



Superhero Name Subtlety

Player Name \_\_\_\_\_

Normal Identity \_\_\_\_\_

**Hero Traits**

Drive: Be better than dad  Hero Pts.

Enthusiastic

\_\_\_\_\_

**Drama Traits**

Human in an alien suit

Impatient

\_\_\_\_\_



Perception

Stealth

Aim

Dodge

Strength

Toughness

Initiative

Influence

Self-Control

Movement

Total Powers

Power Set #1 Armor # of Powers

Power Set #2 Flight # of Powers

Level 1 Improved Armor: Magnetic

Basic Flight

Level 2 Heavy Armor

\_\_\_\_\_

Level 3 Improved Armor: Electric

\_\_\_\_\_

Level 4 Def. Unl.: Ramming Horn

\_\_\_\_\_

Level 5 Self-Repairing Armor

\_\_\_\_\_

Level 6 Distributed Components

Level 7 Quick Change 3

Level 8 Def. Unl.: Ground-Pound (Fl)

Level 9 Def. Unl.: T-Rex Size

Level 10 \_\_\_\_\_





## ***Subtlety***

### **Armor Powers & Rules**

Unless other immunities are chosen as powers below, the Toughness dice from Armor protects against only Force (including physical attacks), Cold / Ice, Heat / Fire and Cosmic energies. Those are the most common forms of damage.

The natural disadvantage is to movement speed and initiative: you tend to lumber around, and it takes a bit of time to get yourself suited up.

If you are somehow caught without your armor, or you choose not to wear it, you get none of the advantages or disadvantages.

Any power that you take through the 'Armor' set, even if it is from another power set as well (through the Armor's meta powers) is considered a 'component' of your armor. Your Armor is a suit of component parts. If you like, you can define your armor as only cover a part of your body, like your legs, or chest, or just your head (a magic helmet). This changes nothing in regards to game mechanics. Keep it simple.

### **Donning / Removing Armor**

It takes a Move action to put on or take off each component piece of your armor. This is reflected by the -1 Initiative above at the beginning of each scene. The powers of a component cannot normally be used unless the armor is being worn.

### **Damaging / Destroying Armor**

While your armor cannot be used by someone else, it can be damaged.

- Anytime you would take a Stun token, you can instead 'destroy' one component of your armor.
- Similarly, you can sacrifice and destroy a component of your armor to gain +1 additional dice of Toughness for a single roll.
- There may be attacks that target armor specifically.

While a component is destroyed, the power chosen at that level cannot be used. However, that level continues to grant the basic +1 Toughness described above.

### **Repairing Armor**

Destroyed components must be repaired before they can be used again. Any character with any levels of Armor is assumed to have a 'home' lab in which the armor can be repaired (by the hero or someone else).

Repairing a component normally requires the hero to be in an Armor Lab (their own or someone else's), not wearing the component, and a 'Repair' action. Repair Actions are 10 Time Units long. At the end, a roll is required: Perception + Levels in Armor Vs a standard difficulty. If successful, the component is repaired.

- **Improved Armor**  
Add +1 Toughness. Additionally, choose one energy type that your armor protects you against: Magnetism, Light, Sonic, or Electricity. This can be taken up to 3 times.



- **Heavy Armor**  
This component grants an additional +3 Toughness and +2 Strength, but also give -2 Dodge and -2 Stealth. You are also slightly slower: add +1 Time Unit to every physical action you take that is not a simple Move action.
- **(Meta) Defined Power, Unlimited Uses: Basic Flight**  
Fly through the air at your normal Movement Rate.
- **Self-Repairing Armor**  
An armor component can make a Repair action itself while you take a Rest action, so long as it is still connected to a non-destroyed piece of armor. The Armor does not get your Perception dice for this roll if you also have Armor Repair Tools.
- **Distributed Components**  
All components of your armor have all the powers of the rest of the components. Having a component destroyed does not prevent you from using that power.
- **(Meta) Defined Power, Unlimited Uses: Ramming Horn**  
You have a horn that allows you to add your Toughness to your Strength for a ramming attack. Ramming attacks require a Full Action (Move + Attack).
- **(Meta) Defined Power, Unlimited Uses: Base Size Increase 1: T-Rex**  
Your 'normal' size is about the size (including weight) of an adult T-Rex - approximately 10 meters tall. This grants you a +1 to your Strength and Toughness, +2 to your Movement, and a -1 to your Stealth and Dodge. Additionally, all physical actions except Move Actions take +1 Time Unit to complete. In tactical situations, your 'footprint' is 5 spaces large, and you can physically reach targets 2 spaces away.
- **Quick Change 3**  
+1 Initiative, can suit-up as a Thought Action (3 Time Units). If you have Quick Change 1 or 2, you may choose other components to replace them.
- **(Meta) Defined Power, Unlimited Uses: Ground Pound**  
Create a shockwave with force equal to your Strength + spaces moved in a full circle around you. The force is reduced by 1 die each space away from the center. If the shockwave exceeds the Strength of anyone caught inside, they are moved away 1 space +1 more space for every 10 the shockwave exceeded the defense.

### Flight Powers & Rules

The easiest way to represent upward movement on the game-map is to first count how many 'spaces' up that you want to move, and then see how much movement you have left after that for horizontal movement. Gravity can add 12 spaces of "free" downward movement to your total distance. If you want to fly down faster, you need to add your own Movement to the 12 spaces you get for free.

Falling damage is a d10 Vs your toughness for each space that you fall, up to a maximum of 15d10. The distance you will fall in a single Time Unit (in case someone tries to catch you, or you are able to wake up before you hit the ground) is 1 space in the first TU, then 2 spaces for the second TU, then 3 spaces for each TU after that.

- **Basic Flight**  
Fly through the air at your normal Movement Rate.