

ONE ROLL TALENTS

Here's the deal: You roll 9d10 and consult the Powers charts with sets, and the Events charts with loose dice. Powers determine your inhuman abilities (of course) while Events describe the things that have happened in your life and generally provide you with stats and skills.

There are three different Events charts, based on three levels of "Blueness." The Blue One chart is extremely quotidian, ordinary and everyday. Blue Three is more like a soap opera -- things happen to characters that are possible, but not bloody likely. Blue Five? Anything goes.

After you do that, you look at the events and powers and stitch together a narrative that explains (or even just encompasses) it all. Finally, at the end you get another 25 points to fill in any obvious gaps. (Remember, you have to have at least one point in every Stat!)

This process yields a 250 point character. Every die is worth 25 points, so if you want to randomly generate a 400 point character, all you need to do is roll 15d10 and spend those last 25 points afterwards.

In all the charts, stats are in CAPITALS and skills are in *italics*.

THE POWERS CHARTS

MONSTER BODY

2x1 Permission: Power Theme Monster!
Heavy Armor +3, +3 BODY, Extra Tough +1
3x1 +1+2HD BODY
4x1 Heavy Armor +2, +1 BODY, Deadly extra for Brawl +2
5x1 Intrinsic: Inhuman, Automatic Regeneration +1 and 1 Killing, +1 BODY, Heavy Armor +1 **(This means the character is now obviously, hideously inhuman but, on the plus side, heals 1 Shock and 1 Killing every combat round at no cost whatsoever.)**

FLIGHT

2x2 Permission: One Power, Flight 5 +2HD, *Navigate: Sea/Air* +2 **(This is Flight with A,D,R,U, if you were wondering.)**
3x2 Flight +1+WD
4x2 Permission: One Power, Go First in Flight +6 **(When you roll a successful Flight set, it is timed as if it was six wider.)**
5x2 Flight +1, Speed Boost Extra +5 **(This multiplies the top speed by 32, which means the character flies at 32,768 mph.)**

SNEAKY

2x3 Permission: Power Theme Sneaky, Invisibility +5, SENSE +1 (**That's D,R,U Invisibility**)

3x3 Power Mimic +5 (A,D,R,U)

4x3 Telepathy +5 (A,D,R,U)

5x3 Dead Ringer +1+WD (R,U),

Metamorph +2 (A,D,R,U)

TELEKINETIC

2x4 Permission: Unseen Force Power Theme, Telekinesis +1+2WD (A,D,R,U)

3x4 Telekinesis +5

4x4 Heavy Armor +2, Block +3 (**The armor is a TK force field. Block is D,R**)

5x4 Harm with A,R only, +1+3HD and 2 levels of Deadly (**This is some kind of TK-based attack that can only be used in combat. It does Width Shock and Width +1 Killing damage. Do you up a treat, mate.**)

POWER BEAM

2x5 Permission: One Power, Harm +1 +2WD, Range Booster Extra +1 (**The power bolt reaches 80 yards instead of 40. It's A,D,R,U.**)

3x5 Spray 3, Harm +1, Deadly Extra +1 (**Instead of being penalized for multiple attacks, the bolt gets 3d extra. It also does an additional point of Shock damage. And now it reaches 160 yards.**)

4x5 Friendly Fire Extra, Penetration Extra +1, Deadly Extra +1 (**The bolt can never harm anyone the Talent considers a friend or noncombatant, it ignores a level of Heavy Armor and it does an additional extra point of Shock. Or, if you prefer, no extra Shock but an extra point of Killing damage.**)

5x5 Harm +2, Penetration Extra +1, Radius Extra +1 (**It ignores two levels of Heavy Armor and, on impact, can hit every enemy within 10 yards of each target, at a cost of 1 Willpower per extra hit. It goes out to 640 yards, too.**)

ICY MANIPULATOR

2x6 Permission: Secret Mastermind Power Theme, BRAINS +1, COOL +2HD, COMMAND +2HD

3x6 Control (Humans) 5d (A,D,R,U)

4x6 Base Will +1, Precognition 7d (R,U)

5x6 BRAINS +2HD, COMMAND +1

MORE ANIMAL THAN MAN

2x7 Permission: Power Theme Animal, COORDINATION +2HD, either Flight or Unconventional Move 5d (Pick one based on the animal in question, natch. Either one is A,D,R,U.)

3x7 +1 BODY, Alternate Form +2HD (That's an A,D,R,U form -- either the animal you picked, or some kind of hybrid of it and human. Y'know, something cool. The BODY boost isn't attached to the Alternate Form.)

4x7 Attached to Alternate Form: Control (Animal) +3+2HD and Dodge +9HD (So now you have some real good reasons to change shape. Both these are attached.)

5x7 Multitask +1, Go First +1, Deadly Extra +2, Attached to Alternate Form: Smell +3 (In either shape, the character can take an extra action without penalty *and* all his actions are timed as if they were 1 wider. His attacks do an additional point of Killing damage, or 2 Shock, if you prefer, in either shape. But only in his animal body does he get the Smell bonus.)

MASTER OF AN ELEMENT

2x8 Permission: Elemental Power Theme, Control (Element) +6, Detect Element +5 (This could be fire, electricity, stone -- whatever. It's assumed that all these powers govern the *same* element. Control is A,D,R,U, Detect is just R,U.)

3x8 Create (Element) +5 (A,D,R,U)

4x8 Unconventional Move (D,R,U and it's got to be something thematic) +5, Create (Element) +1

5x8 Harm (A,R) +2HD, Penetration +1, Deadly Extra +5 (This elemental attack ignores a point of Armor, and either does Width+5 Shock and Width Killing; or Width+1 Shock and Width+2 Killing; or Width+3 Shock and Width+1 Killing. Pick how the extra damage is allocated at the beginning. It stays that way.)

SORCERER

2x9 Permission: Enchanter, Enchantment (A,D,R,U) +7, Amulet: Harm +5 (This 'amulet' and all the other amulets on this chart are Foci that give a -2/4/8 break on costs. They are all usable by others, destructible, replaceable, upgradable and accessible -- which means they're gaudy and obvious and any jamoke with a decent disarm result can take it and use it. It doesn't have to be jewelry, but it does have to be pretty clear as the source.)

3x9 Permission: Spellcaster, Spellcasting +4, Amulet: Heavy Armor +1

4x9 Amulet: Automatic Regeneration +2, Amulet: Healing +9 (These'll make you popular. The regeneration thing heals 2 Shock per round on its bearer, without Willpower. The healing requires 1 Willpower per point of Width.)

5x9 Spellcasting +3, Enchantment +2

SCIENTIFIC GENIUS

2x10 Permission: Mad Science Power Theme, BRAINS +WD, Gadgeteer +5, Gadget: Insubstantial +2HD (D,R,U) and Multitask +1 (A,D,R,U. **The device -- may I recommend the name "dimensional rethreader"?** -- always makes time feel a little slower, so the genius can take one extra action without the penalty, and it can also be tuned to permit insubstantiality. Unless otherwise noted, all Gadgets in this chart are -1/2/4 and totally standard Foci.)

3x10 Gadget: Perceive (Any Force or Substance) +2HD (R,U. **The Universal Perceptor here can be fiddled with to let a viewer see infrared, X-rays, through walls, spatial topography, quantum pulses, balonium fields... but only one thing at a time.**) Gadget: Harm +9, Shock only (A,R. **A Dazer pistol that does**

Width Shock.)

4x10 *Electronics* +1, Gadget: Projected Hallucination +5 with Radius +1 Extra (D,R,U. **The Hallucnotron creates intangible illusions that can be seen, heard, and smelled, within a 10 yard radius of its target.**)

5x10 Gadget: Vehicle, Body +5, Teleport +5, Immune: Space +2, Heavy Armor +3, Boost Extra to Speed +1. It has the following Flaws: Go Last, Obvious, Focus, Slow 2, Operation Skill, Hard to Replace, Crew of 2. **(It's a heavily armored teleport booth that requires three skilled people to operate, can carry 800 pounds, move 32 yards per round or 32 mph, it does Width in Killing if it hits you and can teleport 160 yards. Note that the character doesn't have the skill to drive this unless you buy that later, or trade in the *Electronic* die from the previous level.)**

BLUE ONE CAREERS

- 1 **Librarian:** BRAINS +2, SENSE +1, *Education +3, Hearing +2*
- 2 **Cop:** BODY +1, COMMAND +1, SENSE +1, *Firearms: Pistol +1, Sight +2, Intimidation +1, Criminology +1*
- 3 **Pilot:** COORDINATION +1, SENSE +1, *Pilot: Helicopter +3, Pilot: Light Aircraft +1, Navigate: Sea/Air +3*
- 4 **Everyman:** Every stat except COMMAND gets +1
- 5 **Crook:** COOL +2, COORDINATION +1, *Stealth +2, Forgery +2, Streetwise +1*
- 6 **Journalist:** SENSE +2, BRAINS +1, *Education +1, Inspire +2, Sense Motive +2*
- 7 **Bank Teller or Accountant:** BRAINS +1, COOL +1, COMMAND +1, *Lie +3, Education +1, Resistance +1*
- 8 **Entertainer:** COORDINATION +1, COOL +1, COMMAND +1, *Perform +3, Seduction +2*
- 9 **Naturalist/Forest Ranger:** BODY +2, BRAINS +1, *Health +3, Stability +2*
- 10 **Laborer:** BODY +1, COOL +1, COORDINATION +1, *Health +1, Drive: Truck +2, Athletics +1, Endurance +1*

BLUE THREE EVENTS

- 1 **Lost a Parent or Loved One:** COOL +2, BRAINS +1, *Stability +3, Perform: Blues or Perform: Poetry +2*
- 2 **Mysterious Benefactor:** COMMAND +1, BRAINS +1, BODY +1, *Education +2, Athletics +2, Inspire +1*
- 3 **Secret Admirer:** COMMAND +2, COOL +1, *Seduction +3, Perform: Dance +2*
- 4 **Thwarted Artistry:** COORDINATION +1, SENSE +1, BRAINS +1, *Perform: Music +3, Hearing +2*
- 5 **Responsible for a Death:** SENSE +1, BODY +1, COOL +1, *First Aid +3, Sight +1, Drive: Car +1*

- 6 **Adopted:** BODY +2, COORDINATION +1, *Sense Motive +3, Language: Korean +1, Language: Spanish +1*
- 7 **Hellraising Youth:** COOL +1, SENSE +1, BODY +1, *Brawl +3, Stealth +2*
- 8 **Dirty Little Secret:** COORDINATION +2, COOL +1, *Lie +3, Cryptography +2*
- 9 **Unjustly Imprisoned:** BODY +2, SENSE +1, *Brawl +2, Streetwise +3*
- 10 **Kicked Out of School:** COOL +2, SENSE +1, *Endurance +3, Electronics +2*

BLUE FIVE EVENTS

- 1 **Involuntary Subject of Human/Gorilla Brain Transplant Experiment:** Intrinsic: Inhuman, BODY +3, COORDINATION +3, *Climb +1*
- 2 **Blessed by an Angel:** Permission: One Power, Flight +2 (A,D,R,U), COOL +1, COMMAND +1, *Stability +2*
- 3 **International Spy:** COORDINATION +1, COOL +1, SENSE +1, *Seduction +1, Cryptography +1, Stealth +1, Language: Arabic +1, Language: German +1*
- 4 **Amnesia:** SENSE +1, BRAINS +1, BODY +1, *Martial Arts: Escrima +1, Survival: Tundra +1, Bluff +1, Taste +1*
- 5 **Evil Twin with Equal and/or Opposite Superpowers:** SENSE +2, BRAINS +1, *Inspire +2, Persuasion +3*
- 6 **Feral:** COORDINATION +1, *Health +3, Endurance +3, Throw +2, Survival: Forest +2, Resilience +2, Run +2*
- 7 **Automaton:** Intrinsic: No Base Will, SENSE +2, BRAINS +2, COOL +2, BODY +1
- 8 **Alien Abduction:** Permission: One Power, Telepathy 2d, BRAINS +1, SENSE +1, *Language: Alienese +2*
- 9 **Advised by a Disembodied Spirit:** Permission: One Power, Percieve: Spirits +3, SENSE +1, COOL +1, COMMAND +1
- 10 **Child of a Notorious Supervillain:** COMMAND +2, COORDINATION +1, *Brawl +3, Mechanical Repair: Death Ray +2*