

Power Generator



Power Generator Surge-Plug
(The Basic System® Version)

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Welcome to Jay's TBS Power Generator or now more famously known as PG. I am presenting here a quick start way to get your TBS games off the ground. Without adding anything new to the existing TBS core rules players can create fantastic powers, abilities and power

suits, all in a matter of minutes. All it takes is an imagination and any basic knowledge of comics. PG works using your **END MSB** times 10 as a base for power creation with variations for Psionics, Magic and High Tech creations. We'll call these **Jacked Points** or **JP** since they jack up your character in one way or another.

Some standard rules regarding this new Surge-Plug:

- 1) **JP** are used to set up your powers and use them. You will need to set **JP** aside for EACH power. *Example: You have 50 JP. You want rock skin at 40 AC. So 40 JP is earmarked for JUST the rock skin. You then want to increase your STR by 10. So 10 JP is earmarked for Super STR. As you take damage over your AC you lose JP too. Once all your armor is gone you lose JP from your STR pool (10 JP). When that is gone you start to loose HP.*
- 2) **JP** is recovered at 1 point per FULL hour of rest as a standard rule.
- 3) You may have multiple powers, but just remember that **JP** only goes so far. You might have an instance where you'll have separate pools for **JP** and powers.
- 4) Range is determined by whatever **JP** you have, but does not **COST JP**. The idea is as your JP decreases you start to lose that oomph you need to use a power and the range lessens.
- 5) Powers are activated and not always on unless a players states otherwise.
- 6) When creating Psionic powers you take your **WILL** times 10 and that is your **Mental Endurance**. **ME** works just like regular **JP** when buying and using powers.
- 7) When creating high technology you can take your **INT** and multiply it by 10 and this is your **Intelligence Pool (IP)**. Use your **IP** just like you would **JP** to create your stuff. Players might want to opt for an Energy Pool that powers their gear. This works just like **JP**.

Super Powers

It breaks down into these categories:

Armor: Natural Armor receives an **AC** equal to **JP**. When the **AC** is gone the person either transforms back into their human form or starts taking damage to their **HP**. Each point of damage over the armor (**AC**) subtracts from the **JP**. For every hour of FULL rest, the player receives back 1 **JP** point. Force Fields also have a range and Strength equal to the player's **JP**.

Power Examples:

- Iron Skin
- Rock Hide
- Scale Skin
- Force Fields
- Rubber Skin

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Body Powers: This includes things like invisibility, intangibility, and plasticity. You may stretch as far as your **JP** in feet. Intangibility allows you to walk through walls and material equaled to your **JP** in **AC**. *Example: So if you wanted to walk through a 40 AC wall, you'd need at least 40 JP to do it.* Invisibility allows you to be invisible and not be seen unless someone rolls above your **JP** using Perception.

Power Examples:

- Intangibility
- Invisibility
- Life Support (1 **JP** equals 1 hour)
- Plasticity
- Transform into Light (works like Intangibility)
- Transform into Darkness (works like Intangibility)

Close Combat Weapons: Natural weapons have a material strength equal to your **JP**. You may add **JP** points to increase the effect of the damage, but not the damage itself. *Example: a claw attack against a 40 AC material. Add 40 JP points to make your attack Armor Piercing.* Damage for these weapons is 1 per point of Strength. So if you have a 15 **STR** then your base damage is 15 points.

Power Examples:

- Body Weapons
- Claws
- Fangs
- Talons

Movement: Players may fly, glide, jump, run, dig and do other movement types. For each point of **JP** in a movement power players may move at that speed in **MPH**. *Example: The Eagle has a JP of 50, so he may fly at 60 MPH (his regular SPD is 10).* This also works for teleportation, where you may teleport 1 yard per 1 **JP** point.

Power Examples:

- Digging
- Flight
- Gliding
- Leaping
- Super Running
- Super Swim

Ranged Attacks: This is where you create a **Damage Point Pool (DPP)**. Each point of **JP** equals 1 point of damage. Once that is used up then you may not use that power until you gain back **JP**. The range of the attack is equal to your **JP** in feet. Like in the Close Combat Weapons listing you may add **JP** to increase the effect of the damage, like making it armor piercing.

Power Examples:

- Darkness Generation
- Fire Generation
- Healing (you restore 1 **HIT** per **JP** point to another person)
- Ice Generation
- Light Generation
- Optic Beams
- Water Generation

Regeneration: For each point of **JP** spent the player may heal 1 **HP**.

Super Form: Players may increase Characteristics by 1 per 1 point of **JP**. This lasts 1 hour per **JP** point. If all points are used up then they revert to their normal form. While in the super form the player may use the extra **JP** they gain for powers that are active in that form. Make sure to keep track of these points separately.

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Super Senses: Players may add JP points to their Perception rolls.

Power Examples:

- Super Hearing
- Super Sight
- Super Touch

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