

Super Hero Power - Monster

Updated 2016-08-30

Monster heroes are typically, big, strong and scary, having some very obvious physical feature that sets them apart from 'normal' humans: scaly skin, fur, teeth or horns.

A specific power in this set allows the Monster hero to pass for human, but otherwise, he or she is always a monster and it is obvious. Frequently, they have self-control issues and can fly into a rage or a bloodlust.

Monster Basic Ability Improvements

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

Strength: +1

Toughness: +1

Self Control: -1

Monster Powers

This Power set uses the idea of Base Size. Some powers in this set allow you to have a different Base Size than a normal super hero (Size 0). You can only be one size at a time, but can change size as part of a Move Action. That is, you cannot be BOTH T-Rex sized AND Titan-sized, but you could (as part of a Move action) grow from T-Rex sized to Titan size if you had both of those powers.

Tier 1 (chose one of these)

- **Intimidating Appearance**
Add 1 die to your Influence rolls involving causing fear, but subtract one for any rolls to reduce fear. This power can be selected up to 3 times for additional effect or other senses.
- **Primary Ability Upgrade: Strength**
Improve your Strength Ability by +1. This power can be selected up to 4 times.
- **Primary Ability Upgrade: Toughness**
Improve your Toughness Ability by +1. This power can be selected up to 4 times.
- **Self-Transformation**
With a Self-Control roll, you can switch between your human form and your non-human form. This can be included for free as part of a Move action.

- **Larger Size**
You are about 50% larger than normal. You gain +/-2 added to the total of all rolls in which your size and weight would logically have an effect, like Strength or Stealth. In a tactical situation, you gain +1 space of reach, allowing you to touch/attack targets who are not adjacent to you. This power can be selected up to 3 times.

Tier 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.
- **Amphibious**
You move equally well in water as you do on the ground. You do not drown while in water.
- **Claws**
You have claws that provide +1 dice to a single melee attacks or TWO melee attacks against the same target at -1 dice.
- **Quick Recovery**
Recovery actions take one less Time Unit than normal (normal = 10). This power can be selected 5 times.
- **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).
- **Sense of the Beast**
You have a single special sense (of your choice) that can be used to give you +2 dice to your Perception. This requires a Perception Action to perform, and is obvious to those around you (your eyes glow, or you sniff the air, etc). This power may be selected up to 3 times.

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

- **Bite**
May make a hands-free melee attack (Aim + Strength) at +2 Dice. On anything size 0 (normal human) or smaller.
- **Climb**
Move you Movement distance up vertical surfaces without a roll. You may define this as climbing gear, claws or with 'sticky' feet and hands.
- **Jump**
As a Move Action, you may jump a straight line a distance of your Movement rate + Strength score.



- **Terrifying Howl**
You gain +1 die for a terrifying Influence Vs. Self-Control attack against everyone within earshot. (Allies are immune) This power may be selected up to 4 times.
- **Tunnel**
You may travel through normal earth (rock and dirt) at your Movement rate.

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

- **Improved Claws**
Must have *Claws*. Increase *Claw* attacks by +1 Dice. This power can be selected up to 4 times.
- **Improved Climb**
Must have *Climb*. +2 to your Movement rate while climbing. This power may be selected up to 5 times.
- **Improved Jump**
Must have *Jump*. +2 to your Movement AND Initiative scores while jumping. This power may be selected 5 times.
- **Improved Swim**
Must have *Swim*. +2 to your Movement AND Initiative scores while swimming. This power may be selected up to 5 times.
- **Improved Tunnel**
Must have *Tunnel*. +2 to your Movement AND Initiative scores while tunneling. This power may be selected up to 5 times.
- **Tail Smash / Whip**
You have a tail you can swing like a weapon. Make an additional hands-free melee attack with each attack action.
- **Uncontrolled Fury**
Reduce your Self-Control by 1 (but never below 0) and add 1 to Strength AND Toughness. This effect lasts 50 Time Units. This power can be selected up to 5 times, but the any Strength and Toughness gains cannot be larger than the amount of Self-Control lost.

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

- **Bigger Bite**
Add +2 dice to your Bite attacks and +1 to the size of targets you can bite. This power may be selected up to 4 times.
- **Healing Transformation**
When you return to your human form, you must take a Recovery action. At the end of that Recovery, you lose ALL of your stun tokens. *Self-Transformation* is a pre-requisite for this power.
- **Monstrous Intuition**
After successfully attacking a monster, or a monster successfully attacks you at least once, you can make a Perception roll at +2 dice to understand what that Monster's goals or drives are (or were).



- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This power may be selected up to 5 times, but no one Ability can be improved more than 3 times.
- **Tentacles**
You may make a grab attack at range. You may select this power up to 8 times: each instance can either give you +1 range, or +1 additional non-attack targeted action when you take a Full Action or another Targeted action. That is, you can use your tentacle to pick something up, open a door, or some other action that is not an attack WHILE acting otherwise.

Tier 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.
- **Immaculate Digestion (eating things)**
Requires *Bite*. You can eat anything smaller than your size + levels in *Bigger Bite* - 3. You may destroy anything you can eat by making a Toughness roll Vs target's Toughness. This roll is an addition to your successful attack roll.
- **Improved Tentacles**
Add +1 to Strength AND Toughness rolls made while using your tentacles. Your extra Targeted actions can also be attacks. This power may be selected up to 4 times.
- **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, you take 2x2 spaces on the map, and you can physically reach targets 2 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.

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

- **Monstrous Command**
Using your *Terrifying Howl* power, you can command one other (non-allied) monster. You can command them to 'flee', 'stand down' or to redirect their attack against a target of your choice once. If you fail the roll, the monster considers it a challenge and focuses their rage on you. For each additional success on the roll, you may command one additional similar monster.



- **Rage Monster**

You may add dice to any attack equal to the number of Stun Tokens you currently have. The action still takes more time because of the Stun Tokens.

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

- **Doomed Speed**

By giving the GM a Doom token, you may ignore the increased Time Units required by any Stun Token you have for a single Action.

- **Surprise Appearance**

Gain +2 to Stealth when using a Move action. Additionally, after any successful Stealth roll against an opponent, gain +4 dice on your next non-stealth roll against that same opponent.

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

- **Base Size Increase 2: Dai Kaiju**

This power increases your size up to the size of an adult Dai Kaiju. This grants you +4 Movement, +2 Strength, +2 Toughness and allows you to reach targets up to 4 spaces away from you. You take up 25 spaces on the map (configured as you like). Your larger size also gives you -2 Stealth and -2 Dodge. It also increases all of your physical actions (except movement) by 2 Time Units. In tactical situations, you take 4x4 spaces on the map, and you can physically reach targets 4 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.

- **Terrifying Evolution**

By spending a Drama token, you can substitute any Monster power Tier 5 or lower for this Power. The new power can be used an unlimited number of times until the scene ends, at which point the substitution reverses.

Tier 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.

- **Base Size Increase 3: Titan**

Your 'normal' size is about the size (including weight) of a sky-scrapers - approximately 250 meters tall. This grants you a +4 to your Strength and Toughness, +8 to your Movement, and a -4 to your Stealth and Dodge. Additionally, all physical actions except Move Actions take +4 Time Units to complete. In tactical situations, you take 8x8 spaces on the map, and you can physically reach targets 8 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.

- **Unexplainable Evolution**

By spending a Progression token, you can substitute any power Tier 5 or lower from *any* Power Set for this power. The new power can be used an unlimited number of times until the scene ends, at which point the substitution reverses.

Here is a handy **Size Chart** (for larger sizes):

Size Chart

Power	Map Size	Height	Move	Reach	Other Modifiers
Base Size Increase 3: Titan	~ 8x8 spaces	~250m	+8	8	+4 Strength and Toughness; -4 Stealth and Dodge; +4 TU to all physical actions except Move Actions.
Base Size Increase 2: Dai Kaiju	~ 4x4 spaces	~50m	+4	4	+2 Strength and Toughness; -2 Stealth and Dodge; +2 TU to all physical actions except Move Actions.
Base Size Increase 1: T-Rex	~ 2x2 spaces	~10m	+2	2	+1 Strength and Toughness; -1 Stealth and Dodge; +1 TU to all physical actions except Move Actions.
Larger Size (select up to 3 times.)	1 space.	+50% of Base Size each time	+0	1 space radius	+/-2 Bonus to the result of any roll that Size might affect. (Note: this is NOT +2 dice. It's +2 to the RESULT of the roll.)
0 (adult)	1 space	~6' or 2m	+0	Adjacent	No modifiers