

Superhero Name Night Sky

Player Name _____

Normal Identity _____

Hero Traits

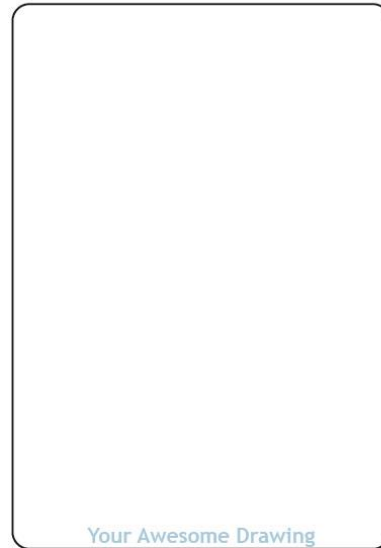
Protective of children Hero Pts.

Romantic

Drama Traits

Feels like an outsider

Has a rival



Perception

Stealth

Aim

Dodge

Strength

Toughness

Initiative

Influence

Self-Control

Movement

Total Powers

Power Set #1 Darkness Powers

Power Set #2 Flight Powers

Level 1 Create Darkness

Basic Flight

Level 2 Blind 'Sight'

Escape to the Sky

Level 3 Devour Light

Tactical Speed Increase 2

Level 4 Force: Create Advantage

Level 5 Darkness Multi-attack

Level 6 Through a Dark Dimension

Level 7 The Long Night

Level 8 _____

Level 9 _____

Level 10 _____



Night Sky

Darkness Powers & Rules

Some of the powers below make reference to the level of light. This game divides the intensity of light into these seven levels, from Pure Light to No Light:

- 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.

- **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.
- **Darkness: Multi-Attack**
You may select 1 additional target with each attack action using your Darkness Powers.
- **Devour Light**
When you use *Create Darkness*, the light reduced empowers your next Darkness powered action. Your target is 15 to get +1 die on your *next* Darkness action. Additional successes (at difficulty 25, 35, etc.) give you additional dice.
- **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.

- **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.

- **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.

Flight Powers & Rules

Vertical Movement - Each space UP costs 1 Movement in addition to any horizontal movement. Gravity gives you up to 12 spaces DOWN for free.

Falling - Earth gravity causes things to fall at a rate of 1 space in the first TU, then 2 spaces for the second TU, then 3 spaces for each TU after that. **Falling damage** is 1 die for each space fallen, up to a maximum of 6 dice.

- **Basic Flight**

Fly through the air at your normal Movement Rate.

- **Escape to the Sky**

When using your Flight to Super Dodge directly upward, you may reduce the time required by 1 TU. You must move half of your Movement straight up, so long as there is enough space.

- **Tactical Speed Increase 2**

Add 2 to your Movement score. This can be selected up to 4 times.