



Above and Beyond

Free Demo

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Free Stuff!

Yup, free stuff. This demo is all about giving you free stuff. After all, we couldn't ask you to buy our supplement without giving you some sort of hint as to what was in it. Below you'll find four new skill uses, five new feats, two new superpowers, an NPC, and a headquarters, all suitable for use in M&M games.

Above and Beyond has all these and more, as you can probably see from the book's index, which we've included at the end of the demo. Above and Beyond can be purchased at RPGNow.com for \$8.50 of your hard-earned but well-spent money. It's almost ten times the size of this demo.

New Skill Uses

Computers (Int)

You can make a Computers check to taunt constructs and other machines, as per the Taunt skill. You roll your Computer skill against theirs (or their Sense Motive, if they have it), with a -10 penalty. Success allows you to choose one of the options for Taunt. Failure means that the computer has successfully taunted you instead, typically choosing to enrage and frustrate you.

Writing an artificially intelligent computer program is a DC 50 task. You may specify some basic personality traits you wish the AI to have, but it will mostly develop on its own, learning from its surroundings.

A DC 35 Computers check will let you read binary (or other computer code) faster than you read regular written text.

Innuendo (Cha)

By using Innuendo and Taunt together you can insult someone in a way they won't figure out for at least a few minutes. Make a normal Taunt check, rolling for resistance as usual. Then make an Innuendo

check with DC 10 + your opponent's Innuendo skill (or Charisma modifier if he or she has no Innuendo skill). Success means that you can decide when your opponent figures out the insult: sometime in the next few minutes (good for encouraging pursuit), sometime in the next day, or sometime this week. You can't choose an exact time.

You can also use a DC 30 Innuendo check to send two different messages to two different people in a single sentence. Both people may make Innuendo or Sense Motive checks, with a DC equal to your check result, to attempt to catch both parts of the message.

For example, you could speak a sentence which means "We come in peace" to your enemies, but "Shoot to kill" to your friends. If your Innuendo check is 35, your enemies can attempt an Innuendo or Sense Motive check, DC 35, to understand both parts of the message.

Profession (Wis)

With a DC 60 Profession check you can totally revolutionize the way your profession works, improving both the efficiency and the happiness of people who do things your way. All tasks performed by people in that profession have their DC reduced by 1. If you try to do this more than once for any particular profession the DC of your check increases by 5 each time (to 65, then 70, etc.).

Repair (Int)

Modifiers for alien technology are already included in the M&M version of Repair. Here we will add a way to do things more quickly.

By increasing the DC by 20 you can cut the time by one category: from weeks to days, from days to hours, from hours to minutes, and from minutes to half-actions. Thus, repairing damage to a car that would normally take a week to fix (call it a DC 15 check) could be done in only minutes by increasing the DC to 85.

Taunting Constructs

High levels of Computers, Bluff, and Taunt skills allow you to fake out or enrage computer opponents, constructs, and animated objects. Here are a few good taunts for them, mostly for computers.

“Silicon will always be inferior!”

“Cram it in your I/O port!”

“Your mother was a 286!”

“Hey, big monitor. Looks like someone’s compensating for something...”

“01000110001000000111100101101111011
10101, you loser!”

“Did you get your processor from the bottom of a cereal box?”

“Ooh, a golem. Bring it on, schist-face.”

“I could out-compute you with my frontal lobe tied behind my back.”

New Feats

20 Punches

Your tremendous speed or mastery of time allows you to hit an opponent a score of times in the time it takes most people to throw a single punch.

Prerequisite: 20+ ranks of Super-Speed or Time Travel (or any power that includes the effects of these, such as Time Control)

Benefit: You may “take 20” on an attack roll, automatically getting a critical hit on your opponent. You are considered to have made only one attack this round. Use of this feat cannot be combined with abilities such as the Mach One Punch extra or the Multiattack feat.

Normal: Characters with Super-Speed cannot normally hit anyone any faster than normal. No one may normally take 20 on attack rolls.

Dying for Power

You can attain exceptional heights of power, but at tremendous cost to your own body.

Prerequisite: none

Benefit: You can take two lethal or three stun hits in exchange for an additional rank of power on your

next power use. You cannot gain a number of ranks more than half your level in this way. You can also take an Unconscious or Disabled condition in order to add +2 ranks on your next power use. The condition takes effect after the power use. A “power use” could be (for instance) an energy blast, a rounds’ worth of defensive power, or running or flying to a particular destination. The conditions inflicted through use of this feat cannot be healed with any power; they must heal naturally, though First Aid can still help.

Special: This bonus to your power rating can take you above the normal limits for your level. This feat can be combined with the Extra Effort rules and the use of Hero Points, though Hero Points cannot be used to avoid conditions or damage “paid” as the cost of using this feat.

Nosy Minions

“Boys, go check and see what Tony the Tuna is up to this week.” “Right away, boss!”

Prerequisite: Minions (at least 20 of them total), 5+ ranks of Gather Information

Benefit: By placing 20 minions in a particular area you may have them effectively take 20 on a Gather Information check for you. Use the Gather Information score of the highest-quality minion assigned (assume one rank per level unless your minions are trained spies or interrogators; if so add +3), and then add 20 to get your “check result.” The whole process takes only a few hours.

Special: This Gather Information check cannot be made without drawing attention to the fact that *someone* is looking into the matter. It might not point back to you, but suspicions will be aroused.

Normal: Taking 20 on a Gather Information check can take days if you work by yourself.

Reflexive Phasing

You have the knack for phasing in or out of solidity at just the right time.

Prerequisite: 5+ ranks of Incorporeal

Benefit: If you fail your saving throw to resist a power that relies on your ability to nimbly escape, such as Slick or Snare, you get another Reflex save one round later. If this save is successful you escape the effects completely. You only get this one extra chance to overcome the power. Powers with the Ghost Touch extra negate this feat.

Remember the Trashcan

“If I were me, and I stole my dad’s keys, where would I put them?”

Prerequisite: 5+ ranks of Time Travel or Time Control (or any other power that has Time Travel as an extra)

Benefit: Once per game you may pull any one relatively small item out of a nearby crevice (alleyway, behind a sign, hidden in the ceiling tiles, etc.), where you will earlier conceal it after the current problems are done with. This item could be they key to a well-locked door, a coil of rope, a handgun, or any number of useful items. It is assumed that the placement of this item will happen in a future (?) adventure, off-screen, but it can be played out if the GM and player would enjoy it.

New Powers

Hammerspace

Cost: 3

Action: Half

Range: Personal

Duration: Continuous

This power allows you to reach behind your back, or simply gesture in the air, and pull forth your favorite object. When you’re done with the object you can simply have it disappear. No one else can access the space you keep this item in, and no amount of searching will find it. The item can be no more than five feet long per rank in this power, and must be something that your character can carry. You can swap an item in your hands for the item in Hammerspace, destroy the Hammerspace (ejecting the item at your feet), or create it again as a full-round action.

This is an Extradimensional power (a new type introduced in Above and Beyond) with Hidden Access and Restricted Access. It has a reduced Range, an increased Duration, and is Limited to holding

what you can carry. Adding the Gadgets power as an extra allows you to effectively have access to an extradimensional source of weapons and gizmos, creating what you need seemingly out of nowhere. Removing the Limited flaw allows you to hide heavy objects such as cars, boats, or helicopters in hammerspace.



Shroud the World in Darkness

Cost: 17

Action: Full

Range: Touch

Duration: Sustained

Once per day a character with at least five ranks in this power may spend a Hero Point (who are we kidding, anyone using this power is spending a Villain Point) to shroud the entire Earth in darkness. The darkness remains until the character falls unconscious, goes to sleep, or voluntarily lifts the veil of shadow from the planet. Characters with fewer ranks won’t cover the whole planet, and they may decide to

cover a lesser area if so desired, but the darkness must be centered on the character.

This power is based off Obscure, with the flaws Range, Slow, Heroic Effort, and Uses four times. It has the Area extra 22 times. The darkness is treated exactly as per the Obscure power in the M&M rule-book. The darkness will be easy to penetrate with powers such as ESP, but ordinary people will be in a total panic (and in the, uh, dark).

It is recommended that characters with powers such as Neutralize be allowed to clear small patches around their characters, with a radius of five feet per power rank. Characters who can find the person using Shroud the World can, of course, attempt to use their Neutralize power directly on him or her as usual and remove all of the darkness.

NPC: The Champion

Origin Story

The Champion is an American superhero from the 1920's, who flew off into space and left Earth in the hands of the heroes of the time in 1928. His spaceflight powers, as it turned out, had the side effect of time dilation: in the year it took him to reach Rigel 4, defeat an invasion from the Triangle Galaxy, and return to Earth, over seventy years had passed on Earth. He returned to a world of immorality, satanic music, economic depression, and widespread disrespect for authority. The morals of his youth were dead and gone, not to mention everyone he ever knew. Something snapped in the Champion's head. Stopped in his assault on Los Angeles (he was attempting to destroy Hollywood), the Champion currently rests in a minimum-security prison (as no maximum-security prison could hold him), quietly serving out his ten consecutive life terms. He knows he could break out. The government knows he could break out. But he hasn't... yet.

Personality

Before his disappearance, The Champion was one of the most responsible heroes the world had ever known. Even back then he was very traditional. After his return, discounting the brief psychotic episode, he has been melancholy and withdrawn. He's confused with the modern world, and there's a question as to

whether he will ever really adapt to it. His prison psychologist is trying to help him come to terms with the modern world and his changed circumstances.

Appearance

Broad-shouldered, square-jawed, fair-haired and blue-eyed, The Champion is the very image of a hero. His costume is not as skintight and colorful as modern hero costumes are, though; he wears more traditional clothing (circa 1910). His illustration can be seen on the previous page.

Level: 30

PP: 450

Attributes

Str: 13

Dex: 18

Con: 16

Int: 13

Wis: 16

Cha: 16

Attack Bonus: +21

Base Defense: 30

Saving Throws

Fortitude: +23

Reflex: +24

Will: +23

Damage: +3

Skills

Diplomacy 12, Profession (financier) 12, Sense Motive 24

Feats

Aerial Combat, Instant Change, Improved Initiative, Inspire, Leadership

Powers

Cosmic Power +30: The Champion has a whole range of powers, which came from being struck by lightning while hiking through the Rockies in 1918. Back in the old days he was quite inventive in their use. (Source: Cosmic; Cost: 240 pp)

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Amazing Save +20: Constant exposure to cosmic power has enhanced The Champion's reflexes, fortitude, and willpower. (Source: Cosmic; Cost: 60 pp)

Weaknesses

Quirk (Old-fashioned): The Champion has exceptionally traditional views on just about everything. He refuses to hit women (until far too late in the battle), dresses in a standard 1910 top hat and coat, and believes that everything about the modern world needs to go back to the way it was in about 1915. Preferably earlier.

Using This Character as a Hero

The Champion is sort of a "swing character" anyway, so making him a hero is just a matter of having him adapt better to the Modern Age.

New Headquarters: A "The Moon" Base

Yeah, that's it, a moon base. But not your ordinary moon base... It's the whole moon, hollowed out and turned into a base. Spacious, to say the least.

Almost a million years ago Earth's moon was colonized by a race of giant, industrious, burrowing aliens who intended to use it as a giant ark to carry their species across the stars. Some unknown disaster wiped out or drove off their species before they could use it, and now the vast vehicle waits calmly for a new pilot and crew.

The ark is equipped with dozens of horrendously effective plasma cannons, which fire energy blasts equivalent to some nuclear weapons (PL 30, area effect) to a range of up to 20 million miles (for reference, the Earth is about 93 million miles from the sun). The interior is not so well protected, but all doors and locks and the fire-control system are still working, and are controlled by the massive quantronic computer core. The computer is actually a sentient being and should be treated as a separate character for many purposes (such as its desire to find out what happened to its builders), but it will be happy to perform calculations, use radio and tachyon communications, and plot courses for the characters

as soon as they figure out how to speak Ancient Bug-Eyed Monster.

The computer also monitors the exterior sensors, and has been ramping everything up to working order ever since the Russian Luna-2 probe crashed into the moon in 1959. Its successor, Luna-9, was the first man-made object to land softly on the moon, three years before Apollo 11.

Equidistant from each other, on the outer rim of the ark, are three workshops, one for mechanical devices, one for psionic research, and the third for magical studies. There is a fourth lab, which contained the biological experimentation section, but the supplies have long since passed their prime and it needs to be rebuilt completely. The mechanical lab is also home to the ship's self-repair systems, which have been working overtime for the past 30+ years bringing everything back up to working order.

At the center of what we used to think was our natural moon is the dual power core, which taps into almost unlimited reserves of energy in an uninhabited alternate dimension. Half of this energy is used to fuel the ark's Higgs Drive, a faster-than-light drive capable of traveling to the Andromeda galaxy in just over a day, or crossing our galaxy in less than two hours. The rest is used for computing power, life support, and keeping the interior of the ENTIRE MOON at a reasonable temperature and pressure.

There are places inside the ark that are built for human-size occupants rather than BEM-size occupants (for instance, there is one area which could function well as a gym, and another which looks like an unfilled swimming pool), which begs the question of whether the aliens ever had contact with early humanity, or were allied with a humanoid species elsewhere.

This base is a 30th-level headquarters, suitable for a space travel game or one based around Earth (but not for time-hopping or dimension-travel games). Moving the base will result in problems on Earth.

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This is the index for the whole book, not for this demo. We thought you might like to see what you're getting in detail.

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