

Super Hero Power – Movement – Driver

Updated 2015-07-27

The Driver is a set of Movement Powers for any hero that a) has no other power to transport themselves to the action, and/or b) has one or more special vehicles that can be used.

Comic book examples are Batman and his collection of Bat-themed vehicles, Captain America and his ability to drive or fly nearly anything, or many of the X-Men who share use of the Blackbird.

Driver Basic Ability Improvements

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

Aim: +2

Initiative: +1

Driving Rules

Normally, so long as your character is a) an adult, b) not culturally naïve and c) from a modern society, your character knows how to drive a car and can do so without a roll in normal driving conditions.

When driving conditions become adverse in some way: either by weather, by unfamiliarity with the vehicle, or anything else, the GM can ask for a driving roll based on one of the above Abilities. Depending on the details of the situation, it might call for a Perception roll (sleet or darkness), a Dodge roll (something jumps out in front of the car), an Aim roll (you have to get the vehicle through a narrow opening at speed) or a Strength roll (you're fighting for control of the vehicle).

Depending on the vehicle in question, the top safe speed on open highway (for a Super Hero) is 100mph (160kph). Road and traffic conditions can reduce that speed.

A vehicle does not have an Initiative different than its driver's. Each type of vehicle has a different Movement power and rate, as defined in the powers.

Drivers (and any passengers) in/on the vehicle when the vehicle is attacked can choose to take any damage that passes through the Toughness of the vehicle onto themselves. Otherwise the vehicle takes the damage to its Structure. Each Structural damage that the vehicle takes reduces it in some way, to be determined by the GM. If the vehicle is reduced to 0 Structure, it is completely destroyed.

If the vehicle has an AI and can drive itself, you should look at the Rider Movement Power Set instead of this one.

Anyone with at least one level in ‘Driver’ has access to a **Special Vehicle: Basic**. This is a basic wheeled ground vehicle with a maximum ‘Action’ Movement score of 15 and a ‘Travel’ Movement score of 50 - approximately 125 mph. It can carry one passenger. This is like a fast motorcycle.

Special Vehicles have headlamps for night driving, and these Abilities:

Perception: n/a	Stealth: 1
Aim: 3	Dodge: 2
Strength: 3	Toughness: 3
Movement 15/50	Structure 5

Driver Powers

Level 1 (chose one of these)

- **Excellent Driver 1**
Add +1 dice to any driving roll. Further, you can operate any civilian ground vehicle. This power can be selected 5 times.
- **Vehicle Repair 1**
Add +1 dice to a Repair Action to repair damage to any vehicle you know how to drive.
- **Ramming Attack**
When arriving to a scene, and where appropriate, you can make a single ramming attack. Aim + Size of the Vehicle (Motorcycles +2 Dice; cars and trucks +4; large trucks, vans or campers +6, big rigs, tanks, small planes or helicopters +8, Jumbo jets and spacecraft +10.)
- **Action Movement Increase 1**
Add 1 to your (personal) Movement score. This power can be selected up to 4 times.
- **Team Vehicle**
Add any Special Vehicle levels you have to those of your teammates’ vehicles.
- **Wilderness Terrain Proficiency**
Operate any off-road vehicles. You have a Special Vehicle that can travel over (or through) a type of wilderness terrain: snow/ice, sand, forests, or swamps. You can change which wilderness type your vehicle is suited for between scenes.

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

- **Primary Ability Upgrade: Aim**
Add +1 to your Aim Ability. This power can be selected up to 4 times.
- **Special Vehicle: Armor Upgrade**
Add +2 to the Toughness and Structure of your vehicle. This power can be selected up to 4 times.
- **Special Vehicle: Size Upgrade**
Your Special Vehicle can support +2 additional passengers comfortably, and +4 passengers for trips less than a few minutes long. This power can be selected up to 4 times.
- **Special Vehicle: Speed Upgrade**
Add 2 to your vehicle's Action Movement score. Add +2 to your Initiative roll total (after the roll) and doubles your Special Vehicle's movement speed for Travel Movement. This power can be selected up to 5 times.
- **Waterborne Vehicle Proficiency**
Operate any waterborne vehicles. You have a Special Vehicle that can travel over water.

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

- **Air-Based Vehicle Proficiency**
Operate and repair all air-based vehicles, including jet-packs, helicopters, air-cars and airplanes. Also, you have a Special Vehicle that can fly.
- **Special Vehicle: Front Mounted Attack**
Your Special Vehicle has a front-mounted weapon that can be used against any target in the vehicle's forward firing arc. Roll Aim + levels in Driving to make an attack.
- **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.

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

- **Military (Ground-based) Vehicle Proficiency**
Operate and repair all ground-based military vehicles.
- **Special Vehicle: Stealth Upgrade**
Add +1 to the Stealth of your Special Vehicle. This power can be selected 4 times.
- **Submersible Vehicle Proficiency**
Operate and repair all submersible vehicles. Also, you have a Special Vehicle that is capable of travelling underwater.

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

- **Interstellar Vehicle Proficiency (human)**
Operate and repair all human-made spacecraft. Also, you have a Special Vehicle that is capable of space-flight.
- **Special Vehicle: Turret Mounted Attack**
Your Special Vehicle has a turret-mounted weapon(s). An attack roll is Aim + your levels in Driver. If a passenger is manning this weapon, use the passenger's Aim Ability, otherwise, use the vehicle's. The turret attack is in addition to any front-mounted weaponry. This can be taken 4 times, with each one being another turret and attack.
- **Action Movement Increase 2**
Add 2 to your Movement Speed. This power can be selected up to 4 times.

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

- **Excellent Driver 2**
Add +2 dice to any driving roll. This power can be selected 3 times.
- **Special Vehicle: 1st level Power**
(Meta-power) Your Special Vehicle can be outfitted with a non-Meta 1st level power from any Power Set. If this is an attack power, it can be added to the dice of any one attack the vehicle can already make, OR be an additional attack. If this is the 1st attack power for the vehicle, it is a front-mounted attack. This power can be selected 4 times.
- **Special Vehicle: Targeting Upgrade**
Adds +1 Dice to any attack from Special Vehicle weapons.

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

- **Special Vehicle: 2nd level Power**
(Meta-power) Your Special Vehicle can be outfitted with a non-Meta 2nd level power from any Power Set. This power can be selected 4 times.

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

- **Special Vehicle: 3rd level Power**
(Meta-power) Your Special Vehicle can be outfitted with a non-Meta 3rd level power from any Power Set. This power can be selected 3 times.

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

- **Excellent Driver 3**
Add +3 dice to any driving roll. This power can be selected 2 times.
- **Special Vehicle: 4th level Power**
(Meta-power) Your Special Vehicle can be outfitted with a non-Meta 4th level power from any Power Set. This power can be selected 2 times.

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

- **Special Vehicle: 5th level Power**
(Meta-power) Your Special Vehicle can be outfitted with a non-Meta 5th level power from any Power Set.