

# Microlite 20 Costumes (Superhero Role Playing)

## POWER PACKAGES

By Andrew Domino

Power Packages are a brief description of a set of powers as seen in comic book superheroes, with ranks where appropriate. Each adds up to 50 Power Points (i.e., the amount you have left to spend if you take the Typical template). You'll have to add or subtract powers and/or ranks if your character isn't level 10.

Some superhero abilities, like toughness or incredible reaction time, can be replicated in the game rules with more hit points, a higher Initiative bonus, or by increasing another characteristic, not necessarily by adding more powers.

The Power Points cost for Super-Agility, Super-Intelligence and Super-Strength is the difference between what the Power Package suggests as a score and the Power Points already spent in the Typical template (4 for a STR of 14, 7 for a DEX of 17 and 2 for a MIND of 12). For example, a Power Package listing a STR of 20, which costs 12 Power Points, will cost 8 Power Points in a Power Package (since the character has already spent 4 Power Points to get that STR of 14). Remember that changing stats affects other abilities, like attack bonuses, which you'll have to calculate yourself.

For most powers, first the base Power Point cost of the power is listed, then the number of ranks of the power, if ranks can be purchased. As noted in the Microlite 20 Ultimate Costumes rules, not every power needs ranks. Other powers, skill bonuses and abilities are also listed with the Power Points spent on them.

Power	Base Cost	Ranks	PP Cost
<b>AQUATIC</b> (Namor, Aquaman)			
Breathe	10	7	17
Electricity	15	0	15
Swimming	10	8	18
<b>BATTLESUIT</b> (Iron Man, Steel)			
Body Armor (gadget, 5 DR)			11
Breathe (gadget)	6	2	8
Flight (gadget)	6	7	13
Super-Strength 19 (gadget)			2
Weapon: Machine guns (gadget)	6	7	13
Knowledge Skill +1			3
<b>BRICK</b> (Thing, Colossus)			
Body Armor (10 DR)			30
Super-Strength 21			10
Hit Points +10			10
<b>CONSTRUCT</b> (Vision, Cyborg)			
Enhanced Senses (Sight)	10	0	10
Metal Body	20	5	25
X-Ray Vision	10	0	10
Armor Class +2			4
Hit Points +1			1
<b>COSMIC</b> (Silver Surfer, Green Lantern)			
Cosmic Power	50	0	50
<b>DEMON</b> (Ghost Rider, Raven)			
Corrupt	10	5	15
Suggestion	15	5	20
Attack Bonus (Magic/Supernatural) +1			10
Knowledge Skill +1			3
Hit Points +2			2
<b>DUPLICATOR</b> (Multiple Man)			
Duplication	40	10	50
<b>ELEMENTAL CONTROLLER</b> (Human Torch, Iceman)			
Element Blast (any)	20	3	23
Element Body (same as Element Blast)	25	2	27

**ENERGY BLASTER** (Cyclops, Klaw)

Energy Blast	25	10	35
Attack Bonus (Missile/Ranged) +1			10
Initiative +1			3
Hit Points +2			2

**GIMMICK** (Riddler, Scorpion)

Contacts	10	3	13
Super-Intelligence 20			10
Super-Charisma	10	2	12
Weapon: hand-held item (gadget)	6	5	11
Initiative +1			3
Hit Points +1			1

**JUNGLE LORD** (Ka-Zar, Kraven)

Danger Sense	10	0	10
Jump	10	3	13
Stealth	15	2	17
Super-Agility 21			7
Initiative +1			3

**LUCKY** (Black Cat, Domino)

Luck	45	5	50
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**MARTIAL ARTIST** (Iron Fist, Lady Shiva)

Super-Agility 23			11
Super-Charge	25	10	35
Armor Class +2			4

**MIMIC** (Taskmaster, Super-Skrull)

Mimic	45	5	50
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**MIND CONTROLLER** (Mad Hatter, Scarecrow)

Mind Control (gadget)	26	10	36
Communication Skill +2			6
Knowledge Skill +2			6
Hit Points +2			2

**PARAGON** (Superman, Sentry)

Body Armor (3 DR)			9
Flight	10	7	17
Infrared Vision	10	0	10
Super-Strength 20			8
Armor Class +3			6

<b>PLANT AVATAR</b> (Swamp Thing, Man-Thing)			
Calm	20	5	25
Control Plant	15	10	25
<b>PSYCHIC</b> (Jean Grey, Professor X)			
Telekinesis	20	10	30
Telepathy	10	10	20
<b>RAGE MONSTER</b> (Hulk, Solomon Grundy)			
Invulnerability (normal weapons)	35	0	35
Super-Strength 23			14
Hit Points +1			1
<b>SECRET AGENT</b> (Nick Fury, James Bond)			
Contacts	15	10	25
Weapon: Pistol (gadget)	6	5	11
Communication Skill +2			6
Initiative +2			6
Armor Class +1			2
<b>SHAPE SHIFTER</b> (Beast Boy, Mystique)			
Change Shape	30	10	40
Attack Bonus (Melee/Hand-To-Hand) +1			10
<b>SIZE CHANGER</b> (Atom, Giant Man)			
Grow	20	5	25
Shrink	20	5	25
<b>SORCERER</b> (Dr. Strange, Dr. Fate)			
Phase (magic)	14	0	14
Precognition (magic)	14	5	19
Knowledge Skill +2			6
Attack Bonus (Magic/Supernatural) +1			10
Hit Points +1			1
<b>SPACE EXPLORER</b> (Adam Strange, Star-Lord)			
Breathe (gadget)	6	5	11
Contacts	10	5	15
Weapon: laser pistol (gadget)	6	5	11
Communication Skill +1			3
Subterfuge Skill +2			6
Armor Class +2			4
<b>SPEEDSTER</b> (Flash, Quicksilver)			
Super-Speed	45	5	50

**STRETCHER (Mr. Fantastic, Plastic Man)**

Stretch	20	10	30
Super-Agility 19			3
Knowledge Skill +2			6
Initiative +2			6
Armor Class +2			4
Hit Points +1			1

**SUMMONER (Toyman, Johnny Thunder)**

Summon	40	10	50
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**TELEPORTER (Nightcrawler, Cloak)**

Stealth	15	5	20
Teleport	20	10	30

**VIGILANTE DETECTIVE (Batman, The Question)**

Intimidate	10	2	12
Stealth	15	8	23
Weapon: Darts (gadget)	6	5	11
Initiative +1			3
Hit Points +1			1

**WEAPON MASTER (Punisher, Green Arrow)**

Weapon (Major): Big Gun (Gadget)	16	10	26
Attack Bonus (Missile/Ranged) +2	10		20
Initiative +1			3
Hit Points +1			1