

Super Hero Power – Darkness

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You have powers over Darkness. You can create darkness, change shadows around you, and utilize ‘dark energy’ to make attacks or create objects of solid force. Comic book characters that might have levels in this power set include The Shade, The Shroud, The Darkness, Cloak, Blackout, Darkstar, Raven and many others.

Darkness Basic Ability Improvements

A Hero that has at least one level in this Power Set starts the game with these basic ability score modifications:

Influence: +1

Stealth: +1

Darkness Powers

Some of the powers below make reference to the level of light. This game divides the intensity of light into these seven levels:

- 3 - **Pure Light:** You see ONLY pure white light. -3 dice to Perception rolls.
- 2 - **Sunlight:** The light of the sun (even through clouds)
- 1 - **Bright Lights:** The light from a spotlight. Any area with a light source.
- 0 - **Indoor Light:** Basic, everyday indoor lighting, day or night.
- 1 - **Moonlight:** You can read, but not comfortably. -1 die to Perception rolls.
- 2 - **Starlight:** Stumble around. It’s dark! -2 dice to Perception rolls.
- 3 - **No Light:** Pitch Blackness (on all wavelengths). -3 dice to Perception rolls.

Your powers are in complete opposition to Light. Any power you take in this power-set can be used to counter any opposing Light power.

If you choose any of the ‘Force’ powers on this list, you can solidify Darkness into pure force. Whatever Force you create with darkness powers will also oppose light.

Level 1 (chose one of these)

- **Blind**

With a touch (targeted attack) you can blind a target. Roll your Influence Vs. target’s Perception. Target is blinded for 10 Time Units, +10 TU’s for each additional success on the roll. You must know where the target’s eyes are to blind it.

- **Blind ‘Sight’**
You take no Perception penalties from darkness. Your connection to Darkness means you have no need for any source of radiation to ‘see’. You may not even need working eyes.
- **Create Darkness**
With a Thought Action and an Influence roll, you can create areas of shadow or darkness. The total of your Influence roll is how much light you can remove by reducing light one level and one space at a time. Let’s say you rolled a total of 20 and you’re in a normal office building: starting with the space you are in, it ‘costs’ 3 of your 20 to drop the light three levels and create complete darkness in your space, it costs 3 more in the next space, and so on until you have ‘spent’ the 20 darkness you rolled. If you were in bright daylight, each space would cost more to turn to darkness. This darkness persists until you cease wanting it.
- **Dark Resistance**
Gain +2 dice when rolling any defense against Darkness powers.
- **Primary Ability Upgrade: Stealth**
Add +1 your Stealth Ability. You may select this power up to 4 times.
- **Primary Ability Upgrade: Influence**
Add +1 your Influence Ability. You may select this power up to 4 times.

Level 2 (chose one of these or from a lower level)

- **Distant Darkness**
You can use your Darkness powers at a range = to your Aim score.
- **Dark Power Upgrade 1**
Gain +1 die on any action in which you use your Darkness powers. For Movement powers, this increases your Movement score by 1. You can select this power up to 5 times.
- **Force: Create Advantage**
With a Prep Action or Targeted Action, you can create a non-animated object made of solid force that you can use as an Advantage. ‘Advantages’ are ways you can prepare to make subsequent actions more useful. With any Advantage, you (or an ally) gains a +2 to a single action, or a +1 for up to three actions. For example, a Force Advantage shaped like a shield could last for 3 actions and give you +1 Toughness, or give you +2 Toughness for a single use. Alternately, a sword made of force could grant you a similar attack bonus. There is no roll to create an Advantage. Advantages last until used or for 10 Time Units. You can have as many advantages as your Self-Control score.
- **Mystic Darkness**
Your Darkness powers are Mystic in nature and can affect (and be effected by) other ‘Mystic’ powers. Also, gain +1 die on any action in which you use your Darkness powers.

- **Touch of Darkness**

You may exert Dark energy with your Hand-to-Hand attack. Gain +2 Dice for the attack when you do. You may define if this is a Force effect or a 'pure' Dark energy effect.

Level 3 (chose one of these or from a lower level)

- **Devour Light**

When you use *Create Darkness*, the levels of light reduced are added to your next action using your Darkness powers. For every 10 levels of light that you reduce, you gain +1 dice for your next Darkness power roll.

- **Secondary Ability Upgrade**

Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.

- **Split Darkness**

You can split the total number of spaces of Darkness created by your *Create Darkness* power into a number of discrete areas equal to your Influence score. You must be in one of them. They must all be within range of your Perception score.

- **Terrorize**

Use your Darkness powers to cause terror. Gain +3 dice to Influence rolls that use fear to compel a target's action.

- **Touch of Wounding**

Instead of the standard damage effects (Stun or Push) you may use your *Touch of Darkness* to reduce one of the target's Ability Scores by 1. Choose which of the 8 Basis Ability scores or Movement when you select this power. You can select this power up to 4 times, choosing a different Ability to reduce. As a wounding effect, the Ability scores lost this way cannot be recovered normally.

Level 4 (chose one of these or from a lower level)

- **Body of Darkness**

With a Thought action, you become a being made of Shadow. You no longer have any weight, and are no longer limited by your biology. You cannot interact directly with the physical world or be harmed by physical attacks. You are also indistinguishable (+3 bonus to Stealth) from any shadows or darkness. Any stun you take from a Light attack will force you to return to your solid form.

- **Force: Trap**

As a targeted Action, you can trap a target that is within your *Force: Advantage*. A trapped target may only make attacks against the Force, which has a defense = to your Influence, and a Structure = to your Self-Control. The target escapes when the force is destroyed (when its Structure is reduced to 0 or less). Only attacks that use this same energy type as this trap can affect the trapped target.

- **Step Through Darkness**

As a Move Action, you can teleport from one place within the darkness created by your *Create Darkness* power to any one other space within range of your Movement. By teleporting, you will not have moved through any of the intermediary spaces.

Level 5 (chose one of these or from a lower level)

- **Darkness: Multi-Attack**

You may select 1 additional target with each attack action using your Darkness Powers. You may select this power a number of times up to your Perception.

- **Summon Dark Sprite**

Summon or create small darkness creatures to do your bidding. Each Sprite has 1's in all abilities except Dodge (2) and Movement (3) and Self-Control (= yours). They also have 3 levels of Darkness Powers (your choice) and *Body of Darkness*. You may select this power a number of times = your Influence Ability; each gives you +1 creature.

Level 6 (chose one of these or from a lower level)

- **Through a Dark Dimension**

As a Move Action, you can open a portal and take your movement into a parallel dimension of pure darkness that maps directly on to this dimension. The portal closes at the end of your Move Action. You can stay in that dimension as long as you like, however, you must roll your Stealth every 10 TU's you wish to stay in that dimension. Each roll is progressively harder, at 1-die each time. If you ever roll below a total of 5, something in the darkness notices and you are ejected immediately wherever you happen to be.

- **Summon Dark Spirit**

Summon or create man-sized darkness creatures to do your bidding. Each Spirit has 2's in all abilities except Movement (3) and Self Control (=yours). They also have 5 levels of Darkness Powers (your choice). This is a Force effect unless the Spirit has *Body of Darkness*. You may select this power a number of times = your Influence Ability; each gives you +1 creature.

Level 7 (chose one of these or from a lower level)

- **Dark Power Upgrade 2**

Gain +2 dice on any action in which you use your Darkness powers. For Movement powers, this increases your Movement score by 2. You can select this power up to 3 times.

- **The Long Night**

With a Targeted action, a target in the effect of your *Create Darkness* has ALL actions slowed down by a number of Time Units = the level of Darkness (1-3). The effect lasts until the target is no longer in the area of your *Create Darkness*, or you change targets. This can be selected up to 4 times; each time adds an additional target.

- **Summon Dark Demon**

Summon or create a large darkness creature to do your bidding. Each Demon has 3's in all abilities except Self Control (=yours). They also have 6 levels of Darkness Powers (your choice). This is a Force effect unless the Spirit has *Body of Darkness*. You may select this power a number of times = your Influence Ability; each gives you +1 creature.

Level 8 (chose one of these or from a lower level)

- **Dark Recovery**

When you take a Recovery action, the darkness level of the space you are in is added to the dice you roll to recover (+1-3 dice). There is no penalty for bright light.

- **Summon Dark Giant**

Summon or create a giant-sized dark creature to do your bidding. Each Giant has 4's in all abilities except Self Control (=yours). They also have 7 levels of Darkness Powers (your choice). This is a Force effect unless the Spirit has *Body of Darkness*. You may select this power a number of times = your Influence Ability; each gives you +1 creature.

Level 9 (chose one of these or from a lower level)

- **Condemn to the Darkness**

You may use your *Through a Dark Dimension* as an attack to send the target into the Dark dimension for a period of time. The initial attack uses your Influence Vs. the target's Self-Control. Then, every 10 time Units, the target may attempt to escape the Darkness, and you must make a Self-Control roll vs. the target's Influence. The difficulty for this roll is increased each time by 5, until they escape. You may free them early as a Thought action.

- **Summon Avatar of Darkness**

Summon or create an Avatar of darkness to do your bidding. Each Avatar has 5's in all abilities except Self Control (=yours). It also has 8 levels of Darkness Powers (your choice). This is a Force effect unless the Spirit has *Body of Darkness*.

Level 10 (chose one of these or from a lower level)

- **Bring on the Night**

Add +1 to your Initiative Score. When you roll your Initiative at the start of a scene, if your total is greater than the standard difficulty, then the scene takes place in some level of darkness - either night-time, or in an interior area with lots of shadows.

- **Dark Power Upgrade 3**

Gain +3 dice on any action in which you use your Darkness powers. For Movement powers, this increases your Movement score by 3.