

LIKE world, build them normally without this archetype. You can pick or create any other archetype you like; they have transcended the limitations of their predecessors and are now truly superhuman.

Godling (61 Points)

Sources: Divine, Paranormal

Permission: Super

Intrinsics: Custom Hit Locations, Resilient

Intrinsic Power: *Second Chance* level 1.

Description: You're not *the* God, but a god, surely; or perhaps you are related to a divine entity of some sort and have been exiled to spend your unnaturally long life in the mortal realm.

Additions: Common modifications include the Allergy, Brute/Frail, Conduit, Custom Stats, Extraterrestrial/Extradimensional, Inhuman, Inventor/Enchanter, Life Force, Mutable, One Power, Power Focus, Prime Specimen, Psi, Cosmic Manipulator/Spellcaster, Technological, and Unknown meta-qualities.

Human+ (15 Points)

Source: Technological

Permission: Super

Description: You're a human modified by science to be something more. Whatever experiment or accident befell you, it granted you powers beyond the rank and file of humanity.

Additions: Common modifications include the Allergy, Brute/Frail, Conduit, Custom Hit Locations, Custom Stats, Hypertrained, Genetic, Inventor/Enchanter, Life Force, Mutable, No Base Will, Paranormal, Psi, Power Focus, Cosmic Manipulator/Spellcaster, Resilient, Super-Equipment, Technological, and Unknown meta-qualities.

Mutant (5 Points)

Source: Genetic

Permission: Power Theme

Description: You're the next phase of evolution. Due to some sort of radiation-induced or genetic mutation, you are physiologically different from normal members of your species.

Additions: Common modifications include the Allergy, Brute/Frail, Conduit, Custom Hit Locations, Custom Stats, Extraterrestrial/Extradimensional, Hypertrained, Inventor/Enchanter, Life Force, Mutable, No Base Will, One Power, Paranormal, Psi, Power Focus, Resilient, Cosmic Manipulator/Spellcaster, Super-Equipment, Technological, and Unknown meta-qualities.

Mystic (6 Points)

Source: Paranormal

Permissions: Spellcaster, Enchanter

Description: You have discovered the secrets of magic. With your exceptional Willpower you focus mystical energies to create numerous superhuman effects and create magical items.

Additions: Common modifications include the Allergy, Conduit, Custom Hit Locations, Custom Stats, Construct, Extraterrestrial/Extradimensional, Genetic, Hypertrained, Life Force, Mutable, One Power, Super, Technological, Unknown, and Power Focus meta-qualities.

Super-Normal (5 Points)

Source: Driven

Permission: Peak Performer

Description: You're an exceptional member of your species, so exceptional you're considered superhuman by the rank and file of your native population.

Additions: Common modifications include the Divine, Extraterrestrial/Extradimensional, Inventor/Enchanter, Life Force, Mutable, Paranormal, Psi, Cosmic Manipulator/Spellcaster, One Power, Power Focus, Super-Equipment, Technological, and Unknown meta-qualities.

