

Super Hero Power – Speedster

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A ‘Speedster’ is any super powered character that gets around by running very fast. There are plenty of examples of this in comics, from any of the Flash family to Quicksilver, and many others. However, having a few levels of Runner can be useful for other character concepts, too.

Runner Basic Ability Improvements

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

Aim: -1	Dodge: +2
Strength: -1	Self Control: -1
Initiative: +2	Movement: +2

Running Rules

Runners move across the solid surface of the ground at their normal (but faster than the average) movement rate. You can carry with you what you could lift at -1 Strength. (see Strength chart) Any additional weight reduces your top speed by half.

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 limit to effective Movement in tactical situations 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 Travel 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 (including their ‘travel’ speed) they may move their normal Movement - up to 20 spaces - relative to the plane. If they are racing the plane to the nearest airfield, then their travel 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* and having a Movement of at least 13; $13 \times 2 \times 3 \times 4 = 13 \times 24 = 312!$ Treat a sonic booms as an 8 dice sonic attack that affects everything out to 20 spaces.

Combat at Speed

Some scenes may take place at-speed; perhaps your character is chasing a car, or maybe you've matched up to a super-fast super villain. 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 chase and jump onto a runaway bus, set the relative speed of the scene to that of the bus. If the heroes have a travel speed at least twice as fast as the bus, they may move their action speed relative to the bus: they can run ahead of it, race around it, etc.

Running Powers

Tier 1 (chose one of these)

- **Primary Ability Upgrade: Dodge**
Add +1 to your Dodge Ability. This can be taken up to 4 times.
- **Reduced Twitch Action Time**
Reduces the time it takes you to perform a Twitch Actions by 1 Time Unit. You may take this power twice.
- **Tactical Speed Increase 3**
Add 3 to your Movement Speed. You make select this power up to 2 times. Your effective Movement score can never be higher than 20. If you have a lower level of *Tactical Speed Increase*, you may replace it with another power.

Tier 2 (chose one of these or from a lower Tier)

- **Generate Wind**
Fill a number of spaces equal to your Movement with a directional wind that can affect objects weighing up to 10 lbs/space. You may take this up to 5 times, each time doubling the size / weight of objects affected.
- **Reduce Full Action Time**
Reduce the time it takes you to perform a Full Action by 1 Time Unit. Take this up to 5 times.
- **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.
- **Speed Enhanced Melee**
In a Full Action, you may add +3 dice to your hand-to-hand attack, so long as your Movement score is at least 6. This power can be selected a 2nd and 3rd time, but your Movement must be at least 12 and 18 respectively to get the additional benefits.
- **Travel Speed Increase x2**
You can move 5 times faster when not in tactical situations. Set your Travel Movement speed to x2 your combat speed. You can only use this when you are not interacting with any target that is not also moving very quickly in the same direction. For example, you may use this to interact with a speeding vehicle.

Tier 3 (chose one of these or from a lower Tier)

- **Fast Hands**
You can make a single Twitch or Targeted action so quickly that people can't see it happen. Add your levels in Speedster to your Stealth for this action (it still requires the Action time.)
- **Speedy Recovery**
Your Recovery / Rest Actions take one less Time Unit. You can take this up to 5 times.
- **Tactical Speed Increase 4**
Add 4 to your Movement Speed. You may select this power up to 2 times. Your effective Movement score can never be higher than 20. If you have a lower level of *Tactical Speed Increase*, you may replace it with another power.
- **Water-Strider**
So long as you keep moving, you can run across water.

Tier 4 (chose one of these or from a lower Tier)

- **Create Twister**
Prereq: Generate Wind. Use your Generate Wind power to create a small tornado either as a Targeted or a Move action. You can double the size of the effect by repeating the action. Twisters start as 1 space (radius) effects with an effective Strength of 2.
- **Multiple Actions**
For each level in Speedster, you character may take an additional Twitch or Targeted action in the same amount of time that one of these actions would normally take. Receive a Stun Token for each action above the first action that you make.
- **Travel Speed Increase x3**
You can move 5 times faster when not in tactical situations. This multiplier stacks with lower levels of *Travel Speed Increase* powers. For example, if you also have *Travel Speed Increase x2*, your Travel Speed will be your Movement $x2x3 = x6$; if not, your Travel Speed will be your Movement $x3$. You can only use this when you are not interacting with any target that is not also moving very quickly in the same direction.

Tier 5 (chose one of these or from a lower Tier)

- **Tactical Speed Increase 5**
Add 5 to your Movement Speed. You make select this power up to 2 times. Your effective Movement score can never be higher than 20. If you have a lower level of *Tactical Speed Increase*, you may replace it with another power.
- **Vertical Run**
Run your Movement rate up, down or along vertical surfaces. You must have moved an equal amount on a normal surface immediately before taking a step on the vertical surface.
- **Vibration Blur 2**
Add +2 dice to your Toughness Vs any physical attacks that you could allow to pass through you. Add +2 dice to your Stealth for purposes of hiding your identity.

Tier 6 (chose one of these or from a lower Tier)

- **Catch Bullets**
You may catch a bullet (or other projectile) as a Twitch action. Roll Aim + Toughness Vs. the attack. You may take this 5 times: each additional level allows you to catch another bullet as part of the same action.
- **Travel Speed Increase x4**
You can move 5 times faster when not in tactical situations. This multiplier stacks with lower levels of *Travel Speed Increase* powers. For example, if you also have *Travel Speed Increase x2*, your Travel Speed will be your Movement $x2x4 = x8$; if not, your Travel Speed will be your Movement $x4$. Travel Movement Speeds of 300 or better trigger a Sonic Boom (see rules above).

Tier 7 (chose one of these or from a lower Tier)

- **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.
- **Tactical Speed Increase 7**
Add 7 to your Movement Speed. You may select this power up to 2 times. Your effective Movement score can never be higher than 20. If you have a lower level of *Tactical Speed Increase*, you may replace it with another power.

Tier 8 (chose one of these or from a lower Tier)

- **Speed Enhanced Perception**
Your senses are sped up enough to not be fooled by other Speed- or Vibration-related powers that might trick them. You gain +4 to your Perception and Aim when your senses or actions would be otherwise affected by Speed- or Vibration-based powers.
- **Travel Speed Increase x5**
You can move 5 times faster when not in tactical situations. This multiplier stacks with lower levels of *Travel Speed Increase* powers. For example, if you also have *Travel Speed Increase x2*, your Travel Speed will be your Movement $x2 \times 5 = x10$; if not, your Travel Speed will be your Movement $\times 5$. Travel Movement Speeds of 300 or better trigger a Sonic Boom (see rules above).

Tier 9 (chose one of these or from a lower Tier)

- **Tactical Speed Increase 8**
Add 8 to your Movement Speed. Your effective Movement score can never be higher than 20. If you have a lower level of *Tactical Speed Increase*, you may replace it with another power.
- **Vibration Blur 2**
You are slightly out-of-phase with the rest of the physical world. Add +4 dice to your Toughness Vs any physical attacks that you could allow to pass through you. Add +4 dice to your Stealth.

Tier 10 (chose one of these or from a lower Tier)

- **Tactical Speed Increase 15**
Add 15 to your Movement. Your effective Movement score can never be higher than 20. If you have a lower level of *Tactical Speed Increase*, you may replace it with another power.
- **Travel Speed Increase x6**
You can move 6 times faster when not in tactical situations. This multiplier stacks with lower levels of *Travel Speed Increase* powers. For example, if you also have *Travel Speed Increase x2*, your Travel Speed will be your Movement $x2 \times 6 = x12$; if not, your Travel Speed will be your Movement $x6$. Travel Movement Speeds of 300 or better trigger a Sonic Boom (see rules above).
- **Speedster-Time**
As a Full Action, roll 10 dice. The total rolled is the number of Time Units' worth of actions you may take. Note: this is the only power that can reduce the time that a Move Action takes. During this action, other characters cannot react to your character's actions unless they have *Speed Enhanced Perception*.