

One Roll Talents II

If you saw the last One Roll Talents doodad, you know how this one works. You roll 9d, matches give you powers from the charts, singles go to life events ranging from the quotidian (Blue 1) to the bizarre (Blue 5). Each die is 24 points, so if you want a more powerful hero, roll more dice. At the end, you have another 34 points to fill in details, make sure you have at least 1 in each Stat, and pick up any Permissions you need. (No permissions are included with the sets, so watch out.) All Stats are capitalized. Unless unless otherwise noted, all Stats and Skills are Hyper in the Set charts, and are native in the Events charts. Go!

SETS

x1 MONSTERBODY

- 2x1 +4 BODY (+16), +2HD Heavy Armor (+24), +2HD Brawl (+4), +2d Endurance (+2), +2d Athletics (+2)
- 3x1 +3HD BODY (+24)
- 4x1 +2HD Extra Tough (+20), +1d Hyperbody (+4)
- 5x1 +2d Regeneration (+10), +2HD Light Armor (+12), +1 Block & Endurance (+2)

x2 FLIGHT

- 2x2 +8d+WD Flight (+48)
- 3x2 Flight Booster, +1/die (+12), +2HD Light Armor (+12) ('cause honestly, at around 500 mph, you're going to need to worry about skin abrasion, if not an air supply)
- 4x2 +2HD Immune (High Altitude & Suffocation) (+12), +2HD Light Armor (+12)
- 5x2 Flight Mass Capacity (+24)

x3 SNEAKY

- 2x3 +10d Invisibility (+50) Intrinsic incapacitating Allergy to some uncommon substance (-2)
- 3x3 +WD in Empathy, Scrutinize, Perceive, Stealth, Dodge and Lie (+4 each for +24)
- 4x3 +4d Illusions (+24)
- 5x3 +4d Illusions (+24)

x4 TELEKINESIS

- 2x4 +1d+WD Telekinesis (+50) Intrinsic incapacitating Allergy to some uncommon substance (-2)
- 3x4 +1d Telekinesis (+10), TK Spray 1 (+6), TK Booster 1 (+6), remove the Intrinsic Allergy (+2)
- 4x4 +2d Telekinesis (+22), +2 Willpower (+2)
- 5x4 TK Non-Physical (+16), TK Subtle (+8)

x5 POWER BLAST

- 2x5 +10d Harm (+20), Harm Defends (+20), Controlled Effect (+10) Intrinsic incapacitating Allergy to some uncommon substance (-2)
- 3x5 Harm Spray 2 (+20), remove the Intrinsic Allergy (+2), +2 Willpower (+2)
- 4x5 Harm Go First 2 (+20), +1 Willpower (+1), +1 Base Will (+3)
- 5x5 Harm Penetration 2 (+20), +1 Willpower (+1), +1 Base Will (+3)

x6 DEVIIOUS MANIPULATOR

- 2x6 +8d+WD Command (+48)
- 3x6 +2d+WD Charm (+24)
- 4x6 +6d Puppet (+24)
- 5x6 +4d+WD Empathy (+8), +WD in Lie, Leadership and Persuasion (+12 total), +4d Perform (+4)

x7 Oracle

- 2x7 +6d Telepathy (+48)
- 3x7 +2d Telepathy (+16), +4d Precognition (+8)
- 4x7 +4d Perceive (Variable) (+24)
- 5x7 +3d Perceive (Variable) (+18), +3d Precognition (+6)

x8 MASTER OF (fill in the blank)

- 2x8 +6d Control (_____) with Range Extra (+48)
- 3x8 +4d Create (_____) (+24)
- 4x8 +4d Create (_____) (+24)
- 5x8 +3d Control (_____) (+24)

x9 GOT ALL THE TOYS

- 2x9 The Awesome Wagon: This is a vehicle with +10d BODY, flawed with Focus and Adaptation (+10) and +5HD Heavy Armor with the same flaws (+30). The crowning touch is +8d Unconventional Move

with the Focus flaw (+8). This could be a submarine or a car that can drive on walls or... hell, I don't know.

3x9 The Minionizer: Whatever this gadget is, it summons (or produces) a squad of competent, autonomous entities. Me, I picture it as an alien radio that summons a drop-pod of robots from a cloaked orbital factory, but it could just as well be a mystic gew-gaw that compels attendance from the gnomes of the earth. However it works, it's +10d+2HD in a Focus with the Flaws Immutable and Irreplaceable, but the Extra Indestructible (+24).

4x9 Polyadaptive Suit: You put it on and it protects you against hostile environments, but not specific attacks. It won't let you get poisoned, or drowned, or suffocated, or irradiated, but if someone shoots you you're out of luck. It's +2HD Immune with the Variable Extra and the Focus Flaw. (+24)

5x9 Temporal Interference Generator: You aim this gadget at something and that something suddenly has a lot of trouble moving. This could be due to a "slow time" field or increasing the coefficient of friction between all matter targeted, or it could just be a high tech net. (Actually, I like the idea of a self-aware net.) It's +8d Bind with the Focus flaw (+24).

x10 PERFECTION

2x10 +2d to each Stat (+48)

3x10 +1d to each Stat (+24)

4x10 +1d to each Stat (+24)

5x10 +1d to each Stat (+24)

EVENTS

BLUE I

1. **Librarian** +1 MIND, SENSE, CHARM, +3 Research, +1 Scrutiny, +1 Willpower
2. **Pilot** +1 COORD., SENSE, MIND, +3 Pilot _____, +1 Navigation, +1 Willpower
3. **Cop** +1 BODY, SENSE, COMM., +1 Willpower, Brawl, Dodge, Pistol, Stability
4. **Laborer** +1 BODY, COORD., SENSE, +2 Endurance, +2 Athletics, +1 Willpower
5. **Crook** +1 COORD., SENSE, BODY, +1 Willpower, Streetwise, Security Systems, Stealth, Scrutiny
6. **Journalist** +1 CHARM, SENSE, COMMAND, +1 Willpower, Empathy, Scrutiny, Research, Interrogate
7. **Accountant** +2 MIND, +1 COMM., +2 Knowledge (Finance) +1 Research, Stability, Willpower
8. **Entertainer** +1 COMM., CHARM, COORD., +1 Willpower, Persuade, +3 Perform
9. **Naturalist** +1 SENSE, MIND, BODY, +1 Willpower, Survival, First Aid, +2 Knowledge (Nature)
10. **Server** +1 COORD., SENSE, CHARM, +2 Perception, +1 Persuasion, Streetwise, Willpower

BLUE III

1. **Orphaned** +1 MIND, COMM., +2 Streetwise, Lie, Stability, +1 Survival
2. **Mysterious Benefactor Sent You to Med School** +1 MIND, COMM., +4 First Aid, +3 Medicine
3. **Secret Admirer** +1 COMM., CHARM, +3 Persuade, +2 Empathy, Perform
4. **Living a Lie** +1 CHARM, MIND, +4 Lie, +3 Stealth
5. **Tormented by Guilt!** +1 COMMAND, CHARM, +2 Brawl, Firearms, Stability, +1 Melee
6. **Adopted** +1 BODY, COORD., +2 Language, +2 Stability, +3 Knowledge (____)
7. **Hellraiser** +1 BODY, CHARM, +2 Drive, +1 Endurance, Brawl, Lie, Security Systems, Persuade
8. **Wronged and Thirsty For Revenge!** +1 BODY, COMM.,
9. **Unjustly Convicted** +1 BODY, COORD., +1 Athletics, Brawl, Endurance, Stability, Intimidation, +2 Perception
10. **Star Crossed Love** +1 CHARM, MIND, +2 Athletics, Persuasion, +3 Empathy

BLUE V

1. **Semi-human** +1+2D HYPERCOORD., +2HD HYPERBODY, +2 Scrutiny, Intrinsic: Inhuman
2. **Angel Blessed** +2d Aces
3. **International Spy** +2d Dodge, Drive, Pistol, Lockpick, Stealth, Scrutiny
4. **Amnesia**, +8 Base Will
5. **Evil Twin With Equal or Opposite Superpowers**, +4d Perception, Persuasion, Block
6. **Alien Origin** +1d to all Stats, Inhuman Intrinsic, +1d Language: English
7. **Stranded Time Traveler From the Future** +8d Precognition (aka "vaguely remembered history") +4d Knowledge (Engineering)
8. **Automaton** +2d Hyperstat to each Stat except CHARM, the Intrinsic Inhuman and No Base Will, +2d Hyperlanguage: English
9. **Spirit Advisor** +4d Sidekick
10. **Supervillain's Offspring** +2 COMM., +3 Brawl, Leadership, +1 Knowledge (Death Ray Repair)