

FULL COSTUME, BASIC

This would include a full body suit with optional cowl/mask, gloves and/or cape (the latter items being free additions upon the customer's request.) A standard costume, be it full or partial, offers no protection against harm and just about every weapon will cut right through the material. If protection is also desired additional features will have to be added. Although each suit is adapted to the customer's needs and desires, they are based off a basic template for ease and speed of production.

Purchase DC: 12

PL: 4

Leadership: Board of directors (so far as anyone knows, at least)

Intelligence 14 (+2), **Wisdom** 14 (+2), **Charisma** 12 (+1)

Will +2

Skills: Bluff 4 (+5), Computers 6 (+8), Craft (chemical) 10 (+12), Craft (electronic) 10 (+12), Craft (mechanical) 10 (+12), Diplomacy 1 (+2), Knowledge (business) 5 (+7), Knowledge (civics) 4 (+6), Knowledge (current events) 6 (+8), Knowledge (earth sciences) 2 (+4), Knowledge (life sciences) 2 (+4), Knowledge (physical sciences) 9 (+11), Knowledge (super-beings) 9 (+11) *, Knowledge (technology) 10 (+12)

Feats: Headquarters 11 *, Inventor

Headquarters: *Corporate building*; **Size:** Huge (59 of 64); **Toughness:** 10; **Features:** Communications (Basic; 0), Communications (Encryption; 0) 3, Communications (Global Net; 0), Computers (Basic; 2) 6, Computers (Advanced; 2) 4, Electronic Counter-Measures 2, Fire Prevention System 4, Game Room (3) 1, Garage (16) 6, Gym (2), Inventor's Lab x 4 (any combination of traits, 15 points, +2 design checks, 5 EP/rank; 3) 5 ea., Kitchen/Mess Hall (3), Laboratory x 4 (Basic; 2) 3 ea., Security System 4, Vault (DC 35, Toughness 20; 3) 16, Workshop x 8 (one Craft [chemical], two Craft [electronic], one Craft [mechanical], four Profession [seamstress]; 1) 2 ea.; **Drawbacks:** **Accessible Bowels** (three-quarters) -3; **Cost EP/PP:** 101/11

Drawbacks: **Easily Demoralized** -2, **Legally Bound** (uncommon, minor) -1

Abilities - 20 + Skills 22 (88 ranks) + Feats 12 + Powers 141 + Saves 2 - Drawbacks 3 = 154

* See *Better Mousetrap*

This section uses rules for creating organizations found in **Better Mousetrap**, a sourcebook also produced by **Misfit Studios**.

NEW DRAWBACK: DESTITUTE

Every PP of this drawback reduces the character's base +8 Wealth bonus by -4. Unlike normal, it is possible for this drawback to reduce a character's Wealth bonus to an outright penalty (normally there is a minimum of a +0 bonus), making it extremely difficult (if not impossible) to even afford the most rudimentary of things without rolling spectacularly (if even then.) A character cannot have both this drawback and the Benefit (wealth) feat.

NEW DRAWBACK: LIMITED FUNDS

For every point of this drawback increase the time needed for each point of a Wealth bonus reduced by a successful purchase by a multiplier equal to the next value step on the Time and Value Progression table. For instance, each point of lost Wealth bonus normally takes one month to return, but Limited Funds -1 would increase this to two months (1 month x 2), Limited Funds -2 would require 5 months (1 month x 5), Limited Funds -3 would require 10 months (1 month x 10), and so on.

FULL COSTUME, EXTRAVAGANT

A far more opulent version of the basic full costume, these garments are made of the best materials by the company's foremost designers and craftsmen. It is a sign of great prestige amongst some circles (especially the rabid fans of metahuman public figures) to be seen in one of these hand-made originals.

Purchase DC: 16

PARTIAL COSTUME, BASIC

Not covering the wearer's entire body, a partial costume would include those skimpy suits worn by many of the less shy super-villainesses or the one piece tight shorts or pants that are so popular with metahumans with big muscles or the ability to transform their bodies into something else. Although each suit is adapted to the customer's needs and desires, they are based off a basic template for ease and speed of production.

Purchase DC: 8

PARTIAL COSTUME, EXTRAVAGANT

A far more opulent version of the basic full costume, these garments are made of the best materials by the company's foremost designers and craftsmen. It is a sign of great prestige amongst some circles (especially the rabid fans of metahuman public figures) to be seen in one of these hand-made originals.

Purchase DC: 12

COSMETIC ACCESSORIES

Accessories of no or limited functionality, such as utility belts, chains, hidden pockets, etc., may be added to any costume.

Purchase DC: The price of these items will vary but typically range from +1 for the simplest and cheapest to +5 for functional and expensive items (though this will depend upon their material, size and the like.)

COSTUME FEATURES

Unless the Gamemaster decides that certain combinations of features are illogical, too bulky, or otherwise inappropriate, the following costume features may be combined with each other to make the founding costume design more practical and functional with regards to the customer's needs. Gamemasters should use these examples as a guideline for building their own costume features.

A costume feature will have its own Purchase DC or increase that of the costume to which it is being added, as indicated in its description.

AIR FILTER

The suit's mask (or whatever portion is covering the part of the body the wearer breathes through) includes an oxygen (or equivalent) filter that removes toxins from inhaled atmosphere.

Immunity 1 (breathe in toxic atmosphere), **Immunity 1** (poison; *Flaws:* Inhaled only)

Purchase DC/EP Cost: +1/2

ARMORED, MINOR FULL

Plates of ballistic ceramic with underlying Kevlar are fitted around the entire costume, blending into its design and providing a minimum of protection against harm. This may only be applied to full costumes.

Protection 2; a version with ablative plating is cheaper.

Purchase DC/EP Cost: +2/2 (+1/1 for ablative, adding the Fades flaw)

ARMORED, MINOR PARTIAL

Plates of ballistic ceramic with underlying Kevlar are fitted around the entire costume, blending into its design and providing a minimum of protection against harm. This may only be applied to partial costumes.

Protection 2 (*Flaws:* Defense Check Required *); a version with ablative plating is cheaper.

Purchase DC/EP Cost: +1/1 (+1/1 for ablative, adding the Fades flaw)

ARMORED, MAJOR FULL

Large plates of ballistic ceramic with underlying Kevlar and custom alloy are fitted around the entire costume, standing out and requiring some work to incorporate them into the design. This may only be applied to full costumes.

Protection 6; a version with ablative plating is cheaper.

Purchase DC/EP Cost: +6/6 (+3/3 for ablative, adding the Fades flaw)

ARMORED, MAJOR PARTIAL

Large plates of ballistic ceramic with underlying Kevlar and custom alloy are fitted around the entire costume, blending into its design and providing a minimum of protection against harm. This may only be applied to partial costumes.

Protection 6 (*Flaws:* Defense Check Required *); a version with ablative plating is cheaper.

Purchase DC/EP Cost: +3/3 (+2/2 for ablative, adding the Fades flaw)

**FLAW CLARIFICATION:
DEFENSE CHECK
REQUIRED**

Instead of making the check against the power's ranks + 10, as normal, roll versus the attack's Toughness save DC using the character's defense modifier.

BLADES/SPIKES

Blades, spikes or the like are added to specific locations, such as the elbows, knees, shoulders, and/or knuckles, granting the wearer an additional melee attack to fall back on.

Strike 1 (*Power Feats:* Improved Critical, Mighty)

Purchase DC/EP Cost: +2/3

BOTTOMLESS POCKET

Although not quite bottomless, advanced space folding technology allows the costume to be equipped with a pocket, pouch or the like that can hold much more than it would logically appear to.

Dimensional Pocket 1

Purchase DC/EP Cost: +6/2

CHAMELEON CLOTH, BASIC

The costume's cloth can be altered to blend into a certain, predetermined environment when a small electrical charge is run through it.

Concealment 4 (visual; *Power Feats:* Triggered; *Flaws:*