

## Super Hero Power – Surfer

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The ‘surfer’ power requires a little explanation. A surfer is any hero who moves by standing on something that can move around. He might have a cosmic surfboard or a goblin-shaped jet-vehicle, or he might create an ice-slide in mid-air. Generally speaking, surfing is most akin to flying - you ‘surf’ through the sky.

The real test to see if your movement power is ‘Surfing’ is the answer to these two questions: ‘Do you need to stand on something?’, and ‘can you be knocked off of it?’ Comic-book examples are Silver Surfer, Green Goblin, Orion, and Iceman.

For the sake of this power set, the term ‘surfboard’ is used generically for whatever conveyance the hero uses, so long as he or she stands on it as it moves. Like a *Segue!*

### **Surfer Basic Ability Improvements**

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

**Perception: +1**

**Initiative: +1**

**Self-Control: +1**

**Movement: +2**

### **Surfing Rules**

A Hero’s surfboard (or surfboard equivalent) is an extension of the Hero. Normally, your Hero has a permanent surfboard and uses your Hero’s Ability scores, when needed. It can be targeted separately and takes damage as Structure, each point of damage making it move 1 space slower. Damage can be repaired with a Recovery Action as if it was Stun.

It is difficult for someone else to use your surfboard besides you. In order to use another character’s surfboard, you need at least 1 level in Surfer AND make an Influence roll with a difficulty of 10x the level of the surfboard’s power you are attempting to use. The Silver Surfer could not inherently use the Green Goblin’s Goblin Glider just because they are both ‘Surfers’.

Your Hero’s basic ‘surfboard’ can travel over land and water at your normal Movement rate, as if you were on-foot. It can hold as much weight as the hero can and is about the same size as the hero (1 space), and so can hold one passenger so long as that passenger shares the space with the Hero. The Hero (and any passengers) on the conveyance when the vehicle is attacked can be knocked off. An un-piloted ‘board generally coasts to a stop after a few seconds of deceleration.

**Non-Tactical or ‘Travel Speed’ Movement** - There are powers in this set that allow you to move faster and / or improve your initiative rating. However, there is a real limit to how effective you will be if you are moving much faster than your allies or opponents. The arbitrary limit to effective ‘action’ speed is 20 spaces / Move Action. Any speed above that is considered ‘Travel’ speed.

Travel speed is rarely used in an encounter. It is used instead to determine how quickly the character can get from one place to another while other characters are engaged in an encounter. For example, while the rest of the team fights, your character must get a wounded civilian to the nearest hospital, one mile away; how long does that take? Multiply your Movement score by 2.5 to get your speed in MPH, roughly.

Some encounters may take place completely in the air and at-speed. The best way to handle this is to set all other speeds relative to the slowest element of the scene. For example, if you’re trying to save a passenger jet full of people, set the relative speed of the scene to that of the jet. If the heroes can fly that speed (even as travel speed) they may move their ‘tactical speed’ - up to 20 spaces - relative to the plane. If they are racing the plane to the nearest airfield, then their non-tactical movement applies.

**Your path and Obstacles** - During an action scene Move action, you specify the complete route you intend to take at the beginning. If you are using a Full Action, you must also describe the action(s) you want to take at any place along your movement path.

In the event that something happens that changes what you want to do, or where you want to run, you may use a Twitch Action to abort your original course. If an obstacle appears in your path, and there is not enough time for a Twitch action to change course, you will collide with the object: treat as an attack with a difficulty = 5x the number of spaces moved, then apply half of that to you and half to the obstacle. If the obstruction is moved or broken from the damage, you can continue to move your full distance, otherwise, the obstacle stops you.

**Effects of Very High Speeds** - Your speed never creates any heat friction for you or anything you carry. You will create a **sonic boom** if your speed is higher than 300 spaces in a move action. You can achieve these (non-tactical) speeds by taking *Tactical Speed Increase 2, 3 and 4*. Treat Sonic Booms as 8 dice sonic attacks that affect everything out to 20 spaces.

**Falling** - Finally, the only downside to flight is that if you are knocked unconscious, you will fall. Falling Speed - 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 (force) for each space fallen, up to a maximum of 6 dice.

## **Surfing Powers**

### **Level 1 (chose one of these)**

- **Created Surfboard**  
As a Targeted Action, you can create your 'surfboard' out of thin air when you need it. It has a Toughness of 1 and 1 Structure (it is destroyed if it takes any damage at all.) This replaces your personal, permanent 'surfboard'.
- **Flying Surfboard**  
Your surfboard can hover and fly. It moves at your Movement rate. A note about Vertical Movement: Each space UP costs 1 Movement in addition to any horizontal movement. Gravity gives you up to 12 spaces DOWN for free.
- **Primary Ability Upgrade: Perception**  
Add +1 to your Perception Ability. This power can be selected up to 4 times.
- **Primary Ability Upgrade: Self-Control**  
Add +1 to your Self-Control Ability. This power can be selected up to 4 times.
- **Tactical Speed Increase 2**  
Add 2 to your Movement Speed. You make select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x2.

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

- **Bigger Surfboard**  
Your surfboard is 1 space bigger and can support +1 additional passengers comfortably, and +2 passengers for trips less than a few minutes long. Note: if you're Hero is larger than 1 space, the base size of the surfboard is the sized up to fit your hero. This power still only adds 1 space to the surfboard. You can select this power up to 5 times.
- **Primary Ability Upgrade: Initiative**  
Add +1 to your Initiative Ability. This can be taken up to 4 times.
- **Ramming Surfboard Attack**  
With a Full Round Action (move + targeted attack), you can make a ramming attack with Aim +3 dice, so long as the surfboard has moved at least 3 spaces. If you are not on the surfboard, the surfboard suffers  $\frac{1}{2}$  of the damage rolled.
- **Self-Repairing Surfboard**  
Your surfboard can take Recovery Actions anytime you are not using it for anything else. You must leave it idle AND it must not take any more damage for the amount of time the recovery takes.
- **Tough Surfboard**  
Improves your surfboard's Toughness by +2, Your Hero gains +2 Toughness while on the surfboard. This Power can be selected up to 3 times.

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

- **Power Boost**  
(Meta-Power) You can add 1 die to any other single power (even from another Power Set) while riding on the surfboard (choose the power to boost when selecting this power). You may select this power up to 7 times, but no single power can be boosted more than 4 times.
- **Programmable Surfboard**  
With a Perception Action, you can pre-program your surfboard to take action without you. Your programmed action can take no longer than the number of Time Units you can roll with your Self-Control dice. (Your surfboard is a part of you!)
- **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.
- **Surfboard Powers 1**  
(Meta-Power) Your surfboard has a 1st Level Power from any other power set you do not possess. This Power counts as both Surfing powers and whatever type they would normally. For example, Flame Blast from the Fire Powers set would count as both 'Surfing' and 'Fire'. You can only use these powers while on your surfboard.

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

- **Create Surfboard - Ranged**  
You can create a surfboard from thin air that has 1 Toughness and 1 Structure anywhere you can sense within a number of spaces = your Aim Ability.
- **Grant Surfboard Control**  
You can allow another character to take control of your surfboard. That character can now control the surfboard as if he or she has 1 level of Surfing, but must still roll Influence to use any of the surfboard's powers.
- **Sensing Surfboard**  
You know where your surfboard is (direction and distance) AND can use your senses through it as if you were standing at the surfboard's position.
- **Tactical Speed Increase 3**  
Add 3 to your Movement Speed. You may select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x3. (If you have Tactical Speed Increase 2, your travel distance speed would be your base Movement score x6. That is, Movementx2x3)

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

- **Grant Cosmic Aura**  
With a touch, you can grant an ally an aura of cosmic energy that gives that ally +3 to all rolls. The Aura lasts 10 Time Units.
- **Remote Controlled Surfboard**  
You can control your surfboard by thought, even when you are not riding it. You must be able to see it, or have the *Sensing Surfboard* power, otherwise you would be controlling it blindly.
- **Surfboard Powers 2**  
(Meta-Power) Your surfboard has 2 levels of Powers from any other power set you do not possess. These levels can be added to any Power Set you have already chosen with Surfboard Power 1, or can be in a new Power Set entirely. The Power(s) selected can only be used while your hero is on the surfboard. *Surfboard Powers 2* can be repeated at any level that it is offered.

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

- **Multiple Surfboards**  
You can have and be in control of more than one surfboard at a time. You would need a power to control the surfboards you are not riding. You can have (or simultaneously create) a number of surfboards up to your Influence score.
- **Space-Faring**  
Your Movement and Powers can be used in the vacuum of space. Also, you can survive in space. Finally, you can travel to distant stars as non-tactical (Travel Distance) Movement.
- **Subconscious Control**  
It takes no time to control the actions of your surfboard, and the surfboard can act even while your hero recovering. The surfboard's actions still require time.

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

- **Surfboard Powers 2**  
(Meta-Power) Your surfboard has 2 levels of Powers from any other power set you do not possess. These levels can be added to any Power Set you have already chosen with *Surfboard Power 1* or *2*, or can be in a new Power Set entirely. The Power(s) selected can only be used while your hero is on the surfboard. *Surfboard Powers 2* can be repeated at any level that it is offered.
- **Unconscious Control**  
Your surfboard will continue to act in your best interests (your input with the GM's adjudication) even after your hero is unconscious. Effectively, the surfboard is an autonomous part of you.

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

- **Surfboard Recovery**  
You gain a free Recovery roll for every 10 Time Units you stay on your surfboard. You may still act as normal, but if you are ever separated from your surfboard, the healing process stops, and you won't get another free Recovery until you have been back on your surfboard for another 10 Time Units.
- **Tactical Speed Increase 4**  
Add 4 to your Movement Speed. You may select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x4. (If you have Tactical Speed Increase 2 and 3, your travel distance speed would be your base Movement  $\times 24 = 2 \times 3 \times 4$ )

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

- **Controlled Sonic Boom**  
You can control the sonic boom created by your Movement to either negate the effect completely or channel it into a line. If you use this as an attack, it is the only attack you can make while travelling at non-tactical speeds.
- **Surfboard Powers 2**  
(Meta-Power) Your surfboard has 2 levels of Powers from any other power set you do not possess. These levels can be added to any Power Set you have already chosen with *Surfboard Power 1* or 2, or can be in a new Power Set entirely. The Power(s) selected can only be used while your hero is on the surfboard. *Surfboard Powers 2* can be repeated at any level that it is offered.

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

- **Avatar of Cosmic Power**  
You and your surfboard are embodiments of Cosmic Power, while together, you can: sense the health of nearby stars with a Perception Action; with a Twitch Action you can explode with cosmic energy (Influence +10 dice to adjacent spaces; 1 less die for each space away from you.); with a Thought Action you can create an aura around you to a range = to your Self-Control inside of which your allies add +3 to all rolls and which lasts for 10 Time Units.
- **Tactical Speed Increase 5**  
Add 5 to your Movement Speed. You may select this power up to 4 times. Selecting this power at least once increases your non-tactical ('travel distance') by x5. (If you have Tactical Speed Increase 2,3 and 4, your travel distance speed would be your base Movement  $\times 120$ ; that is = Move  $\times 2 \times 3 \times 4 \times 5$ )