POWER OUTAGE

Core Rules Book

Game Design - Bebarce El-Tayib

Future Credits

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QUICK PLAY INSTRUCTIONS

www.poweroutagegame.com

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Quick Play Instructions

These instructions are meant to get you into a game and playing as soon as possible. The instructions are designed for level 1 playing, so don't involve information on leveling. Please read through the Core Rules book to get extended information on game play.

Getting started

Grab a Hero

Download a premade Hero sheet from the Power Outage website (www.poweroutagegame.com) , for each player that isn't a game master. Hero sheets will have preset stats, and powers.

Grab an Adventure

Download a Level 1-4 Adventure Block from the Power Outage website. It will serve as a guide and frame of reference for playing. Select the path you want to take through the Adventure following the CEPA Path depending on your audience.

Adventure blocks are broken up into

Sessions. Sessions describe a period of time in which to play the game before you can pause and determine whether you want to pick up and continue on with the game. They're broken up so that you can choose to play 1 –4 session depending on how much game time you have and the willingness of your players.

Equip Yourself

To play the game it helps to have:

- A Grid you can draw on
- Markers to describe the position of your players and their enemies
- Paper and Pencils
- A set of Polyhedral Dice (or an app the mimics them)
- Imagination

CEPA Paths

CEPA describes the types of components you'll find in any Adventure block. They stand for Combat, Exploration, Puzzles, and Alternative components. They're also

Color coded.

Combat (Red)

Using the Adventure Block as a guide draw out the map provided and place enemies where suggested. Every square on your grid will count as one space. Depending on your story line your heroes will enter or position themselves in another spot on the map.

Combat is turn based. Everyone rolls a d20 die to establish the order of villains and heroes get to have their turn (referred to as initiative). Combat engagements occur in battles. Once all enemies in an event are defeated, that ends the battle. If the players are all defeated they must regroup.

On your turn you get 3 actions, movement, a minor action, and a standard action.

STANDARD Action

As a standard action you can use an IMPACT attack (IMP) which is either a punch or kick, or a POWER (POW) attack which utilizes one of your hero's powers.

Roll a d20, add your IMP or POW score, and check if it's equal or greater to the enemies ARMOR (ARM) ARM score.

If you hit with an IMP attack you automatically do 2 points of damage to the enemies YIELD POINTS (YP).

If you hit with a POW attack you follow the instructions for that specific power. You can use 5 powers before having to regenerate in a battle.

If you bring an enemy to zero YP they give up, or are in some other way incapacitated.

Every here also has their own Armor Score and YP score. The enemy can hit in the hero using the same method in reverse.

Other standard actions include:

Regenerate—Roll a d20, and if you get a 10 or higher, you can heal yourself or a teammate for 1D6 (unless a power grants further ability).

Energize—Regain your Powers by switching to a defensive stance for 2 rounds. In that defensive stance you take half damage but can't attack. Once done on the 3rd round you can roll a D4 in order to gain that many powers back as a minor, or gift the Energy to a partner as a standard action.

Super Energize—Go into a defensive posture for 3 rounds, but be unable to move. Either gain or gift 4 power uses to yourself (as a minor) or a partner (as a standard).

MINOR Action

A minor action is any small action such as readying an attack, standing or sitting, a

roleplaying act, or depending the occasional power when listed as available as a minor.

MOVEMENT Action

Movement includes moving from one space to another, or standing up. If a person is knocked down, they must spend their movement action to stand up. You can not attack from the floor unless a power specifically grants you that ability. All heroes have a default movement of 10 spaces. All IMP attacks require you to be standing next to the enemy. POW attacks depend on the particular power instruction to determine distance.

Regrouping

If a single hero has their YP reduced to Zero, they are incapacitated until a fellow hero uses a Regenerate action to bring them back into the fight. If the entire group is brought down to Zero YP the team is forced to Regroup. When they regroup, the players are forced to return to their base, and go back to the last attempted Component once more. Any equipment, experience earned, or enemies defeated are wiped, and the team is required to try again.

Exploration (Blue)

Using the Adventure Block as a guide, you

will Roleplay with your players. As the GM (Game Master) it is your job to describe the story elements, and scenery, as well as provide guidance to the players on what options they have available to them.

During exploration, your players act out or describe their searches through the various scenarios you propose to them, describing what they're doing. You also play the role of every character and enemy that is not the player, whether it be the shady informant, or the recently burgled shop keeper, you provide the dialogue and environment as the player acts through the adventure.

The typical aim of Exploration aside from story telling is to gather clues that assist the players and propel the game forward.

But watch out, because Exploring can also be dangerous and lead to traps.

Puzzles (Orange)

Using the Adventure Block as a guide, puzzles can be created and provided for your players in order to solve. These puzzles often unlock clues, or provide benefits that can be used in game play. Some times they're a necessity in order to move forward.
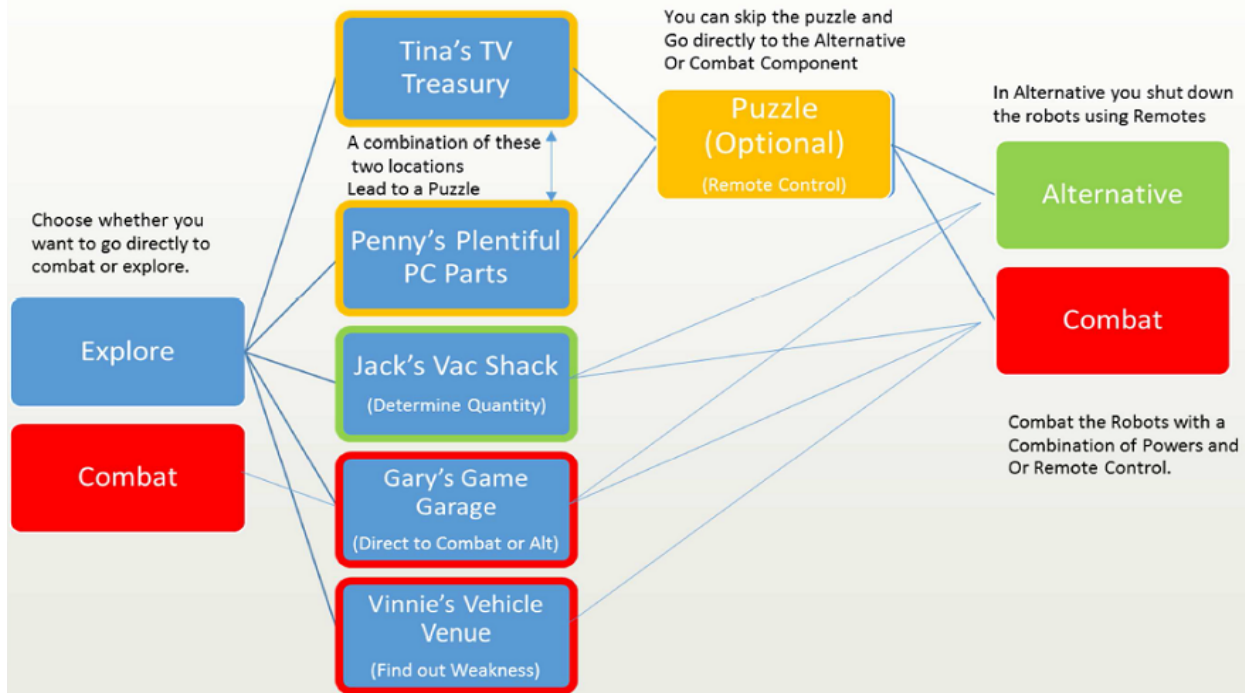
Alternative (Green)

Alternative components found in

CEPA PATH OPTIONS

Session 1

You can skip the puzzle and
Go directly to the Alternative
Or Combat Component

Tina's TV Treasury

A combination of these
two locations
Lead to a Puzzle

Puzzle (Optional)
(Remote Control)

In Alternative you shut down
the robots using Remotes

Alternative

Choose whether you
want to go directly to
combat or explore.

Penny's Plentiful PC Parts

Combat

Explore

Jack's Vac Shack
(Determine Quantity)

Combat the Robots with a
Combination of Powers and
Or Remote Control.

Combat

Gary's Game Garage
(Direct to Combat or Alt)

Vinnie's Vehicle Venue
(Find out Weakness)

Adventure Blocks are typically provided if the Game Master is looking to reduce or eliminate any violent combative elements from Game Play. Depending on your play style, GMs are welcome to either use Alternative Game options instead of or along with Combat Components. Or of course there is the option to ignore an Alternative Component altogether and move directly to combat.

The choice is yours depending on how you want to play it.

AND THAT'S IT

Play through the Adventure Block. See if you like the game. If you want to get more invested in the world of Power Outage, if you have any questions about particular rules, if you want to throw out the rules and play however you want, feel free to do so. The goal of Power Outage is to get parents and adults to have some imaginative play time with their kids.

The number one rule that can't be broken is have fun.

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Welcome to the World of Power Outage

What is Power Outage?

Power Outage is a game designed to mimic the qualities of standard adult table top games, but with a focus on playability for younger aged children. While the children themselves may not necessarily need to digest all the information found within this Core Rules Book, this will hopefully serve as a compendium for world building and creating great narratives for children.

Power Outage itself is set in a parallel Earth environment where a large island found in the Bering Sea has become a hotbed for super heroic activity. Outage, Alaska which covers the entirety of the Island, is one of the great metropolises of the world, as well as a thoroughly contested landscape. The many districts of Outage form one of Earths greatest melting pots of Old and New Technology, Magic, Industry, and Agriculture. Speaking of culture, it is a centrally located fixture which supports all citizens of the world. Depending on where you stand in Outage, you could be in a city as a shiny beacon of futuristic hope, or a tumbled down Post Industrial smoke stack.

Seasoned Tabletop Gamers can skim this intro, or skip straight to Mechanics.

What do I need to Play Power Outage?

Surprisingly little actually. It all depends on the equipment you have on hand. As a minimum all you need is some pencils, paper, and Polyhedral dice (most smart phones these days actually have virtual dice you can use in a pinch.)

While you may include as much or as little as you want in the game, from fully rendered 3D environments, to a something as simple as a scratch pad, I can advise you on what I started out with when playing with my daughters.

A gaming mat (1 inch squares) - Chessex is nice, but I went with a Paizo laminated cardboard map as it was cheaper and folded away nicely.

Game Cards printed on Card Stock - Again while not absolutely critical to play, it really helped my younger daughter play her powers.

Gaming Dice - Tactile instruments are great for kids, and they love owning their own sets.

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Gems - I actually used multicolored large plastic gems that were meant for a fish tank as character tokens. They also worked well for keeping track of whatever random use I had for them. I had small and large stones. Plus they're cheap.

Your Kit - Your notes, module, session guides, the rule book, descriptions of the powers of both your hero's and your villains. Scrap paper and pens are also needed.

What the heck is a table top RPG?

Whoops, I guess I should have started there. An RPG is a Role Playing Game, and a Table Top RPG is one that is typically (but not limited to) playing on a table with people around you. There are typical elements common to all RPGS. The players usually play characters set in a world that go on adventures. Typically they grow as characters in both physical attributes and with the development of continuing storylines.

With a tabletop RPG you have two types of players. The GM (Game Master) which functions as they story guider as well as managing the entire cast of characters and villains that are not the player, and the players themselves. Now please note I said "Story Guider" not "Story Teller" because a story is never fully controlled and thus told by the GM, but moves like a fluid ad hoc collaboration between everyone involved.

In a typical game the GM starts the characters off with a story that leads to two typical forms of play. Players will either take part in discussions or problem solving exercises that allow them to be in the characters of a story, or they will engage in a Combat, Exploration, or Puzzle Solving challenge that makes use of different mechanics.

These play periods typically happen in sessions arbitrarily determined by time or milestones in the game. Those sessions add up to an overarching storyline known as a campaign. This all might sound confusing so here is an example.

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Example - The Technician Campaign

The Technician Campaign is an example of a story line that can be completed in multiple sessions. Within a single session you might have a round of discussion and role-play, followed by a round of combat or puzzle solving.

I'll continue to use this Campaign throughout the instructions to illustrate engagements. To summarize however, the campaign is broken up into approximately 4 parts.

Part 1
- Social - Chief calls super heroes and informs them of crimes.
- Combat - Superhero's face off against henchmen trying to steal components from a tool store

Part 2
- Social - Heroes follow leads and interrogate the henchmen to determine when and where the next hit will be
- Combat - Heroes prepare an environment to be a trap, heroes combat higher level villains.

Part 3
- Puzzle - The hero's travel to the lair of the Technician working their way through obstacles and challenges to get deeper into the heart of the structure.
- Combat - The hero's face off against higher level guards of the Technician.

Part 4
- Combat - The final face off occurs with the technician.
- Social - Figuring out how wrap things up.

How does Power Outage Differ?

So there are a couple obvious thing that differentiate Power Outage from your standard Table Top RPG. For starters, it's designed at it's core to be as simple to pick up and play as I can possibly make it. That means there are no classes or races to have to select from. There is no secondary document filled with monsters, or just equipment.

Instead the Power Outage Website will provide a gallery of Heroes to choose from, or a service to assist new players based off of unique hero's they create. I will also have a guide to designing your own heroes. Campaigns will be released containing sessions and villains built into them. From it's core it will be simple, but as the game builds on itself you will have more and more resources available to you to make your sessions more complex. At it's heart though is simplicity, and from it's basics found here in this book, you'll be able to start setting up sessions of play with your children.

This is your starter set, and the best part is that the building blocks are yours to grasp. Work up from here. Add depth, add intrigue, add fun. Most importantly though, play games with your children. Your time can not be spent better anywhere else.

Don't feel bound to any rules in this rule book. Play what you think will be fun, not what you think you're supposed to do.

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A Brief Explanation of the major sections

Mechanics - I'll first jump right into the mechanics and rules for combat in this game. They're the most mathematical component and for that reason I've created several options for how to make them more accessible to younger players.

Roleplaying - Not so much rules, as just guidelines loosely placed to assist you in world and campaign building. Here you'll get to know a bit more about the world Power Outage is set in.

The World - Power Outage is set in a parallel world. That means you have the comfort of controlling a world where the rules of our society exist, with the flexibility to embellish to whatever suits the fantasy you want to create. Will you be teaching value lessons? Will you use the world to explain real life processes? Or will you just break from reality and let imaginations take the wheel? You decide.

Heroes - A brief explanation of how existing hero's are in place and what your options are depending if you want to create your own super heroes, submit a Hero guide to the website, or use a pre-existing hero.

Villains - Here you'll get an idea of what you might face off with, as well as some considerations that describe tactics and scaling your combats based off your audience.

Adventure Blocks- Power Outage attempts to accommodate multiple play styles depending on the level of comfort a parent may have. To that extent, for each campaign there will be alternate options available that allow play variability based off the parent's comfort level.

Using the site to create your Personal Gaming Environment

As of the formation of this document, and hopefully subsequent versions, www.poweroutagegame.com will be a great resource for helping you to plan and execute your game.

The goal of Power Outage is to provide a free personalized and fun experience with children. Table top gaming brings together the best elements of team work, problem solving, communication, and creativity.

There are two big resources that you **will need** from the website however in order to take advantage of the game, at the very least when you start playing or if you are new to this style of gaming. The first is the Hero Submission and Gallery, and the next are the Adventure Blocks. Once you get a general idea of what you can do though, by all means take the game to whatever unique heights you may.

Hero Submission & Gallery

Due to the simplified nature of Power Outage, player characters are prebuilt. This will reduce the complexity required in a typical RPG. In order to make this process easy for you, Pre-Built Super Heroes are available on the site for you to use and tweak. Additionally as a service or eventual part of the community, you can submit Super Hero ideas, and a custom super hero character will be crafted for you. The caveat of this process, and in an effort to expand the Power Outage Universe, you agree to share the Hero and expand the Hero gallery.

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Adventure Blocks

Adventure Blocks are Self Contained Adventures you can play out in your game. Game Sessions are sorted by level intervals they are meant to support, and will generally include 1-2 villains. Eventually if the community is large enough, you will be able to select specific Villains at every level so that you can maintain an Arch Enemy. You can jump to and from one villain to the next try to play all the story sessions.

Adventure Blocks include Guidance toward roleplaying components (RP) as well as the Combat/Exploration/Puzzle/Alternative components (CEPA).

The RP components will have rough guides for story occurrences, and potential rewards for proper some responses, but the user can take it anywhere from there. They're baseline guides though and in no way a limit to what can happen in the game.

CEPA components are outlined with maps, villain stats, the quantity and appearance of villains, and the rewards for successfully beating them. It'll include puzzles and recommendations on non power specific methods for counteracting them. Together these components get chained together (as in the example earlier) to form an interactive storyline that your children can play through. The level limits are built in to ensure that challenges aren't too difficult, but of course difficulty can be variable by skill, ingenuity, and luck.

Adventure blocks are designed to be played within hero level ranges. These ranges are 1-4, 5-8, 9-12, 13-16, 17-20. At the first range of levels, typically 2-3 Adventure blocks are all that is necessary to advance from level 1-5. As levels increase however, more adventure blocks may be necessary to increase levels, or more experience may need to be earned. The rate of this progression can be determined by the GM, or by the play skill of the adventurers.

Additionally story arcs that focus on a single district, villain or continuing story will occur from block to block. While some will only last 2-3 ranges, others might encompass all 5.

Adventure blocks are also broken up into sessions. Sessions are advisable stopping points within the adventure that function to provide necessary breaks in game play with younger audiences. They also serve as rest periods where your players can reevaluate character, and apply any experience points earned. This also allows for periods in which characters can gain levels if the experience has reached that point.

There are typically 4-6 sessions within each adventure block, but that may vary with level range. Each session can contain 1 or more RP and CEPA components. At the start of each CEPA component, an outline of the CEPA path illustrates all options available for adventurers and are typically color coded for clarity.

MECHANICS

COMBAT, EXPLORATION, PUZZLES, ALTERNATIVE

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THE 4 MAIN ATRIBUTES

In the game there are 4 main attributes that are attached to any character, both Hero or Villain. Future releases may include additional attributes to account for growing children, but in an attempt to keep things simple we're sticking with 4.

Additionally these 4 attributes are pretty constant across any starting character in order to allow for a feeling of fairness, as well as to level the playing field between younger and older players. These attributes are Impact, Power, Armor, and Yield Points.

IMPACT

Impact has a dual function depending on the type of engagement, or how the player wants to approach the engagement. We're using the dual purpose meaning of "Impact" to allow for either violent, or non violent play. Even violent combat can be toned down, or have its severity reduced as will be illustrated in the Variations section.

Impact either equates to the strength of a Melee attack (Punch/Kick) or the Force of Presence in negotiation. Impact as an attribute, will target an enemies Armor. The impact of an Enemy, will attack your Hero's armor.

POWER

Power relates to the strength of any given power that a hero uses. It affects the success of a power affecting the enemy, and at times the success of a personal use of that power when exploring, or problem solving.

Power also targets an enemies Armor, as does the villains Power targeting the hero. It also targets any preset game function specified by the Game Session or the GM on the fly. Powers are often used in unique ways and it's up to the GM to determine it's efficacy.

ARMOR

Armor has the sole function of prevention of damage or the affect of a power on either a hero or villain. Both Impact and Power are rolled against Armor, and the higher your armor, the less likely you are to be hit.

For the purposes of simplicity, Power Outage doesn't have equipment, so there are no bonuses inherent.

YIELD POINTS (YP)

Yield Points are the total number of points a Hero or Villain has before they are disabled or forced to return back to base.

In order to maintain a child friendly atmosphere Power Outage has eliminated character death. Even Villains don't die but are retained for capture or questioning. I originally thought this might have a negative impact on play, but without the fear of death, the children were far more willing to experiment and be creative in solving problems or fighting villains.

Once a Hero reaches Zero yield points they are incapacitated, until their companion has a chance to regenerate them, and ignored by all other combatants and effects. If the entire group is brought down to Zero they are forced to regroup at the base.

Regrouping means that any experience or rewards from the prior battle are lost. You can choose more severe repercussions for regrouping if you're so inclined, but again, the less painful loss is, the greater the willingness to explore what is possible.

CALCULATING BASE STATS

Every Hero begins at level 1 (unless joining in the session later) and start with points allocated to each of the 4 Attributes, with 1 attribute having a bit of fate in the mix.

The starting stats are as follows

IMPACT (IMP)	2
POWER (POW)	2
ARMOR (ARM)	10
YIELD POINTS (YP)	10 + D6

D-What did you say?

D6 refers to a 6 sided di. It is what people most commonly think of when they think of Dice. In table top gaming however you use Dice with different numbers of sides.

D4, D6, D8, D10, D12, D20 - All corresponding to the number of sides.

A D3 is a D6, but you count the lowest two numbers (1-2) as 1, middle numbers (3-4) as 2, and high (5-6) as 3.

To start off your character you get to add 2 points split to any of the top 3 attributes (IMP, POW, ARM). To get total Yield Points you roll a D6 dice and add the results to 10.

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Example 1 - Punch Girl

Punch Girl is starting at level 1 with

IMP 2
POW 2
ARM 10
YP 10 +D6

She wants a really High success of Impact attacks landing. She adds both her Attribute points to IMP. She rolls a D6 and gets a 2. Her attributes are now.

IMP 4
POW 2
ARM 10
YP 12

Example 2 - Shieldster

Shieldster values his powers and defense. He decides to split his points between POW and ARM. He rolls a 4 on a D6. His attributes now read

IMP 2
POW 3
ARM 11
YP 14

Attributes Can Match Flavor

The powers attributes to Heroes are never fully balanced. They are somewhat spontaneous. Most often a Hero will have sets of powers that allow for a mix of support, offense, and utility. But based off the somewhat randomized nature of Hero creation, one hero might have more powers that support utility than offense. In these situations pumping attribute points into POW might not be necessary, and are better served in one of the two others. Some times powers require close proximity, so ARM is more preferable. Or sometimes a hero wants to flatten some villains and IMP might be preferable.

The choice is the child's. Outside initial Hero Creation, this and the selection of Powers will allow a child to customize the mechanical structure of their superhero. But there are plenty of opportunities in the game to customize your super hero by creating intricate histories, or character quirks, by how they take on challenges, and what their characters motivations are.

Finally you never have to worry about being tied to the rules. Break them as often as you'd like. Modify them when you need to. Do you want to let them roll a D4 instead of a +2 attribute points? Why not.

WHEN IS IMPACT (IMP) USED?

There are three main instances where your impact score will come into play.

Combat

When in combat your Hero has the ability to Punch or Kick a foe. Punch and Kick have the same affect, but they add to the flare of a story. However the story may create situations where claiming to do one is preferable to the other. If I'm stuck to my ankles in sticky tar, I might Punch. If my arms are bound I might Kick.

When Punching or Kicking you roll a d20 dice, add your impact score, and weigh that against armor. This determines whether you actually land the punch/kick. If it lands you do 2 points of damage to the enemy's YP.

> ### Example
>
> Punch Girl attempts to punch a villain
> She has an IMP of 4
> She rolls a D20 dice and gets a 7.
> Her total Punch attack is an 11.
> When the player reads off the total, the GM checks the villain's Armor (ARM).
> The villain has 10 ARM and 10 YP.
> Because the 11 is greater or equal to 10, it hits. He receives 2 points of damage, and his YP is now 8.

Skill Challenges and Social Challenges

Skill challenges are events where you want to use some form of physical strength or endurance to achieve a goal.

Knock down a door, perform an acrobatic act, or push a heavy statue are some examples. Basically these are items that can't be achieved by Power. In those situations you use the IMPACT formula in the same way as you do in combat, only you set the number you want to beat, rather than basing it off a creatures ARMOR.

You might have to get a 15 or higher in IMPACT to be able to pull a rusted lever.

Social Challenges also use the same IMPACT formula and are used when you're trying to persuade a person by your force of will, or the impact you have on them. Maybe your message gives a person enough courage to Grab your hand. Or maybe your Ominous presence is needed to get a henchman to tell you of the next location you must go to.

In Combat, Skill, or Social Challenges you maintain the same formula

D20 + IMP >= Armor/Skill

The only difference is what number your IMP is challenging and whether that number comes from a Villains stats, from a number you set yourself, or a number that the Session guide recommends.

WHEN IS POWER (POW) USED?

Every hero gets powers. You gain new powers at odd levels (1, 3, 5). Throughout your first level you're allowed to play with all your powers to get the feel for them, but by level 2 you have to pick only 3 of them. When you get new powers at level 3, you can choose either new powers, or stronger versions of your old powers, depending on what is available to select.

Powers can be either offensive, supportive, or utility.

Offensive Powers

An Offensive Power is used in combat, to reduce the Yield Points of an enemy or group of enemies. Or they are used to in some way weaken, or hamper an enemy.

In any of these cases Offensive Powers must use the formula

D20 + POW >= Armor

So much in the same way that IMPACT is calculated, so too does Power attacks. The formula determines whether or not the Power effected the Villain. What actually happens is based off of what the Power actually does.

Supportive and Utility Powers may not require a Roll, but are immediately in affect once used. Determination of whether or not a Supportive or Utility Power requires a roll is up to the GM's prerogative. If a roll is required, the same formula can be used as above, with the arbitrary challenge number set by the GM.

WHEN IS ARMOR (ARM) USED?

By now you've probably realized that ARMOR is extensively used in the game to describe a character's ability to withstand or avoid damage, or effect.

These external sources of attack can come from a variety of places. A villain can attack a Hero which requires their Armor to prevent. Additionally a trap might get set that causes the hero damage, or tries to freeze them, or slow them down. The hero might also want to jump from a high place, and their armor resists damage from a fall.

In all these situations ARMOR is used as the number that has to be met or beaten in order for an effect to occur.

YIELD POINTS (YP)

Yield Points are a number of points that a creature or problem has. Reducing the creature or object to Zero will effectively disable it.

While we mainly think of Yield Points attached to Hero's or Villains, there may be a challenge that requires a certain number of Yield Points which the Hero's might have to use offensive Impacts or Powers to take down. A solid door might have 5 Yield Points, where as brick wall might have 30 Yield Points.

Hero's have Yield points that will increase over time.   In fact let's cover leveling next.

Leveling Up

Every Hero has to start somewhere and for the most part your hero's will start at level 1 (See Variations to cover late editions from new Players).

Building Your Hero

This will be covered more in the Hero's section of the book, but briefly, at level 1 a Hero will be given a list of powers. When in a battle they will be able to use those powers up to 5 times. In any other kind of challenge or exploration the number of powers they can use doesn't have a limit.

Level 1 Steps

1. Add your 2 Attribute points to either IMP, POW, or ARM

2. Roll a D6 and add that to 10 to get your initial YP.

3. At level 1 you can use 5 powers per battle.

4. At level 1 any IMP attack does 2 damage. (Unless a power augments it)

Level 2 Steps

1. Choose 3 of your level 1 powers. You will not be able to use those powers that you did not choose.

2. Roll a D3 and 1/2 your current level to get how many YP you can add to your total. (Example - You roll a 3 + 1/2 of level 2 = 4 points. Add 4 points to your total YP.)

Level 3 Steps and all Odd level steps

1. Pick 3 new powers. If you select a more powerful variation of an existing powers, you have to replace that powers with it's prerequisite. A hero can never have more than 6 Powers.

    If you want to pick an upgraded power, but do not have the pre-requisite power, you must use up 2 power choices on that 1 selection.

2. Add 2 Attribute points.

Level 4 Steps and all Even level steps

1. Roll a D3 and 1/2 your current level to get how many YP you can add to your total. (Example - You roll a 3 + 1/2 of level 2 = 4 points. Add 4 points to your total YP.)

Levels 5, 10, 15, 20

1. Add the ability to use 3 more powers per battle.

> *A Battle* is any Combat that includes 1 or more villains at a time. If you fight 1 Villain and no more arrive to join in, that is a single battle. You can use up to 5 powers per battle at level 1. If a villain joins in a battle after it starts you get 1 additional power for that battle. When you run out, you can only use IMP attacks which are limitless.

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Leveling Chart

Level	Additional Attributes	Additonal Powers	Powers Per Battle	Additional Yield Points
1	2	3 (Access all)	5	10 + D6
2		3	5	D3 + 1
3	2	3 (Max 6)	5	
4			5	D3 + 2
5	2	3 (Max 6)	8	
6			8	D3 + 3
7	2	3 (Max 6)	8	
8			8	D3 + 4
9	2	3 (Max 6)	8	
10			11	D3 + 5
11	2	3 (Max 6)	11	
12			11	D3 + 6
13	2	3 (Max 6)	11	
14			11	D3 + 7
15	2	3 (Max 6)	14	
16			14	D3 + 8
17	2	3 (Max 6)	14	
18			14	D3 + 9
19	2	3 (Max 6)	14	
20			17	D3 + 10

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How does one Level?

Heroes gain levels by earning experience.

Small amount of experience are earned at earlier stages with larger amounts of experience at later stages. However the amount of Experience Points required to get from one level to the next also increases over time.

The Hero gains experience in a multitude of ways. Each enemy in combat has an amount of earnable experience (XP) from defeating them. Additionally you can gain XP by fulfilling hidden requirements in any encounter. These can include but are not limited to Asking specific questions, solving problems, or minimizing damage.

Heroes also earn more experience points when they work together or help each others.

It is also recommended that GMs award experience points when the Hero's use unique solutions or come up with creative responses.

Finally, completing storylines, and side stories also earns a hero experience.

The amounts of experience awarded for different scenarios are outlined within each Adventure Block. These are however, just guidelines and not definitive requirements. Award experience based off of your own personal preference. Keep in mind however that long periods of time without any significant gains can be wearisome for children.

Team Work

Any time two or more super heroes work together on a single task, or assist each other in the middle of a battle/task, you can earn additional experience points for that fight/problem.

Level	Experience to Next Level	Total Experience
1	20	20
2	30	50
3	40	90
4	50	140
5	60	200
6	70	270
7	80	350
8	90	440
9	100	520
10	110	650
11	120	770
12	130	900
13	140	1040
14	150	1190
15	160	1350
16	170	1520
17	180	1700
18	190	1890
19	200	2090
20	210	2300

POWER OUTAGE

The Mechanics of Playing

In the next chapter we'll discuss Roleplaying, but for now the focus will be on the actual mechanics of playing the game. Now the Roleplaying components are very important and may also include the functionality of using mathematical counters, but understanding the different types of structured roll based game play will go a long way to enjoying the game. As mentioned, there will be 3 main types of components that involve greater use of mechanics than dialogue. These 3 are Combat, Exploration, Puzzle, and Alternative Components, or CEPA for short. Let's look at it in reverse order.

ALTERNATIVE

Alternative components often coincide with Combat Components, and their desired goal is to provide a non-violent alternative to the play style. Alternative play typically requires additional components be completed to provide a resolution.

The dynamics of what occurs within an Alternative component vary dependent on what has been described in the Adventure Block for that component. It can be anything from problem solving, to trap negotiation, to role play resolution. Due to the extended nature of combat components, Players have the ability to access combat in a fairly direct path if it is so desired.

Alternative Components however, often rely on prerequisite nonviolent component completion (RP, Puzzle, Exploration). Additionally Alternative Components can adopt turn based game mechanics, at which point the combat rules for actions per round take affect. There is simply no one to compete against in a direct physical altercation.

Impact and Powers may also be used in Alternative play, but the Adventure Block may apply restrictions on their use. They also typically adhere to combat rules unless otherwise instructed.

PUZZLES

Puzzles can be a mixture of Social questions and answers, riddle solving, power/impact use, luck, or exploration.

For example, players might have to answer a riddle of the sphinx in order to continue on. Players might be faced with a flooding room, and have to arrange statues in a specific order to stop the oncoming water. Players may be confronted by moving statues that always block their way, and try to either find a way around them, or blast their way through them.

For the most part the puzzles will be outlined within the Game Session Blocks

POWER OUTAGE

themselves, but it's good to know all the options you have available to you, in case you want to customize or create your own environments.

Formulaic structures always can work the same when considering POW or IMP use. Set a number to beat, and roll to see if you can beat it.

EXPLORATION

Power Outage is typical played with tokens or minis that represent a players hero, plotted on a map. Maps are typically drawn onto a 1 inch by 1 inch mat. Maps are often provided within the Game Session Blocks that can be copied to the GMs mat, or the GM can design their own landscape.

Each square on a map describes 1 Unit of Movement for an Enemy or Hero. Heroes all have 10 default movement spaces in a turn when in combat, or a puzzle solving situation, and are generally free to move as much as they'd like in Exploration components. Villains movement spaces vary, but are typically anywhere from 5-10.

Now might be a good time to mention that this is a turn based game

Actually the turn based system, primarily comes into play during Combat components, or possibly Puzzle Solving

Components.

Basically you take turns when playing these components. If you're combatting someone, than each person in combat takes a turn. In Puzzles turns might be determined on the environment (if the trap was sprung, than maybe the effects of the trap will have a round).

To determine turn in combat, each hero rolls a D20 (20 Sided Dice), while the GM rolls for every villain involved in a Battle. Any late comers to a battle automatically take the last position. The highest roll goes first. If you get a draw, those two roll again.

Then again, you are always welcome to throw out initiative if you're comfortable with response based game play. Initiative helps to prevent kids from arguing over turns

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Example

Punch Girl rolls a 13
Shieldster rolls a 17

The GM rolls for
Hench1 with 10
Hench2 with 2
Hench3 with 18
The order of combat would go
Hench3 > Shieldster >Punch Girl > Hench1 >

POWER OUTAGE

COMBAT

When combat is initiated, players are asked to roll in order to determine their order. Once an order is established, each player takes turns until the combat is over.

Combat is done in Battles, which can be anywhere from a Single to Multiple foes. Combat does not end until everyone on the hero or the villain side is disabled (Brought to Zero YP) . In some cases additional villains might join into a battle while the Hero's are still engaged. These additions count as part of the existing battle, and are not treated as separate battles.

On either the Hero's or the Villains turn, they have the ability to do 3 things. They can move, they can perform a minor action, or they can perform a standard action.

Movement includes moving from one space to another, or standing up. If a person is knocked down, they must spend their movement action to stand up. You can not attack from the floor unless a power specifically grants you that ability.

A minor action is more of a roleplaying feature, or a power that is listed as being a minor. Flipping switches, readying an object, etc., are examples of minor actions. Some powers however are also minor actions, especially powers that include boosts to movement, armor, or provide other minor benefits.

Standard actions are any IMPACT action (Punch/Kick), any POWER (that isn't listed as a minor), Regenerating, Energizing, or any action that takes place on a persons turn that seems like it would be equal in weight to one a more defined and important action. Picking a lock, Kicking a door down, climbing a rope, activate a door panel, loading a computer virus, etc. ...

Villains also have the ability to perform these same actions. Once everyone has had a turn, you repeat the cycle from the top of the order. If a hero wants to wait on an action until after the villain has done something, they will have to change their position in the order and agree to be behind that villain from that point on.

In a battle, Heroes are allowed to use up to 5 powers from levels 1-4 before needing to energize, and as they gain levels will be able to use more and more powers. They can use the same power 5 times, or sort them however they'd like. Minor Powers and Standard Powers each count as a single use of a power. If in the midst of a battle, a new enemy enters, they gain 1 more power use. When they run out of POWERS they can always resort to IMPACT moves. IMPACT moves are limitless but they don't have as much effectiveness as a power, unless a power has specifically made them more effective. It is a trade off that hero's and villains alike must balance.

Villains powers are listed with the total quantity of their use.

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IMP attacks as well as some powers require the Hero's token be adjacent to the villains token. Other powers may have a maximum range.

In the example above, a hero (blue) is Adjacent to two villains (red), and 2 spaces away from his Ally (green). To be adjacent the other party can be in any square that touches the initial party.

Typically in order to create the illusion of discovery, a GM will only draw sections of the map that would be visible to the hero if they were standing in the room (unless of course they have X-Ray vision as a power). So a GM might draw a room that the Hero's are in. If there is an open door, they might draw the room and the hallway visible from the open door. The GM asks the players questions about where they want to go, and what they want to do, while the players ask questions about their surroundings.

Failure to observe ones surroundings however might lead to walking into traps.

Depending on what trap is sprung the Hero may have to use a POWER to work their way out of it, an IMPACT to bull their way through it, or just rely on their ARMOR to withstand the blow.

Additionally moving over certain ground or low barriers require two move spaces.

Any attack to a person requires a roll of Attack dice. When that attack lands, damage or effect is determined by the notations of the power to all individuals the attack landed on. The power description will inform you if how the damage is distributed, or whether damage has to be individually rolled if at all.

All combat powers require Attack rolls. Attack rolls for any other power or ability check, is up to the GM dependent on the varying situations.

Attack and Damage

Roll Attack

D20 + IMP or D20 + POW

Compare number to Enemy ARM

If equal or greater

IMP = 2 point reduction to enemy YP

POW = Whatever the power dictates

If less than Armor you miss.

POWER OUTAGE

A personal note about terminology when describing battles

While battles involve fantasy violence, terminology is something I try to keep mindful of when dealing with younger children. Of course this isn't a rule, and everyone has their own boundaries (which we'll actually get more into when describing variants) but I myself realized after a couple of rounds that some words struck the wrong chord with my players. The following are suggestions of what to use when describing events in a battle. They are what I used in battle situations, and of course, it's use is completely personal.

When damage is received by an enemy, I referred to it as "You took X points from him/her." I also set the terminology of what is regularly referred to as Hit Points, or Health Points to Yield Points. It hopefully reduces the effect of a person or things health actually being physically reduced. Of course older kids will fill in the blanks, but there's only so much we can do.

When enemies are brought to Zero they "give up" or "yield". When Hero's are brought to zero they are either "Out of energy", or "Have to return to base" depending on if one or all hero's have been brought to Zero.

It's for this reason that I've purposely removed "death", and the idea of a "total party kill (TPK)" from the game. Of course it is up to your discretion to do away with these terms in favor of terms you're more familiar with.

I allowed the hero's to use "kick" and "punch" as actions, but when referring to actions against them I left it as "took a swing at." For some reason it felt more natural to me. It may have been different if I were playing with a slightly older audience, but the hopes of this game is so that it can scale down as much as possible to accommodate to all levels.

The initial design of the game only included battle mechanics but in the upcoming Variants section I'll outline mechanics that can be used for mechanics in more nonviolent confrontations. The choice whether to use those mechanics, not use those mechanics, or include them as part of a larger set of options is totally up to you.

EXAMPLE OF A PRE-COMBAT & COMBAT ENVIRONMENT

GM Dialogue
"Butterfly Girl and Ice Princess run through the Alley to the back parking lot."
(At this point I would draw the parking lot, indicated spots on the map where vehicles are parked and any exits and maybe a dumpster near the exit.)
"Two henchmen appear to be in a van looking to leave and they seem to have two exits to choose from, what will you do?"

Player 1 (Butterfly Girl)
"Can I put up a wall of Butterflies using Butterfly Lift across the Alley?"

GM Dialogue

"Roll your Power attack"
(I determine that this should be a reasonably difficult task and personally assign a number of 13 in my mind for her to achieve it)

Player 1 Rolls a 9 on her D20 dice, adds her power points (4) and comes up with a 13.

Because this just meets my requirements I allow it, but I can indicate through dialogue how close she was to being unsuccessful.

GM Dialogue
"You strain your Powers and command the butterflies to form a net at the mouth of the Alley. It doesn't quite make it al the way across, but it's just enough to make them decide not to try it. Ice Princess? What would you like to do?"

Player 2 (Ice Princess)
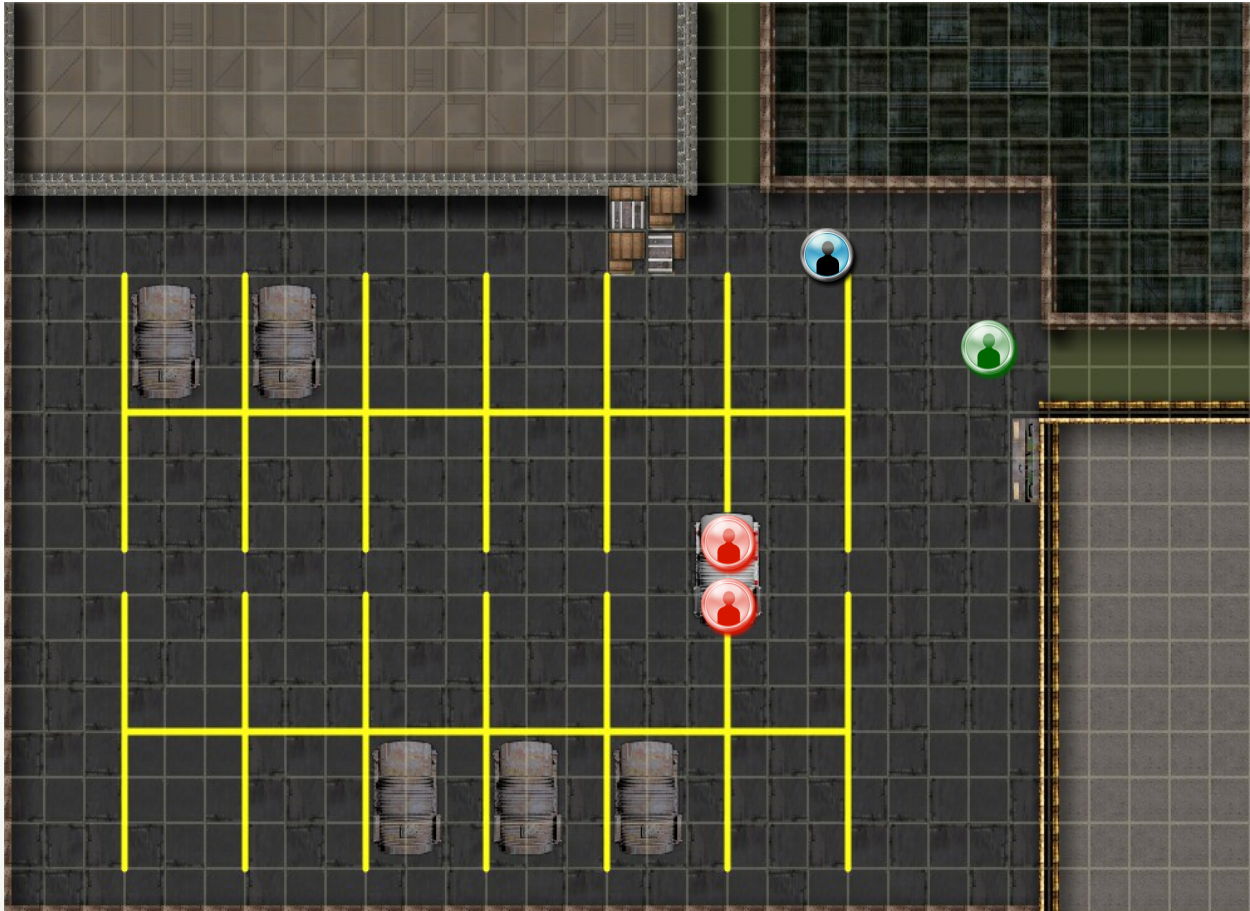"What's this?" (Pointing to a sketch on the map)

GM Dialogue
A Dumpster.

Player 2 (Ice Princess)
"Can I push it in the way?"

I make note that she's used the environment and asked questions to solve the problem. I take note that they both earn 1/4 extra experience for this.

⚡POWER OUTAGE

GM Dialogue
"Roll an IMPACT attack to see if you can push it in the way."
(I determine pushing the dumpster requires a 10 in IMPACT.)

Player 2 rolls a 13 add her Impact Points (2) and comes up with a 15.

GM Dialogue
"You easily succeed. Do you want to act it out?"

Player 2
"I kick the dumpster and it goes flying into the Alley!"

GM Dialogue
"Seeing their escape is out of question the two henchmen step out of the vehicle. Everyone Roll for their turns."

Every one rolls D20's, the GM rolls for each henchman, and then orders all the combatants.
Butterfly Girl (16) > Henchman 1 (12) > Ice Princess (7) > Henchman 2 (6)

At the start of the cycle, Butterfly girl is up first.

POWER OUTAGE

EXAMPLE OF A PRE-COMBAT & COMBAT ENVIRONMENT

Butterfly Girl

Move: She moves into range of a henchman.

Minor: She declines to use a minor.

Standard: Rolls her first power "I want to use Butterfly Breath"

She rolls a 8, adds her POW (4) and gets a 12 total. Compared to the henchman's armor 10, it is a hit.

GM Dialogue

"A hit! What does the power say? Do you want to Act it out?"

Butterfly Girl

Reading from Power Card

"I send a breath of butterflies at the enemy. 1D4 and I can push him back 1 space."

BG rolls a D4 and gets 3. She also chooses to act out a large exhalation.

I note a 3 point reduction from the first henchman.

GM Dialogue

"Next up is the henchman 1. Seeing butterfly girl, he goes to swing at her."

Move: Move adjacent to BG.

Minor: He declines a minor.

Standard: Rolls an IMP Punch attack. Roll is a 3, adding his IMP (3) gets a total of 6.

"He misses. Next up Ice Princess."

Ice Princess

"I'm going to help out Butterfly Girl. I want to do a sword strike."

Move: Moves adjacent to the Henchman 1.

Minor: "I pull out my icy indestructible sword and shout 'Hyah!'"

Standard: Rolls 15 on the dice, plus her POW (4) and gets a total 19. Compared to the henchman's armor 10, it's a hit.

POWER OUTAGE

EXAMPLE OF A PRE-COMBAT & COMBAT ENVIRONMENT

GM Dialogue

"Read your power, act it out if you want."

Ice Princess

"I slash with my Ice sword! 2d4.

IP rolls 2 d4 dice and gets a 1 and a 3 dealing 4 points to the henchman.

I note an additional 5 point reduction from the first henchman.

GM Dialogue

"Next up is the henchman 1. Seeing Ice princess, he tries a swing at her."

Move: Move adjacent to IP.

Minor: "He points at Ice Princess and says 'I'll get you!'"

Standard: Rolls an IMP Punch attack. Roll is a 7, adding his IMP (3) gets a total of 10. Matching that of Ice Princess.

With the attack matching her armor class, it counts as a hit, and thus her YP is lowered by 2 points.

Now with all combatants having a round, the cycle starts over and returns to Butterfly girl at the top of the round.

Combat continues until all opponents on either side have had their YP lowered to zero.

…

POWER OUTAGE

Other Standard Actions in Combat

Battles can be wearisome, especially against many foes. Heroes may find their Yield Points running low, or they may have run out of Powers. These actions can be performed in combat to try to regain some of your vitality but they come at a cost. Additionally only Boss level villains are able to use these abilities as well. The rest of the villains from henchmen to sub bosses can not.

REGENERATE

Hero's all have the innate ability to restore their own or their partners vitality in combat. Of course they do have a chance of being unsuccessful. In order to Regenerate Yield Points, a hero must be at or lower than their maximum Yield Points.

As a standard action they can choose to Regenerate (Giving up the option to attack) by rolling a D20. If the score is at or above 10, you can heal for 1D6. Any powers that grant you boosts to rolls will apply.

Heroes can also regenerate their partners using the same formula, but get an automatic +2 to rolls.

ENERGIZE

Energizing during battle is necessary when you have run out of powers, and there are still way too many people to handle. Energizing has the potential to restore some of your powers, but again this comes at a cost.

When a hero energizes they must drop any benefit or transformation that assisted them and take a defensive stance as a standard action. They can move, but that defensive stance affords them protection from half of any Yield Points that might be taken from them during a round.

They must maintain this stance for 2 rounds (using a standard action each round) at which point they can on the 3rd round as a minor action roll a D4 to determine how many Power uses they gain back. At level 5 this turns into a D6, at level 10 a D8, at level 15 a D12, and at level 20 a D20.

You can also transfer this energy to a Partner, but on the 3rd round you must use a Standard action.

SUPER ENERGIZE

Super Energizing requires one additional round (3 rounds, with a minor in the 4th), and disables your ability to move as well. But upon completion of super energizing you can energize yourself for the full value of a D4 (D6 at level 5, and so on.)

You can also transfer this energy to a Partner, but on the 4th round you must use a standard action.

Because you are unable to move you are at a disadvantage, so it is up to your partner to make sure you stay secure.

Rewards, Failures, and Dropping to Zero Yield Points

When a player drops an Enemy to Zero Yield Points, the enemy is incapacitated, unless the GM uses a regenerate action to revive them. GMs typically only have 2 regenerates shared between all enemies, unless the Adventure Block specifies otherwise.

A battle is typically over when all enemies Yield Points are brought down to Zero.

The same applies in reverse however. If any individual player is brought down to Zero Yield Points, they are incapacitated. The only way to revive that player and bring them back into the battle is for a hero to use a regenerate standard action, or a Power that allows them to regenerate a players Yield Points.

If all players are brought to Zero Yield Points the team must Regroup. When they regroup, the players are forced to return to their base, and may go back to the last attempted Component once more. Any equipment, experience earned, or enemies defeated are wiped, and the team is required to try again.

The adventure block is broken up into several sessions.   At the end of each session, the Rewards and Failure boxes explain how to go about guiding the actions of the heroes.   Some times the options for failing may not allow for a

SESSION 2 REWARDS

Experience Gains:

★ Earn 5 experience points for all enemies disabled

★ Earn 1 extra point per enemy where teamwork was used

★ Earn 2 points for each alley closed off, 3 if the vehicle is disabled

★ Earn 5 points for discovering the GPS signal

Equipment

★ If they search the van they'll discover a GPS unit that directs them to a warehouse on the Eastern Side of Shorai City near the docks.

FAILURE

If the heroes are forced to return back to base, or if they do not succeed in stopping the robot via alternative play, the robots escape capture.

After regrouping the Heroes are called by the commissioner and informed that sources point a warehouse where several vans matching the description of the van from the parking lot have been moving to.

Example of Session Rewards and Failure

reattempt at the last battle, but instead require the heroes to move on, potentially suffering from a lack of benefits in the future rounds, or at the very least a loss at potential experience points.

The adventure blocks function as guidance however, so some rewards can still be allotted to the team at the GMs discretion.

We've done away with death in power outage, to encourage continual play. But that too is at the discretion of the GM and based on the audience of players.

POWER OUTAGE

HEROES

BUILDING, AND ROLEPLAYING

POWER OUTAGE

WHAT MAKES A HERO?

Well there are many ways to answer that question on a philosophical basis, but with regard to Power Outage the question is quite simple. What Makes a Hero? You and your player do.

One thing that differentiates Power Outage from other RPGs is that Power Outage does not create Races and Classes. Typically those concepts box a character into a certain types of play style. But the kids that play Power Outage don't have specific classes or races. If they want to be a human, or an alien, or a ghost, or a monster, or whatever they want to describe, so be it. If they want their super hero powers to derive from Mutant Genes, or Super Suits, or their Home Planet it's their choice.

That is part of the reason why equipment doesn't really exist in the game. Why would your kid want to use a +1 Club from some troll, when they're comfortable using their Wand, or Scepter, or other iconic super hero device.

To that end, Power Outage Gives guidance on the mechanics that can be employed and leaves it up to the creators to determine how those powers will delivered.

The choice is yours, and feel free to add your own powers to the lists described.

Example

Level 3 Power - 2D4 Damage to up to 3 adjacent enemies.

It's your choice if that power is accomplished by
Ocean Boy Summoning up a wave that smashes into 3 opponents
Or
Ghost Mask slashing his Midnight Cape around him.
Or
Sun Queen slamming her scepter down and singing the enemies.

It's an open ended world and yours to make what you will of it.

Guidance

This book will however try to provide some guidance when it comes to the mechanics. In order to keep the game challenging, yet not too difficult. But please always read these instructions as just that; guidance. If you're finding gameplay on your kids too difficult, increase the damage potential. Too easy? Decrease it. The goal is to get you guys playing, not to put you off. Be wary however, not to make ever encounter a cakewalk. Without some risk , reward is not as sweet.

POWER OUTAGE

Eventually, if not already, the Power Outage website will offer prebuilt heroes, In our Hero Gallery.

This will be a great resource for families that just want to pick up the game and go. Or for kids who like exploring the game a bit, before they delve into the hefty consideration of what they want their Super Hero alter Ego to be. Each of those Heroes will have powers based off of the level powers listed on the following page.

Do you feel like sharing your hero for others to use? There will eventually be opportunities to share your hero with the Power Outage community so that others might get a chance to play as your creation.

Brainstorming

Some times it helps to have a bit of a template to help a kid (and a parent) along on the creation process. There are plenty of ways to do this, so here are a couple tips based off of what I did to help accomplish this with my own kids.

1. Have them pick 2-3 colors that they want incorporated into their hero. Often times colors help guide the kids selection of powers. Hot colors, Patriotic colors, dark colors. Just describing them as such gets you starting to imagine the different heroes that might embody those colors, and help with power creation.

2. Have them come up with a name based off of a theme of their power, ability, or costume. Let them know that they don't have to limit themselves to what they've already seen in the comic books and movies. Often times these powers can be related to the interests that they already bring to the table. Does your kid like dinosaurs? Does your kid like science? Princesses? Does your kid like Dinosaur Princess Scientists? Then maybe Professor Princess Pterodactyl (PPP for short) is just the hero for you.

3. Once you've got a theme for you're your hero/heroine next it's a good idea to figure out what their capabilities are. The level guides will give a pretty expansive list of powers at each of the power levels, but it's best to have your child's input on how they're employed. I asked my kids to pick 4 powers and 1 weakness. The 4 powers they picked helped me come up with a majority of what the power flavorings might be. The weakness plays a fantastic role in the roleplaying aspect of game play.

4. Do your best to apply the hero and their traits to up to 5 powers you select from the appropriate level. At level 1 players can play with all 5 powers but at level 2 they will have to select 3 to continue on with. At level 3 they can either upgrade their powers or select new powers from that level or earlier.

POWER OUTAGE

LEVEL 1 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect
Combat A	1D4	1 Adjacent Enemy	Push Target back 1 space not avoiding obstacles
Combat B	2D4	1 Adjacent Enemy	None
Combat C	None	1 Enemy up to 5 spaces away	Blind or Weaken causing next attack to take a negative 2 to attack and damage roll
Combat D	None	1 Enemy up to 5 spaces away	Stop Enemy Movement for 1 round
Combat E	1D8	Up to 4 Enemies but more than 1 up to 5 spaces	Split any damage across enemies in any amount so long as it totals the roll of the dice
Combat F	None	1 Enemy up to 5 spaces away	Stop Enemy Attack for 1 round
Combat G	1d4	1 Enemy up to 15 spaces away	None
Combat H	1d6	Up to 3 Enemies with at least 1 enemy adjacent to the hero	1st enemy takes full damage, 2nd enemy takes half, 3rd takes half of 2nd (rounding down) (Enemies must be in adjacent to each other)
Combat I	1d3	1 Enemy up to 10 spaces away	Enemy continues to take 1 damage per round for the rest of the battle
Combat J	None	1 Adjacent Enemy	Enemy moves back 5 spaces (avoiding hazards)
Combat K	None	1 Enemy up to 5 spaces away	Enemy is pulled to the nearest adjacent spot next to a hero (avoiding hazards)
Combat L	None	1 Enemy up to 2 spaces away	Enemy is pushed back 2 spaces (not avoiding any hazards)
Combat M	None	1 Adjacent Enemy	Next round enemy attacks any adjacent enemy
Combat N	1d6	2 Adjacent Enemies	Roll Damage for each
Combat O	1d3	1 Enemy up to 10 spaces away	Slow enemy movement as if each space were 3

POWER OUTAGE

LEVEL 3 COMBAT POWER LIST

Category	Damage Dice	COM	Additional Effect (All Require Prerequisite level)
Combat A2	2D4	1 Adjacent Enemy	Push Target back 3 space
Combat D2	None	2 Enemy up to 5 spaces away	Stop Enemy Movement for 2 round
Combat G2	2d4	1 Enemy up to 20 spaces away	None
Combat J2	None	1 Adjacent Enemy	Enemy moves back 10 spaces (avoiding hazards) Movement is slowed to half
Combat M2	None	1 Adjacent Enemy	Next 2 round enemy attacks any adjacent enemy

LEVEL 6 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect (All Require Prerequisite level)
Combat B2	3D4	1 Adjacent Enemy	None
Combat E2	2D8	Up to 4 Enemies but more than 1 up to 10 spaces	Split any damage across enemies in any amount so long as it totals the roll of the dice
Combat H2	2d6	Up to 4 Enemies with at least 1 enemy adjacent to the hero	1st enemy takes full damage, 2nd & 3rd enemy takes half, 4th takes half of 2nd (rounding down) (Enemies must be in adjacent to each other)
Combat K2	None	3 Enemy up to 5 spaces away	Enemy is pulled to the nearest adjacent spot next to a hero (avoiding hazards)
Combat N2	1d10	2 Adjacent Enemies	Roll Damage for each

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LEVEL 9 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect (All Require Prerequisite level)
Combat C2	None	3 Enemies up to 5 spaces away	Blind or Weaken causing next attack to take a negative 2 to attack and damage roll
Combat F2	None	2 Enemy up to 5 spaces away	Stop Enemy Attack for 2 rounds
Combat I2	1d6	1 Enemy up to 10 spaces away	Enemy continues to take 3 damage per round for the rest of the battle
Combat L2	None	2 Enemy up to 4 spaces away	Enemy is pushed back 4 spaces (not avoiding any hazards)
Combat O2	1d6	2 Enemy up to 10 spaces away	Slow enemy movement as if each space were 3

LEVEL 12 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect (All Require Prerequisite level)
Combat A3	4D4	1 Adjacent Enemy	Push Target back 5 spaces (Not avoiding obstacles)
Combat D3	None	4 Enemy up to 5 spaces away	Stop Enemy Movement for 3 rounds
Combat G3	4d4	1 Enemy up to from any distance	None
Combat J3	None	Up to 3 Adjacent Enemies	Enemy moves back 10 spaces (avoiding hazards) Movement is slowed to half
Combat M3	None	2 Adjacent Enemy	Next 3 rounds enemy attacks any adjacent enemy

POWER OUTAGE

LEVEL 15 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect (All Require Prerequisite level)
Combat B3	3D6	1 Adjacent Enemy	None
Combat E3	2D12	Up to 4 Enemies but more than 1 up to 10 spaces	Split any damage across enemies in any amount so long as it totals the roll of the dice
Combat H3	2d10	Up to 6 Enemies with at least 1 enemy adjacent to the hero	1st enemy takes full damage, 2nd & 3rd enemy takes half, 4th & 5th takes half of 2nd (rounding down), 6th knocked prone but with no damage (Enemies must be adjacent to each other)
Combat K3	None	All Enemies up to 4 spaces away	Enemy is pulled to the nearest open adjacent spot next to a hero (not avoiding hazards)
Combat N3	1d10	All Adjacent Enemies	Roll Damage for each

LEVEL 17 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect (All Require Prerequisite level)
Combat C3	None	All Enemies up to 4 spaces away	Blind or Weaken causing next attack to take a negative 3 to attack and 5 to damage roll
Combat F3	None	3 Enemy up to 5 spaces away	Stop Enemy Attack for 2 rounds
Combat I3	1d10	1 Enemy up to 10 spaces away	Enemy continues to take 5 damage per round for the rest of the battle
Combat L3	None	Any Enemy up to 4 spaces away	Enemy is pushed back 4 spaces (not avoiding any hazards)
Combat O3	1d6	3 Enemy up to 15 spaces away	Slow enemy movement as if each space were 4

POWER OUTAGE

LEVEL 19 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect (All Require Prerequisite level)
Combat A4	4D4 + 8	1 Adjacent Enemy	Push Target back 5 spaces
Combat B4	3D6 + 8	1 Adjacent Enemy	None
Combat C4	None	All Enemies up to 4 spaces away	Blind or Weaken causing next attack to take a negative 3 to attack and half damage roll
Combat D4	None	All Enemy up to 5 spaces away	Stop Enemy Movement for 3 rounds
Combat E4	2D12 + 8	Up to 4 Enemies but more than 1 up to 10 spaces away	Split any damage across enemies in any amount so long as it totals the roll of the dice damage
Combat F4	None	All Enemies up to 5 spaces away	Stop Enemy Attack for 2 rounds
Combat G4	4d6 + 4	1 Enemy up to from any distance	None
Combat H4	2d10 + 4	Up to 6 Enemies with at least 1 enemy adjacent to the hero	1st enemy takes full damage, 2nd & 3rd enemy takes half, 4th & 5th takes half of 2nd (rounding down), 6th knocked prone but with no damage (Enemies must be at least 2 spaces from each other)
Combat I4	1d10	1 Enemy up to 10 spaces away	Enemy continues to take 5 damage the first round, and then +2 damage more per round from the last round (ex. 5, 7, 9, 11, 13, 15, 17, 19)
Combat J4	None	Any or All Adjacent Enemies	Enemy moves back 10 spaces (avoiding hazards) Movement is slowed to half

POWER OUTAGE

LEVEL 19 COMBAT POWER LIST

Category	Damage Dice	Target	Additional Effect (All Require Prerequisite level)
Combat K4	None	All Enemies up to 4 spaces away	Enemy is pulled to the nearest open adjacent spot next to a hero (not avoiding hazards) Weaken negative 2 to attack
Combat L4	4	Any Enemy up to 4 spaces away	Enemy is pushed back 8 spaces (not avoiding any hazards)
Combat M4	None	2 Adjacent Enemy	Next 3 rounds enemy attacks any adjacent enemy
Combat N4	1d10 + 10	All Adjacent Enemies	Roll Damage for each
Combat O4	1d6 + 6	6 Enemies up to 15 spaces away	Slow enemy movement as if each space were 4

UTILITY POWER LIST

Category	Damage Dice	Target	Additional Effect
Utility	*None*	*Self*	*Move additional 3 spaces per turn for the remainder of the battle*
Utility	*None*	*Self*	*Create barrier in the path of your movement that remain for 1 turn for up to 3 turns*
Utility	*None*	*Self*	*Lie Detector for rest of engagement*
Utility	*None*	*Self*	*Flight - Move over traps or hazards at normal speed*
Utility	*None*	*Self*	*Breathe air as if not effected by any atmospheric conditions for the remainder of the battle*
Utility	*None*	*Self*	*Become unmovable for 1 round, avoid damage, but can not attack*
Utility	*None*	*Self*	*Become Indestructible but unable to attack for 5 rounds*
Utility	*None*	*Anyone*	*Create Light source or noncombative source of power based energy*
Utility	*None*	*Self*	*Become undetectable to enemies 5 or more spaces away for 2 turns, attacking makes visible*
Utility	*None*	*Anything 20 pounds or lighter*	*Manipulate object up to 10 feet away*
Utility	*None*	*Self*	*Detect Traps*
Utility	*None*	*Self*	*Change your voice including perfect mimicry, and/or throwing your voice*
Utility	*None*	*Self*	*Transform into something else, not changing your abilities in anyway.*
Utility	*None*	*Self*	*Pull a random noncombative object out of seemingly nowhere (player or GMs choice)*
Utility	*None*	*Self*	*Force Truth up for up to 2 questions, but potentially anger the person questioned*

POWER OUTAGE

Category	Damage Dice	Target	Additional Effect
Utility	None	Self	*Phase through most walls, but you must become substantial at the end of your movement*
Utility	None	*no greater in weight than what you can lift with your bare hands*	*Ability to manipulate particular material s, from a distance of 20 spaces*

More Powers
Coming Soon...

POWER OUTAGE

SUPPORTIVE POWER LIST

Category	Damage Dice	Target	Additional Effect
Supportive	*None*	*Friend*	*Revive—Restore 2 points of YP to friend, only if they are at Zero YP*
Supportive	*None*	*Friend*	*Roll a d20—If you get 10 or higher, an ally can reroll their attack roll with a −4 (as a reaction)*
Supportive	*None*	*Friend*	*Roll a d20—If you get a 10 or higher, and ally can reroll the dice on any power that requires a roll. (as a reaction) The ally can use the higher roll of the two*
Supportive	*1d3 Or 1d4*	*Self and Friend*	*Do 1d3 damage to self or friend in order to gain 1d4 YP to self or friend (Power must always include Self either as the target or recipient. You can not double down on yourself.*
Supportive	*None*	*Anyone*	*Advanced Regeneration - Roll a D8 instead of a D6 as a minor action for 3 Regenerations*
Supportive	*None*	*Any space up to 10 feet away*	*Create illusion undetectable to enemies up to 3 spaces from the illusion*
Supportive	*None*	*Friend*	*Boost friendly attack by 1 for 3 rounds*
Supportive	*None*	*Friend*	*Boost friendly damage by 1 for 3 rounds*
Supportive	*None*	*Friend*	*Boost friendly IMPACT attacks by 2 for 5 rounds*
Supportive	*None*	*Friend*	*Reduce damage to a friend by 2 (as a reaction)*
Supportive	*None*	*Friend*	*Reduce attack to a friend by 1 (as a reaction)*
Supportive	*None*	*Space*	*Create 1 by 2 space barrier anywhere within 10 spaces from you.*
Supportive	*None*	*Space*	*Make one space a safe zone for 2 rounds, can be maintained per round at the cost of movement*

POWER OUTAGE

More Powers

Coming Soon...

⚡ POWER OUTAGE
CHARACTER SHEET

Players Name: _____

Heroes Name: _____

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Location: _____

HERO ART

HERO DESCRIPTION

POWERS

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

WEAKNESS

1. _____

STATS

IMPACT (IMP)   2+____ = _____

POWER (POW)   2+____ = _____

ARMOR (ARM)   10+____ = _____

YIELD POINTS (YP)   _____

Add 2 attribute points every odd level

Roll d3 + half your level and add it to your YP at every even level (10 + 1d6 at level 1)

BADGES EARNED

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

⚡ POWER OUTAGE

THE WORLD

HISTORY AND REGIONS

POWER OUTAGE

The World of Power Outage

This chapter is not dedicated to hard set information necessary for completing an adventure. In fact if it is your goal to make the world of Power Outage whatever you wish it to be, you're more than welcome to skip this chapter altogether.

However, if you would like to learn the history of Power Outage as far as I the creator has dreamed it up, than this chapter is for you. The following passages will describe that history of the large country sized island of Outage, Alaska, as well as information regarding many of its major districts and territories.

You'll notice that this section doesn't have as much of the light hearted frivolity of the actual characters within the Adventure Blocks. So while some of the villains may be on the silly side (with names like Break Fast, InstaGator, and Canned Ma'am) this will be a frame work in which all the characters exist.

Use this information to flavor your narratives, or if you get into the process of building your own Adventure Blocks, feel free to use the information regarding these areas to better assist you in your endeavors.

Do you want to set your campaign to start in Outages distant past? Maybe the history of Outage will help you along. Do you want to explore the possible mysteries of Shorai City? Escape from a trapped and flooding labyrinth in The Sink? Take a break from science fiction and dabble in science fantasy in The Overgrowth? Create a gritty

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atomic punk noir in the Atomnyy Zavod? Then here's the info you'll need.

Or if you ever feel like taking on the game with a group of adults, then here's your chance to build onto our world.

The History of Outage, Alaska

The world of Power Outage was very similar to our own until the 18th century until a large island mysteriously appeared in the middle of the Pacific Ocean. Japanese sailors were the first of this age to attempt to land on the shores, but soon discovered that they were not the first civilization to know the land. Evidence of the ancient ruins of a long forgotten yet advanced civilization had left their mark on the landscape.

The island was not without its dangers however, as large creatures, dangerous plant life, seismic activity, and even the ancient technology of the island itself, kept attempts at colonization at bay for a full century. It didn't, however, stop adventurous bands of heroes from delving deep into its mysteries to return with fantastic prizes for their countrymen.

The evidence of these advances soon became evident in the Russo-Japanese War. The power displayed in the Japanese naval presence was only countered by the continued pressure of Russian numbers and great landmass resources. Still, in the end, the two great powers finally settled their dispute by staking individual claims on the small footholds they could hold onto. The Japanese occupied the ancient city of the forgotten civilization, while the Russians claimed the area around a large bay, backed by high cliff faces, bearing exotic and rare minerals.

As time moved on, an American politician negotiated the purchase of Alaskan landmass and most of its surrounding territories including the, as of yet technically unclaimed majority the island. With the agreement , the original Russian colony maintained territorial control while recognizing American sovereignty. The Japanese colony, not recognizing US authority continued its possession and slow expansion unheeded of American demands.

Seward, the politician involved was initially mocked for his deal, in a now infamous children's song

"Seward's folly, poorly bought,
A pretty penny all for not,
It's so much land, he promptly pouted,
But full of ice and rocks we shouted,
Out of office, out of courage,
Off he sailed to frozen outage."

But Seward's infamy quickly turned around as explorative teams quickly realized the unique and miraculous discoveries and properties of the island. It was a scientific wonderland for a rapidly industrializing country, and an age of wonder that began the first stepping stone to America

POWER OUTAGE

The History - Continued

becoming a heavyweight on Global world scape.

The last remaining legacy of Seward's claim to fame was named from his poem, and by the start of the 20th century, Outage became a territory of the Alaskan state. This act did not come without its complications. The Japanese colony now a full fledge city-state named Shorai, was not willing to stop its advancement into the island proper and to what the Americans felt was sovereign territory.

Tensions rose not just here, but around the world, and soon global conflicts were occurring all over. Tyrants rose to power and allied nations became embroiled and divided over multiple fronts.

Conflicts boiled over onto the stage of Outage. Russian cooperation with American forces kept the rapidly techno-advancement of Shorai's expansion at bay, until the very end of the great war, and the start of the Atomic Age. Fortunately, in the world of Outage, the use of atomics directly in weapons never came to use, as clear heads of that age realized early the dangers of such proliferation. But the power source became the fuel of an unstoppable allied force.

With the war over, due to treaty agreements, Shorai city was allowed to maintain its original occupied territories, but under the condition that expansion across the island would not be allowed. To the residents of Shorai city, this was no problem, as plans they had designed had

their eyes set toward the sky, and an ever increasing expansion upward.

Over the next several decades a sense of homogenous stasis occurred on Outage. Conflicts between the major powers had all but resolved and trade, communication, and borders slowly broke down. Some say this was the setting for the arrivals of the first powers.

Some claim these powerful characters were there from the very beginning, moving and shifting the politics and progress of the island in secret. Some claim it began with the American experiments that prompted the creation of The Overgrowth, an out of control experiment in flora and fauna of the island. Some claim it started when the mysterious darkness overtook Atomnyy Zavod, the Russian Territory.

Some claim it happened from the continual plunging of Shorai's' discoveries further and further down into it's ancient civilizations depths. Yet others claim it is simply a product of the magical island itself.

Whatever the case may be one thing is known for sure. The large continent like island of outage attracts the abnormal, the super, the mysterious, and the wonderful. Good and bad. Heroes and villains have come up out of the islands many territories. Some with the power to effect not just the island, but the world. What does this mean for the future of this alternate Earth?

POWER OUTAGE

Shorai City

Population : 10.306 Million

Major Known Villains : Mrs. Roboto, The Tempuritan

Description : Shorai city is a jewel of the Technological Age.   The location of the Metropolis of Shorai, is actually built over the ruins of an ancient civilizations capital. A civilization who's roots dig ever deeper into the ground. Little evidence has been found to describe what calamity occurred, that made it's inhabitants disappear. Any script found bares no resemblance to modern day languages, and baffles both the greatest of our scientists, or their techno wonders.

What is known for certain, is that the technology left behind seemed eons ahead of their approximate carbon dating some 20,000 years past. Not only are there mysteries wrapped up in existing artifacts, but the intricate labyrinthine tunnel system that digs deep below this great city.

The residents of Shorai chose to expand upward in a seeming mirror reflection of it's ancestry. Mile high sky scrapers often defy what the typical architect would deem physically possible, all the while shining with a bioluminescent glow. During the day its mirrored surfaces capture every ounce of the Suns energy to fuel the futuristic industries within it's borders. Greatest among those industries is the

POWER OUTAGE

megacorporation known as Robotto Corp.

Robotto Corp actually controls quite a few dealings in Shorai city to the point where it's governing body of Shorai and Robotto Corps personal business interests have blurred. It is both a driving force of innovation, and a stark reminder of the corrupting influence of absolute power.

With the introductions of powerful super beings, Shorai City has now become embroiled in continual conflicts, skirmishes, and intrigue.

Getting Around

Adventures may take you through across the hustling and bustling city, up skyscrapers built like technological fortresses, or down into the rubble strewn depths of the ancient under structure.

Travelers through the city are likely to find a mixture of Japanese, American, Russian customs and markets. There are still areas of the city that harken back to simpler times with early colonial Japanese esthetics, but the heart of the city is a bustling often over crowded metropolis.

Markets range from typical urban shopping plazas, to rare, and exotic (often illegal) artifacts. A black market and organized crime rings have carved out their own areas of the city, keeping their distance from the more aggressive gangs of corporate big shots. Travelers beware.

Vehicles operate in both air and ground by both human, and robotic drivers. Robots are a common site, and typically unintelligent, serving as menial labor work. The population is on average typically higher in intelligence, with a large degree of education supplying the many technological opportunities that are made present in the city.

Shorai is actually a multi leveled structure making use of ground levels and multiple tiers of transportation stacked above one another often directly connecting districts across the massively tall buildings. And transportation not being solely limited to ground connected travel means, that the highways and byways of the sky can also be maddeningly difficult to follow.

However, with this complexity are areas of rigid order. Large areas of the city are dedicated to specific Districts, and those Districts are intelligently broken up into smaller districts by need.

Travel on foot across the district would typically take an average non powered human 8 hours, with plenty of options available for free or cheap public transportation.

Atomnyy Zavod

Population : 1.2 Million

Major Known Villains : Break Fast, The Crimear

Description : Most people would assume that Atomnyy Zavod is a city, just like any other city, in that it appears to have businesses, homes, shops, and eateries. This is true in sense, in the fact that it has all these things. However what differentiates Atomnyy Zavod from other cities is that it is in fact, one incredibly large factory, who's purpose specifically dedicated toward the creation of atomic batteries. Shortly after the start of the space race, a mysterious event occurred in Atomnyy Zavod. Over the course of several days residents of the city, noticed a diminishing of solar energy. The dimming of the sun faded within a short distance of the cities borders. Within several weeks light and the very appearance of the sun in the sky seemed to diminish more and more, to the extent that within two months time, an eternal night blanketed the city.

The space race at that point, had been a competitive endeavor between the three largest nations with interests in Outage, but with the great dimming, common interest and collaboration finally begun to

ensure, a collaborative effort toward unlocking access to the stars to mankind.

The first efforts putting satellites into space however, did nothing to alleviate the mystery. Light seemingly just missed the city, which stood as a darkened shadow on the surface of a sunlit Earth.

Within the next few years the Supers started showing up on Outage, and were not received well in Atomnyy Zavod. Heroes don't feel welcome as they do in Shorai, and while borders are completely open to visitation, no Heroes "officially" maintain a residence. With every "Citizen" of Atomnyy Zavod technically being employed by the factory, hiring practices prevent official residence.

Restaurants, entertainment, goods stores. All run by employees, managed by employees, and for the most part, patronized by employees.

Getting Around

Atomnyy Zavod is shrouded in darkness, lit by the sometimes eerie glow of personal lamps, and atomic battery points. Because the range of job classifications are extensive and varied, the employees typically can be found walking around wearing their atomic equipment. This appearance adds an AtomicPunk element to the Russian Gothic styling of the buildings. Most travel is done by soviet model vehicles powered by atomic engines, or Lighter Than Air crafts.

The thread of nuclear exposure seems to be minimal, but the general fear of it's use creates a cautious air among most of it's citizens in many things they do.

It is typically not dangerous to walk about Atomnyy Zavod, with the exception of the occasional outsider or Super causing mayhem. The Atomnyy Zavod security response teams are quick to respond, and both equipped and trained to handle Super Human events. They are not necessarily super powered themselves but they do have a high level of rigor.

The streets are laid out as a complicated warren, that often has dead end streets and alleys leading people impossibly close but not to their destination. Often times with large exhaust and transfer pipes being used as shortcut pathways with consideration of the cities' clocklike usage of them.

Outsiders will have difficulty finding their way around without local guides that can be hired for reasonable prices.   Trying these shortcuts without a guide or knowledge of how the factory works may find themselves in dangerous situations.

POWER OUTAGE

Seward's Refuge
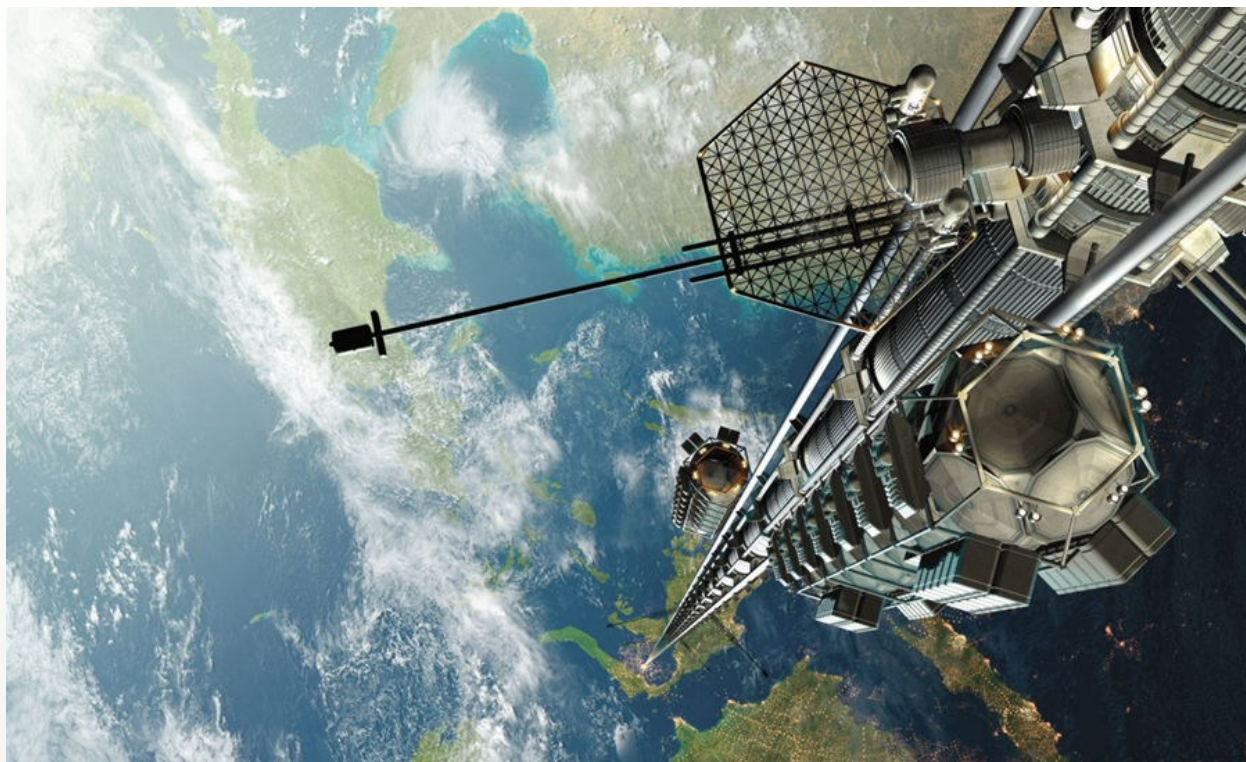
Seward did eventually make his way to Outage, but unlike the children's song suggest, he did not flee to Outage in disgrace, but at the head of a naval contingent sent by Lincoln to develop a foothold on the island.

While the majority of US Citizenry mocked his efforts, few knew of his involvement in an attempted assassination attempt on his former rival turned friend Abraham Lincoln, in a theater in Washington DC, after first surviving his own assassination attempt.

The attempted assassination was hidden of course, to prevent the potential viability of future assassination attempts.   So in many ways, Seward's multiple acts of quiet heroism faded into the obscurity of history.

Nor could this alternate Earth realize the relations he'd formed with the Russian super powers, and the saving of a president from the past, could have impact America's future, eliminating the assassination of a future president who had been propelling the nations efforts toward space travel.

No public records were disclosed, but in honor of this unsung hero, one of the largest, and most advanced military and scientific conflicts in the world, was named in his honor. Seward's Refuge.

From it's humble beginnings, Seward's

Refuge started out as an outpost encampment of US soldiers and a team of scientists. The refuge itself was founded in as close to a geographic center of the island as manageable, covering a distance between Atomnyy Zavod and Shorai City.

At first it became engrossed with aggressive engagements with the Japanese combatants from Shorai city, but with Russian forces providing aid, and the eventual treaty, it not only survived but expanded. Now the high walls encircle a central lake in the center of the island. Through this base, is the only means for non flight born super heroes to enter the district known as The Overgrowth.

While space flight was originally flown out of Cape Canaveral, Florida, with the construction of the Tsiolkovsky-Wakata International Space Elevator (TWISE for short, pronounced "twice.". Named in honor of the dedicated collaboration with Russian and Japanese researchers to enable space access) rocket assisted space access became more of a thing of the past. The elevator simply brings any necessary equipment up past geostationary orbit. Ships are now built and designed in space.

The elevator remains tethered to earth on a floating research facility at the heart of Seward's Refuge.

While seemingly imposing, and definitely secure, Seward's Refuge is the home to the worlds top scientists, working together and collaborating, without regard to national borders, secure in the protection of the American Militaries forces.

Getting Around

Access into Seward's Refuge, and thus The Overgrowth beyond it, is available only at the behest of the admiralty in charge. Once invited, guests and heroes are strictly limited to areas of interest as determined by their pre-existing authority and project scope.

Over the course of it's existence, villains have attempted to gain access into it's heart by masquerading as key personnel, but such efforts bore no fruit. Whatever the protection efforts are, Seward's Refuge is quite particularly prepared for Hero's tendencies to throw around their demonstrable weight. Some suggest this is due to a specialized group of Super Powered Heroes' that they keep on retainer for just such an incursion. Nothing official has ever been put forward however.

If you have been selected to bear the honor and distinction of being asked to enter Seward's Refuge, it is advisable that any guidelines provided to you by security personnel be strictly enforced. It can be quite dangerous for you and many parties involved, were you the type to wander about.

Stick to your assigned project scope, carry out requested projects to their successful completion.

The Sink

Population : Continually Changing. Census takes have a habit of disappearing

Major Known Villains : InstaGator, Boat Rocker

Description : The Sink is in many ways, an oddity. Geologically it is an example of near perfect geothermal land renewal. Settlers have taken up residence from around the world, yet the attraction is somewhat bewildering, as any structure built in this region will eventually and inevitably slide into the ocean, as volcanic activity along the fault line which borders it continually produces recovered land. The city proper currently is half submerged, with new buildings continually being built further along it's edges, only to eventually be swept into the ocean within a few decades. What is remarkable however, is that evidence of this practice dates back beyond the initial Japanese discovery. The ruins of ancient and mysterious settlements can be found further and further out into it's coast. An ancient city sits there underwater, waiting for adventurous spirits to explore. What makes these ancient structure even more remarkable, is the fact that many of them still remain air tight, even while submerged. Evidence indicates in fact that some of the structures were built, if not with the

POWER OUTAGE

intention of surviving underwater conditions, but may have actually been built on site under the surface of the ocean.

For explorers to travel in this district one faces dangers not just from the multitude of ferocious underwater creatures, but from it's residents within the city.

Smuggled and black market goods dealings, pirates and more are only small cross sampling of the more unsavory residents of the district. So casual vacationing or site seeing is all but impossible. A person moving into this district, either falls into one of three categories. Foolish, adventurous, or Dangerous.

Getting Around

One thing any visitor to The Sink must know in advance, is that there is no law, outside that of "he who carries the biggest stick." Even heroes give this area it's wide birth and consider it, too much of an issue to try to tackle. But were you to be one of the hardy adventurers seeking enlightenment or intrigue in this area there will be plenty for you to explore.

Deep off it's coast, explorers troll the underwater city. Some permanent underwater structures can be found down there, only accessible via submersibles. Once down there, a network of tunnels and chambers both ancient and newly crafted connect several of the ancient

structures, while still other sections remain independent and as of yet unexplored.

The town at it's coast has a mixture of great imposing fortresses, edifices of plunder and villainy, crowded in by the shanty style buildings of new structures. Closer to the water all these structures stand on stilts, but as you move away from the shore, you'll find new structures continually being built up to the border of a jungle canopy. Past the jungle, fertile ground takes over for many miles, before the ground becomes hard and volcanic. At it's furthest border volcanic and seismic activity is regular and steady. It is only here that you truly get a sense of the rapid growth of this district as new land seems to literally push out from a shelf of rock, in a continual expansion.

Travel through the city can typically done by small ferrying boats. The furthest edge can be surmounted on land, however in it's constant state of building there is no guarantee of the safety of a firm road. Much of the city itself maintains swathes of thick jungle growth, and trees have been shaped into some of the more natural looking paths and bridges.

Be on guard while traveling through the city as one can never tell which gang controls which area, and the territorial disputes can be fierce. It is best to keep to ones self, stick to the broader water ways, and steer clear of any alleys. Be weary, be vigilant, and if you plan on entering this

POWER OUTAGE

The Overgrowth

Population : Continually Changing. Census takes have a habit of disappearing

Major Known Villains : InstaGator, Boat Rocker

Description :

One of the first experiments the original American scientist worked on was genetic modification of the flora and fauna of the island.   The idea was to grow super crops that grew multiple times larger than standard crops, but in barren environments.   A crater pocked depression was selected for the initial test site.

What they were not expecting was the interaction between the sprouting seeds and the mutating agents found in the soil. Plants grew overnight much to the delight of the scientists, but their growth was not constrained.

Within two weeks time the vegetation in the miles wide depression grew to the point where it was impenetrable.   As the scientists attempted to harvest the fruit of their plants they found that the plants themselves had developed defensive mechanisms to bar their entry.   The growth would have continued on unimpeded if not for continued efforts of

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both scientists and the embedded armed forces of Seward's Refuge.

Trees grew tougher, with trunks calcifying or hardening to materials near metal in their strength,

Plants resisted defoliants and herbicides, and eventually grew dangerous thorns and toxins.

The animals abandoned in the first weeks also changed, with new variants of animals became adapted and modified to the harsh jungle environment. Larger, more aggressive, more strange, these unique creatures are different than anything seen anywhere else on the planet.

The only method for containment cam with the use of a focused laser grid fence, powered by the atomic fuel of Atomnyy Zavod.

Getting Around

While noticeably one of the most dangerous environments to enter, there are signs of potential wonderful benefits. There are signs of many beneficial medicines and wonder cures. The plant life and original meteorite properties that caused the mutations also have tremendous potential for further scientific research.

Officially, entry into this district is controlled by the army, however people have found innovative ways to make it in. Regular travelers however are restricted from entry. Only heroes with a sufficient degree of power can enter and typically only under strict guidelines or in an attempt to resolve an interest of the government or science officials.

Rumors of the district however have spread far and wide, the greatest of these being the existence of sentient intelligent creatures that exist within the small but thickly vegetative confines. Others claim that the trees themselves have a will of their own, and the potential to move and react in eerie and non-vegetative ways.

Trees have grown skyward, some reaching several hundreds of feet into the sky. And the root systems of these mammoth trees have broken through the surface crust forming streams, and gullies throughout.

Any traveler is advised extreme caution and preparedness before attempting to brave the wilds of this jungle region. Guides are hard to come by since, entering the district too often has a tendency of resulting in never coming back out again.

Once through the gates of the laser grid fence is it all but impossible to get out from any other direction, as it runs straight to through and along the shoreline, encompassing the entire district. Marines regularly make entrances into the jungle but typically go no further than attacking the vegetation nearest to the border and entry.

Proceed with extreme caution.

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