

COSMIC ZAP CHARACTERS

Jack Whack

Jack Whack (super) 1w

- Scourge of the corrupt and powerful 2w
- Super colorful smackdown 2w
- Sarcastic 2w
- Kooky outfit, *can be hard to take seriously* 13
- Network of fed-up insiders 13

Chaos spirit nexus (cosmic) 17

- Everything goes topsy-turvy 18
- Serene Selene can help, *but for her own ends* 18
- Around the next corner 13
- Readily available opinions and advice, *usually bad* 13

John J. Womerack (personal) 13

- Harriet the helpful therapist 14
- Completely in denial 13

The Boomslang

The Boomslang (super) 1w

- Unbelievably fast 2w
- Upholds the law, *when the law's right* 2w
- Reptilian physique 2w
- Paralysis stare 13
- Role model 13

Kweku Annan Nimoh (personal) 17

- Pan-Guinean national hero, *sometimes at odds with his own Ghana citizenship* 18
- Human rights activist 18
- Deeply disliked by U.S./Africom 13
- Friend, lover, and confidante Adjoa 13

Cosmic 13

- The Great Serpent knows all, *but hardly ever tells* 14
- Meditation reaches everywhere 13

The Internality of All Reality

The Internality of All Reality (cosmic) 1w

- Draw the dimensional threads together, *but alters them in doing so* 2w
- Explosive insights 2w
- Shut down others' puny attempt at power 2w
- Ruthless 13

Chris Conway (personal) 17

- I was human once 18
- Jerry's excellent insights 18
- Jerry, former spouse 13
- My memories, *which are too terrible and tragic to contemplate* 13
- Compassionate 13

Thought sense (super) 13

- Searing telepathy 14
- Soothing mental blanket, *but memories can be lost in it* 13

Jody Blunkett

Jody Blunkett (personal) 1w

- Kid wisdom 2w
- Mischievous 2w
- Right here in my pocket, *except when it's not* 2w
- Mom and dad and sis 13
- Inconspicuous when necessary 13

Captain Galaxy (super) 17

- The right place at the right time 18
- Mighty 18
- Know a bad guy when I see one 13
- Glow, *inconveniently so* 13
- Impressive transformation 13

The actual galaxy (cosmic) 13

- Everyone knows Jody, *all too well* 14

Hi! Here's your character sheet for the game. It's organized by three keywords which are themselves abilities, with a few abilities "inside" each one.

You get to alter it a little: allocate 12 more points to any of the numbers you see, spread or concentrated as you wish. Higher is better, so basically, find a few of the terms you like most and beef'em up, that's all.

There are two important points about that.

The "w" indicates 20, so that 1w = 21, 2w = 22, and so on. It's easiest to convert the notation to an ordinary number, then add your points, then convert it back. Let's say you want to add 5 points to something that's rated at 2w. That's 22, so add 5 to get 27, then convert it to the notation as 7w.

There's no naked "w," so 20 is just 20. 40 would be 20w, 41 would be 1w2.

It is perfectly OK for a single ability to be way higher or way lower than any of the others in its keyword, or than the keyword itself.

I'll send a system summary in the next couple of days, and then we'll be ready to go on Friday.

Best, Ron