FULL OF POWER

A SUPERHERO RPG

An RPG Written and Developed by:

Thiago Gomes





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SUPREME POWER

Hello, thank you so much for purchasing a copy of **Full of Power – A Superhero RPG**. This is my newest RPG project. Unlike other titles in the genre on the market, which focus on official comic book adaptations, I want to emphasize that this book provides its own unique setting, filled with villains and NPCs for your group to interact with—though you're not obligated to use the entire world presented here. You can either use the setting provided or apply the rule system to your own creations.

WHY DID I DECIDE TO CREATE A SUPERHERO RPG?

The idea for Full of Power arose from three main reasons:

1) My personal desire to have a superhero RPG to call my own.

2) To create a simple and fun superhero system that anyone can enjoy.

3) To design a system that prevents "jokers" from creating overpowered combos or "soulless" characters (those with no identity or depth).

I own several superhero RPG books that I bought to play with friends, but they were never "acceptable" to my group. I tried a Brazilian superhero RPG and a famous American one, but both experiences ended up disappointing me.

The Brazilian system, which started as a horror game and unintentionally evolved into a generic system, did include a decent framework for play. However, despite offering a long list of powers, the system felt "too basic". You could play a session or two, but running a full campaign was impossible. Plus, it lacked a dedicated superhero setting.

The American system (I own their 2nd and 3rd editions), on the other hand, is pretty well-structured (I bet you already know which one I'm talking about).

But let me tell you: it's SUPER ANNOYING to waste time flipping through endless tables and power modifiers. How many GMs out there get stuck double-checking charts and abilities, especially if they're new to the system? They end up lost or even stuck because they don't know the rules well enough. That's exactly why I built Full of Power to fix these problems.

WHAT'S SPECIAL ABOUT FULL OF POWER?

Full of Power – A Superhero RPG gives you a SIMPLE SYSTEM that's still detailed and sharp for building campaigns.

My goal? With just a little time reading this book, you'll learn the rules and jump straight into playing with your friends.

While there's a glossary of special terms, I stuck to the "rice and beans" approach (Detail: In Brazil, the expression "rice and beans" refers to something basic and functional) . At its core, everything boils down to **WHOEVER ROLLS HIGHER WINS**. This cuts out all the debates about how different powers interact.

A super-fast hero rolls a HIGHER NUMBER than another Super's energy blast? Then they dodge it. If not? They get hit by that energy blast.

What if it's a tie? **The character with the HIGHER LEVEL wins**. That's right! In **Full of Power**, characters have Levels, just like in other RPGs.

THE "ABCD" SYSTEM

Might sound odd, but every RPG has its own rules—that's what we call a System. Some games share the same system, but that's not the norm in the RPG world.

The rule system for **Full of Power – A Superhero RPG** is called **ABCD**. Why? Because EVERYTHING in it is measured by the letters "A", "B", "C", or "D"—with "A" being the strongest and "D" the weakest.

When building their character sheet (check the next pages), every Player decides where to assign "A", "B", "C", or "D" to their **Attributes, Knowledge** (skills), and **Powers**. At first, it might feel weird, but once you grasp the core mechanic, it'll flow like water! This way, you waste no time flipping through tables (though they exist) or arguing with your group about power tweaks.

HOW IS A FULL OF POWER CHARACTER CREATED?

The rule system for **Full of Power – A Superhero RPG** is the **ABCD System**. From here on, any reference to the game's rules will call it the ABCD System.

Now, let's talk Characters! According to the ABCD System, characters are built using: **Character Levels, Basic Attributes, Knowledge, Classes**, and **Powers**

Character Level: Normal humans max out at Level 2, but Supers (or "Powerful") go all the way to Level 10. Future supplements might crank this up!

Basic Attributes: These define your character in the game world. In the ABCD System, there are four attributes: **Strength, Agility, Intellect and Vitality**. At 1st Level, the Character assigns one of these letters (A, B, C, D) to each Basic Attribute—no repeats allowed. For example: if a Player assigns "A" to **Strength,** they cannot use "A" for **Vitality.** Duplicate letters in Attributes are forbidden. This ensures every **Full of Power – A Superhero RPG** Character excels in one area and struggles in another!

Knowledge: Represents everything the Character knows in-game. Typically, their Class determines available Knowledge. A Character starts with **5 Knowledge points, plus:**

+2 extra points if they have an "A" in Intellect.

+1 extra point if they have a "B" or "C" in Intellect.

Classes: Defines the Character's starting (and permanent) role. Choosing a Class is mandatory, as it dictates their available Knowledge and their Code of Conduct.

Powers: The core asset in Full of Power. Each Character has a Power value that grows as they level up.

BASIC ATTRIBUTES

The four Basic Attributes are: **Strength, Agility, Intellect,** and **Vitality.**

STRENGTH: Represents the character's physical power.

AGILITY: Governs speed, manual dexterity, movement, and the ability to act quickly in short timeframes.

INTELLECT: Measures intelligence and resistance to paranormal powers.

VITALITY: Reflects stamina and physical constitution.



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CHARACTER EVOLUTION

All **Full of Power** Characters start at 1st Level. After completing an adventure, they earn **XP (Experience Points)**. Upon reaching specific thresholds, they level up (see the Experience Points Table). This RPG (at least in the core rulebook) supports Characters from 1st to 10th Level.

POWERFUL CHARACTERS

A Character's Level reflects their experience as a Powerful. The higher the Level, the stronger they become. Below is a breakdown of hero classifications by Level:

Novice Hero (1st–2nd Level): Powereds just starting their careers.

Superhero Candidate (3rd–4th Level): Characters recruited by the Academy of Justice.

Common Hero (5th–6th Level): The majority of heroes you'll encounter.

Elite Hero (7th–8th Level): Heroes qualified for the Academy's most dangerous missions.

Legendary Candidate (9th–10th Level): The greatest heroes in the region.

Level	XP (EXPERIENCE) REQUIRED
1	0
2	10
3	30
4	60
5	100
6	150
7	210
8	280
9	360
10	450

Level	Power Points Received
1	Defined during Character Creation **(page 11):**
2	3 Power Points
3	4 Power Points
4	5 Power Points
5	6 Power Points
6	7 Power Points
7	8 Power Points
8	9 Power Points
9	10 Power Points
10	11 Power Points

How does a Character earn Experience Points?

During gameplay, Characters earn XP (Experience Points) when:

+1 for performing a **Heroic Act.**
+10 for completing an **Adventure.**
+1 x (Villain's Level) for **defeating a Villain, Enemy, or Monster.**
+1 **per hour of gameplay in the session.**

What does a Character gain when leveling up?

When a Character reaches the required XP, they advance to the next Level. Upon leveling up, they receive:

+2 bonus to one Attribute (or +1 bonus to two Attributes) of their choice.

1 + New Level in Power Points. For example:

Advancing to Level 2 grants 3 Power Points.

Advancing to Level 3 grants 4 Power Points, and so on (**More on Power Points and Powers on page 25**).

2 Knowledge Points.

5 + Vitality Rank + New Level in Hit Points (HP). For example: A Character reaching Level 3 with a "B" in Vitality gains +12 HP.

Defeated Characters

Characters in **Full of Power – A Superhero RPG** do not die unless the Game Master decides otherwise.

When their Hit Points (HP) or Energy drop to 0, the Character falls unconscious. They recover fully after a few hours—because heroes rarely die, though fatalities can occur.

As an action-packed RPG, Characters regain all HP and Energy after 30 minutes—or even immediately after combat if the Villain flees or is defeated!



CREATING A CHARACTER

All **Full of Power** Characters start at 1st Level. After completing an adventure, they earn **XP (Experience Points)**. Once they hit the required amount, they level up (check the Experience Points Table). This RPG (at least in the core rulebook) supports Characters from 1st to 10th Level.

1 - CHOOSE YOUR ATTRIBUTES

Assign "A", "B", "C", or "D" to each Attribute (Strength, Agility, Intellect, Vitality). No duplicate letters allowed!

2 - CHOOSE YOUR CLASS

Pick one Class (from pages 14–18). Your Class defines your Character's archetype.

3 - DETERMINE SECONDARY ATTRIBUTES

Your Character starts with 5 Knowledge Points + Intellect bonus:

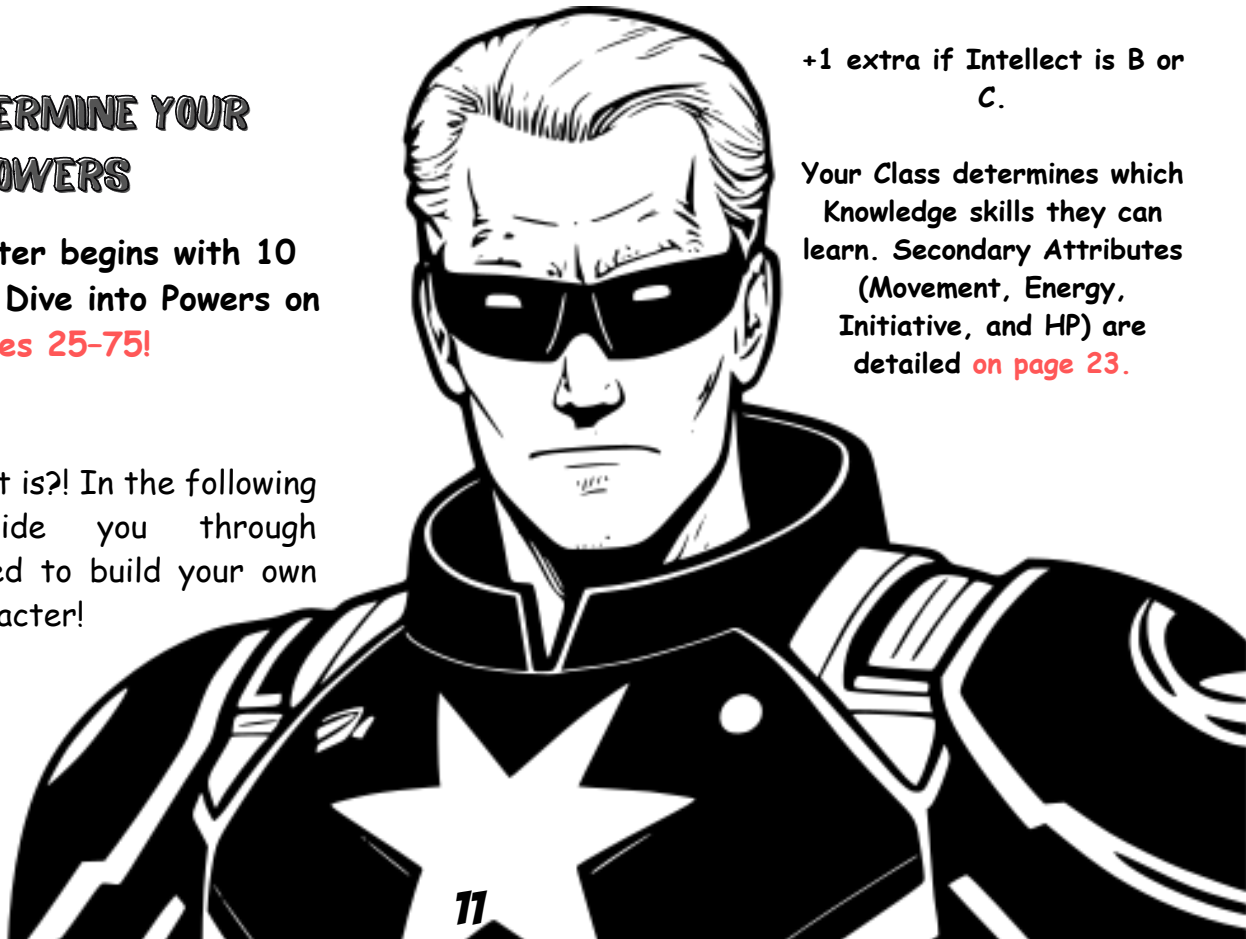
+2 extra if Intellect is A.

+1 extra if Intellect is B or C.

Your Class determines which Knowledge skills they can learn. Secondary Attributes (Movement, Energy, Initiative, and HP) are detailed on page 23.

4 - DETERMINE YOUR POWERS

Your Character begins with 10 Power Points. Dive into Powers on pages 25–75!



See how simple that is?! In the following pages, we'll guide you through everything you need to build your own **Full of Power** Character!

