

Super Hero Power - Spy & Detective

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(Spies) There are a number of super-hero spies scattered through comic-book lore (The Black Widow may be the most famous now, due to the Marvel Movies), but the real tradition probably goes back to the pulp novels of the 20's and 30's. Spies have always been able to perform feats that 'normal' people would never be able to. Other games might consider these 'skills', but The Hero Instant doesn't make that distinction.

(Detective) Detectives are some of the oldest types of super-heroes: DC's Bat-Man may be the most famous, but there are many others: The Question, Daredevil, Moon Knight and Roachmill. Even the agents of the BPRD, Hellblazer and the Dead Boy Detectives are examples, although they focus on super-natural elements, which is also an option here.

Spy & Detective Powers Basic Ability Improvements

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

Perception: +1

Stealth: +1

Spy / Detective Powers

Level 1 (chose one of these)

- **Hand-Gun**
You carry a gun that grants a ranged attack at +3 dice to your aim. You can take this power up to 4 times, each is an additional gun hidden on your body somewhere. Guns are objects that can be taken away. This ability also grants you the ability to use any other hand-gun you come across, but only at the normal +2 Aim.
- **Organization Contacts**
+3 to Influence and Perception rolls when dealing with your Spy Organization.
- **Police Contacts**
+3 to Influence and Perception rolls when dealing with the Police.
- **Primary Ability Upgrade: Stealth**
Add +1 to your Stealth Ability. This can be selected up to 4 times.

- **Topic of Expertise**
You gain +2 dice to your perception rolls to know about, or find out about anything within a specified area-of-knowledge, or 'topic'. A topic might be a geographical area, like a city or a neighborhood, or it might be something like 'high-society' or 'smuggling routes'. Define your topic when you select this power. This power can be selected up to 4 times, each time either adding dice to a prior topic, or adding another topic of expertise.
- **Underworld Contacts**
+3 to Influence and Perception rolls when dealing with Underworld figures.

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

- **Action Movement Increase 1**
Add +1 to your Movement score. This power can be selected up to 4 times.
- **Disguise**
You can disguise yourself as another human being. +2 dice to Stealth when disguising yourself as a *type* of person (a'la 'guard' or 'begger'), or +1 when disguising yourself as a specific person. This power can be taken up to 3 times.
- **Excellent Driver**
Add +1 dice to any driving roll. This can be taken 5 times.
- **Firearms Specialist**
You are a master of firearms. Add +2 dice to any ranged combat roll using a normal (non-super-powered) firearm. You can select this power up to 3 times.
- **Martial Arts Specialist**
You are a master of Martial Arts. Add +2 dice to any hand-to-hand (weaponless) combat roll. You can select this power up to 3 times.
- **Primary Ability Upgrade: Perception**
Add +1 to your Perception Ability. This can be selected up to 4 times.

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

- **Crime-Scene Analysis**
+3 dice to Perception rolls to find clues at the scene of a crime.
- **Heroic Tackle**
As a Twitch Action, you can save someone else from a ranged attack. The target of your tackle must be the target of a ranged attack, and you must be close enough to move to the target. The attack leaves both you and the target on the ground, but the ranged attack automatically misses.
- **Lock-Picking**
+3 dice to any Perception or Stealth roll dealing with locks.
- **Primary Ability Upgrade: Self-Control**
Add +1 to your Self-Control Ability. This can be selected up to 4 times.
- **Safe House**
You have a secret place to hole up that is fully supplied with basics (food, clothing, ammo, etc.) to get you going again. Add 2 dice to any Stealth rolls to enter / leave the Safe house.

- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This can be taken 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)

- **Back-Up: (Friends)**
You can have arranged for a small squad of four normal allies (friends, thugs, police or other spies) to arrive on the scene at the best possible moment for you. Normal allies have 2's in all stats, but have some equipment, like +2 dice handguns, melee weapons or body armor. They can assist in a fight, crowd-control, clean-up, or offer you way to escape (evac) the scene.
- **Getting the Truth**
You are more effective at questioning people. Gain +3 to Perception to determine if someone is telling the truth. Gain +3 on any Influence rolls when you are the main questioner.
- **Hacking**
+3 dice to any Stealth or Perception rolls to deal with computers.
- **Liquid Health**
You can spend a Doom Point and a Prep Action to swig an alcoholic beverage to remove ALL stun you may have accumulated. You gain the Doom Trait "Alcoholic" when you select this Power.
- **Planted 'Bug'**
With successful Perception and Stealth rolls, you can eavesdrop on conversations held in rooms you could have planted a bug in previously. (The Stealth roll was to hide the bug, the Perception roll is to hear the conversation.)
- **Professional Search**
You know the best places to hide things, and go there first. Gain +3 dice to your first Perception roll to search a location for a specific item.

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

- **Double-Tap**
If you hit with a ranged attack, your next action may be a Twitch action to hit the same target with the same weapon.
- **Quick Dodge**
If you use a Super Dodge to avoid an attack, that action takes 1 Time Unit less time. It is normally a Twitch Action.



- **Single Use Tech 4**
(Meta Power) You have technological spy gear ‘components’ that you carry with you. These components be swapped out between adventures. You may select this power up to 4 times. Each time you select this power, you gain a single use of a non-Meta power selected with GM’s approval from any other list, level 4 or lower.
- **Two-Gun**
You have a second *Hand Gun* and can use it in your off-hand equally well. You may make two attacks with your *Hand Guns* in the same amount of time it would have taken to make one. If you choose to shoot at different targets, you must split your Aim dice between them.
- **Set-Up Punch**
+1 to your Aim for hand-to-hand attacks. You may choose to use any hand-to-hand attack as a set-up for your next attack against the same opponent. If you do, success on this roll gives you +2 dice on the next roll. For each additional success (beating the target by 10, 20, etc.), you gain +1 dice on the next roll.
- **Stealth Take-Down**
You can take someone out without making a sound. Roll your Stealth as you move to your target. For each additional success (beating the target by 10, 20, etc.) on your Stealth roll, you gain +2 dice on your hand-to-hand attack against that target.

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

- **Action Movement Increase 2**
Add +2 to your Movement score. This power can be selected up to 4 times.
- **The Black File**
You have been filing away information about your targets for some time. You can reveal this information once per game session to gain a +5 on a single Perception roll to know or notice something relating to your target or situation. You may select this power up to 5 times, each time giving you one more use of this power per game session.
- **Planted Camera**
With successful Perception and Stealth rolls, you can see into rooms you could have planted secret camera in previously. (The Stealth roll was to hide the camera, the Perception roll is to see what is going on.)
- **Secret Spy Codes**
You can communicate with other spies in a code that normal people would not sense as meaningful at all. It requires a Stealth roll on the part of the sender and a Perception roll on the part of the receiver of the information. The information can be left for other spies to find at a later time, or something they might ‘hear’ and decipher in the moment.

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

- **Single Use Tech 6**
(Meta Power) You have technological spy gear ‘components’ that you carry with you. These components be swapped out between adventures. You may select this power up to 3 times. Each time you select this power, you gain a single use of a non-Meta power selected with GM’s approval from any other list, level 6 or lower.

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

- **Back-Up: (The Cavalry)**
You can have arranged for a force of your allies (thugs, police or other spies) to arrive on the scene at the best possible moment for you. Normal allies have 2’s in all stats, but have +2 dice handguns, melee weapons or body armor. They can assist in a fight, crowd-control, clean-up, or offer you way to escape (evac) the scene. Calling on this NPC force too frequently can be damaging to your relationship with them, and cause you to give the GM Doom Tokens.

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

- **Single Use Tech 8**
(Meta Power) You have technological spy gear ‘components’ that you carry with you. These components be swapped out between adventures. You may select this power up to 2 times. Each time you select this power, you gain a single use of a non-Meta power selected with GM’s approval from any other list, level 8 or lower.

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

- **Action Movement Increase 3**
Add +3 to your Movement score. This power can be selected up to 4 times.
- **Back-Up: (Superhuman)**
You can have arranged for a superhuman ally to arrive on the scene at the best possible moment for you. Build this ally as another superhero character with 10 levels of powers when you select this power. This hero can assist in a fight, crowd-control, clean-up, or offer you way to escape (evac) the scene. Calling on this Superhuman character too frequently can be damaging to your relationship, and cause you to give the GM Doom Tokens.