELEPATH - LINK



Link, **LILLIAN BARRET**, has an array of telepathic powers, including the ability to keep all of the other characters networked in mental communication. She's a team player, at least partially because of how her powers clue her in to what everyone else is thinking and feeling. Her power to influence other minds troubles her. She's the most aware and perceptive of the characters, and good for players who like to be in-the-know and coordinating others.

THE FORCE PROJECTOR - MASON

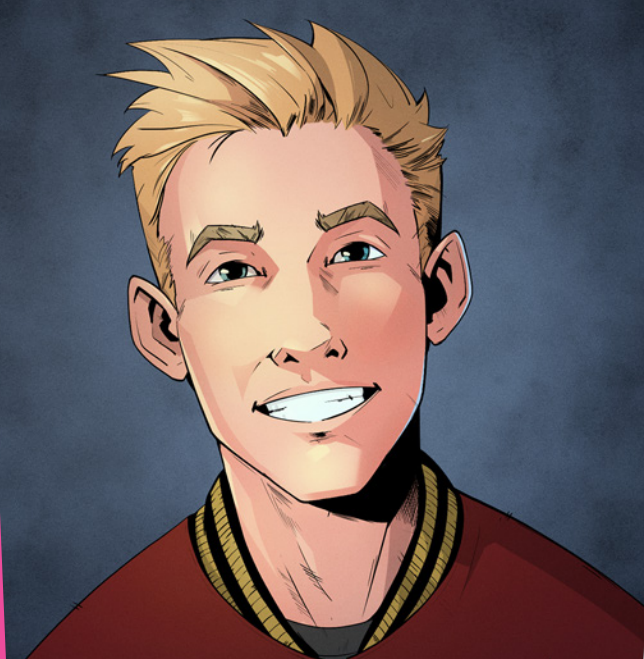


MASON CREST, who just goes by Mason, since he hasn't settled on a code-name, can project psionic "hard light" force fields in different shapes and sizes. Although he can use his projections offensively, Mason's power is primarily defensive, and he's one of the more physically powerful and flexible characters. Mason also has a fair amount of luck, good for players who feel the dice don't favor them or who want to be able to try just about anything.

THE BIOKINETIC - PANACEA



Filipino student **JULIE MENDEZ**, Panacea, is a "biokinetic". Although she has healing powers, making her an excellent support character, she can also enhance her own physiology and bio-shock others at a distance as an offensive power. Panacea is the best athlete and fighter in the group, fast and accurate in unarmed combat with a few related Advantages. She also supports the others with her healing powers, helping reduce the potential lethality of the threat they encounter.



ANDREW WARD is a star athlete, star student, someone with a bright future—and a personal case of imposter syndrome. Andrew just doesn't feel like he deserves all that he has, and that is only compounded by the discovery that he has superpowers when he helped people involved in a car accident by tearing off the car door with one hand! Andrew has superhuman strength, toughness, and the ability to fly, but his powers are psionic in nature, projections of his mind, which is why they can wane when his confidence does.

Although he's the kind of person everyone looks to for leadership, and he's good at it, Andrew feels there's something...off about his life. Still, if he can do some good, he's going to keep doing his best while he tries to figure things out.

INTERPOSE: If an ally is targeted with an attack, Ace can use his Reaction to move in between them and the attack, making him the target.

LEADERSHIP: Ace can spend a Hero Point to remove the Dazed, Fatigued, or Stunned Condition from an ally.

ABILITIES

STRENGTH	10	FIGHTING	5
STAMINA	8	INTELLECT	2
AGILITY	2	AWARENESS	2
DEXTERITY	2	PRESENCE	2

POWERS

FLIGHT: Ace can fly at a speed of up to 500 kph, 2 km per Round.

INVULNERABILITY: In addition to his high Toughness Rank, if Ace gets two or more Degrees of Success on a Damage Resistance Check, he takes *no* Damage Conditions from it.

ADVANTAGES

CLOSE ATTACK: Ace gets a +1 bonus to Close Attack Checks (included).

DEFENSIVE ATTACK: When making an attack, Ace can take up to a -5 penalty on Attack Checks to gain an equal bonus to Dodge and Parry. The changes last until the start of his next turn.

INSPIRE: Ace can spend a Hero Point to grant any allies able to see and hear him a +3 on their next Check that Round.

SKILLS

ATHLETICS 4 (+14), EXPERTISE: POP CULTURE 4 (+6), PERCEPTION 4 (+6), PERSUASION 4 (+6), RANGED COMBAT: THROWING 4 (+6)

OFFENSE

INITIATIVE +2			
THROW	+6	RANGED, UP TO DAMAGE 10	
UNARMED	+6	CLOSE, DAMAGE 10	

DEFENSE

DODGE	6	FORTITUDE	10
PARRY	6	TOUGHNESS	10
WILL	4		

COMPLICATIONS

MOTIVATION-DOING GOOD: Ace knows he's meant to do good and help people with his extraordinary abilities, like a true superhero.

POWER LOSS: Ace's powers are based on his self-confidence and when it wanes, so do they. Gain a Hero Point when a crisis of confidence causes your powers to stop working until you get yourself back together.

CHRISTOPHER KOLE may be just another “computer lab geek,” but “Kapt’n Krunch,” his online alter-ego, is one of the most infamous hackers in the world. Krunch has used his technopathic powers to find his way into all kinds of secure online systems. While he’s happy to stick it to corporations and governmental institutions, the Cap’n is still a champion of the downtrodden and wants to do good with his powers, especially if he can have some fun and prove that he is the greatest hacker in the world in the process.

Along with his ability to control and affect machines, Kapt’n Krunch can use his technopath talent to channel raw bursts of electricity (a crude, high-powered version of his normal electrokinesis) and he has a high-tech suit he’s designed with a compact jet-pack and protective layering for “field operations.”



ABILITIES

STRENGTH	2	FIGHTING	4
STAMINA	2	INTELLECT	5
AGILITY	3	AWARENESS	4
DEXTERITY	3	PRESENCE	2

POWERS

FLIGHT SUIT: Kapt’n Krunch wears a high-tech flight suit with a jetpack that lets him fly at 125 kph (250 meters per Round). The suit gives him a +4 increase to his Toughness Rank.

MACHINE INTERFACE: Kapt’n Krunch can mentally interface with computers in his line of sight, letting him use his Computers Skill with them as if he were accessing them directly.

TECHNOPATH: His power to interface with technology and influence energy flows lets Kapt’n Krunch perform one of the following effects per Turn as a Standard Action:

- **CONTROL TECHNOLOGY:** Give a technological device the Controlled Condition. If the technology has a Fortitude Rank or is held by another character, they get a DC 18 Fortitude Check to resist.
- **DEACTIVATE TECHNOLOGY:** Make a Ranged Attack Check. On a hit, roll an Opposed Check of Rank 8 vs. the highest Rank technological item the target has. If Kapt’n Krunch wins, the target’s technology all shuts off until reactivated.
- **ELECTROSHOCK:** Make a Ranged Attack Check. On a hit, the target has to resist Damage 8.

ADVANTAGES

CONTACTS: Kapt’n Krunch has enough online resources and connections that he can make an initial Investigation Skill Check in a minute rather than an hour.

EIDETIC MEMORY: Kapt’n Krunch has total recall of everything he’s experienced and has a Bonus Die on Checks to remember things.

GADGET: Kapt’n Krunch can produce a gadget, a temporary device with one Power Effect of Rank 8 or less, either throwing it together from available parts or declaring he already “happened” to have it with him. Each additional gadget he produces after the first requires him to spend a Hero Point first.

SKILL MASTERY - COMPUTERS: When making a Computers Skill Check, Kapt’n Krunch can choose to treat the die as a 10 rather than rolling. So, he succeeds automatically on any Computers Skill Check with a DC of 24 or less.

SKILLS

COMPUTERS 9 (+14), **ELECTRONICS** 4 (+9), **INSIGHT** 2 (+6), **PERCEPTION** 4 (+8), **RANGED COMBAT: TECHNOPATH** 5 (+8)

OFFENSE

INITIATIVE +3	
DEACTIVATE TECH +8	RANGED, OPPOSED CHECK +8
ELECTROSHOCK +8	RANGED, DAMAGE 8
UNARMED +4	CLOSE, DAMAGE 2

DEFENSE

DODGE 10	FORTITUDE 6
PARRY 8	TOUGHNESS 6
WILL 10	

COMPLICATIONS

MOTIVATION-RECOGNITION: Kapt’n Krunch wants to be elite, to be recognized as the best, and loves a challenge...so long as he gets to win.

TROUBLE-MAKER: A true hacker, Krunch doesn’t much care for rules, except when it comes to finding ways around them. They only apply to other people.



ZARA NASSAR doesn't particularly try to stand out. She does well in school, minds her parents, and is proud of her Arabic heritage and friendly with people.

A near collision while Zara was driving, right after she got her license, resulted in the other car getting flipped over her car, before landing on the side of the road some distance away! Fortunately, nobody was seriously hurt, and it was passed off as a strange accident where the other driver was at fault, but Zara felt something, and discovered a newly awakened ability to move things with her mind!

Even as she has practiced with her abilities, Zara has discovered they may be much more powerful than anyone suspects, and that scares her a little. Already impressive enough that she can lift and flip over a car, and what if she can do even *more* than that...?

ABILITIES

STRENGTH	1	FIGHTING	4
STAMINA	1	INTELLECT	2
AGILITY	2	AWARENESS	2
DEXTERITY	2	PRESENCE	3

POWERS

KINETIC SHIELD: As a Free Action each Turn, Fetch can create and maintain a force field that grants her a +8 to her Toughness Rank and if she gets two or more Degrees of Success on a Damage Resistance Check, Fetch takes no Damage Conditions from it.

LEVITATION: Fetch can fly at 125 kph (250 meters per Round).

TELEKINESIS: Fetch can use her telekinetic power to perform one of the following effects per Turn as a Standard Action:

- **KINETIC BLAST:** Roll a Ranged Attack Check, if successful, the target resists Damage 8.
- **KINETIC BURST:** Targets within an 8-meter radius roll a DC 18 Dodge Resistance Check, then resist Damage 8. If they succeed on the Dodge Check, they gain a Bonus Die on the Damage Resistance Check.
- **TELEKINETIC MOVE:** Fetch can telekinetically pick up and move a single object with Strength 8, up to 6 tons.
- **TELEKINETIC FIELD:** Alternately, Fetch can simultaneously pick up and move objects in an 8-meter radius area with Strength 5, so long as no one object weighs more than 800 kilograms.
- **TELEKINETIC MANIPULATION:** Focusing her power, Fetch can move a single object with Strength 4, up to 400 kilograms, but can manipulate it precisely like using a pair of invisible hands, rather than simply lifting it.

ADVANTAGES

ALL-OUT ATTACK: Throwing caution to the wind, when she takes an Attack action, Fetch can take a Penalty of up to -5 to her Dodge and Parry Ranks to add the same amount, up to +5, to her Attack Check. The changes last until the start of her next Turn.

EXTRAORDINARY EFFORT: When Fetch uses **EXTRA EFFORT** (see page 17) she can gain two of the listed benefits at the cost of becoming Exhausted rather than Fatigued on the next Turn.

IMPROVED INITIATIVE: Fetch has a +4 bonus to Initiative Checks (including in **OFFENSE**, following).

INTERPOSE: If an ally is targeted with an attack, Fetch can use her Reaction to move in between them and the attack, making her the target.

SKILLS

ATHLETICS 4 (+5), **COMPUTERS** 2 (+4), **INSIGHT** 4 (+6), **INTIMIDATION** 4 (+7), **PERCEPTION** 4 (+6), **PERSUASION** 4 (+7), **RANGED COMBAT:** Telekinesis 6 (+8)

OFFENSE

INITIATIVE +6			
KINETIC BLAST	+8	RANGED, DAMAGE 8	
TELEKINETIC GRAB	+8	RANGED, GRAB 8	
UNARMED	+4	CLOSE, DAMAGE 1	

DEFENSE

DODGE	7	FORTITUDE	7
PARRY	7	TOUGHNESS	9/1
WILL	9		

COMPLICATIONS

MOTIVATION-ACCEPTANCE: Fetch wants to use her telekinetic powers to do good, or at least not to do any harm, when possible, and to feel less like a freak for having them.

ACCIDENT: Sometimes Fetch's control over her powers is less than perfect and...accidents happen. You earn a Hero Point when you or the GM decide an accident occurs because of Zara's powers.

LILLIAN BARRETT is an honors student, who discovered her sensitive and empathic nature was the first awakening of telepathic abilities, which posed some challenges before she got them under control. Link can communicate telepathically and read other minds, and can “push” people to influence their emotions or hit them with a raw blast of mental energy to overwhelm them, although she prefers not to do either when she can avoid it.

Link feels like she knows how everyone else feels, and what they think. She tries to avoid prying with her powers, but sometimes other people’s thoughts and feelings are too “loud” for her to easily screen them out. If she’s in mental contact with someone, she literally *feels* their pain, which can sometimes be overwhelming. This makes Link driven to help people, and sympathetic with Panacea’s desire to do the same.



ABILITIES

STRENGTH	2	FIGHTING	2
STAMINA	2	INTELLECT	2
AGILITY	2	AWARENESS	5
DEXTERITY	2	PRESENCE	2

POWERS

MENTAL AWARENESS: Link can sense when psionic powers are used in her presence with a DC 10 Perception Check. The DC increases by +1 per 3 meters distance.

TELEPATHIC COMMUNICATION: As a Free Action, Link can establish telepathic communication with any willing mind known to her across a distance of a hundred kilometers or so.

TELEPATHIC DEFENSE: By subliminally reading an opponent’s intentions as a Free Action each Turn, Link gives herself a +6 bonus to Dodge and Parry Defense and a +4 bonus to Toughness Resistance Checks.

TELEPATHIC PROJECTION: Link can use her telepathic power to perform one of the following effects per Turn as a Standard Action:

- **EMOTION CONTROL:** Overwhelm a target in line of sight with emotion. The target must make a DC 18 Will Resistance Check: On a failure, they’re Impaired, two Degrees of Failure, Disabled, and three or more Degrees of Failure, Incapacitated. Targets get a new Resistance Check at the end of each of their turns to eliminate the Impaired and Disabled Conditions every minute to eliminate the Incapacitated Condition.
- **MENTAL OVERLOAD:** Blast the mind of a target in line of sight with telepathic energy. The target makes a DC 18 Will Resistance Check against Damage (see page 15).
- **MIND READING:** Link chooses a target in line of sight. If the target fails a DC 18 Will Resistance Check, Link can read their thoughts. The target makes a new Resistance Check at the end of each of their turns, with success closing off their mind.

ADVANTAGES

ASSESSMENT: Link can make an Insight Check against a target’s Deception. If she wins, she learns if the target’s Attack and Defense Bonuses are higher, lower, or the same as hers.

EXTRAORDINARY EFFORT: When Link uses **EXTRA EFFORT** (see page 17) she can gain two of the listed benefits at the cost of becoming Exhausted rather than Fatigued on the next Turn.

TEAMWORK: When Link takes the **AID** Action (see page 11) she gets a Bonus Die on the Check.

WELL-INFORMED: Link can make an immediate Investigation or Persuasion Check to see if she knows about something happening in the area or community when encountering that situation.

SKILLS

ATHLETICS 2 (+4), DECEPTION 4 (+7), EXPERTISE: Streetwise 4 (+6), Insight 5 (+10), Perception 3 (+8), Persuasion 4 (+7), Sleight of Hand 2 (+4), Stealth 4 (+6)

OFFENSE

INITIATIVE +2

EMOTION CONTROL

PERCEPTION RANGE, DC 18 WILL CHECK

MENTAL OVERLOAD

PERCEPTION RANGE, DC 18 WILL CHECK

UNARMED

+2

CLOSE, DAMAGE 2

DEFENSE

DODGE

8/2

FORTITUDE

4

PARRY

8/2

TOUGHNESS

6/2

WILL

10

COMPLICATIONS

MOTIVATION-RESPONSIBILITY: Link feels great empathy for other people and a responsibility to use her abilities to help them when and where she can.

PSYCHIC FEEDBACK: When Link is using Mental Communication or Mind Reading on someone and they are Dazed or Stunned, she must make a Will Resistance Check against the same DC that imposed the condition or be Dazed or Stunned herself.



MASON CREST has always been interested in expanding his mind, and the internet has helped that with a lot of information. He's gone deep down some conspiracy rabbit holes from time to time, but then his investigations into meditation and self-actualization also unlocked his latent psionic power to manifest things out of "hard light." (That his ability to make protective barriers out of light might show some deep-seated trust issues is something Mason has chosen not to deal with right now.)

Mason hasn't been able to settle on a code name that sticks having gone through Light-Smith, the Architect, Glow-Steel, Glow-Forge, Force-Master, and a few others. Everyone still just calls him "Mason," which he pretends is a code name for his "crafting" of objects. In addition to being able to make various hard-light shapes about the size of a minivan or large shed, Mason can "release" his hard-light energy as a blinding burst of light around him.

ABILITIES

STRENGTH	2	FIGHTING	4
STAMINA	2	INTELLECT	2
AGILITY	4	AWARENESS	2
DEXTERITY	5	PRESENCE	2

POWERS

HARD LIGHT MANIPULATION: Mason can perform one of the following effects per Turn as a Standard Action:

- **HARD LIGHT CONSTRUCTS:** Mason forms an object of hard light up to the size of a minivan or so with Toughness 8 (see **Damaging Objects**, see page 15).
- **DAMAGING CONSTRUCTS:** Mason creates a volley of small hard light objects to damage a target. Roll a Ranged Attack Check. On a hit, the target must roll a Toughness Resistance Check against Damage 8. Two Degrees of Success on the Attack Check increases the Damage to 10, Three or more increase it to Damage 13.
- **IMMATERIAL CONSTRUCTS:** Mason creates a non-solid light construct that is just a convincing hologram of whatever image he wants. It takes a DC 18 Perception Check to know if the hologram isn't real.
- **LIGHT BURST:** Mason releases a blinding burst of light. Everyone within 8 meters must make a DC 18 Fortitude Resistance Check:
SUCCESS: No effect
FAILURE (ONE DEGREE): Impaired,
FAILURE (TWO DEGREES): Disabled
FAILURE (THREE DEGREES): Blind.
 Targets get a new Resistance Check at the end of each of their turns to eliminate the Impaired and Disabled Conditions, every minute to eliminate the Blind Condition.

HARD LIGHT SHIELD: As a Free Action each Turn, Mason can create and maintain a hard light shield that gives him a +6 to his Toughness Rank.

ADVANTAGES

ACCURATE ATTACK: When making an Attack Check, Mason can choose to lower his attack's Rank by up to -5 in order to gain the same value (up to +5) as a bonus on his Attack Check.

BEGINNER'S LUCK: Mason can spend a Hero Point to gain 5 temporary Ranks in a Skill in which he has no Ranks. The bonus Ranks last for the rest of the scene.

IMPROVED AIM: When taking the **AIM** action (see page 11), Mason gains a Bonus Die on a Ranged Attack rather than a +2 Bonus.

LUCK: Once per game, you can choose to re-roll a die roll, as if you had spent a Hero Point to do so (see **HERO POINTS**, page 18).

SKILLS

ACROBATICS 2 (+6), **ATHLETICS** 4 (+6), **EXPERTISE: CONSPIRACIES** 6 (+8), **INSIGHT** 4 (+6), **INVESTIGATION** 7 (+9), **PERCEPTION** 4 (+6), **RANGED COMBAT:** **HARD LIGHT MANIPULATION** 3 (+8), **SLEIGHT OF HAND** 2 (+7), **STEALTH** 2 (+6)

OFFENSE

INITIATIVE +4	
DAMAGING CONSTRUCT	RANGED, DAMAGE 8+
LIGHT BURST	8-METER RADIUS, DC 18 FORTITUDE CHECK
UNARMED	CLOSE, DAMAGE 2

DEFENSE

DODGE	8	FORTITUDE	8
PARRY	8	TOUGHNESS	8/2
WILL	8		

COMPLICATIONS

MOTIVATION-JUSTICE: Mason wants to see justice and fairness prevail whenever possible, and uses his powers to help that happen.

OBSESSION WITH CONSPIRACIES: Mason is a bit obsessed with conspiracy theories. His opinion is that the easy explanation is rarely the correct one. Not when there might actually be a secret plot behind it!

INJURED

STUNNED

WOUNDED

DYING

BRUISED

DAZED

STAGGERED

INCAPACITATED

JULIE MENDEZ's family is Filipino, originally from the West Coast. A minor injury in gymnastics class activated Julie's biokinetic powers: She recovered from the sprain within minutes, and later discovered she could feel the "energy" of other people and living things, and heal them with just a touch.

Panacea's bio-manipulation lets her sense living things and assess their health and well-being close up with a "diagnostic scan." She has an always-active healing effect on herself, quickly recovering from injury within minutes. In addition to healing, she can stimulate her own adrenal response, giving her a burst of impressive athletic ability, or "bio-shock" other organisms, stunning or incapacitating them.



ABILITIES

STRENGTH	2	FIGHTING	4
STAMINA	2	INTELLECT	2
AGILITY	2	AWARENESS	2
DEXTERITY	2	PRESENCE	2

POWERS

BIO-MANIPULATION: Panacea can perform one of the following effects per Turn as a Standard Action:

- **ACCELERATED HEALING:** Touching another character, Panacea rolls a DC 10 Check with a +8 Bonus: Each Degree of Success on the Healing Check removes one Damage Condition, starting with the subject's least severe condition, and working towards the most severe. She can make one Healing Check per subject per Scene. Additional uses on the same subject in that Scene require **EXTRA EFFORT** (page 17).
- **ADRENAL SURGE:** Panacea gains a +12 bonus to her Athletics Checks. The bonus is reduced by 1 at the end of each of her Turns until it is gone.
- **BIO-STUN:** Roll a Ranged Attack Check against a target. On a hit, they are required to succeed on a DC 18 Fortitude Resistance Check:

SUCCESS: No effect

FAILURE (ONE DEGREE): Dazed

FAILURE (TWO DEGREES): Stunned

FAILURE (THREE OR MORE DEGREES): Incapacitated.

Targets get a new Resistance Check at the end of each of their turns to eliminate the Dazed and Stunned Conditions, every minute to eliminate the Incapacitated Condition.

ENHANCED IMMUNE SYSTEM: Panacea is immune to diseases and toxins and can survive twice as long as normal without food or water.

FAST HEALING: Panacea can make a Recovery Check (see page 15) from being Injured by resting for one Turn (taking no actions) and from being Wounded after four minutes, rather than a day. She has a total +5 Bonus on Recovery Checks (including her Stamina Rank).

LIFE-SENSE: Panacea can sense living beings nearby with a DC 10 Perception Check. The DC increases by +1 per 3 meters distance. She can also sense their overall health and any Damage Conditions they have with two or more Degrees of Success on the Perception Check.

ADVANTAGES

DEFENSIVE ATTACK: When making an attack, Panacea can take up to a -5 penalty on Attack Checks to gain an equal bonus to Dodge and Parry. The changes last until the start of her next turn.

DEFENSIVE ROLL: As a Free Action for each Turn, Panacea can give herself a +3 Bonus on Toughness Checks to resist Damage.

IMPROVED TRIP: When Panacea makes a **TRIP** attack (see page 12) she has no Penalty to the Attack Check, and her opponent does not get an opportunity to Trip her.

INSTANT UP: Panacea can perform the **STAND** Action (see page 12) without an Acrobatics Check or becoming Hindered.

SKILLS

ATHLETICS 2 (+4), **CLOSE COMBAT: UNARMED** 4 (+8), **INSIGHT** 6 (+8), **PERCEPTION** 4 (+6), **PERSUASION** 4 (+6), **RANGED COMBAT: BIO-STUN** 6 (+8), **TREATMENT** 8 (+10)

OFFENSE

INITIATIVE +2	
BIO-STUN ● +8	● RANGED, DC 18 FORTITUDE CHECK
UNARMED ● +8	● CLOSE, DAMAGE 1

DEFENSE

DODGE ● 9	FORTITUDE ● 8
PARRY ● 9	TOUGHNESS ● 6/3
WILL ● 8	

COMPLICATIONS

MOTIVATION-DOING GOOD: Panacea wants to do good and heal and help people with her abilities.

HELPFUL HEALER: Panacea feels honor-bound to use her abilities to help heal those in need where possible.

INJURED

STUNNED

WOUNDED

DYING

BRUISED

DAZED

STAGGERED

INCAPACITATED



RE:GENERATION

RE:GENERATION is a starter story for *Valiant Adventures*, intended to introduce a group of players to the world of *Valiant Universe* and provide an opportunity to try out the *Mutants & Masterminds* game system. “Re:Generation” should be playable in a single three- to four-hour game session, although new players and groups might proceed more slowly to get the hang of the rules and game-play.

INTRODUCTION

A group of young psiots—people with the potential for mental powers—known as Generation Zero escaped from Project Rising Spirit, which raised them to be living weapons. Generation Zero came to Rook (the rebuilt city of Detroit) where they exposed the PRS use of Rasa, a young psiote able to dream certain things into reality to create high-tech weapons and other “cutting-edge” technologies that made Rook a reality. Ousting Project Rising Spirit, Generation Zero declared Rook a “free city”—a haven for those in need, particularly psiots. Unfortunately, Generation Zero’s “free city” was short-lived. A H.A.R.D. Corps strike team raided Rook and killed most of the young psiots. Once the U.S. government reestablished Project Rising Spirit, it was free to take up using Rook as a base again after “order was restored.”

Cronus, the leader of Generation Zero, was a capable tactician, however. Knowing he and his team were under threat, Cronus took steps to safeguard those who came to them looking for sanctuary. Genera-

tion Zero combined their powers to psychically install “safeguards” in the minds of some young psiots who fled to Rook, making it so when Project Rising Spirit arrived, the young psiots were rounded up for “training” (i.e., brainwashing) but the dream scenarios they were plunged into weren’t always what Project Rising Spirit planned. These “sleeper psiots” have lain dormant since the massacre killed their mentors. Until now....

PREPARATION

To play through **RE:GENERATION**, you need to do the following:

1 First, decide who will be the Gamemaster. The GM moderates the game, handles any rules questions, and chooses the actions of the non-player characters. The Gamemaster should read all of the rest of the adventure before play begins. If you’re going to be a player, *do not read any further!* You might spoil some surprises. (Hey, didn’t we tell you to stop reading? Go on! Shoo! Give this book to your GM. Avoid temptation.)

2 Okay, Gamemaster, have your players choose which characters they want to play from the pre-generated psiots on pages 20–25 of this book and either give them copies of the character sheets or time to copy the character stats down on

a piece of paper for reference. If two or more players want to play the same character, you can have them “roll-off:” each player rolls the die, with the highest roll getting to pick first.

3 Briefly familiarize your players with the material from the rest of this book. If there’s time or you have multiple copies of the *Quickstart* (or both), you might want to have the players read through the **BASICS** section on their own to familiarize themselves with how the game is played. Otherwise, feel free to summarize and show them how to play as the game goes along.

CAMPAIGN KICK-OFF

“Re:Generation” is intended as a “kick-off” story for a *Valiant Adventures* campaign. It provides a common origin for the heroes and puts them all together in common cause: First, to discover what is really happening to them and to escape from Project Rising Spirit and then to stick together to figure out what they’re going to do next. The **CONTINUING THE ADVENTURE** section at the end discusses possible directions that you can take things once the initial story is complete. If you and your players enjoy the story, you can keep it going with the *Valiant Adventures Hero’s Handbook!*

SCENE ONE

THE DREAM TEAM

CONFLICT

This scene is meant to put the heroes right into the action, so start off by reading the following to the players and then asking them to roll for initiative (see **INITIATIVE**, page 9) going in Initiative Check Result order to ask what their heroes are doing!

Trouble in Rook! Criminals have seized control of the Rook Center for Innovation in the downtown core of the most advanced city in the nation. Police have cordoned-off the ultra-modern glass-and-steel structure, but an unknown group of criminals are inside with some of the most cutting-edge technologies being developed in the world! At least some of the personnel working the Center might be held hostage, and the criminals haven’t issued any demands as yet. Your heroes are on the scene—let’s roll for initiative to see who acts in what order and then tell me what you want to do.

Don’t tell the players this, but none of this is real. This scenario is playing out like a dream inside of the virtual simulation the heroes are experiencing during their “waking” lives, a part of the psychic countermeasures provided by Generation Zero. Because of this, feel free to make this scene a bit over-the-top in terms of seeming a bit more “comic book” or “action film” in style, and exaggerate some of the heroes’ abilities, if you want. You also don’t need to worry about what happens to the heroes (or anyone else), so this is a low-stakes opportunity to play around with combat. Whatever *seems* to happen to the characters, it’s not real and they’ll be fine when the scene ends, so feel free to surprise the players a bit if you want.

BA, BA BLACK SHEEP

A dream version of **BLACK SHEEP** (see her write-up at the end of this adventure) is leading the break-in. She’s accompanied by a number of criminals equal to the number of Player Characters: two guarding the hostages, the rest with her in the vault room. Use the **PRS TROOPER** stats from the end of the adventure for them, but they’re dressed in dark civilian clothing instead, with nothing associating them with Project Rising Spirit.

RUNNING THE SCENE

How this scene plays out depends on how the players choose to approach things. The following are starting conditions to keep in mind:

THE INNOVATION CENTER

The Innovation Center building is a modern glass-and-steel construction building with some modifications:

MATERIALS: The exterior walls and doors of the building are Toughness 8, while interior walls and doors are only Toughness 7. The door of the vault (following) is Toughness 12, while its interior is Toughness 10.

MONITORING: Security video feeds show most of the interior of the building. They’re controlled from a security office. Hacking into the security feeds is a DC 25 Computers Skill Check.

SECURITY: Many of the doors inside the Center have electronic locks keyed to security badges, but the criminals have overridden the locks, so they are non-functional during this scene. Characters can open doors without restrictions.

LIGHTING: Overhead lights provide a normal level of light throughout the building and the lights come on automatically whenever someone enters a room unless they’re specifically shut off using the wall switches or otherwise overridden.

THE HOSTAGES

There are thirteen staff members of the Innovation Center being held hostage in a conference room near the vault room. They have abilities of Rank 0, with the addition of suitable scientific, technical, or management Expertise Skills, as the Gamemaster sees fit. The hostages are frightened but inclined to trust and follow the directions of heroes who appear confident and offer them a way out of this situation, especially if they prove their capabilities by overcoming the two criminals standing guard outside of the room where

the hostages are held. It only takes a DC 10 Interaction Skill Check to get the liberated hostages to do something.

THE VAULT ROOM

Black Sheep and the remaining criminals are breaking into the vault. Black Sheep is pacing impatiently while one criminal works at hacking the advanced electronic lock on the vault. If the heroes enter the room and observe for more than three Rounds, she utters a frustrated sigh, orders the hacker out of the way, and rips the vault door off with her bare hands! This should give the Player Characters a good indication of what they're up against, and that Black Sheep isn't just someone with a penchant for cosplay.

The Vault Room has some technical equipment in it. Whether or not any of it is of use to the Player Characters depends mostly on if any of the players want to spend Hero Points to Edit the Scene. If so, then any small, useful, high-tech gadget might be lying around. If the Player Characters look into or search the vault room at the end of this scene, they see something else entirely (see the **DID YOU HEAR...?** section following).

THE STEALTHY APPROACH

The heroes might try sneaking into the Innovation Center to scout things out and catch the criminals by surprise. This involves a Challenge Sequence to ensure they're not detected: Each minute of their infiltration, one of the heroes can roll a DC 15 Check using an appropriate Skill, as follows:

It is up to the players to decide whether they will deal with the criminals guarding the hostages before going into the vault room or not. If they're successful

STEALTHY APPROACH

TIME: 1 minute

CHECKS: Stealth (DC 15), Thievery (DC 15), or other Skills, as appropriate.

SUCCESS: Four or more degrees of success mean the heroes are not detected entering or moving through the Center. They surprise their opponents the first time they initiate a conflict.

CONSEQUENCES: If the heroes fail two checks, the criminals are alerted to their presence.

SPECIAL: At the Gamemaster's discretion, Deception, Stealth, or various powers can remove the effects of a failed check by covering the characters' tracks, making them less likely to be discovered.

on the Challenge Sequence, they can get past those guards into the vault room unnoticed. The guards come running to help the others at the first signs of conflict, leaving the hostages unguarded. If the heroes choose to deal with the guards first to free the hostages, they have to do so quickly and quietly to avoid alerting the criminals in the vault room; if either guard gets a turn during the conflict, they call for help, if possible.

THE DIRECT APPROACH

Alternatively, the heroes might just walk right into the Innovation Center and fight anyone who gets in their way. In this case, the criminals know the heroes are there pretty much immediately. Black Sheep rips open the vault on the first Round, the time for subtlety over, and orders two of her men to start looting the place while the rest cover the door. They use their first turn to Ready an Attack Action to shoot at anyone coming through the door (see **READY** on page 12).

The guards outside the conference room holding the hostages order the heroes to stop and either withdraw or surrender, or else they will strafe the room with gunfire through the glass panels around it. It's up to the players whether they think their characters can act quickly enough to prevent any of the hostages from being killed, but reward any player who tries to ensure their safety with a Hero Point.

Black Sheep leaps into the fray with the characters as soon as possible. She tends to pick on the strongest-looking hero and simply looks to punch them through the nearest wall. All the while, she taunts the heroes for being dumb enough to take her on and generally boasts at being far too powerful for them, at least until someone scores a successful attack and she fails a Resistance Check. Then she gets *mad* and focuses all of her attacks on whoever managed to hurt her.

DID YOU HEAR...?

During this initial scene, the heroes experience a few unusual things intended to make the players wonder, in particular:

- When the heroes first act, they hear a feminine voice urge them "You have to be ready!" but can't tell where it's coming from and don't recognize it.
- When one or more of the heroes first engage Black Sheep in combat, they hear the same feminine voice say, "You have to believe in yourself!" Tell the players they can choose for their character to be distracted by the voice, giving attackers a Bonus Die on their next attack against them, in exchange for a Hero Point.
- If the characters happen to look inside the vault after the conflict, they see a room lit with dim, green light, containing transparent tubes with shadowy humanoid figures floating in some type of liquid suspension. The feminine voice says: "You have to help them!" Move on to **SCENE TWO** before they can investigate further.

SCENE TWO

THE FIELD TRIP

ROLEPLAYING

At the end of **SCENE ONE**, or when you feel like the scene has played out or hit a suitable stopping point, go immediately into this scene, reading the following to the players:

A blaring sound jolts you awake: It's your alarm, indicating that it's morning. What a strange dream! It seemed so real. You're inclined to flop back into bed and think about it, but you can't be late for school, so instead you take a deep breath and force yourself to get up and get ready to go. Not long thereafter, you're showered, dressed, and scrolling through your phone on your way to another day at Rook High School—Go, Castlemen!

If any of the players ask, so far as their characters can tell, what happened in **SCENE ONE** was just a dream. They're ordinary people who attend (or work at, or are visiting) Rook High School in the city. They don't have superpowers and, while such things exist, they seem far away from ordinary day-to-day life in Rook for them. Pretend the Player Characters don't have anything other than fairly mundane Abilities and Skills.

Encourage each player to describe something about their character's morning routine and their arrival at the high school. Do they walk, drive, or take the bus? How do they dress and behave? Do they show up early, on time, or run late? If the Player Characters are not all teens (and therefore students) what is their role at the school? Are they teachers, administration, or maintenance crew? A visiting parent or guest? Their role in this scenario may or may not be like the character's real personality or identity—let the players get as creative as they want with it. During the initial roleplaying encounter, two key things should happen:

STRANGE SIGHTS

On the way to the high school, or while there, one or more of the Player Characters experiences a strange sight, catching

a glimpse of something out of the corner of their eye, but when they turn to look more closely, it's gone. It's an oval with a diagonal line drawn through it, an emblem for zero or null. It can appear as graffiti on a wall or school bus, a patch or button on someone's outfit, a neon sign, a replacement for a traffic light or "walk" sign, or even a shape in the clouds, to name a few. If you want to randomize it, roll a d20 for each Player Character: On a result of 11 or higher, they experience the unusual sight. Keep rolling until at least half of the characters have seen something, and award all of the players a Hero Point after all of the strange sights are complete.

SHARED DREAMS

At some point after they all arrive at Rook High, at least one of the characters should mention or hint at their strange dream the previous night. That is when the Player Characters realize they all had the *same* dream, exact in every detail! Award each of the players a Hero Point, telling them they feel a shiver like someone walked over their grave. *How* could they have all had the same dream?

A STRANGE TRIP

After the characters have all gathered at Rook High and school begins for the day, the Player Characters are told to gather with other students and teachers for a field trip—to the Rook Innovation Center. Adult Player Characters might chaperone or be along on the trip as guests. The bus trip from the High School to the Innovation Center downtown is another opportunity for visions as mentioned under **STRANGE SIGHTS**, previously, and for the Player Characters to talk and compare notes again, if they haven't so far.

The Innovation Center looks exactly as it did in the characters' shared dream, even for the ones who can't recall having ever been there before. The tour group is met in the lobby. Read or paraphrase the following for the players:



EXTENDING THE SCENE

If you want to extend this scene and make things even stranger, have the characters exploring the Innovation Center wander into “flashback” scenes from the characters’ pasts, their real memories before they were placed into this virtual reality. They might open a door or round a corner and step into a scene from a character’s childhood, how they gained or activated their powers, or a formative experience that determined their Motivation or another Complication. Encourage the players to make up and narrate these little scenes. The Player Characters might just be observers, unable to affect the scene as it plays out, or they could take roles in it, as you prefer. If you choose to add these extra scenes, consider awarding the players a bonus Hero Point when they’re done, before moving on to **SCENE THREE**.

In the lobby of the Innovation Center, they pass out temporary ID badges. “These will give you access to the parts of the Center on your tour itinerary,” says a receptionist. Then there is the click of heels against the polished floor and a slim, blond woman in a black, skirted business suit approaches your group. Her blond hair is up, and she wears dark-rimmed glasses but—it’s the woman from your dream! The one in black leading the break-in of the Innovation Center!

“Hello, everyone,” she says, holding a slim computer tablet to her chest in one arm. “I’m Adelle Poole and I’ll be your guide for this little excursion.” She smiles widely. “I just know you’re going to learn a lot here. Shall we get started?”

Ms. Poole takes the students and their chaperones on a tour through parts of the Innovation Center, going on about how the Center sponsors and supports innovative research in numerous areas, including computers, electronics, cybernetics, and medicine, the kind of advancements that Rook, as the “City of Tomorrow” is known for. She mentions an “advanced placement internship program” in cooperation with Rook High and that she hopes “some of you may qualify to join us here.”

At some point, the Player Characters may choose to go off on their own to snoop around the Center. Encourage them to do so, and lead into **SCENE THREE**. If the players don’t seem inclined for their characters to leave the tour, tell them their characters feel a strange “pull” towards that, as if something in the Center were “calling” to them.

You can also have the feminine voice from **SCENE ONE** speak to them again, urging them: “You have to find them! Go deeper.” If nothing else, you can just change the scene: The characters turn a corner and find themselves separated from the tour group, in a completely different part of the building—in they’re even still in the same building. Remember the events of this scene take place in the characters’ minds, so dream logic applies.

If the heroes get confrontational or belligerent with Adelle Poole rather than sneaking or wandering off, she maintains her cool, pleasant, professional manner, but summons security personnel to restrain anyone who gets violent or refuses to back down. This can lead to a chase through the Innovation Center and a transition to **SCENE THREE** or to security capturing the characters and placing them in a conference room or the like. Suddenly, the lights grow dim and the corridor outside of the room is somewhere else, leading into the next scene. Play up the surreal qualities of the scene as the characters question exactly what is and isn’t real.

SCENE THREE

THE SLEEPERS WAKE

CHALLENGE

Once the Player Characters are separated from the tour group in **SCENE TWO**, they find their way into a dimly lit metallic corridor in the depths of the Innovation Center. They might find it while exploring on their own, taking an elevator down to a sub-basement, or simply find themselves there without any real recollection of how they arrived—just turning a corner or stepping through a doorway and ending up elsewhere.

The corridor ends in a closed metallic door that yields to the heroes’ efforts to open it; you can call for a suitable check, like Computers or Thievery, but the characters should be able to manage it regardless. When they open the door to the room beyond, read or paraphrase the following for the players:

The metallic chamber beyond is large, but cramped, filled with the angled tubes and bulky machinery that run along both walls to either side of the door. Pale greenish light from within the tubes sheds a ghastly glow over the room and other lights blink from display panels. The long tubes are made of some kind of thick glass, banded in smooth, dark metal, and dark shapes float within each one.

Almost entranced by the sight, you feel drawn to one of the tubes, moving closer to get a better look, although part of you wants to turn away, to retreat out the door you came in and not look back. You see why as you look into the tube and see the limp form floating suspended there, look past the breathing mask and tube and the monitoring leads, and see ... yourself.

The characters are remarkably close to the truth now, and what they do in their dream-world here translates into their state in the real world, particularly if they choose to follow the guidance of the disembodied voice. Their efforts to free themselves from the isolation tubes can actually do so. They should be considered to have full access to their normal trait values for the Challenge: **ESCAPE FROM THE DREAM**.

When the characters complete the Challenge, read, or paraphrase the following to the players:

As the tubes evacuate the liquid inside them, you hear—and even feel—the hiss of hoses and support systems detaching. The world around you goes blurry, and you feel like you’re falling into a dark void as you hear a voice speaking in your thoughts, and see a vision of a smiling, gentle young woman with kind eyes, her head completely bald.

“Hi, I’m Cloud! Well ... not really. Actually, I’m just a memory of me implanted in your subconscious and if you’re remembering this now then chances are that I’m dead, which is a real bummer, but then you’re alive, and almost awake, which is a win! Anyway ...

“Here’s the thing: You’re psiots, people with psionic powers. You activated and heard our call to come to Rook as a haven for people like us. My friends and me—that’s Generation Zero—were raised by Project Rising Spirit to make us into living weapons. We escaped, and we took down PRS trying to do the same thing here in Rook. We made the city into a place for our kind. But we’ve heard government retaliation is coming and, well, again, if you’re recalling this, it probably didn’t go well for us.

“But Chronus—he’s our leader—is always thinking strategy. I know, because I can always hear him thinking strategy. All the time! He produced this plan to firewall your real memories, to stop Project Rising Spirit from brainwashing you, and to eventually trigger a way out.

“Focus. Work together and, when you get out, help others if you can. You deserve your freedom and I hope we helped you to get it. I know you might be scared, but you’ve got this. I believe in you. Be brave. Be valiant!”

The vision fades and you gasp for air, suddenly sitting up in the newly opened tube.

SCENE FOUR

BREAKOUT

CONFLICT

At the start of this scene, award all the players Hero Points for their characters escaping from the Project Rising Spirit virtual reality. The heroes are now awake and aware in the real world, in the following situation:

ESCAPE FROM THE DREAM

TIME: 1 minute

CHECKS: DC 18 involving any suitable trait for dealing with technology, moving, or breaking things (including Move Object and Damage effects), coordinating efforts (including Persuasion Skill Checks), or sheer determination (Will Resistance Checks).

SUCCESS: Six or more total degrees of success overrides the systems on the isolation tubes: The liquid within evacuates through the grill at the bottom, the support hoses and mask detach, and the tubes open as the scene fades from the character’s minds and they begin to awaken in their own, real bodies.

CONSEQUENCES: Three or more failed checks result in the characters becoming Fatigued due to the effort of trying to escape; they can spend Hero Points to remove this Fatigue condition, as usual. Five or more failed checks before achieving six total degrees of success mean the life support systems shut down: The characters acquire two Injured conditions before the system overrides and frees them to prevent them from suffocating.

- Any Conditions they suffered from in the virtual world are removed, except for the Fatigue or Injured Conditions they might have gotten while escaping in the previous scene.
- The characters have none of their equipment or devices, just a wetsuit-like garment they were wearing inside the isolation tube. Award an added Hero Point to characters who are missing equipment or devices.
- They have the full normal use of their powers and other traits.

Any character with a Perception Skill Bonus of +2 or greater notices the flashing red lights on the displays and consoles that suggest their escape has triggered an alarm of some sort.

SHEEP HERDING

The real Black Sheep (see the **CAST** section) and a group of PRS Troopers equal in number to the characters confront the escaped prisoners on their way out of the building. The secret PRS research facility is indeed located underneath the Innovation Center in a secret sub-basement, like the characters experienced in their dream-visions.

Exactly where Black Sheep and her men confront the Player Characters depends on how quickly they try to escape and where they go. If they wait for



more than a minute (10 Rounds) in the room where they awakened, then Black Sheep smashes through a door or wall to attack, surprising anyone who fails a DC 15 Perception check, with her men arriving on the following Round. If the characters departed the room sooner, then the Project Rising Spirit forces likely encounter them in the lobby of the building or chase them to whichever floor of the Innovation Center they go to: The elevator is the only means out of the sub-basement (short of teleporting or tunneling through the ground). Their escape locks it down to anyone except those with authorization, so using it requires a DC 20 Computers, Electronics, or Thievery check to override the lockout. Alternately, characters can open the escape hatch at the top of the elevator and climb up the shaft, a DC 15 Athletics check.

Supremely confident, Black Sheep taunts and toys with the heroes, at least until someone manages to inflict a Damage Condition on her, at which point she becomes deadly serious. She is under orders to recapture the escapees alive, if at all possible, although she may “slip” and injure some of them, especially if they make her mad. Similarly, the PRS troopers are equipped with weapons set for non-lethal damage initially.

Note that a confident and determined hero in close proximity to Black Sheep can make a DC 10 Will check to tap into the potential of the Paragon Actuator: For each point their check result succeeds, they can gain 1 temporary Rank of each of

EXTENDING THE SCENE

The easiest way to extend this scene is to add a Complication for the Player Characters escaping from Project Rising Spirit. Perhaps they are not the only prisoners being held in virtual reality; once the characters are awake, they may discover other chambers like theirs, with other prisoners, perhaps even *Valiant* characters or NPCs you want to introduce to the series. They have to decide if they are going to try to free and help the other prisoners, or escape while they can, with an eye towards returning and helping the others later.

You could also complicate their escape by turning the Challenge Sequence in **SCENE THREE** into a Conflict Scene against virtual manifestations of their fears or “guardian programs” that manifest as “shadow selves” or “evil doubles” in the virtual reality they have to overcome in order to wake up. Use the game traits of the pre-generated characters for their doubles. Damage Conditions from this conflict carry over when the heroes awaken and can complicate their escape in **SCENE FOUR**.

its powers, particularly Enhanced Strength and Toughness, up to the full amount it grants. So, a Will check result of 20, for example gives the character +10 Strength and Toughness that turn! Grant this check to any character who qualifies—it may come as a surprise to them as much as it does to anyone else. Anyone who spends a Hero Point against Black Sheep while adjacent to her *definitely* qualifies.

If the fight is going too easily for the heroes, feel free to have additional PRS troopers show up to supplement or replace any incapacitated ones. Also remember the fight may spill out onto the street or endanger bystanders either in the Innovation Center or outside. Characters who try to help or safeguard them even at risk to themselves earn a Hero Point.

EPILOGUE

If the heroes overcome Black Sheep and her troopers, they make a clean getaway from the Innovation Center and Project Rising Spirit—for now, at least. What happens next is largely up to them, although the **CONTINUING THE ADVENTURE** section provides some suggestions.

CONTINUING THE ADVENTURE

Escaped and on-the-run from Project Rising Spirit, the heroes have a number of options, which you can use to continue this adventure and launch into a full-fledged *Valiant Adventures* campaign:

ON THE RUN

The characters go on the run, with Project Rising Spirit and its agents trying to hunt them down. This includes PRS Troopers

and possibly some brainwashed psiots agents as well. You can base additional psiots on the pre-generated characters, swapping or modifying their traits and powers as you see fit. Initially, they'll need to find food, shelter, clothing, and transportation but, eventually, they may find themselves in a position to strike back at their pursuers, or even forge alliances with other factions of the *Valiant* universe once they get their bearings.

LIBERATORS

It's likely the Player Characters are not the only psiots Project Rising Spirit captured, in Rook or elsewhere. They may take it upon themselves to find and free their fellow psiots, or other victims of PRS or government kidnapping. Some may be fully-activated psiots like themselves—or people possessed of other powers—while some might just be potential psiots, lack-

ing powers to even defend themselves. Once the heroes have tracked down other prisoners and helped to free them, there also becomes the question of where to take them and how to keep them safe.

TAKING THE TOWER

The heroes might follow in the footsteps of their predecessors in Generation Zero and try to overcome and oust PRS forces in Rook, taking over the city and turning it into a haven for psiots and other people with powers. Of course, to do so, they'll need to contend with Black Sheep and any PRS-controlled psiots or superhumans, and they'll have to be prepared for the kind of retaliation Generation Zero faced when H.A.R.D. Corps slaughtered them and retook Rook.

PRS TROOPER PL5

Project Rising Spirit maintains a cadre of ex-military and para-military troops to handle security and field operations, including dealing with rogue psiots and other threats. Although they're quite capable and well-armed against ordinary people, the Troopers are still Minions and not as capable as fully empowered psiots.

ABILITIES

STRENGTH	1	FIGHTING	1
STAMINA	1	INTELLECT	0
AGILITY	1	AWARENESS	1
DEXTERITY	1	PRESENCE	1

EQUIPMENT

BLASTER RIFLE: Troopers are equipped with high-tech blaster rifles that can do up to Rank 5 Damage, lethal or non-lethal, depending on their setting.

BODY ARMOR: PRS Troopers wear light body armor that gives them +2 Toughness, included in their Defenses.

COMMLINK: Troopers are equipped with radio commlinks for communication and coordination.

SKILLS

CLOSE COMBAT: UNARMED 4 (+5), DRIVING 4 (+5), INTIMIDATION 3 (+4),
RANGED COMBAT: PISTOL 4 (+5)

OFFENSE

INITIATIVE +1	
BLASTER	+5 RANGED, DAMAGE 5
UNARMED	+5 CLOSE, DAMAGE 1



DEFENSE

DODGE	4	FORTITUDE	4
PARRY	4	TOUGHNESS	3/1
WILL	3		

COMPLICATIONS

MOTIVATION-LOYALTY: Most PRS troopers are indoctrinated for loyalty to the cause and following orders.



ADELLE POOLE is the daughter of Jason Poole, Emergency Manager, and later Mayor of Rook. She was in high school when Generation Zero first came to Rook, and asked her father for superpowers for her eighteenth birthday, so she could kick the asses of those Generation Zero punks. Keisha Sherman, a fellow student, and ally of Generation Zero, tapped into the effects of her Paragon Actuator and gained the power to take Adelle out instead. Still, Adelle outlived most of Generation Zero, and has continued working for Project Rising Spirit, smugly believing she'll mold a new generation to give her the respect she is due. Black Sheep is selfish, petty, and vicious and enjoys lording her power over others.

ADVANTAGES

ALL-OUT ATTACK: When she takes an Attack action, Black Sheep can take a Penalty of up to -5 to her Dodge and Parry Ranks to add the same amount, up to +5, to her Attack Check. The changes last until the start of her next Turn.

BENEFIT-INFLUENTIAL: Black Sheep is an influential agent of Project Rising Spirit and in charge of operations in Rook.

CONNECTED: Adele Poole has connections within Project Rising Spirit she can draw upon for resources.

CONTACTS: Adele has sufficient connections to make an initial Investigation Skill Check in a minute rather than an hour.

POWER ATTACK: When she takes an Attack action, Black Sheep can take a Penalty of up to -5 to her Attack Check to add the same amount, up to +5 to her Damage Rank. The changes last until the start of her next Turn.

SKILLS

INSIGHT 4 (+5), PERCEPTION 4 (+5), PERSUASION 4 (+6), RANGED COMBAT: THROWING 6 (+8)

OFFENSE

INITIATIVE +2	
THROW	+8 RANGED, DAMAGE UP TO 10
UNARMED	+8 CLOSE, DAMAGE 12

DEFENSE

DODGE	10	FORTITUDE	12/2
PARRY	10	TOUGHNESS	14/2
WILL	10/8		

COMPLICATIONS

MOTIVATION-SELFISH: Adelle Poole is a selfish, spoiled, mean girl who got superpowers for her 18th birthday.

IF YOU BELIEVE: The Paragon Actuator harness is powered by belief: So long as Adelle believes she's a hero, she is, but anyone else nearby can potentially tap into that power themselves and gain similar benefits!

ABILITIES

STRENGTH	10/0	FIGHTING	8/4
STAMINA	2	INTELLECT	0
AGILITY	2	AWARENESS	1
DEXTERITY	2	PRESENCE	2

POWERS

PARAGON ACTUATOR HARNESS: The technology Black Sheep wears under her costume draws on the power of belief to turn the wearer into a true superhuman: While using it Adelle has the Strength, Fighting, Fortitude, Toughness, and Will listed before the slashes in her stats; without it, she has the Ranks listed after the slashes. She's strong enough to lift 25 tons. Additionally, Black Sheep can fly up to 500 kph, her unarmed attacks do an extra 2 Ranks of Damage (included in her OFFENSE section), and if she gets two or more Degrees of Success on a Toughness Resistance Check, she takes no Damage Conditions from the attack. Damage less than Rank 8 has *no* effect on her at all; she doesn't even need to make a Resistance Check.

INJURED

STUNNED

WOUNDED

DYING

BRUISED

DAZED

STAGGERED

INCAPACITATED

DREAM VARIANT

The adventure **Re:Generation** in the *Valiant Adventures Quickstart* has an opening scene where the young psiot characters dream they are their super-powered selves up against criminals raiding the Rook Center for Innovation. It's meant to both give the players an immediate taste for how to play an action-packed Conflict Scene in *Valiant Adventures* and to foreshadow both the characters' true capabilities and their upcoming actual conflict with Black Sheep and Project Rising Spirit as they escape from the secret lair beneath the Center.

You can play out a variation on that scene using some of the sample Valiant heroes from the upcoming game, included in this document. Either the teens from **Re:Generation** are dreaming that they are widely-known heroes like X-O Manowar, Shadowman, Faith, and the like, or you can just run the scene as a stand-alone Conflict using those heroes, giving players a taste of the variation of the *Mutants & Masterminds* game system powering *Valiant Adventures*.

You can even fold this variant scene into the **Re:Generation** adventure, first having the Player Characters dream they are the Valiant heroes then, the following night, dreaming they are themselves, but with super-powers (the original **Scene One** given in the adventure) before proceeding on to **Scene Two**. This lets the players play-through essentially the same low-stakes scenario twice, giving them a better sense of what to do the second time around and more opportunity to get a feel for the system before they start "playing for keeps" in the later scenes of the adventure.

ALTERNATE SCENE ONE

THE DREAM TEAM

CONFLICT

This scene is meant to put the heroes right into the action, so start off by reading the following to the players and then asking them to roll for initiative (see **Initiative**, page 9 of the *Valiant Adventures Quickstart*) going in Initiative Check Result order to ask what their heroes are doing!

Trouble in Rook! Criminals have seized control of the Rook Center for Innovation in the downtown core of the most advanced city in the nation. Police have cordoned-off the ultra-modern glass-and-steel structure, but an unknown group of criminals are inside with some of the most cutting-edge technologies being developed in the world! At least some of the personnel working the Center might be held hostage, and the criminals haven't issued any demands as yet. Your heroes are on the scene — let's roll for initiative to see who acts in what order and then tell me what you want to do.

This scenario is most likely a dream, playing out within a virtual simulation. Let the players choose which of the sample *Valiant* heroes to play, keeping in mind who their "real" characters are, if you are playing this scene as a lead-in to **Re:Generation**. Feel free to make this scene a bit over-the-top in terms of seeming a bit more "comic book" or "action film" in style, if you want. You don't need to worry about what happens to the heroes (or anyone else) so this is a perfect opportunity to play around with the rules of combat. Whatever *seems* to happen to the characters, it's not real and they'll be fine when the scene ends, so feel free to surprise the players a bit, if you want.

BA, BA BLACK SHEEP

A dream version of **Black Sheep** (see her write-up at the end of the *Valiant Adventures Quickstart*) is leading the break-in. She's accompanied by a number of dark-clad criminals equal to the number of Player Characters. Use the **PRS Trooper** stats from the end of the *Valiant Adventures Quickstart* for them, initially, but there's a surprise in store!

These lackeys are more than they appear. The first time one of them gains the Incapacitated or Dead Condition, on the start of their next turn, that criminal gets back up, and all of them transform into hulking and savage demons! In the context of this dream scenario, at least, Black Sheep is clearly working with someone with sorcerous powers. See the **Demon** write-up at the end of this document for the game traits of the transformed criminals, making them a fair challenge for our *Valiant* heroes.

RUNNING THE SCENE

How this scene plays out depends on how the players choose to approach things. The following are the starting conditions to keep in mind:

THE INNOVATION CENTER

The Innovation Center building is a modern glass-and-steel construction building with some modifications:

MATERIALS

The exterior walls and doors of the building are Toughness 8, while interior walls and doors are only Toughness 7. The door of the vault (following) is Toughness 12, while its interior is Toughness 10.

MONITORING

Security video feeds show most of the interior of the building. They're controlled from a security office. Hacking into the security feeds is a DC 25 Computers skill check.

SECURITY

Many of the doors inside the Center have electronic locks keyed to security badges, but the criminals have overridden the locks, so they are non-functional during this scene. Characters can open doors without restrictions.

LIGHTING

Overhead lights provide a normal level of light throughout the building and the lights come on automatically whenever someone enters a room, unless they're specifically shut off using the wall switches or otherwise overridden.

THE HOSTAGES

There are thirteen staff members of the Innovation Center being held hostage in a conference room near the vault room. They have abilities of Rank 0, with the addition of suitable scientific, technical, or management Expertise skills, as the Gamemaster sees fit. The hostages are frightened, but inclined to trust and follow the directions of heroes who appear confident and offer them a way out of this situation, especially if they prove their capabilities by overcoming the two criminals standing-guard outside of the room where the hostages are held. It only takes a DC 10 Interaction Skill Check to get the liberated hostages to do something.

OPTIONS

It's left to the Gamemaster's discretion whether or not there being thirteen hostages has some sort of occult significance: Perhaps a sacrificial ritual is part of Black Sheep's plans. If you want, you can even decide some or all of the hostages are "infected" with demonic influence, allowing any of them to *also* transform into demons to replace the ones the heroes defeat! Then the heroes are faced with overcoming the new demons without also hurting or killing the innocent people they possess.

THE VAULT ROOM

Black Sheep and the remaining criminals are breaking into the vault. Black Sheep is pacing impatiently while one criminal works at hacking the advanced electronic lock on the vault. If the heroes enter the room and observe for more than three rounds, she utters a frustrated sigh, orders the hacker out of the way and rips the vault door off with her bare hands! This should give the Player Characters a good indi-

cation of what they're up against, and that Black Sheep isn't just someone with a penchant for cosplay.

The Vault Room has some technical equipment in it. Whether or not any of it is of use to the Player Characters largely depends on if any of the players want to spend Hero Points to Edit the Scene. If so, then any small, useful high-tech gadget might be lying around.

OPTIONS

What's in the vault the criminals are after? Doesn't really matter in this scenario, but if you decide that it does, or want to extend the adventure, it could be some strange occult artifact or the like that Black Sheep's sorcerer ally is interested in.

THE STEALTHY APPROACH

At least some of the heroes might try sneaking into the Innovation Center in order to scout things out and catch the criminals by surprise. This involves a Challenge Sequence to ensure they're not detected: Each minute of their infiltration, one of the heroes can roll a DC 15 Check using an appropriate Skill, as follows:

It is up to the players to decide if they will deal with the criminals guarding the hostages before going into the vault room or not. If they're successful on the Challenge Sequence, they can get past those guards and into the vault room unnoticed. The guards come running to help the others at the first signs of conflict, leaving the hostages unguarded. If the heroes choose to deal with the guards first to free the hostages, they may unexpectedly trigger their transformation into demons, which certainly complicates matters.

STEALTHY APPROACH

Time: 1 minute

Checks: Stealth (DC 15), Thievery (DC 15), or other skills, as appropriate.

Success: Four or more degrees of success mean the heroes are not detected entering or moving through the Center. They surprise their opponents the first time they initiate a conflict.

Consequences: If the heroes fail two checks, the criminals are alerted to their presence.

Special: At the Gamemaster's discretion, Deception, Stealth, or various powers can remove the effects of a failed check by covering the characters' tracks, making them less likely to be discovered. Note that because of his Skill Mastery Advantage, **Ninjak** can succeed at this Challenge Sequence automatically.

THE DIRECT APPROACH

Alternately, the heroes might just walk right into the Innovation Center and fight anyone who gets in their way. In this case, the criminals know the heroes are there pretty much immediately.

DEMONS PL8

ABILITIES

STRENGTH	7	FIGHTING	7
STAMINA	7	INTELLECT	0
AGILITY	2	AWARENESS	0
DEXTERITY	0	PRESENCE	1

POWERS

DEMON HIDE: Tougher than human flesh, demons have a +2 Toughness bonus and Hardened Toughness; if they succeed on a Toughness Resistance Check, they take no Damage Conditions.

HELLFIRE: The demon can belch a Blast 9 fire Effect as a Ranged Attack.

INHUMAN: Demons are Immune to Fortitude Effects.

NATURAL WEAPONS: Demonic claws, teeth, horns, etc. give them a +3 to their Strength Damage in close combat, inflicting lethal damage.

Black Sheep rips open the vault on the first round, the time for subtlety over, and orders two of her men to start looting the place while the rest cover the door. They use their first turn to Ready an Attack Action to shoot at anyone coming through the door (see **Ready** on page 12 of the *Quickstart*).

The guards outside the conference room holding the hostages order the heroes to stop or else they will strafe the room with gunfire through the glass panels around it. It's up to the players whether they think their characters can act quickly enough to prevent any of the hostages from being killed, but reward any player who tries to ensure their safety with a Hero Point. Note that **Faith** has the Interpose Advantage, and can use her Reaction to swoop into the path of the attack and raise the Shield Effect of her Companion Field. Any player can also spend a Hero Point to give their character the Interpose Advantage for one Round, useful for X-O and even Bloodshot.

Black Sheep leaps into the fray with the characters as soon as possible. She tends to pick on the strongest-looking hero and simply looks to punch them through the nearest wall. All the while, she taunts the heroes for being dumb enough to take her on and generally boasts at being far too powerful for them, at least until someone scores a successful attack and she fails a Resistance Check. Then she gets mad and focuses all of her attacks on whoever managed to hurt her.

Once Black Sheep's lackeys transform into demons, note that **Doctor Mirage** gains the benefit of her Resistance to Spirit Powers against their attacks and Effects.

SKILLS

PERCEPTION 3 (+3), RANGED COMBAT: HELLFIRE 7 (+7)

OFFENSE

INITIATIVE +2	
HELLFIRE	+7 RANGED, DAMAGE 9
NATURAL WEAPONS	+7 CLOSE, DAMAGE 9
UNARMED	+7 CLOSE, DAMAGE 7

DEFENSE

DODGE	7	FORTITUDE	IMMUNE
PARRY	7	TOUGHNESS	9
WILL	8		

COMPLICATIONS-

MOTIVATION - DEMONIC: Demons are motivated by the most depraved and evil impulses.

Blacksheep's demon lackeys in this scenario are Power Level 8, lower than most of the heroes, but still formidable. They're low Power Level enough that you do not need to consider them Minions, unless you want to make it easier on the heroes. The *Valiant* Player Characters should be more than a match for Blacksheep and an equal number of demons.





BLOODSHOT

on the run as his conscience conflicts with the terrible duties expected of him.

Bloodshot is often an “agent of last resort” called upon by the US government, the military, or organizations like G.A.T.E. He has worked with Unity and other government super-agents to protect against forces like the alien Armor Hunters, and similar worldwide threats.

POWERS & ABILITIES

Bloodshot is host to an advanced colony of nanites—microscopic machines that can repair and alter his physiology. The technology has fine-tuned his body to be as durable, strong, and fast as a human can be, and the nanites repair any injury within moments. Extensive repairs require an infusion of protein to serve as raw materials for the nanites; the more often they repair Bloodshot’s body, the more exhausting it can be to his system.

The nano-machines can also rebuild his mass, allowing Bloodshot to change into other humanoid forms, alter his pigmentation to blend in with his surroundings, and even engage in information warfare on his behalf, hacking into computers and seizing control of “smart” or networked machinery nearby. As he has grown more accustomed to controlling his nanites and their potential, Bloodshot has developed various new tricks, including a stunning sonic scream and the ability to “infect” others temporarily with mind-controlling nanites; these rarely-used abilities are best suited as power stunts.

In addition to his nanite powers, Bloodshot is a highly-trained and expert soldier and commando, skilled with various forms of close combat and military-style weapons, stealth, infiltration, and surveillance. His skills are sufficiently ingrained that Bloodshot retains them regardless of his mental state, relying on essential “muscle memory” and confidence in his ability to do what has to be done.

PERSONALITY

Bloodshot is a tortured soul, a man with no past of his own, but filled with the fragmented memories of the many tragic and often traumatic cover identities he’s been given. Outwardly, he is a cool and collected professional soldier, seemingly immune to pain, discomfort, or distress, but inwardly, Bloodshot longs for an end to his eternal fight, for a sense of identity and, most of all, peace. He can be completely ruthless in pursuit of his mission, but feels a sense of sympathy and kinship for others who have been abused by Project Rising Spirit or similar organizations, and innocent victims of the injustices and violence of war.

BACKGROUND

A one-man army and a soldier without a past, Bloodshot is the latest iteration of Project Rising Spirit’s decades-long top-secret nanite research program. While he initially believed himself to be Raymond “Ray” Garrison—loving husband and father—Bloodshot has since learned that PRS filled his mind with layer upon layer of false memories to make him a remorseless killer or peerless infiltrator as needed. By the time a rogue agent, Dr. Emmanuel Kuretich, awoke him to the truth, Bloodshot’s original identity and past were long since buried under all of his assumed identities and snippets of recall stolen from dead soldiers.

Since going rogue, Bloodshot has focused on uncovering his true identity and permanently escaping—or destroying—Project Rising Spirit. Towards that end he has sometimes made difficult alliances, including with factions of PRS themselves and their H.A.R.D. Corps division of psiot-hunters, but he invariably ends up back

BLOODSHOT

ABILITIES

STRENGTH	6	FIGHTING	12
STAMINA	10	INTELLECT	2
AGILITY	4	AWARENESS	3
DEXTERITY	5	PRESENCE	4

POWERS

NANITE MORPHOLOGY: Nanites can alter Bloodshot's body to allow him to blend into the environment, giving him Visual Concealment, and can alter his appearance to a limited degree, giving him a Morph Effect for humanoid of his size.

NANITE NETWORKING: Bloodshot can Interface with digital devices and has Radio Sense. His nanites give him a total +20 bonus with Computers Skill Checks while interfacing.

NANITE REGENERATION: Bloodshot's nanites rapidly repair damage to his body, giving him Regeneration 20. He makes a Recovery Check from being Bruised or Injured at the start of each of his turns, from being Staggered with a full round of taking no actions, and from being Wounded after 30 seconds (Time Rank 2). Bloodshot's Regeneration requires a significant infusion of protein, and stops working if his body lacks enough to continue to rebuild him.

PSIONIC SHIELDING: Nanites partially shield Bloodshot from psionic powers, giving him Resistance on Will Checks against them.

EQUIPMENT

ASSAULT RIFLE C4 (PLASTIC EXPLOSIVES) KNIFE	GRENADES (FRAGMENTATION) PISTOL
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ADVANTAGES

ALL-OUT ATTACK	LANGUAGES 2 (RUSSIAN, SPANISH)
ASSESSMENT	POWER ATTACK
BENEFIT: CIPHER	PRECISE ATTACK (RANGED, COVER)
CLOSE ATTACK 3	TAKEDOWN
EIDETIC MEMORY	TRACKING
EQUIPMENT 14	ULTIMATE EFFORT: (RESISTANCE CHECKS AGAINST PAIN)
IMPROVED AIM	
IMPROVED INITIATIVE	

SKILLS

ATHLETICS 7 (+13)	MECHANICS 4 (+6)
DECEPTION 4 (+3)	PERCEPTION 2 (+5)
DRIVING 7 (+12)	PILOTING 5 (+10)
ELECTRONICS 4 (+6)	RANGED COMBAT: GUNS 6 (+11)
EXPERTISE: TACTICS 4 (+6)	STEALTH 6 (+10)
INTIMIDATION 10 (+9)	TREATMENT 2 (+4)
INVESTIGATION 4 (+6)	

OFFENSE

INITIATIVE +8	
ASSAULT RIFLE +11	RANGED, MULTIATTACK DAMAGE 5
COMBAT KNIFE +15	CLOSE, DAMAGE 7, CRIT. 19-20
HEAVY PISTOL +11	RANGED, DAMAGE 4
UNARMED +15	CLOSE, DAMAGE 6

DEFENSE

DODGE 11	FORTITUDE 13
PARRY 12	TOUGHNESS 10
WILL 9	

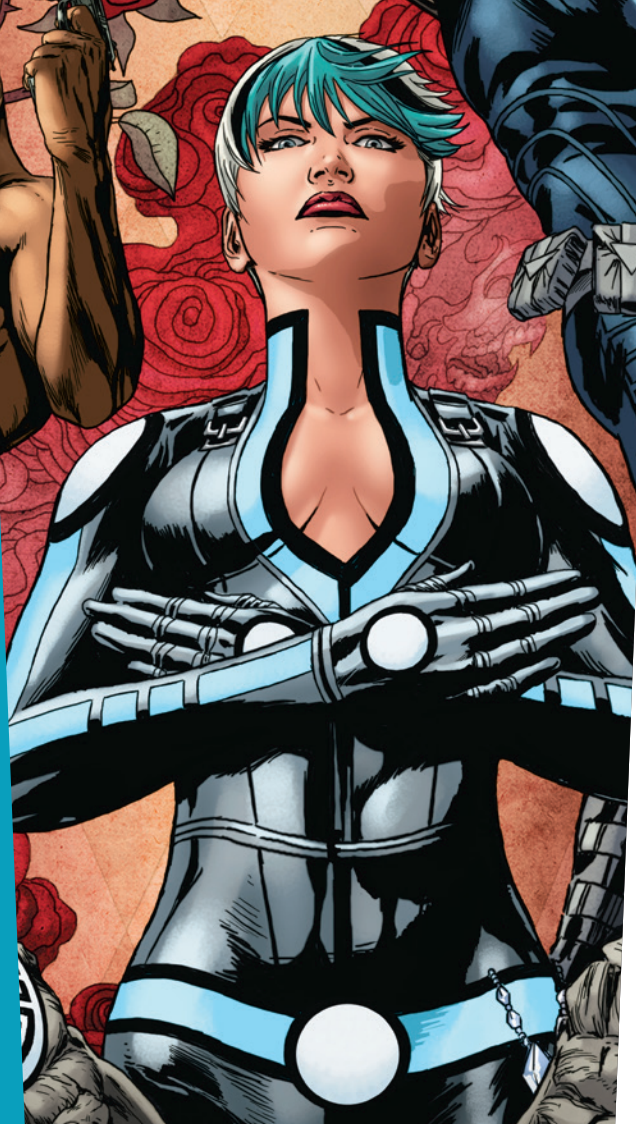
COMPLICATIONS

MOTIVATION - GUILT: Bloodshot feels a need to settle the karmic debt for the evil he did for Project Rising Spirit.

IDENTITY: Bloodshot longs to reclaim his erased and lost identity.

INHUMAN: Bloodshot has bone white skin and red eyes.





BACKGROUND

Born with the ability to see ghosts, Shan Fong was a natural fit for her career as a paranormal investigator, eventually meeting her husband Li Hwen Mirage—a professional debunker of the supernatural—when their professional paths crossed. The pair proved a perfect working couple, even spinning out Shan’s expertise and Hwen’s charisma into a reality television show. Hwen died stopping a cult of Batemshup from releasing a mindless, interdimensional scavenger to devour the world, leaving Shan alone to watch her career and her love of life crumble away.

Shan eventually came into her own after rescuing Hwen’s soul from the Pale Mistress, an ancient sea spirit who had claimed him, and the two of them work together once more, although Hwen now a bodiless ghost, he can only advise and hope he can still reach the best in his wife, and encourage her to embrace life. They prevented a demon warlord from the Deadside from invading the living world, closing the portal he sought to use.

DOCTOR MIRAGE

Doctor Mirage’s adventures since have crossed paths with many of the world’s other superhumans, particularly its supernatural defenders like Shadowman and the Eternal Warrior. She worked with them to prevent the warlock Exarch Fane from using the Book of Shadows to gain godlike power at the cost of all life on Earth, and teamed-up with Faith to help rescue Animalia (of Generation Zero) from a dream demon that feeds on lost hopes. Shan generally uses her celebrity as a “ghost hunter” and “paranormal investigator” to help her find real cases where her powers can be of help, while the guest appearances and television spots help to pay the bills along the way.

POWERS & ABILITIES

Shan was born with the ability to see and communicate with spirits and used her gifts to investigate the supernatural, bring peace to grieving families, and solve mysteries. She has spent a lifetime studying magic and the paranormal and can identify most spirits, monsters, and otherworldly things and can mentally project her soul into the Deadside, the realm of death. Most recently she has begun developing true sorcerous skills, unleashing powerful energies and wards against supernatural foes.

Dr. Mirage’s Contacts and Well-Informed Advantages apply as much to the spirit world as they do to the living world. The Inspiration benefit of spending a Hero Point often represents Shen receiving useful insights from the ghostly Hwen.

PERSONALITY

Shan went from being shy and cautious about who to trust because of her unusual gifts to blossoming through her partnership with Li Hwen Mirage, to grieving widow far too early, and back to Hwen’s partner, but now also his lifeline and almost sole window on the living world. Shan’s gifts allow her to remain in some denial about the fact that Hwen is still dead, even if she can see and talk to him. She’s conflicted about the notion of “moving on” when her husband is still right there. Hwen wants her to have a life of her own, but Shan still hasn’t figured out how to balance that with her work, her calling, and her husband’s continued presence.

DOCTOR MIRAGE

ABILITIES

STRENGTH	2	FIGHTING	3
STAMINA	3	INTELLECT	4
AGILITY	2	AWARENESS	5
DEXTERITY	3	PRESENCE	5

POWERS

ENCHANTED SUIT: Her warded “working clothes” grant Dr. Mirage Protection 5 and Resistance to Spirit Powers.

SPIRIT SIGHT: Senses 5 with the Acute Mystic Awareness, See Spirits, and Tracking Effects

SPIRIT WALK: Dr. Mirage has Dimensional Travel to the Deadside, but only while using her Trance Advantage and only by leaving her physical body behind.

SORCERY: Dr. Mirage can cast one of the following spells as a Standard Action:

- **ENVELOPING BONDS OF INVIDIA:** Move Object 4 with Improved Grab, and Affects Insubstantial.
- **FLAME OF FALLA-KA:** Cone Area Fire Damage 8
- **FORGE OF THE FEYA:** Create Objects 5
- **SIGIL OF SAMMANUS:** Ranged Damage 6 with Accurate 3 and Affects Insubstantial

ADVANTAGES

BEGINNER'S LUCK	SECOND CHANCE:
BENEFIT: FAMOUS	INVESTIGATION CHECKS
CONTACTS	INVOLVING THE PARANORMAL
FAVORED FOE: SPIRITS	SEIZE INITIATIVE
LUCK	TEAMWORK
POWER STUNT 2	TRANCE
	WELL-INFORMED

SKILLS

CLOSE COMBAT: UNARMED 5 (+8)	PERCEPTION 4 (+9)
DECEPTION 5 (+10)	PERSUASION 6 (+11)
INSIGHT 7 (+12)	SLEIGHT OF HAND 3 (+6)
INVESTIGATION 9 (+13)	STEALTH 5 (+7)
OCCULT 6 (+10)	TREATMENT 2 (+6)



OFFENSE

INITIATIVE +2	
FLAMES OF FALLA-KA	CONE AREA, DAMAGE 8
SIGIL OF SAMMANUS	RANGED, DAMAGE 6
UNARMED	CLOSE, DAMAGE 2

DEFENSE

DODGE	6	FORTITUDE	5
PARRY	7	TOUGHNESS	8/3*
WILL	10	*WITHOUT ENCHANTED SUIT	

COMPLICATIONS

MOTIVATION - DOING GOOD: Shan wants to help people with her abilities when she can.

HALFWAY FAMOUS: Dr. Mirage is known both from her television appearances and in the spirit world.

STUBBORN: Shan is steadfastly dedicated to her ghostly husband, Hwen, and sometimes goes to great lengths to protect him.





Faith[®]

Since taking down the Harbinger Foundation, Zephyr has struck out on her own to become Los Angeles's resident superhero. Her legal name and identity outed by the release of the Foundation's records to the public, Faith adopted the secret identity of online journalist Summer Smith—with mixed success—as she's not particularly good at keeping secrets. Faith battles her own eclectic brand of foes like the alien reality TV star Sydney, a Vine conspiracy within Hollywood, the psionic parasite Dark Star (in the body of a black cat) and Hollywood-darling turned crime lord, Chris Chriswell.

POWERS & ABILITIES

Faith has the psionic ability to negate the effects of gravity on herself and generate a psychokinetic "companion field" to lift and propel herself. While she initially used this ability to fly like the heroes in her comic books, she has since learned other applications of the companion field's capabilities. She can use the field to protect herself from harm, expand it to create a barrier to protect others, or lift and carry along other objects (or people) with her in flight.

Through her pop culture obsessions, Faith is an uncanny expert on the human condition. With her optimism matched only by her stubbornness, she has routinely pushed back and overwhelmed psionic and technological attempts to contain her powers and mystical and in-person attempts to dim her optimism and hopeful spirit.

PERSONALITY

Faith Herbert is an optimistic fan-girl living her best life: She has super-powers and the ability to help people and make a difference and she's darn well going to do it! The heroes of her beloved comic books and media are Faith's role-models, and she works hard to live up to those ideals. That includes encouraging her allies to do the same, even though they often do not.

Faith is always ready to go off on an excited tangent when something reminds her of some issue or episode she has seen before and she is entirely self-conscious about being a fan of superheroes who is a superhero. More often than not, she'll come up with more outlandish theories about what is really happening than the truth but, that said, she has already met her own twin, discovered aliens in Hollywood, and overcome a demon that feeds on lost hope, so—who's to say what's really outlandish anymore?

BACKGROUND

Faith Herbert lost her parents in a car accident after one of the happiest days of her life, and learned that the highs and lows of life often come one right after the other. While many would find this truth painful, Faith instead found strength in knowing that no matter how awful things got, there was still the potential for joy in life. Raised by a loving grandmother and often escaping into new worlds of comic books, fantasy, and science fiction—a love instilled in her by her parents—she grew up into a ray of sunshine whose outlook only improved when she discovered she was a psiot—a potential superhuman.

Recruited by the Harada Foundation, Faith joined Peter Stancheck and his Renegades when they rogue against Toyo Harada's sinister plans for the world, taking the code-name "Zephyr." She served as the team's heart, keeping them positive and focused on their goals, even as the world seemed to grow increasingly violent and dangerous.

FAITH

ABILITIES

STRENGTH	1	FIGHTING	4
STAMINA	2	INTELLECT	4
AGILITY	3	AWARENESS	3
DEXTERITY	2	PRESENCE	3

POWERS

BOUNDLESS OPTIMISM: Faith has a Bonus Die on all Will Resistance Checks against Effects of Rank 10 or less.

COMPANION FIELD: Her psychokinetic Companion Field allows Faith to use the following effects in a Dynamic Array:

- **DIFFUSION FIELD:** Immunity to Slam Damage 2
- **PROTECTIVE FIELD:** Force Field 10
- **SHIELD:** Close Range Create Barrier 10
- **TELEKINESIS:** Move Object 6 (up to 1600 kg)

WEIGHTLESSNESS: Flight 7 (500 kph). Faith can extend the benefits of her Flight to other people she is touching or carrying with Telekinesis.

ADVANTAGES

BENEFIT: SECRET IDENTITY	LEADERSHIP
SUMMER SMITH	LUCK 2
CONNECTED	REDIRECT
EVASION 2	SECOND CHANCE:
EXTRAORDINARY EFFORT	WILL CHECKS TO RESIST
IMPROVED DISARM	EMOTIONAL MANIPULATION
INTERPOSE	WELL-INFORMED

SKILLS

ACROBATICS 5 (+7)	INVESTIGATION 1 (+5)
COMPUTERS 2 (+6)	PERCEPTION 6 (+9)
DECEPTION 4 (+7)	PERSUASION 8 (+11)
EXPERTISE: POP CULTURE 10 (+14)	RANGED COMBAT:
INSIGHT 5 (+8)	COMPANION FIELD 5 (+7)

OFFENSE

INITIATIVE +2	
COMPANION FIELD +7	RANGED, MOVE OBJECT 6
SLAM +4	CLOSE, DAMAGE 7
UNARMED +4	CLOSE, DAMAGE 1

DEFENSE

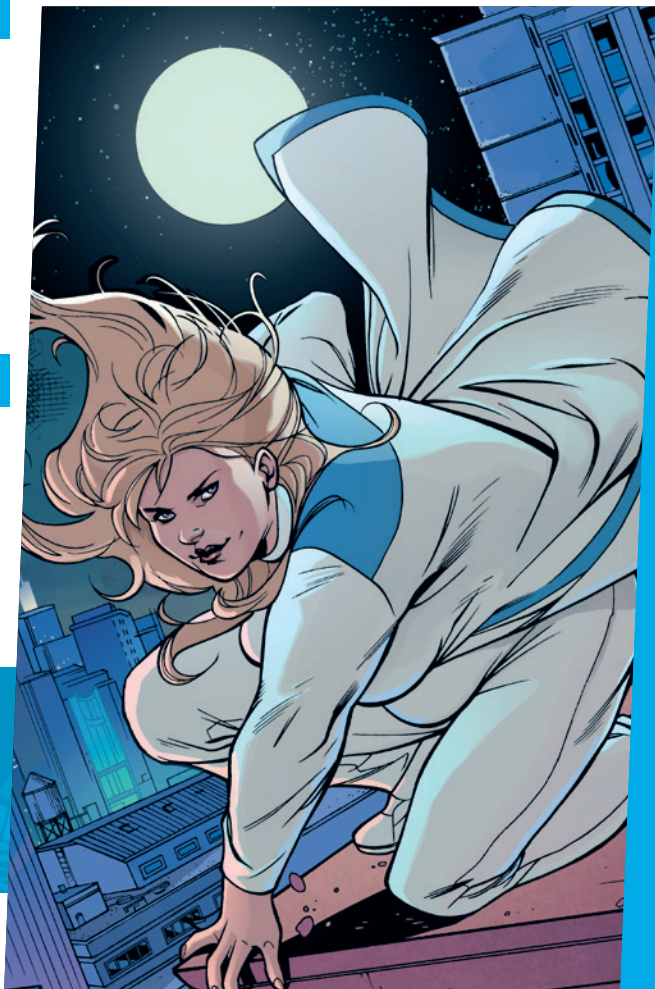
DODGE 8	FORTITUDE 8
PARRY 7	TOUGHNESS 12/2*
WILL 10	* WITHOUT FORCE FIELD

COMPLICATIONS

MOTIVATION - DOING GOOD: Faith genuinely wants to inspire people to do and be better.

HONOR: Faith helps those in need and doesn't hurt anyone unnecessarily, even if they shoot at puppies.

SECRET: Her cover identity as reporter Summer Smith gives Faith some breathing room away from the stresses of being a superhero, although she's not especially good at keeping her secret identity a secret.



"I DON'T CARE IF I FALL AGAIN.
I DON'T CARE IF I DIE FROM
FLYING RIGHT NOW. THANK YOU.
THANK YOU FOR THIS LIFE."
- FAITH



NINJAK

tually teamed-up with him, learned about the Vine infiltration, and began the process of “cleaning house” at the intelligence agency. That left Ninjak working primarily on a “freelance” basis with his former employers, who considered him too valuable an asset to either eliminate or ignore. Intelligence officer Nevill Alcott was placed in charge at MI6 and continued to work with Ninjak, and other superhuman assets, as-needed for the protection of the United Kingdom and the world, eventually becoming the MI6 liaison with Unity and G.A.T.E.

Ninjak and X-O later worked together in various incarnations of the super-team Unity. He confronted the Shadow Seven, the Undead Monk’s group of elite agents, and learned their assassin, Roku, was in fact his former lover Angelina, restored to life by the magic of the Seven to become one of his greatest foes.

POWERS & ABILITIES

Ninjak has no powers beyond the tremendous skills developed through intense training and the equipment and opportunities afforded by his wealth and resources. He is among the world’s greatest martial artists and spies. In addition to always seeming to have the right gadget on-hand, he frequently uses Hero Points to also “happen” to have the right Advantage when he needs it, complementing his already formidable list of Advantages.

His training with the Undead Monk and his experience make Ninjak one of the most strong-willed people in the world—his meditation techniques made him and Toyo Harada the only two people able to perceive the world had been transformed by the power of the Unknown in the Stalinverse, for example.

PERSONALITY

Ninjak is a professional, focused on getting the job done, whatever that particular task might be at any given time. He prides himself on his dispassionate assessment of things and taking the most effective course of action. His background makes Colin naturally suspicious of everyone and everything, so he usually has backup and contingency plans in place, and he’s willing to reassess what is happening based on the available evidence.

Whether he is taking on international crime rings, Visigoths in alien battlesuits, ancient sorcerers, or fiery angels from the Deadside, Ninjak is calm, cool, collected, and just a touch dryly sarcastic, confident in his ability to do what needs to be done.

BACKGROUND

A wealthy child of privilege, Colin King was raised and trained by his family’s butler Alain, secretly a former KGB agent. Eventually, Colin followed his (largely absent) parents in becoming an agent of MI6, British Intelligence. When his trainer, and secret lover, Angelina Alcott was assassinated, King tracked the killer to the order of the mysterious Undead Monk. He infiltrated and completed the Monk’s grueling training, managing to kill the assassin before he was discovered and banished from the isolated monastery. King’s training and experience made him the latest agent in MI6’s top-secret Ninja Programme, with the designation Ninja-K or “Ninjak.”

The alien Vine within MI6 attempted to use Ninjak to kill X-O Manowar, but Ninjak even-

NINJAK

ABILITIES

STRENGTH	3	FIGHTING	14
STAMINA	4	INTELLECT	8
AGILITY	7	AWARENESS	4
DEXTERITY	7	PRESENCE	4

POWERS

NINJAK SUIT: Ninjak's advanced uniform provides Protection 2, Flight 3 with the Gliding and Wings Modifiers, and smart boots and gloves for Movement 2: Wall-Crawling. The suit has an "Enhanced Armor Mode" that ups its Protection to 4 and provides Immunity to Critical Hits and Resistance to Fire Damage at the cost of a -2 Penalty to Ninjak's Dodge and Parry Defenses.

EQUIPMENT

Ninjak regularly has a **COMMLINK** and **MINI-TRACERS** along with an array of weapons:

- **EXPLODING SHURIKEN:** Ranged Burst Area Damage 8
- **GAS SHURIKEN:** Ranged Burst Area Stun 6
- **FLASH-BANG SHURIKEN:** Ranged Burst Area Dazzle 6 (Auditory and Visual)
- **RAZOR SHURIKEN:** Ranged Multiattack Damage 3
- **VIBRO-SWORDS:** Strength-based Damage 4, Improved Critical 2 (18-20)

With his **GADGETS** Advantage, he can have virtually any other item of equipment or device he needs.

ADVANTAGES

ASSESSMENT
 BENEFIT: MI-6 AGENT
 CONNECTED
 DEFENSIVE ROLL 2
 EIDETIC MEMORY
 EQUIPMENT
 EVASION
 EXPLOIT MOMENTUM
 EXTRAORDINARY EFFORT
 GADGETS 2
 IMPROVED CRITICAL: UNARMED
 IMPROVED DISARM
 IMPROVED INITIATIVE
 IMPROVED TRIP
 INSTANT UP
 JACK-OF-ALL-TRADES

LANGUAGES 5 (ENGLISH NATIVE, FRENCH, JAPANESE, LATIN, MANDARIN, RUSSIAN, SPANISH)
 OPPORTUNITY ATTACK
 POWER ATTACK
 PRECISE ATTACK: CLOSE, CONCEALMENT
 RANGED ATTACK 5
 RIPOSTE
 SECOND CHANCE: FORTITUDE
 CHECKS AGAINST TOXINS
 SKILL MASTERY: STEALTH
 SLEEPER HOLD
 SPLIT ATTACK
 TAKEDOWN 2
 TRACKING
 TRANCE
 UNCANNY DODGE
 WELL-INFORMED

SKILLS

ACROBATICS 8 (+15)	INTIMIDATION 6 (+10)
ATHLETICS 10 (+13)	INVESTIGATION 4 (+12)
DECEPTION 8 (+12)	PERCEPTION 10 (+14)
COMPUTERS 2 (+10)	PERSUASION 4 (+8)
ELECTRONICS 4 (+12)	PILOTING 4 (+11)
DRIVING 4 (+11)	SLEIGHT OF HAND 5 (+12)
EXPERTISE: ESPIONAGE 6 (+14)	STEALTH 10 (+17)
INSIGHT 10 (+14)	

OFFENSE

INITIATIVE +11	
SHURIKEN +12	RANGED, BY TYPE
UNARMED +14	CLOSE, DAMAGE 3, CRIT. 19-20
VIBRO-SWORDS +14	CLOSE, DAMAGE 7, CRIT. 18-20

DEFENSE

DODGE 14	FORTITUDE 8
PARRY 14	TOUGHNESS 8/6*
WILL 10	*WITHOUT DEFENSIVE ROLL

COMPLICATIONS

MOTIVATION - RESPONSIBILITY: Having trained his whole life, Ninjak feels a sense of responsibility to use his skills well.

IDENTITY: Ninjak is secretly wealthy dilettante Colin King.

RELATIONSHIP: Colin's relationship with Angelina Alcott haunts him to this day.





SHADOWMAN

Dox and Alyssa, the last of the Abettors, a mystic order that helped guide and protect the Shadowman for generations, helped Jack to understand his legacy. Together they overcome the plans of the necromancer Master Darque and his demonic agent, Mister Twist. Still, Jack struggled with his history and responsibilities, falling victim to Darque's sorcerous bindings for a time, and coming into conflict with his former allies. He eventually confronted the embodiment of the Deadside itself, looking to tear down the barriers between her and the living world. Shadowman exorcized the Deadside from her human host body, restoring the balance between the worlds, and became a mentor and friend to Persephone, the now-freed host, given an independent existence of her own.

POWERS & ABILITIES

Shadowman's bond to the Shadow Loa grants him increased strength, agility, and tenacity, as well as the ability to see in the dark, manipulate shadows, and recover from even fatal wounds. His close bond with the loa also grants him the ability to tap into the necromantic powers of the Deadside, including the ability to create portals, command spirits, and animate the dead. Shadowman can summon and wield a mystic shadow scythe of pure darkness able to affect even normally untouchable supernatural creatures.

Shadowman doesn't generally like using his Necromancy power, except to summon darkness or close Deadside portals, and he's more likely to deal with the undead using his scythe than trying to command, much less raise, them. Still, he has the potential and can also use Extra Effort for Power Stunts based on his ability to tap into the necromantic power of the Deadside. His Rank Benefit reflects that the role of Shadowman still carries some weight in the Deadside, particularly among the loa and other spirits.

PERSONALITY

Jack Boniface is a reluctant hero, chosen by fate to wield his powers, and feeling responsibility to use them to help others and protect the world. He has come to terms with his bond with the Shadow Loa and works in partnership with it, rather than fighting their connection. His desire to know his father Josiah and understand why he left when Jack was so young led him to make some poor decisions he now regrets, but he has sought to make up for it, and to be a good friend, ally, and mentor to the people he works with now.

BACKGROUND

Orphaned at a young age, Jack Boniface spent much of his life wondering what his family legacy might have been, but his eventual research uncovered a web of lies and crimes, that his parents were not the people he thought they were. Disgusted by the past he uncovered, he threw his amulet—a family heirloom and the only thing that tied him to his long-gone family—into a lake. But Jack discovered too late the true depth of his legacy, and that the amulet—a voodoo gris-gris intended to hide him from the loa—was the only thing saving him from it.

Visible now to the spirits, Jack inherited his family's true legacy: the Shadow Loa. The ancient spirit took possession of the young museum curator's body, granting him great mystic power but tying him to an ancient obligation to protect the world of the living from the Deadside, the dark world where departed souls linger and monsters dwell. For generations, Jack's ancestors had carried out this responsibility, the role of the Shadowman.

SHADOWMAN

ABILITIES

STRENGTH	6	FIGHTING	12
STAMINA	6	INTELLECT	2
AGILITY	6	AWARENESS	4
DEXTERITY	3	PRESENCE	0

POWERS

SHADOW LOA: The Shadow Loa bonded to him gives Shadowman Enhanced Agility 4, Fighting 6, Stamina 4, and Strength 4, along with the Immortality 1, Protection 2, and Regeneration 5 (–5 Lethal Recovery Time) Effects. He has Senses 4 (Dark Vision and See Spirits).

SHADOW SCYTHE: Shadowman can summon a mystic scythe that is a Strength-based Damage 2 Effect with Affects Insubstantial, Multiattack, and an additional 2 meter Reach.

NECROMANCY: Tapping into the power of the Deadside, Shadowman can cast various spells, doing any of the following as a Standard Action:

- **ANIMATE ZOMBIES:** Turn up to a total of sixteen corpses into zombies (see **Minions** in the *Valiant Hero's Handbook*) under Shadowman's command.
- **COMMAND THE DEAD:** Impose a Mind Control Effect on undead creatures within 8 meters able to see and hear Shadowman. It affects undead normally Immune to Will Effects—they resist with a bonus equal to their Power Level—but it does not affect the living at all.
- **DEADSIDE PORTAL:** Open a portal between the Deadside and the Living world like the Dimensional Travel Effect with the Portal Modifier of Teleport.
- **SUMMON SHADOW:** Cloak an area out to 32 meters (Distance Rank 2) in darkness, a Visual Obscure 2 Effect. His own Dark Vision is unaffected by it.

ADVANTAGES

ALL-OUT ATTACK	FASCINATE: INTIMIDATION
ASSESSMENT	FAVORED FOE: UNDEAD
BENEFIT: FEARLESS	LEADERSHIP
BENEFIT: RANK IN THE DEADSIDE	MENACING ATTACK
CONNECTED	POWER ATTACK
DEFENSIVE ATTACK	TAKEDOWN
FALLEN INSPIRATION	

SKILLS

EXPERTISE: HISTORY 8 (+10)	PERCEPTION 5 (+9)
INSIGHT 6 (+10)	PERSUASION 4 (+4)
INTIMIDATION 8 (+8)	STEALTH 2 (+8)
OCCULT 8 (+10)	

OFFENSE

INITIATIVE +6	
COMMAND THE DEAD	BURST AREA, WILL CHECK, DC 20
SHADOW SCYTHE	CLOSE, DAMAGE 8, AFFECTS INCORPOREAL
UNARMED	CLOSE, DAMAGE 6

DEFENSE

DODGE	10	FORTITUDE	11
PARRY	12	TOUGHNESS	8
WILL	9		

COMPLICATIONS

MOTIVATION - RESPONSIBILITY: Jack Boniface does good when and where he can, but he wouldn't choose to fight supernatural monsters were it not his legacy and responsibility to do so.

ISOLATED: Jack had a difficult time dealing with people even before bonding with the Shadow Loa and now feels cut off from the normal world.

POSSESSED: Shadowman is host to an ancient Loa who grants him great power, but also changes him and requires his service against threats from the Deadside.





BACKGROUND

Aric of Dacia was a Visigoth warrior prince around 400 AD, when he and others were abducted by the aliens known as the Vine for use as slaves. The Vine left a number of “plantings” behind on Earth, disguised as human children. Eventually, Aric led a slave revolt on the Vine ship and stumbled across a suit of sentient, adaptive armor—a sacred relic among the alien forces. The armor, Shanbara, bonded to him, giving Aric the power to overcome the Vine and escape their vessel.

Upon his return to Earth, Aric learned that during their relativistic travels through space, centuries had passed and his era and civilization were long-gone. His arrival initially brought him into conflict with Earth’s authorities and heroes, but he later joined the super-team Unity as X-O Manowar. The US government provided Aric’s displaced people a home in Nebraska for X-O’s oath to serve and aid America.

X-O Manowar would later lead a slave revolt on the Vine’s homeworld of Loam, overthrowing the planet’s military dictatorship and placing control into the hands of the Vine priesthood.

He helped Unity overcome the alien Armor Hunters that came to Earth to destroy the Shanbara armor and all others like it. They destroyed Mexico City as an indication of their seriousness and the battle to overcome them devastated downtown Los Angeles. When the forces of the Armor Hunters later destroyed all life on Loam, X-O led the survivors to sanctuary on Earth and eventually found a new home-world for them.

Over time, Aric has been a hero, warlord, exile, celebrity, and even king of the distant world of Gorrin for a time. He has gained and lost romantic partners and relationships, as well as new homes or attempts to forge a life for himself apart from his armor. He has always returned to his home on Earth and continued to use his armor to protect the world from threats both alien and home-grown.

POWERS & ABILITIES

Aric was an extraordinary warrior even before his abduction, mastering both the close combat and tactics to lead an army into battle. Bonding with the X-O Manowar armor has enhanced his prowess tremendously. The ancient relic grants Aric extraordinary protection, devastating weapon systems, advanced sensors, and the ability to fly through space. The symbiotic link between the two also grants Aric superhuman strength and cellular regeneration, albeit at the cost of the armor replacing his substance with its own over time. Shanbara herself is intelligent, capable of sharing her insights and advice with Aric.

PERSONALITY

Aric is an ideal of a man from an antique era—resolute, honor-bound, bellicose, and stubborn. He is difficult to sway from his goals and while capable of diplomacy, he is uninterested in talk once battle is joined. Responsibility and leadership have tempered his zeal, advised by his sentient armor. He is slowly coming to terms with the new time and society in which he finds himself and understands he needs to grow, but his extraordinary circumstances interfere with any hope of living a normal life. He is still given to long bouts of melancholy and brooding when faced with a setback or failing, until Shanbara or one of his few friends help to pull him out of it.

Shanbara—Aric’s armor—is observant, caring, and introspective, if a touch acerbic. She attempts to provide wise counsel

X-O MANOWAR

ABILITIES

STRENGTH	12	FIGHTING	10
STAMINA	3	INTELLECT	1
AGILITY	3	AWARENESS	2
DEXTERITY	3	PRESENCE	2

POWERS

SHANHARA, X-O ARMOR: Aric wears the intelligent X-O armor Shanhara, granting him the following powers, so long as he is wearing it:

- **PHYSICAL ENHANCEMENT:** Enhanced Strength 9, Protection 9 (Impervious 6), Immunity 10 (Life Support), Regeneration 6: Lethal, Injured 1 minute, Wounded 30 minutes
- **BOOSTER ROCKETS:** Flight 9 (2,000 kph)
- **INTERSTELLAR JUMPS:** Movement 5: Space Travel to other star systems
- **SENSOR SYSTEMS:** Senses 13: Communication Link, Danger Sense, Dark-Vision, Interface, Radio, Vision Penetrates Concealment
- **UNIVERSAL TRANSLATOR:** Senses 4: Comprehend Languages

WEAPON SYSTEMS: The armor's weapon systems allow X-O to perform one of the following attacks per turn:

- **ENERGY BLAST:** Ranged Damage 12
- **LIGHTNING BLADE:** Damage 12, Penetrating 10, Reach 1
- **MICRO-MISSILE:** Ranged Burst Area Damage 8

ADVANTAGES

ALL-OUT ATTACK	MENACING ATTACK
COUNTERATTACK	OPPORTUNITY ATTACK
EXTRAORDINARY EFFORT	POWER ATTACK
IMPROVED SMASH	RANGED ATTACK 7
LANGUAGES (ENGLISH GOthic NATIVE)	TACTICAL ADVANCE
LEADERSHIP	TAKEDOWN 2
	TRACKING

and ease the heavy burden Aric carries. Appropriate to a suit of armor, she is extremely protective of her charge, and fully capable of tricking those who threaten him. Most are unaware that the armor is itself sentient, and sometimes underestimate the resources Aric has at his disposal.

SKILLS

ATHLETICS 6 (+18)	INTIMIDATION 6 (+8)
EXPERTISE: HISTORY 4 (+5)	PERCEPTION 4 (+6)
EXPERTISE: MILITARY 6 (+7)	

OFFENSE

INITIATIVE +3	
ENERGY BLAST +10	RANGED, DAMAGE 12
LIGHTNING BLADE +10	CLOSE, DAMAGE 12
MICRO-MISSILE +10	RANGED, BURST AREA DAMAGE 8
UNARMED +10	CLOSE, DAMAGE 12

DEFENSE

DODGE 10	FORTITUDE 9
PARRY 10	TOUGHNESS 12/3*
WILL 10	*WITHOUT X-O ARMOR.

COMPLICATIONS

MOTIVATION - DOING GOOD: Having survived his ordeal with the Vine, Aric works to do good with the power he now wields.

DISABILITY: Aric is missing his left hand, but the X-O armor replaces it while he wears it.

MAN OUT OF TIME: Aric's world is centuries past, and nearly everyone he knew from that life is long dead.



GLOSSARY

The following terms are listed in alphabetical order and capitalized (or not) according to their standard usage in the text. **BOLD-ED** words in definitions refer to other definitions in this Glossary. The *Valiant Adventures Hero's Handbook* has a more extensive and detailed Glossary.

ABILITY: Eight basic Traits that define all characters. The eight Abilities are Strength, Stamina, Agility, Dexterity, Fighting, Intellect, Awareness, and Presence. Abilities are rated in Ranks, with 0 being average or unremarkable.

ADDED SUCCESS: If you roll a 20 on the die for a **GRADED CHECK**, you score an **ADDED SUCCESS**. Determine the Check's outcome normally and then increase it by one Degree. An Added Success with an **ATTACK CHECK** is called a **CRITICAL HIT**.

ADDED FAILURE: If you roll a 1 on the die when making a **GRADED CHECK**, you've scored an **ADDED FAILURE**. Determine the Check's outcome normally and then *decrease* it by one degree. An Added Failure with an **ATTACK CHECK** is called a **CRITICAL MISS**.

ACTION: A single defined thing a character does in-game. There are Standard, Move, and Free Actions, as well as Reactions. Characters generally get one Standard and Move Action and one Reaction per **TURN** and however many Free Actions seem reasonable.

ADVANTAGE: A special **TRAIT** that provides a character with a particular benefit or opportunity to bend the rules in some way.

ATTACK CHECK: A **CHECK** made to determine if an attack hits or misses its intended target. Depending on whether the Attack Check is made in close combat

(a **CLOSE ATTACK CHECK**), or ranged combat (a **RANGED ATTACK CHECK**) determines the abilities that modify it and the **DEFENSE** that determines the Check's **DC**.

BONUS: Circumstances where a character is more effective in making a **CHECK**. A Bonus may be a set number added to the **CHECK RESULT** or a **BONUS DIE**, typically for Bonuses greater than 4.

BONUS DIE: A **BONUS** where the player rolls an additional **D20** and uses the *higher* number rolled on the dice to determine the **CHECK RESULT**.

CHARACTER: A fictional individual in the context of the game. Characters can be **PLAYER CHARACTERS (PCS)** controlled by the **PLAYERS** or **NON-PLAYER CHARACTERS (NPCS)** controlled by the **GM**.

CHECK: A roll of a d20, plus any associated **CHECK MODIFIER**. The total, or **CHECK RESULT**, is compared against a **DIFFICULTY CLASS**, or **DC**, to determine if the Check succeeds or fails. Checks are the prime mechanic in the *Mutants & Masterminds* game system for determining outcomes when they are in doubt.

CHECK MODIFIER: A total value applied to the die roll of a **CHECK** to determine the **CHECK RESULT**, including applicable Trait **RANKS** and any **BONUS** or **PENALTY**. Positive and negative Check Modifiers cancel each other out, so an equal amount of Bonus and Penalty means no change to the Check Result.

CHECK RESULT: The total of the number rolled on the die and the **CHECK MODIFIER** applied to a **CHECK**.



COMPLICATION: An element of a character's background or description that sometimes makes things more difficult or challenging for them. One key Complication is a character's **MOTIVATION**. Some Complications have game mechanics, others are primarily roleplaying prompts. Whenever a Complication comes into play, that character earns a **HERO POINT**.

CONDITION: A limitation or change in a character's capabilities, Conditions are usually imposed by various **EFFECTS**, particularly **DAMAGE**, where they are called **DAMAGE CONDITIONS**. Each Condition has its own definition, including how the character can recover from that Condition and remove it.

CONFLICT: A type of **SCENE** involving combat or direct confrontation between two or more opposing sides.

CRITICAL HIT: An **ADDED SUCCESS** with an **ATTACK CHECK**. A Critical Hit adds 5 to the attack's Effect Rank.

CRITICAL MISS: An **ADDED FAILURE** with an **ATTACK CHECK**. A Critical Miss grants a Bonus Die for its Resistance Check; due to it being just a glancing hit.

D20: Abbreviation for "twenty-sided die," the standard die used in the *Mutants & Masterminds* game system. In general, references to "a die" or "the die" refer to a d20.

DAMAGE: The **EFFECT** of various damaging attacks or hazards. Characters usually resist Damage with a **DAMAGE RESISTANCE CHECK**, usually Toughness, with various Damage Conditions depending on the Check Result.

DAMAGE CONDITION: A **CONDITION** imposed by a **DAMAGE** Effect.

DAMAGE RESISTANCE CHECK: A type of **RESISTANCE CHECK** specifically to determine the outcome of **DAMAGE**. The **DIFFICULTY CLASS** of a Damage Resistance Check is generally 10 + the Damage Rank and Toughness is generally the Defense used for it.

DEFENSELESS (CONDITION): A Defenseless character loses their Dodge and Parry Bonuses (if any) typically reducing their Defense Class to 10 (10 + 0).

DEFENSE: One of five **TRAITS** that define how effectively a character avoids or resists certain **EFFECTS**. The five Defenses are Dodge, Evasion, Fortitude, Toughness, and Will.

DEFENSE CLASS (DC): A type of **DIFFICULTY CLASS** involving one of a character's **DEFENSES**, determining how difficult it is for an attack or effect to succeed against that character. Typically, a Defense Class is 10 + the Rank of the appropriate Defense.

DEGREE OF FAILURE (DF): A measurement of how badly a **CHECK** failed. Every 5 points the **CHECK RESULT** is below the **DIFFICULTY CLASS** equals one Degree of Failure. Multiple Degrees of Failure are sometimes referred to as **FAILURES** and sometimes abbreviated "# DF" where # is the number of Degrees.

DEGREE OF SUCCESS (DS): A measurement of how well a **CHECK** succeeded. Every 5 points the **CHECK RESULT** is above the **DIFFICULTY CLASS** equals one Degree of Success. Multiple Degrees of Success are sometimes referred to as **SUCCESSSES** and sometimes abbreviated "# DS" where # is the number of Degrees.

DIE: A "die" or "the die" in *Valiant Adventures* refers to a single twenty-sided die or **D20**.

DIFFICULTY CLASS: Abbreviated **DC**. A value that determines how difficult a particular **CHECK** is. A **CHECK RESULT** equal to or higher than the Difficulty Class is a success, while a Check Result lower than the DC is a failure. How much higher or lower determines the **DEGREE OF SUCCESS** and **DEGREE OF FAILURE**.



GAMEMASTER (GM): The person responsible for managing the game session. The GM prepares adventures, presents the players with situations for their characters, adjudicate the rules, and controls and portrays all of the **NON-PLAYER CHARACTERS**.

GRADED CHECK: A **CHECK** that measures **DEGREE OF SUCCESS** or **DEGREE OF FAILURE** based on how much the **CHECK RESULT** is over or under the **DIFFICULTY CLASS**. Every 5 points over the DC is an additional Degree of Success, and every 5 points under the DC is an additional Degree of Failure.

HERO POINT: A resource available to **PLAYER CHARACTERS** they can spend to gain various benefits, including re-rolling a die roll, editing the Scene, gaining an advantage, inspiration to gain a clue, instantly countering an effect, or removing certain **CONDITIONS**. Characters earn Hero Points for their actions and the introduction of their **COMPLICATIONS** in play.

INITIATIVE: A **TRAIT** used as a **CHECK MODIFIER** for an Initiative Check to determine who acts in what order during a **SCENE** measured in **ROUNDS**.

MINION: A type of **NPC** with less significance to the story. Minions are less hardy than other characters, easier to overcome, and particular rules apply to interactions and conflicts with them.

MOTIVATION: A **COMPLICATION** defining why a character does what they do and what drives them, particularly why a hero is a hero, and a villain is a villain.

NON-PLAYER CHARACTER (NPC): A character controlled and portrayed by the **GAMEMASTER**. Sometimes, the GM may have a player temporarily assume control of an NPC.

OPPOSED CHECK: A **CHECK** where two or more parties each roll a **CHECK RESULT**, and whoever achieves the highest Check Result succeeds or beats the others. Some Opposed Checks are made using the same traits or modifiers, others use different ones, depending on what the various parties are attempting to do.

PENALTY: Circumstances where a character is less effective in making a **CHECK**. A Penalty may be a set number subtracted from the **CHECK RESULT** or a **PENALTY DIE**, for Penalties more severe than -4.

PENALTY DIE: A **PENALTY** where the player rolls an additional **D20** and uses the *lower* number rolled on the dice to determine the **CHECK RESULT**.

PLAYER: Someone who creates and takes the role of a specific **PLAYER CHARACTER** in the game.

PLAYER CHARACTER (PC): A character controlled and portrayed by one of the players in the game. Generally, each player controls one Player Character.

POWER: A Trait beyond a normal Ability, Skill, or Advantage, consisting of one or more Effects and their assigned **RANKS**, along with any Descriptors defining the nature of the Power.

RANGE: The distance at which an **ACTION**, usually an attack, is effective. Standard ranges are Close (or **ADJACENT**), Ranged (at a distance greater than adjacent, based on the Effect), and Perception, a distance at which the acting character can accurately perceive the target or subject.

RANK: A numerical value quantifying a particular game Trait. Ranked Traits include **ABILITIES**, **SKILLS**, **DEFENSES**, many **POWERS**, and some **ADVANTAGES**. In some cases, a Rank is translated into a **MEASURE** of mass, distance, speed, or time.

REACTION: A Free Action taken in response to another Action or Effect, typically to resist or avoid it. Reactions are largely reflexive, take no time, and can occur outside of a character's normal **TURN**.

RESISTANCE CHECK: A **CHECK** made to determine if a character can resist or overcome a particular effect. A Resistance Check usually applies one of the character's **DEFENSES** as a **CHECK MODIFIER** with the **DIFFICULTY CLASS** based on the Rank of the resisted effect. Most Resistance Checks are **GRADED CHECKS**, using **DEGREES OF FAILURE** to determine how the character is affected.

ROUND: A basic measurement of time in-game. A Round is a segment of about six seconds (Time Rank 0), during which each character involved in a Challenge or Conflict Scene gets a **TURN** to take **ACTIONS**.

SKILL: A measure of learning or talent in using an **ABILITY** in a particular way. Skills are measured in **RANKS** and characters with Ranks in a Skill are considered **TRAINED** in that Skill. Skill Rank is added to an underlying Ability Rank to determine the **CHECK MODIFIER** for that Skill. Characters having no Ranks in a Skill are considered **UNTRAINED** in that Skill.

SKILL CHECK: A **CHECK** made to use a particular **SKILL**. Characters with **RANKS** in that Skill add their Rank to the **CHECK MODIFIER** for the Skill Check. Some Skill Checks can only be made by **TRAINED** characters.

TRAINED: Having **RANKS** in a particular **SKILL**.

TRAIT: A defined character aspect in the game such as an **ABILITY**, **SKILL**, **ADVANTAGE**, **DEFENSE**, or **EFFECT**. Traits are generally quantified by **RANK**.

TURN: An individual character's part of a **ROUND**, where they take their allocation of **ACTIONS**.

UNTRAINED: Having no (or zero) **RANKS** in a particular **SKILL**.

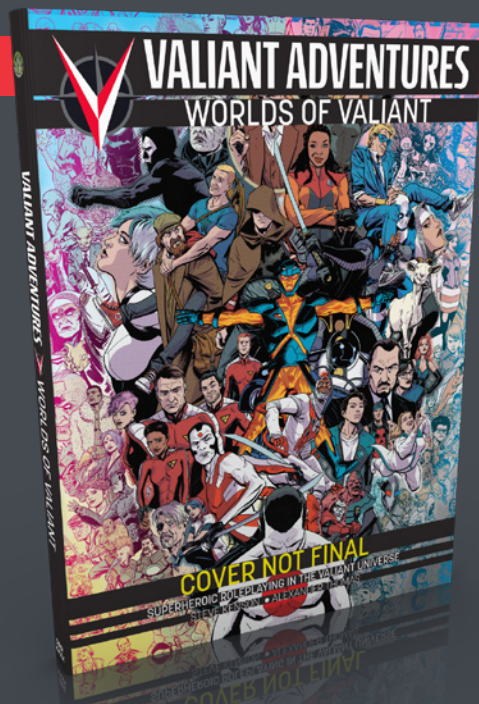
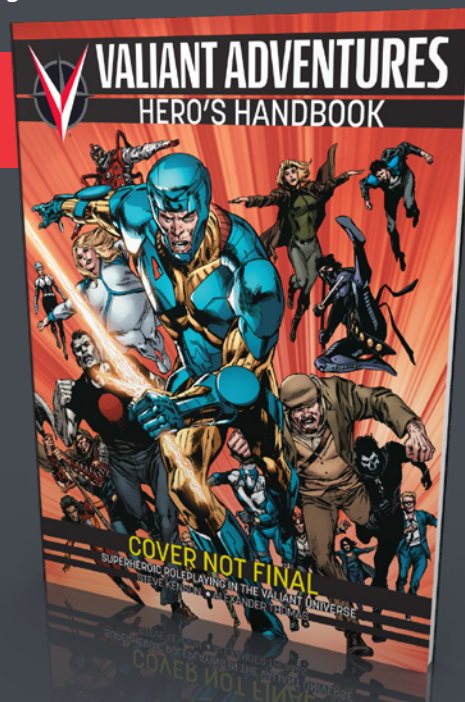
VULNERABLE (CONDITION): Vulnerable characters are limited in their ability to defend themselves. Attack Checks against Vulnerable characters gain a Bonus Die. Defenseless supersedes Vulnerable.

WHAT'S NEXT?

Now that you've read through this *Quickstart* and solved the mystery of Rook, Michigan, you're ready to take your next steps into the wider Valiant Universe! Green Ronin Publishing is Kickstarting the creation of two books to fuel all of your adventures in this amazing setting.

VALIANT ADVENTURES HERO'S HANDBOOK

The *Valiant Adventures Hero's Handbook* contains all of the rules you need to forge stories of your own, including a customized version of *Mutants & Masterminds, Third Edition*, a robust character creation section to facilitate building your own and iconic Valiant heroes, and rules for Gamemasters looking to run games in this world. The new rules are designed to reflect the visceral, gritty Valiant setting, including new ways to handle Damage, Healing, Toughness, and Regeneration, new Advantages and Skills to deepen your character's expertise, and new Reactions to give heroes and villains an even more robust action economy.



WORLDS OF VALIANT

Worlds of Valiant is your in-depth setting guide for the diverse corners of the Valiant Universe, from the modern Earth of Bloodshot and the Harbinger to the deepest reaches of space with X-O Manowar, Britannia to the Stalinverse, and New Japan to the Deadside. We detail eight specific settings with relevant rules considerations, equipment, and characters. This book also has iconic statblocks for over 80 Valiant characters! Gamemasters will find adventure hooks for the various settings included within, as well as detailed breakdowns of several nefarious organizations found across the Valiant Universe. This is a great resource for people who want to play the *Valiant Adventures Roleplaying Game*, but fans of Valiant who haven't played *Mutants & Masterminds* will find value in the detailed histories and breakdowns of the characters and locations contained within.

STAY VALIANT AND ANSWER THE CALL!



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