Men & Supermen Character Creation Outline

1. Roll three sets of abilities.
2. Decide which Type of Hero you wish to have as your main Type.
3. Determine Powers.
4. Determine Extra Powers.
5. Determine Power Rolls for powers requiring them.
6. Determine %Control for applicable powers (76+4d6).
7. Use the Optional Rules if necessary/applicable/desired.
8. Determine remaining Attributes (height, build, beauty).
9. Determine age.
10. Determine birth date.
11. Check for mutations and determine appearance.
12. Determine handedness.
13. Determine place of birth.
14. Determine family.
15. Determine income and savings.
16. Determine knowledge and skills.
17. Check for base.
18. Check for pet (2%).
19. Check for handicaps/weaknesses.
20. Check for Psychic Immunity.
21. Have Editor check for latent powers.
22. Determine Mass: (build + constitution/10)*height cubed/2.
23. Damage Points: Build/5, + Mass (Square Chart)-7.
24. Virtual Damage Points: strength + agility + learning/3 + newoen/3, round down.
25. Endurance Points: constitution*2 + strength/2 + Damage Points/2, round down.
26. Skin Temper: 1; Add strength divided by 50 to constitution divided by 25. Look this up on the Doubling Chart for the number of the rows to move up.
27. Willpower: 4*Newoen
28. Combat Roll: Twice Agility (Sphere Chart)+Bonus Pool (Doubles Chart)
29. Combat Pool: Learning/10, plus Sight Bonuses/Penalties
30. Move Roll: Agility + Strength/2 + Height (Square Chart)
31. Healing Roll: Constitution (Sphere Chart)
32. Lift Roll: (Strength-9) + Mass (Sphere Chart)
33. Resist Death: Newoen-14, +DP, on the Doubles Chart
34. Hand Damage: Mass/10 (Doubles Chart)+Strength/4 (round down)
35. Perception: Newoen/2 + Learning/4, round up.
36. Determine special ability based powers (charm/terror, knowledge of good and evil, charm/horror).
37. Record %Recognition.
38. Discretionary Knowledge Points: Age plus Learning, divided by 10.

Choosing Your Type of Hero

Men & Supermen allows for more variability in character type than most roleplaying games of any genre, even if you decide to follow the rules. You are more than welcome to simply create a character non-randomly by choosing your powers, skills, and abilities. Your Editor, of course, has final say on any character's existence.

Superpowers: Do you want superpowers, abilities far different from anything a human has ever before experienced? Then choose a *Class* Power or a *Special* Power. The Class Power tables create general super-powered characters. Each Class Power table produces a set of powers that originate from a certain base. These are psychic, animal oriented, enhanced human, and cosmic. The Special Powers table lists powers that are self-contained. Choose the Class Power *Superhuman* and you might become stronger, healthier, more skilled in unarmed combat, and able to see infrared light. Choose Special Powers and you may instead end up with the ability to Control Magnetism—one power, but as versatile as a set of powers from the Class tables.

Package Heroes: What about heroism without superpowers? Check out the *Package Heroes*. With the *Special Agent* Package you can be a hardboiled detective or a debonair superspy. With the *Civilian* Package, you can be something even more normal—perhaps a journalist, a computer operator, or a charter boat captain. Any civilian occupation can be created using this package. If you want something less normal, try the *Eccentric Professor*, the *Magician*, or the *Combat Skill* Packages. The Eccentric Professor, also known as the Mad Scientist, is the quintessential inventor/sage devoted to pseudoscience, and can be a great change of pace from standard characters. The Magician is a master of sleight-of-hand, and is often a con artist also. The Combat Skilled hero has mastery of a specific combat skill, be it archery, swordsmanship, martial arts, or any other combat form. For those of you who like to be completely different, there is the *Intelligent Robot* Package, for the creation of an intelligent, nonorganic being. Finally, there is the *Wizard* package. Wizards control (or channel) the forces of magic and the occult. Wizards can be either general or special; classical or mnemonic. This allows you to create most styles of sorcerer from most literary works. In addition, there are magic styles, for specialization within magic.

Options For Your Character

If the selection of *Types of Heroes* is not enough variety for you, check out these possibilities, from the Optional Rules: the *Alien* Option, the *Item-Based* Option, the *Electronic* and *Animal Control* Options, the *Astral Effect* Option, the *Optional Transformation*, and the *Mutation* Option.

Aliens: As an alien, you are nonhuman, from another civilization on this planet, in this solar system, in this galaxy, in this universe, or even from another dimension or plane of existence. You might even be a created race, designed by a mad scientist in a foreign land. It's your choice with the *Alien Option*.

Item-Based Powers: With the Item-Based Option, some or all of your powers come from an item you carry. This item has its own power source and can be used by anyone -- features that can be both advantageous and disadvantageous.

Electronic and Animal Control: Normally, if you have some form of mind control or similar ability, this only works on sentient, organic creatures. With the Electronic Control Option, these powers work, instead, on electronics -- computers, robots, home appliances. With the Animal Control Option, these powers work on animals -- non-sentient, rather than sentient lifeforms.

Astral Powers: Most powers with physical effects will not work in the astral planes. With the Astral Effect Option, these powers will work in the astral planes, but not on the physical plane. For those who travel in their astral form, this can be quite useful.

Metamorphosis: The Optional Transformation gives you two physical forms—a normal form, and a superhero form. Generally, powers are not available for use in your normal form, but are available in superhero form. This makes you more vulnerable when in your secret identity, but makes it much easier to keep a secret identity.

Mutants: If your Editor allows it, you can also choose to be a Mutation: a normal human with modified genes. You will probably look strange compared to normal humans, and will also react differently (better and worse) to various poisons and chemicals.