



CHAPTER 1

CREATING YOUR HERO

AT A GLANCE

Character creation answers five questions:

01

01

Who is the hero? Concept, identity, Physical Form, background, and personality.

02

Why are they extraordinary? Power Source and Acquisition.

03

What can they do? FASERIP Abilities, Powers, Talents, and equipment.

04

Where do they stand? Resources, Recognition, Legal Status, Contacts, Relationships, and Holdings.

05

What will they do - and refuse to do? Character Code, Lethal Standard, responsibilities, and complications.

1

COMPLETE CREATION SEQUENCE

Seventeen steps turn an idea into a ready-to-play hero.



- 01

Write a one-sentence concept.
- 02

Determine Physical Form, Power Source, and Acquisition.
- 03

Reconcile those elements into one coherent origin statement.
- 04

Generate Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche.
- 05

Supply the required Starting Proofs for exceptional human scores.
- 06

Generate Power Slots and resolve every Power.
- 07

Apply Ability Enhancements and record their operating modes.
- 08

Record starting Power Stunts, limitations, ranges, and attack profiles.
- 09

Generate Talent Points and choose or roll Talents.
- 10

Record Talent grades, Specialties, credentials, and languages.
- 11

Establish Resources, Holdings, Popularity, Legal Status, Contacts, Relationships, and institutional access.
- 12

Select ordinary equipment and record Signature Equipment.
- 13

Calculate personal Health and Personal Karma.
- 14

Record movement, protection, attacks, alternate profiles, and other derived information.
- 15

Write the Character Code and select a Lethal Standard.
- 16

Name at least two important relationships and one active responsibility or complication.
- 17

Complete the final character check.

READY-STATE RECORD

The sequence ends with a character whose rules, relationships, responsibilities, and limits are all visible at the table.

2-4

CONCEPT AND CAMPAIGN

Creation method may vary. Mechanical accountability does not.



CONCEPT BEFORE EXPLANATION

A concept may be broad at first: "an emergency physician who can redirect kinetic energy," "a runaway synthetic built to explore hostile planets," or "a masked investigator trained by an ancient order."

The concept guides choices but does not grant abilities for free. Every meaningful capability must appear as an Ability, Power, Talent, item, External Trait, or established ordinary fact.

Likewise, a random result does not excuse nonsense. Reconcile results into a character who can be understood and played. Reroll only when the permitted reconciliation options cannot produce a coherent result.

CHOOSING AND ROLLING

The campaign determines whether players roll randomly, choose freely, use a mixture, or build from an approved concept.

Whichever method is used:

- all players use the same broad creation policy;
- chosen results must obey the same rank, slot, proof, and scope rules as rolled results;
- random generation does not award extra mechanical value merely for being random; and
- the final character must fit the campaign's operating tier.

CAMPAIGN CALIBRATION

Before creation, the group should know the expected scale.

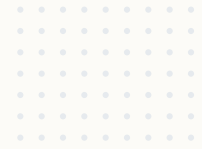
Campaign tier	Typical emphasis
Street	Investigation, crime, neighborhoods, personal danger, and limited resources
Standard heroic	City-to-global threats, varied Powers, organizations, disasters, and recurring enemies
High-powered	National-to-planetary danger, extreme Powers, advanced technology, and major institutions
Cosmic	Scale Gates, manifestations, alien civilizations, dimensional threats, and Class-rank domains

Tier is not a reward multiplier and does not make lower-ranked characters irrelevant. It establishes which capabilities, threats, and Enablers are normal for the campaign.

5

OPERATIONAL CLASS 1-5

Measure reliable objective impact, not the biggest number on the sheet.



Operational Class is the character's CR-like board-impact rating: how strongly the complete character can change, secure, deny, or survive an objective when played intelligently. It measures the finished combination of Powers, FASERIP Abilities, Talents, Signature Equipment, External Traits, limitations, and action economy.

Operational Class is not character level, campaign tier, moral status, experience, or a synonym for the highest rank on the sheet. It is also unrelated to the Universal Table's Class 1000, Class 3000, and Class 5000 ranks. Write it as an Arabic number from 1 through 5.

5.1 OPERATIONAL IMPACT LENSES

Assess the character in the normal ready state, with ordinary Signature Equipment and established Contacts available only within their written scope. Do not assume surprise, perfect preparation, a rare Enabler, a once-in-a-campaign circumstance, or an opponent who deliberately ignores an obvious counter.

Lens	What to examine
Direct force	Damage, Strength, structural effect, and ability to overcome protection
Defense and survivability	Protection, Evasion, resistance, recovery, escape, and ability to remain relevant under attack
Mobility and access	Speed, pursuit, infiltration, teleportation, unusual routes, and ability to reach the real objective
Reach and area	Range, Area, target count, simultaneous problems, and effect beyond the immediate exchange
Information advantage	Senses, warning, analysis, prediction, dossiers, investigation, and ability to identify the correct move
Control and removal	Restraint, displacement, suppression, containment, denial, forced choices, and ability to take a piece off the board
Adaptability	Number of genuinely different answers, switching costs, useful Talents, equipment, and ability to change plans
Duration and repeatability	Setup, maintenance, charges, recovery, action cost, persistence, and whether the contribution can be repeated
Counter burden	How specialized, costly, rare, or difficult the credible counters are, including the character's own vulnerabilities and dependencies
Objective authority	Ability to create, secure, alter, abandon, or deny the mission objective rather than merely win a personal fight

Powers normally dominate several lenses because they permit impossible actions, but no Power receives an automatic Class from its rank or name. Unearthly damage that rarely connects, a perfect defense that can be bypassed, or broad versatility that requires exposed transition rounds must be assessed as it actually operates.

5.2

CLASS BANDS

Assign the lowest band that explains the character's reliable impact.

**1**

MEANINGFUL PARTICIPANT

Reliably contributes to a local objective through expertise, equipment, or a narrow extraordinary capability. Conventional attacks, ordinary access controls, loss of equipment, or one clear counter can remove the character from the board. The character may possess one dangerous effect without being able to impose it consistently.

2

DECISIVE SPECIALIST

Can reliably decide one important operational lane - such as infiltration, rescue, investigation, containment, pursuit, defense, or removal - or contribute credibly across several lesser lanes. Requires a deliberate counter or favorable opposition, but does not normally dictate the whole battlefield.

3

MAJOR BATTLEFIELD ASSET

Can control a substantial portion of a scene, invalidate a common attack plan, remove several ordinary pieces, or remain decisive across several lenses. A team must account for the character directly; incidental opposition is insufficient. Meaningful bypasses and operational limits still keep the character local or tactical.

4

STRATEGIC ASSET

Can decide a major objective through exceptional scale, access, denial, resilience, information, or several strong lanes at once. The character can reliably neutralize lesser assets and may relegate a Class 5 piece through a favorable matchup or intelligent trade. Defeating the character normally requires a peer, a prepared specialist plan, or exploitation of a real limitation.

5

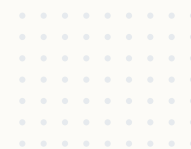
APEX AUTHORITY

The character's presence defines the objective and changes the assumptions of the campaign. The character can exert decisive influence across a battlefield, population, world, dimension, or equivalent strategic domain and remains relevant against several kinds of counterplay. Removal normally requires another apex piece, a specific demonstrated vulnerability, a Scale Gate, or a campaign-level operation.

5.2-5.3

CALIBRATION EXAMPLES

Reliable impact determines Class. Spectacle alone does not.



Assign the lowest Class whose complete description accounts for the character's reliable impact. A spectacular Red result does not raise Class. A limitation that routinely prevents the character's best contribution lowers it. A narrow capability may support a high Class when it reliably removes or occupies more valuable pieces; broad damage is not required.

Containment, diversion, forced pursuit, denied actions, inaccessible objectives, and favorable exchanges all count. If a Class 4 character spends the decisive scene keeping a Class 5 opponent from affecting the remaining board, the Class 4 character has produced a strategically successful result even without inflicting damage.

5.3 CALIBRATION EXAMPLES

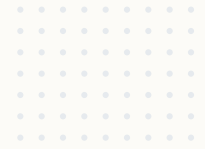
Character	Class	Reason
Byline	1	Remarkable Paralysis and 25-mile Teleportation are valuable, but Feeble Agility, 16 Health, no protection, equipment dependence, and narrow repeatability make her a meaningful but vulnerable operative.
Ritebound	2	Four committed bodies, Monstrous Intuition, covert Talents, and countermeasure breadth can decide infiltration and reconnaissance, while ten-turn changes and low direct ranks prevent battlefield dominance.
Mirrorwake	3	Monstrous physical protection, Amazing Reflection, Incredible Area damage, and Incredible Agility can dominate a chokepoint, but specific energy, mental, magical, environmental, and mobility counters remain.
Acyon	4	Shift X Agility, dossier-informed planning, and Selection let him change problems, deny actions, escape, contain, or trade himself for a more powerful opposing piece. Transition rounds and one active catalog Power prevent apex authority.
Apex benchmark	5	A Thor- or Doctor Doom-scale piece can define the larger engagement, threaten several objectives, resist ordinary removal, and force the opposing side to build its plan around that presence.

These examples are anchors, not templates. A character does not inherit Class from a resemblance, origin, title, or single matching Power.

5.4

USING CLASS AT THE TABLE

Class describes the contest. It never replaces the rules that resolve it.



EQUAL CLASS

Equal-Class pieces should be able to contest a meaningful objective, though matchup and planning still matter.

ONE-CLASS ADVANTAGE

A one-Class advantage is important, not automatic. The lower-Class piece normally needs a favorable lane, superior information, teamwork, terrain, or a better objective.

TWO-CLASS GAP

A gap of two or more Classes warns against a direct contest. Lower-Class characters should seek an Enabler, exploit a specific counter, change the objective, or trade board value rather than attempt a damage race.

CLASS IS NEVER A MODIFIER

Never add Class numbers, convert them into automatic bonuses, or use them to override the Universal Table. Group encounter budgets and detailed opposition calibration belong in the Judge's Guide.

STANDARD BADGE COLOR

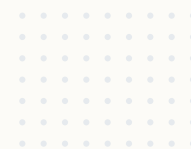


The standard character-sheet mark is a small badge containing only the color and Arabic number. Class 1 is teal #16B7AE, Class 2 blue #3B82F6, Class 3 violet #8B5CF6, Class 4 red #E04F5F, and Class 5 gold #F5C84C. The full record may add a freeform role description, such as Class 2 - Infiltration/Countermeasure Specialist; the badge itself carries no initials or explanatory label.

6

FINAL CHARACTER CHECK

Before play, make sure the hero is complete, legible, and explainable.



Before play, confirm:

- every score above Remarkable 35 has a genuine superhuman cause;
- every Remarkable human score has the required Starting Proofs;
- every Power has a clear function, rank, source, mode, and limitation record;
- Operational Class reflects the complete character's reliable board impact rather than the highest rank or damage value;
- Ability Enhancements are classified as Inherent, Integrated, Conditional, Equipment-Based, or Alternate Form;
- overlapping effects use the highest applicable rating rather than numeric stacking;
- Talents describe learned competence and do not increase damage or actions;
- External Traits identify their source, audience, jurisdiction, or relationship;
- Health and Personal Karma use permanent personal scores only;
- equipment is distinguished from purchased character Powers;
- attack profiles list Accuracy, Damage, Form, Range, and color effects;
- the Character Code and Lethal Standard are written plainly; and
- the player can explain the hero in two or three sentences.

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THE TWO-OR-THREE-SENTENCE TEST

A finished character is more than a set of ranks. The player should be able to state who the hero is, why they are extraordinary, what they can do, where they stand in the world, and the line they will not cross. If that explanation is clear, the rules record should support it without hidden assumptions.

END OF CHAPTER 1