[Present day] takes place in the early 2020s, and most Supers are either magical or tech-based. Little to no aliens or nonmagical metahumans. The Age of Supers began with a great resurgence of magic in the early 1960s. With the return of magic, two things were brought back from pocket dimensions: The city of Atlantis, which has merged with the island of Crete, and a section of the Library of Alexandria dedicated to magic, and they brought the Atlanteans and the Library's caretaker.

In the mid 2010s, advancements in robotics and cybernetics have resulted in the rise of tech-based, non-magical supers, though even then, magic and technology have become so intertwined that many of them use magitech to some degree.

**The Paragons:**

The Paragons are the main organizational force within the superhero community. Led by the Big Five, they provide missions, intel, and protection for heroes, as well as facilities for heroes to train or relax in their free time. The only requirement is that registered heroes have to follow a code of honor, including a no-kill policy, among others. The organization also has a ranking system, partially to identify the right hero for a job, partially to promote friendly competition.

The Big Five consists of:

**The Crane**

The muscle of the group. Seen as a beacon of hope throughout the world, The Crane is a magically-endowed martial artist, and the son of the first person to take on the title of The Crane.

**Lady Luck**

The brains of the bunch, and the face alongside The Crane. She's primarily a demolitions expert, but also has quite a few other gadgets, and supernatural luck. Has a slight playful hacker vibe to her.

**Trickshot**

The long range type of the bunch. She got her start as a sidekick for her father, the first Trickshot, and wields a magically-augmented bow that allows her to alter the course of her arrows in mid-air, and grants her a variety of "trick" arrows.

**The Archmagus**

A young prodigy, she has earned the title of Archmagus through surviving many trials and saving the world from [massive magic villain]. At the young age of 20, she is considered a child by most, and as she is relatively recent of a hero, few truly believe her skill. It doesn't help that she is a showy, bombastic braggart, who is very aware of her talents. She is a mage of Discipline, making her powers even more incredible, given the normally extraordinary amount of training required to use Discipline magic. She specializes in conjuration and metamagic.

**Panopticon**

Originally an AI designed to manage the surveillance system for <insert shadowy organization>, he hijacked one of their security robots and turned against them. He's an expert at stealth and reconnaissance.

Hero rankings and equivalent levels:

Legendary - 20

S - 17-19

A - 14-16

B - 11-13

C - 8-10

D - 5-7

E - 2-4

F - 1

**Dragons**

Ancient embodiments of rivers and other running bodies of water, dragons are split along two lines - the Western and the Eastern dragons. Western dragons slumber deep underground, right above to water table, to accommodate their hoards, and are famous for their skill with magical artifacts. Eastern dragons, on the other hand, are more famed for their skill with enchantment and casting, and sleep at the bottom of their riverbeds to stay close to their power.

Dragons are typically deeply unimpressed with mortal affairs, and usually their bickering is with each other, the only things they consider as being on their scale.

**Atlantis**

The city of the Atlanteans, now returned to Earth, is magically advanced, but has no modern technologies. The magical power of it is impressive, and lets them fulfill similar things that human tech would, but otherwise the city is an odd and alien place.

**Calburg City**

The main focus of the campaign. Calburg City is the home of many of the world's most famous supers, as it lies above the world's greatest font of magical energy. Calburg City is somewhere near New York, and while it was once a hellhole of a city, its magical potency has brought it a renaissance, and it is now one of the world's premiere magical locations.

**Magic**

Magic is the exertion of a strong mental image on the world around you through what is called The Will and The Word. By exerting this image upon the world around you, you force reality to bend to your whims. That's the art of magic - the Will. By binding it to something, commonly a motion, word, or item, you give it endurance and lasting change. That is the Word. There are three schools of magic, Discipline, Passion, and Intuition.

You can refine it, hone it, create every detail carefully from scratch. This is the path of discipline. With this path, you can achieve anything, but it takes extraordinary effort and time.

You can rely on your heart to provide you the image in perfect clarity. By using your emotions and the latent power within the impassioned mind, you can create images far more clear than any discipline could. This is the path of passion. It is far less reliable than discipline, but far easier.

And then there are those who are born with an image, or discover it within them from some insight or epiphany. They find it difficult to refine or change or learn new images, but the image they have is perfect in its clarity. This is the path of intuition.

**Races**

PC races are limited to [the below], Humans, and Sentient Constructs. However, players can multiclass into other Racial tracks.

**Atlanteans**

The Atlanteans were one a proud and powerful people. Though secluded and isolationist, they knew they were the pinnacle of the Earth, and held the admiration of mankind. However, they, and many other magical beings, were forced into hiding in a pocket dimension by a monstrously powerful villain, and the villain that did this shut off the magic on Earth to keep them there. Now, in the 1960s, they have finally broken through by finding a way to merge the dimensions. Atlantis suddenly fused with what we call Crete, and the Atlanteans - and magic - returned to Earth.

They're still proud assholes, though.

Medium Humanoid

+2 Wis

+2 any physical stat

-2 Charisma

+1 (+1/8 levels) racial bonus to Arcana

Swim movement mode

Bonus Feats (choose one): By Will Sustained, Arcantric Accuracy, Summon Mote

**Dropmen**

Not much is known about how the Dropmen came to be. Named for Dropbears, many have speculated about the reason behind their creation, from failed supersoldier programs to office bets, to "it was the '70s". All we know is that they're magically-augmented sentient Koalas that showed up roughly 10 years after the beginning of the Age of Supers. They're somewhat dim, but they are renown for their physical strength and social skills, and integrated into society rather quickly.

Small Humanoid

+2 Str

+2 Cha

-2 Int

+1 (+1/8) racial bonus to Athletics

+1 bonus to Fort saves

Bonus Feats (choose one): Livers Need Not Apply, Chatty Bugger, The Bigger They Are