

THE ENTROPY SYSTEM

GAME OF



By
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Release Notes

The July 2001 release of Bif Bam Pow includes some significant changes

Invulnerability has been changed. It is now a “minor power” that can be added to an existing defense. The defense must already be Hardened.

Heroic Aura has been changed. It is now a Minor Power that can be added to another defense. The defense must be an evasion type.

Magic/Psychic power has been changed. This power now grants one temporary power per adventure, instead of a “permanent” one every level. The old Magic/Psychic is only achieved if the power is gained twice.

Mystic Adept power has changed. Mystical effects can only be performed if there is a source for the spell.

Special Weapons/Gadgeteer has been changed. It now allows the character to create one super device per adventure, but the device only lasts for the one adventure. The old gadgeteer power is only achieved if the power is gained twice.

Technical Adept power has changed. This minor power allows you to create super-tech devices only when notes and/or designs are available from some other source.

The Occult skill has been replaced with 5 specific magic/psychic skills: Alchemy, Ancient Lore, Mystic Forces, Necromancy, and Spiritualism.

The Unarmed Combat skill has had an additional talent slot added: Power attack.

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Dedication

To my wife, who shocked me out of being self-satisfied.

Special Thanks to Kevin, who often supplied the patience and good sense that I sometimes lack.

Thanks are also due to "Those who have Gone Before", for showing me the pitfalls.

Honorable mention to the Los Alamitos Teen Center game club, for their help, suggestions, and inspirations.

Thanks to the Santa Fe Springs Gamers Association for help in playtesting, and patience.

Thanks to the players at The War House, for honest criticism and insight.

Very special thanks to EGG, for showing us all how.

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Introduction

Overview of Bif Bam Pow

Welcome to Bif Bam Pow, and the exciting worlds of adventure that await you. And what an exciting world that can be, since it has potentially the greatest super-hero ever known protecting it. Who is this paragon of power and virtue? Why, you, of course. Whether you fight evil from on high, or work from the shadows, your character can and will make a difference. So, embark upon the road of power and glory, and become a legend in your own time,

Whew. I'm glad that's over with. The preceding message is the obligatory hype that everybody uses to try to sell you on their games. So, fluff aside, what is this game you're holding?

Bif Bam Pow is a heroic role playing game written to be played with the Entropy System rules. The only materials needed for play are dice (4, 6, 8, 10, 12, and 20 sided), pencil, paper, the rules, and some imagination. Optionally, miniature figures and maps can be used to help visualize situations and can add to the fun.

This game is what is known as a "Level Oriented" game, which means that the more you play your character, the more powerful they can become. Characters start at first level, and advance from there as they gain experience.

This game is intended for groups of three to seven players, ages nine and up. Larger groups are acceptable, but are harder to keep organized. For beginners, groups of four to six work best.

One person will be the Referee, and will play the parts of everyone in the game world except for the players' characters. The rest of you get to play super-heroes, adventuring in a comic-book world. The Referee is sort of like the editor of that comic book, and you are the stars. The Referee sets the goals of the game, and you get to play, think, plot, and power your way through.

In play, the players will tell the Referee what they are doing to reach the goal, and the Referee will tell them what happens as a result. Actions can include anything a real person could do, including eating, sleeping, fighting, etc.

A word of warning: In a fight, a super powered character is easily a match for three or four normal men, but nobody is indestructible. When heavily outnumbered, facing well armed and/or well trained opponents, or when just plain careless, even the toughest character can be in trouble. So stay sharp, plan well, and watch your back.

In this game, equipment and powers are totally separate. Your character can carry any type of equipment that's available in the real world, and can learn how to use just about any weapon.

There will be times within the game when you will be dealing with numbers that include fractions. Unless the rules state otherwise, fractions of less than a half round down, and half or greater round up. Dividing things by 2, 4 or 5 is about the hardest math there is in the game, so put the calculator away.

About Role-Playing Games...

There are two features of role playing games that make them unique. The first is that the players aren't playing against each other, but rather are working together towards a common goal. The second is the concept of character growth: The characters you create will learn, becoming more practiced, more skilled, more powerful as time goes by. You may play the same character in a series of games, applying acquired skills and knowledge to each new problem your character faces.

Role-playing games often call for some unusual dice. Besides the common six-sided dice used in other games, there are four, eight, ten, twelve, and twenty sided ones as well. These dice are available from your local game store. The different dice used will be abbreviated as follows: The letter "D" before a number refers to the dice with that number of sides. If a number appears before the "D", it means that that is the number of these dice to roll. For example, D4 or 1 D4 means to roll one four-sided die, and 2 D4 means to roll two four-sided dice. If you don't have any ten-sided dice, you can use a 20-sided one instead by reading only the last digit of the number rolled. Thus, both 5 and 15 are read as 5, and 10 and 20 are both read as 10. The only odd dice notation used is D100. This means to roll two ten-sided dice, reading one of them as the tens digit, and one as the ones. So rolling a four and a two would mean forty two (42), rolling ten and seven means just seven (07, not 107), and rolling two tens (10 & 10) is read as one hundred (100). D100 are also known as "Percentage dice".

Example: Ability scores are rolled on 3 D6. This means to roll three six-sided dice, adding the results together.

Character Classes: Heroes and Villains

Character Classes are general groups that a character may belong to. Every character in the game will belong to one of these groups. Players may choose the class their own character starts in. This class may be changed by the Referee during play based on the character's behavior, or at the player's request. Non-Player Characters (NPCs) will have a class too, although it will not always be obvious to the players just which class a particular person is. The following sections will explain the character classes of this game and what they mean.

Heroes: These are the good guys, usually belonging to one of the players, though they could be NPCs. Heroes will work to maintain law and order, preserve human life, protect the public safety, and oppose criminals. In repayment for these services, Heroes will frequently receive rewards, inexpensive (or free) medical care, and public praise. (For details on rewards, see the section on "Money Matters", on Page 17). Heroes who perform villainous acts will become Fallen Heroes (see "Fallen Heroes", which follows).

Unsung Heroes: A hero who is forced to choose between justice and the law may be forced to break the law. Heroes who are known to do this are called Unsung Heroes. Unsung Heroes are not seen as heroes at all by most of the public, and are likely to be arrested if caught by the police. There are some advantages to being an Unsung Hero, and many disadvantages (no police cooperation, no rewards, etc.). Any truly villainous acts done by an Unsung Hero changes his or her class to Fallen Hero.

Fallen Heroes: Fallen Heroes are Heroes or Unsung Heroes who have committed acts that are actively evil or villainous. Fallen Heroes suffer a general tarnishing in the public view, even if the act itself is never seen by anyone but the Referee. Until a Fallen Hero redeems him or her self through an act or series of acts of selfless heroism, they will have a difficult time with public cooperation, help from the police and/or collecting rewards. If a Fallen Hero commits a second villainous act their class is changed to Villain. See "Playing a Villain" on Page 3 for details on this change.

Mercenaries: Mercenaries are people who use their talents to promote their own interests, within the law. Super powered Mercenaries frequently find work as professional bodyguards, special investigators, or "Heroes for Hire". Their loyalty is to themselves, though they do try to stay within the law (if only because there is no money to be made in going to jail).

Fast Forward

The "Fast Forward" topics you will see throughout the book are short summaries of the sections, for use by more experienced players. If you have played Role-Playing games before, Fast Forward gives you the short form of the rules, and helps you get started faster. You should still read through the rule book in more detail, since Fast Forward doesn't cover everything.

This is a game with a level-oriented advancement system, ability scores and powers generated by dice rolling, and a D20 vs Defense Class combat system. There is an alternate creation system, using pre-determined points available, though this is recommended for experienced players.

Copies of all of the important tables are included at the back of this book, to make quick reference easier.

Villains: These are the bad guys, people whose only friends are themselves and who have no regard for the safety, property, or rights of others. Some villains will have super powers similar to your own, but most won't. Criminal gangs are common, but large supervillain teams are rare. Even so, one supervillain and a few thugs can keep a team of hero-types very busy.

Normals: Normals are average people, the ones that heroes protect, villains prey upon, and mercenaries work for. Most of the people that your character will meet will be Normals, including many of the villains, and nearly all of the police. Although Normals have no superhuman powers, they can use weapons: A gun makes anyone dangerous, so don't sell Normals short. Some of my best friends are Normal!

Playing a Class

Playing a Hero: A Hero should work for justice within the framework of society's laws. Heroes are aware of the rights of accused criminals, as well as the rights of victims. A Hero should speak out if and when people violate the law, even if those people are the Hero's teammates. Above all else, a Hero should set a good example.

Playing an Unsung Hero: The Unsung Hero is a challenging character to play. The darker side of justice is his or her specialty, and this is a path that society doesn't always approve of. Since you operate outside of the law, the police will be neutral towards you at best, and enemies at worst. You may also run afoul of other heroes, since they will see you in the same light that society does: As a criminal. But with this burden comes a certain freedom. You don't have to worry about formal "rules of evidence" in court, since you will never be there to testify. You can break the law when you gather evidence, but you will have to gather more. The dark road is a lonely, thankless one. Police will hound you, and rewards will be few and far between, but it can be fun and exciting as well.

Playing a Mercenary: The Mercenary is an unusual character, in that he or she is neither hero nor villain and has more respect than the Unsung Hero. The only real restrictions on the Mercenary are that he or she will only receive experience for work done under contract, and that Mercenaries may not be villains. Any work for which payment is agreed upon in advance qualifies as a contract. Posted rewards qualify, since the payment of such rewards is enforceable in court, but work in the hopes that a reward might be paid does not qualify. If you plan to run a villainous Mercenary (one with no conscience), see "Playing a Villain" for the rules and restrictions.

Playing a Fallen Hero: A Fallen Hero should be run by the same standards as the character class that the character "fell" from. This class only occurs as a punishment for characters who give up the pursuit of justice, so play to the standards that should have been used before the fall, not those that caused it.

Playing a Villain: Player characters may never be Villains, under any circumstances. Characters who become villains become NPCs.

Changing Classes: Changes to a character's personality are a normal part of growth and development. Characters may, therefore, change their class between Hero, Unsung Hero, and Mercenary at any time the character is gaining a level. The Referee may also change a character's class to reflect the way the character is being played.

As a Referee, don't be afraid to change someone's class, if they deserve it. Characters who intentionally maim, kill, and indulge in reckless destruction may learn something from having to deal with the reputation that such behavior brings. Of course, if a Fallen Hero cleans up his or her act, then they should receive proper recognition for the effort (although it's much harder to get rid of a bad reputation than it is to earn one).



Character Creation

Before you can play any role playing game you must create a character, in this case a superhero, to be your fantasy counterpart. Character creation is divided into four steps. First, you will roll dice to determine your character's physical and mental abilities. These are such things as Strength, Intelligence, Dexterity, etc. Second, you will roll dice to determine your character's super powers. Can he or she fly, walk through walls, hurl lightning bolts? This is the "super" part of being a superhero. Third, you will choose what skills your character needs to survive and advance. Fourth, and last, you will roll dice to determine how much money your character has to buy equipment with

Abilities

Ability scores describe your character's relative physical and mental talents and characteristics. The basic ability scores for most people will range between 3 (feeble) and 18 (exceptional). Exceptional individuals can raise one or more of these scores higher than this range, but most people will average 10 or 11 on any given score. Most of your character's basic abilities are rolled on 3 D6.

Strength: For every point of Strength that your character has he or she can lift ten pounds overhead and walk with it, lift and carry up to Twenty (20) pounds, or lift (but not move with) up to forty (40) pounds. The character will do 1 D6 of damage in unarmed combat for every five points of Strength. Strength is usually abbreviated as "STR", and is rolled on 3 D6.

Will: Will power is patience, perseverance, self control, and the ability to concentrate under fire. It helps you learn new skills, and resist being stunned in combat. Will is seldom abbreviated, and is rolled on 3 D6.

Intelligence: Intelligence will help your character solve problems, spot traps, and notice important details. It often plays the best if your character's Intelligence is close to your own, since it is you, the player, who must do the thinking anyway. The character's Intelligence may be chosen, rather than rolled. Intelligence is usually abbreviated as "INT", and is rolled on 3 D6.

Constitution: Constitution is your character's general physical toughness. A higher Constitution helps you resist injuries, helps you continue to function when injured, and survive injuries that would kill a lesser mortal (For details see "Injury and Death", Page 24). Constitution is usually abbreviated as "CON", and is rolled on 3 D6.

Personality: This is strength of Personality, and helps your character achieve fame, fortune, and make his or her presence felt. It is what gets your character noticed and listened to, not necessarily how much you are liked or admired. Personality is sometimes abbreviated as "PERS" (but not very often).

Dexterity: Dexterity affects speed of movement, as well as accuracy and initiative in combat. See "Combat Bonus", which follows, for some of the benefits of a high Dexterity. Dexterity is often abbreviated as "DEX", and is rolled on 3 D6.

Vitality: Vitality is the one exception, when it comes to rolling ability scores. Roll five 20-sided dice (5 D20) to determine your character's Vitality. This represents your character's physical and mental energy. Vitality is what super powers run on, and reflects just how much damage a character can take and remain conscious. Vitality will go up with levels, so don't worry if yours seems low. Vitality is sometimes abbreviated as "VIT".

Fast Forward

To create a character, roll 3 D6 once for each of the ability scores of Strength, Intelligence, Will, Dexterity, Constitution, and Personality. Roll 5 D20 for Vitality. Roll 3 D10 to get Bonus points (See Page 5 for other options). Spread these around among the other abilities any way you like, to give your character that custom, super-human edge. Calculate your Combat Bonus by subtracting 9 from your DEX, then dividing by 3, losing all fractions (negative results become zero). Select height, weight, and gender as you choose. Roll D100 once for each of the sections on the Powers Table: Offense, Defense, Transportation, Special, and Limitation. Roll D100 once more for your character's money, using the Money Table. Select a character name, secret identity, and a profession. Use your Savings to buy equipment. You get 25 points in Background Skills (See page 7), and may select another 15 skills that your character will be proficient in. See Skill Packages, Page 61, as well.

Look up and familiarize yourself with your character's powers and skills.

As an alternative to rolling dice for your character's abilities, consider using the following system:

Instead of rolling 3 D6 for each Ability score, start with 63 points and distribute them among those same scores. This is the average number of points you would get by rolling the dice for Strength, Intelligence, Will, Dexterity, Constitution, and Personality. No score can be less than 3, of course.

At this point you may decide whether to create a Heroic character, a "Larger than Life" character, or an "Epic" scale character.

Players who roll dice for their characters get a Specialty roll, which yields points to add to any ability score, or spread among the ability scores in any way that they choose. You will get a generous slice of this as well, though just how generous is up to the Referee. Heroic characters will get 17 extra "Specialty" points. "Larger than Life" characters get 32 Specialty points. "Epic" scale superheroes get 47 "Specialty" points. These bring your total points up to 80, 95, and 110, respectively.

Minor Characteristics

After the seven major characteristics have been determined, there are a few minor statistics that you may need to know as well. These include the character's height, weight, gender, "Specialty", movement and combat bonus.

Height: Height is how tall your character normally is, in feet and inches. This is determined by rolling 2 D6. The result is the number of inches you add to 5'6". i.e., if you rolled a 6, your character is 5'6" + 6" = 6' tall. Rolling 7 would mean 6'1" etc. This stat may be selected, rather than rolled.

Weight: Weight refers to the character's normal weight, in pounds, and is determined by rolling 1 D6. Multiply the result by 10, and add it to 150 pounds. The result is your character's normal weight (the normal range is about 160 to 210). Again, this is only a guideline, and you are free to set your character's weight at any reasonable number you choose. Female characters may want to drop about 50 lbs., for example.

Gender: Gender refers to your character's sex (man or woman). Pick something you like.

Specialty: The Specialty roll is an additional bonus which you can add to your character's ability scores, and is given to anyone who bothers to read this part of the rules. This allows you to customize your character a bit, and give him or her some areas of strength (after all, he or she is supposed to be super human). The Specialty is rolled with 3 D10 for a "Heroic" character, 5 D12 for a "Larger than Life" character, or 4 D20 plus 1 D10 for an "Epic" scale character. You may spread the resulting points around among the 7 basic ability scores in any way you choose.

Combat Bonus: The Combat Bonus is the way that high Dexterity affects initiative, accuracy, and dodging in combat.

It is calculated as follows:

$$\text{BONUS} = (\text{DEXTERITY} - 9)/3$$

Drop all fractions, and treat negative numbers as zero. In English, you get 1 point at DEX of 12, 2 at DEX of 15, 3 at 18, 4 at 21, etc. Bonus points are used to modify dice rolls in combat, raising initiative or attack rolls, or reducing your character's Defense Class, making him or her harder to hit. (For a full explanation of Defense Class, Initiative, and Attack rolls, see the section titled "Combat", on Page 18) This is sometimes called the DEX bonus.

Movement: Your character's top running speed is found by adding 5 to his or her Dexterity. The result is the character's top speed, in miles per hour.

Powers

The next step in creating your character is to determine what your character's Powers are. On the next page there are several lists of Powers, and one list of Limitations. Roll D100 once for Offense, Defense, Transportation, and Special powers, and note which Powers you rolled. Roll D100 once to find what type of Limitation you have as well. Some Referees allow players to simply pick the powers they want for their characters, and that's all right as long as the players don't get too ridiculous.

If, when rolling, you get an Offense Power which has an asterisk (*) next to it, it means that you may choose the defense that matches it, instead of rolling on the Defense power table. The matching defense is the one just to the right of the offense that you rolled. For example, if you rolled 39 on the Offense Power table, which is Magnetic Attack, you could choose Magnetic Defense instead of rolling for a Defense. This does help generate consistent characters, if that's what you want (of course, strange characters can be fun too...). See "Powers" on Page 31 for power descriptions.

Free Powers: One of the tables that appears on the next page is titled Free powers. These are powers that are a mixed blessing, that include disadvantages to balance out the advantages the powers give. Characters may have any of these powers that they want. Read them carefully before you take them though.

Minor Powers: One of the tables on the next page shows a list of minor powers. These are half strength powers that can be gained, and added to, as your character advances. They are not usually taken at the time a character is created, but you may trade in one of your normal powers for two Minor powers, if you choose.

Notes on Powers: Many times you will have a preconceived idea about the character you want to play, and random selection of powers isn't going to be satisfactory. In cases like this there is no reason that you can't pick the powers you want for your character. Just remember that the Referee has to approve the result: If you abuse this to create an indestructible monster, you

POWERS

Offense

01-04	Cold Attack	*
04-08	Flame Attack	*
09-12	Force Beams	*
13-26	Heroic Physique	*
27-30	Laser Attack	*
31-34	Lightning Attack	*
35-38	Magic/Psychic	*
39-42	Magnetic Attack	*
43-56	Martial Arts	*
57-60	Mind Blast	*
61-64	Mind Control	
65-68	Paralyzation	
69-72	Plasma Blast	
73-76	Pulse Bolt	
77-80	Sonic Attack	
81-84	Special Weapon	
85-88	Telekinetic Attack	*
89-92	Vibratory Attack	
93-99	Select or Invent One	
100	Roll Twice ignoring 100 (S)	

* This Offense has a matching Defense

Transportation

01-12	Acrobatics
13-22	Animal Movement
23-30	Dimension Doors
31-43	Flying
44-52	Limited Transportation
53-63	None - Extra Roll on Special
64-73	Super Leap
74-81	Super Speed
82-90	Teleportation
91-98	Select or Invent One
99	Special Vehicle (S)
100	Roll twice ignoring 100(S)

Limitations

01-20	Material Limitation
21-40	Mental Limitation
41-60	Physical Limitation
61-80	Power Limitation
81-99	Social Limitation
100	Roll Twice ignoring 100

Free Powers

Cat's Eyes
Extra Limb
Nonhuman Metabolism
Striking Appearance

Defense

01-05	Cold Defense
06-10	Flame Defense
11-15	Force Field
16-22	Increased Density
24-29	Optical Defense
29-33	Lightning Defense
34-37	Magic/Psychic
38-42	Magnetic Defense
43-48	Martial Defense
49-53	Mental Defense
54-58	Darkness
59-63	Armored/Metal Body
64-68	Insubstantial
69-73	Interception
74-78	Invisibility
79-83	Stretching
84-87	Telekinetic Defense
88-94	Luck
95-99	Select or Invent One
100	Roll Twice ignoring results of 100 (S)

Special

01-10	Enhanced Attack
11-20	Enhanced Defense
21-30	Extra Roll on Any Table
31-40	Heightened Ability
41-50	Mental Power
51-58	Non Breathing
59-68	Regeneration
69-74	Super Skill
75-84	Superior Senses
85-92	Transformation
93-98	Select or Invent One
99	Super Strength (S)
100	Roll Twice ignoring 100 (S)

Minor Powers

Athletic Physique	Communicator
Eagle Eyes	Fast Healer
Heroic Aura	Gliding
Insightful	Instant Change
Invulnerability	Lightning Reflexes
Mystic Adept	Nimble
Power Direction	Power Shield
Sprint	Sealed Systems
Technical Adept	Tough Hide

(S) This Power may not be "Selected or Invented"

probably won't get a chance to play with it (No Referee in their right mind will let an indestructible monster into the game). If two or more of your character's powers seem to conflict, feel free to roll one or all of them over again. You shouldn't have to run a character that you don't like or that makes no sense.

Skills

The third step in character creation is to select Skills. Skills are expert abilities available to anyone with the time and patience to learn them. Every character in the game starts with certain common background skills, plus fifteen elective skills, and will be able to learn more when they have gained some experience: Every 1,000 experience points you earn entitles you to train in a new skill.

The "background skills" are skills that most people possess and that we take for granted. For example, most people in the United States can ride a bicycle, read and write, swim, operate common electrical appliances, understand traffic lights, drive a car (if you are an adult), etc. It is presumed that most adults in a modern society can do all of these things, and so they are described as Skills that almost everyone has. To reflect this in the game, everyone is presumed to have the following Skills:

Native language (10)	Sports (2)
Literacy (3)	Mathematics (3)
Local Law (3)	Vehicle operation (4)

Simply put, your character can speak his or her native language like a native (i.e. 10 degrees in this). He or she can read and write that language, knows the basic local laws, has learned some type of sport or game as a child, can do common math, and can operate some type of vehicle.

You may substitute other Skills in place of the common ones, so long as you are swapping non-combat skills for non-combat skills. If you do this, note which skills the character is missing:

As for your elective skills, look at the following list, and choose the ones you like. As seen in the background skills, you can choose the same ones more than once, becoming more proficient in the Skill as you add to it. This is called gaining a Degree in the skill. Full descriptions of what these skills actually let you do are found on Page 51.

There are several techniques to get the most out of your skill points as well. Look at the Skill Packages at the back if the skills section as well, for explanations, tips, and examples.

You should also take a look at Power Related Skills, to see what options there are for your character, above and beyond the powers themselves.

Of specific interest would be Mega-Lift, for strong characters, and Flight, for those who fly, or who would like to but don't have the power.

Skill List

Area of Knowledge *	Brawling	Combat Skill *
Computers	Connections *	Craft
Demolitions	Detect Weakness	Detective Work
Disguise	Electronics	Engineering
First Aid	Forgery	Foresight
Heavy Weapons	Hypnosis	Language
Lip Reading	Local Law	Locksmith
Marksmanship *	Mechanic	Medicine
Observation	Performance	Pickpocket
Photography	Professional Skill *	Renaissance Man *
Running	Science	Scholar
Security Systems	Social Skill*	Sports
Stealth	Streetwise	Stunt Driving
Surveillance	Survival	Toughness
Tracking	Tumbling	Unarmed Combat *
Vehicle Operation	Weapon Skill *	

Power Related Skills

Alchemy	Ancient Lort	Dimensional Pocket
Element Control	Flight	Instant Change
Lie Detection	Long Range Teleport	Mega-Lift
Mental Shield	Mystic Forces	Necromancy
Paralyzation	Power Extension	Spititualism
Teleport Tracking	Teleport Compensation	Ventriloquism:

* Read carefully. This skill affects other Skills or maneuvers.

Money

The final step in creating your character is to find out how rich or poor your character is: Money can't buy everything, but poverty can't buy anything. Roll D100, and consult the table below to learn how much money your character has.

Dice Roll	Total Savings	Weekly Income	Annual Annual
01-05	\$0	\$60- \$150	\$7,500
06-10	\$0	\$150- \$260	\$13,100
11-20	\$750	\$260- \$420	\$23,000
21-30	\$2,250	\$420- \$525	\$25,000
31-49	\$3,000	\$525- \$650	\$34,000
50-66	\$7,500	\$650- \$750	\$37,500
67-76	\$15,000	\$750- \$1,000	\$50,000
77-86	\$22,500	\$1,000- \$1,200	\$60,000
87-92	\$30,000	\$1,200- \$1,500	\$75,000
93-96	\$37,500	\$1,500- \$2,250	\$100,000
97-99	\$45,000	\$2,250- \$3,000	\$150,000
100	\$50,000	\$3000-	\$250,000-

It is possible to get extra money in your character's "Savings" by borrowing money. This will increase your savings by the amount you originally got from the table, but will lower your character's income bracket by one full category until the loan is paid back. The loss of income reflects the interest payments on the loan. The loan must be paid back separately by the character. Similarly, investments in stocks, business or career training can raise income, so higher income brackets can be "bought" by paying the "Savings" amount of the next higher bracket from the one you are in.

Equipment

Now that you have some money, what do you spend it on? The answer is: Anything you want. Anything available in the real world is available in the game world, at about the same prices. However, to simplify your life a bit, here is a list of uncommon items that you might find useful.

Equipment List

Body Armor	\$15	per point of collision damage reduction.
Bulletproof Uniform	\$1,100	Full suit, restrictive form
	\$1,600	Full suit, lightweight form
	\$675	Cape, lightweight form
Crash Helmet	\$75	10 Pt. Light helmet
	\$150	15 Pt. Full helmet
	\$450	15 Pt. Full helmet, bulletproof
	\$750	15 Pt. Full bulletproof w/radio
	\$75	Shatterproof visor
	\$125	Bulletproof visor
	\$20	extra for mirrored visor
First Aid Kit	\$10	
Flak Vest	\$2,000	10 Pt. bulletproof armor
Floodlight	\$5	Pocket flashlight
	\$15	Large flashlight
	\$35	Small floodlight w/battery pack
	\$75	Medium floodlight with colored lenses and battery pack, with flasher
	\$120	Large floodlight, lenses, adjustable beam
Guns	\$50	.22 "Saturday Night Special"
	\$75	.22 caliber, average quality
	\$120	.32 or .38 caliber, or good .22
	\$200	Good .38 or 357
	\$400	.44. or .45, top .38 or 357
	\$750	Good .44 or 45
	\$1500	Top of the line .44 magnum
	50%	extra for automatic pistols
Homing Bugs	\$50 to \$500	
I.R.Goggles	\$2,250	Lets you see in darkness, but poorly
Knockout Darts	\$300	Air powered dart gun, single shot
	\$5	Cost per dart
Starlight Lenses	\$5,000	Light amplification
Radios	\$25	Cheap handheld, 100 yard range
	\$35	Medium hand held, 1/4 mile range
	\$150	Handheld short wave, 5 mile range
	\$150	Tracking receiver for homing bugs
	\$225	CB/FM with microphone, 10 mile
	\$300	Medium quality short wave, 20 mile
	\$300	Police frequency monitor w/scanner
	\$750	Full range hand held, 50 mile range

Body Armor: Body Armor is padding worn to cut damage caused by heavy impacts. It's bulky and restrictive, and is not bulletproof. Body Armor costs \$15 per point of damage reduc-

tion, and reduces any defense bonus you may get from DEX or Martial Defense by one tenth (1/10) the number of points of body armor worn (ie. 10 points of armor is -1, 20 is -2). This adjustment is rounded normally. Body armor cuts collision damage in half, but never reduces it by more than your Constitution, or than it has armor points. It weighs 1/4 pound per point.

Bulletproof Uniform: Bulletproof clothing is made of a special Kevlar™ fabric, and comes in two thicknesses. It works by converting some or all of the bonus CON damage done by bullets into simple Vitality damage (see "Injury and Death", Page 24). The heavy form is stiff, resembling light leather. It will convert up to 15 points of CON damage to Vitality damage, plus 1/2 of all other CON damage due to penetrating weapons. Its stiffness reduces defense bonuses given by DEX, dodging, or Martial defense by 1. It costs \$50 a square foot.

The lighter form resembles heavy silk, and is much preferred by nimbler characters, since it doesn't interfere with movement at all. It is a bit more expensive, and will convert up to 10 points of CON damage from bullets, and half of whatever else gets through. This form costs \$75 a square foot. Note that both types are half as effective against arrows, throwing stars, swords, and knives. Both forms can be made fireproof for double the cost. (Fireproof clothing cuts damage caused by incidental contact with fire by 50%. It does not help against Flame Attacks).

Crash Helmet: A Crash Helmet is simply body armor for the head. Instead of affecting Defense Class with it's bulk, it interferes with hearing and peripheral vision (ie. 1/10 the points as a Save penalty). See Saving Throws, on Page 14, for an explanation of this.

First Aid Kit: This is a small case containing bandages, sterile dressings, and medications used for cuts, burns, and other injuries: No hero should be without one.

Flak Vest: A Flak Vest, also called a bulletproof vest, is a heavily padded suit that covers the main torso and hip areas. It will stop all but armor piercing bullets, converting up to 20 points of bonus CON damage to extra Vitality damage. It also acts as ten point body armor. Note that you can still be shot in the head or legs, and that the suit does hinder movement, just like any other body armor does (see "Body Armor", above).

Flood-light: Floodlights can come in many different sizes, from hand held flashlights to ones that mount on a car and will blister paint at ten paces. They are useful for signalling people, blinding opponents, or even (gasp) lighting a room. Only the biggest ones will be able to dazzle people (\$75 and up).

Guns: Most of the guns used in this game are handguns, and all of the prices noted reflect this. For the most part, super types don't need or use guns, which is just as well, since it is very hard to get a permit without giving your true name. Referee's should actively discourage the casual use of guns by

player characters. Using a gun requires at least one degree of Marksmanship skill with the gun. Using one without any skill at it incurs a five point attack penalty, which DEX can't compensate for. The damage listed for guns on the weapon's table is for handguns. The Referee may choose to increase damage for rifles by either adding two points per dice of damage, or by increasing the size of the dice being rolled (ie. D6 becomes D8, D8 becomes D10, D10 becomes D12, D12 becomes 2 D8, etc.) Note that while shotguns do immense damage at close range, this damage is cut in half for each 10 yards the target is from the gun: Shotguns were originally designed for hunting small birds. See Weapons, Page 26.

Homing Bugs: A Homing bug can send a radio signal up to 20 miles, and will run for 24 hours on a battery. Doubling the range or life span doubles the cost (base cost is \$50), and bugs that can pick up voices costs double.

Infrared Lenses: These are special goggles that will let you see in all but total darkness by making heat traces visible. The resolution is poor, and peripheral vision is non-existent, making them useful for surveillance, but a handicap in combat.

Knockout Darts: These small darts are fired by an air gun, making them nearly silent. Originally designed for trapping animals without harming them, they deliver a strong anesthetic directly into the bloodstream. The guns are single shot only, requiring about ten seconds to reload. Although the dart does no serious injury, it must be able to penetrate before it can work (See Penetrating Weapons, Page 27). Anyone hit by one must roll a Saving Throw VS. their CON on 4 D6 or pass out for one to 12 minutes (See "Saving Throws", Page 14). Note that it is a crime to administer any kind of drug without the person's permission. Anyone with a weak heart, or who is taking any kind of drug (including alcohol) could die if shot with one of these.

Light Amplification Goggles: Light Amplification Goggles, also called Starlight lenses or Nightfinders, will allow normal vision in all but total darkness by enhancing the available light by ten times. Peripheral vision is poor, and sudden bright lights can easily blind you.

Radios: Radios can provide quick, easy communications among characters, provide an easy way to call in the police or an ambulance, and can help you keep up with the latest pop' hits. They come in all sizes, from the "Captain Starflight" toy walkie-talkie that can reach half a block (with fresh batteries) up through broad band units that can reach half the continent. The most common type is a powerful CB or FM transceiver with a 10 mile range (this is the type built into the helmet listed as having a radio). This costs about \$150, and can be tuned to police emergency bands (frequency scanners are extra).

The other type of radio is a tracking receiver, which can tell you the exact direction a particular signal is coming from. Two people with these units can triangulate on a signal, and determine its precise location (to within a few hundred feet). This type of specialized receiver costs about \$100.

This list of equipment is not complete: It would have to list everything in the world (and be bigger than a Sears catalog). Its purpose is to give a few ideas for gadgets and how they work in the game. You can use things that aren't on the list, and the Referee can change any of the items shown, to reflect the level of technology in his or her game world.

Character History

An important part of any role playing game is, of course, the role playing. This brings personality and life to a character which is otherwise just a piece of paper. As you create your character, consider just what type of person he or she is. Is your character afraid of high places, or spiders, or the dark? If so, what is the reaction? Does your character speak in rhyme, in riddles, or with an accent? What makes him or her tick? Think about this type of thing: It can make the game a lot more fun if there is an interesting tale behind your character's mask. If you know where you are coming from, it may help you decide where you are going.

To inspire this kind of creative participation, a good Referee may award bonus skills to characters who have an interesting history.

Newspaper reporters might be given photography skill, policemen might get extra skills in unarmed combat, marksmanship, or detective work, and an ex-convict could reasonably have locksmithing, forgery, or streetwise skills. By giving your character a past, you may well be getting an interesting future as well.

The only parts of your character's past that you absolutely must know are his or her Secret Identity, and what he or she does for a living. Certainly, some professions are better than others, allowing enough unscheduled time to allow for the double life that super types lead. Freelance Anything is about the best, with Roving Something a close second, and Part Time Whatever a good third. Being a full time, professional hero (or mercenary) is simple but kind of dull. It is also not always very profitable, since rewards don't always come as regularly as paychecks normally do. If you choose this route, then forget about the income you got from the money table: You have the savings, but without a job that's all you get. Also, figure about 90% of the income that you gave up went to pay bills, so deduct this from your savings every game week (you did pay for your equipment, didn't you?).

The Character Sheet

Once you have all of your character's powers, skills, abilities and equipment determined, it is time to make a permanent record of them. For this purpose, a standard character sheet has been designed. You will find two copies of this sheet in the back of this book: One to use now, and one to photo-copy.

The first thing to write on the sheet is your character's name. Put this on the line marked "Character", at the top of the page. The character's real name will go just under that.

On the left side of the page, at the top, write down your character's class (Hero, Mercenary, Unsung Hero, or Normal). On the next line fill in your character's level (all new characters start at first level) and total experience points (new characters have none, so put in a zero).

The next box down on the left side contains your character's ability scores. Before you write them down, however, double check them. Did you remember to roll the Specialty roll? If not then go and re-read the section titled "Minor Characteristics", on Page 5 (Specialty is near the end). Also check the Vitality score: Did you remember that Vitality is rolled on five 20-sided dice? (Called 5 D20, in case you missed that note.) If you rolled it wrong, fix it now. Once you are sure that you have all the numbers right, then write them down in the spaces marked for them (those titles are printed darker, so they should be easy to find).

Below these basic ability scores, in the same box, come some numbers that are calculated from your basic abilities. The formulas are printed on the sheet, and are explained in the Abilities section, with two notable exceptions.

"Actions" means the maximum number of things your character can do in a round. This is gotten by dividing your character's Intelligence by 5, rounding normally. This can be increased with skill and training. Some simple things can be done in a "half Action", others use a full action or more. See "Multiple Actions" in the Combat Maneuvers section, on Page 19, and Combat Skill in the Skills section, Page 51.

"Flying" will only be filled in if your character can fly. This will usually be 10 times your running speed, but can vary. The exact speed will depend on the powers you use to fly.

The final line in this box is marked "DC". This refers to your overall Defense Class. You should be able to find this by looking up your defense power in the Powers section at the back of the book. It starts on Page 31.

The next box contains your character's description: His or her height, weight, hair color, and gender (man or woman). This is followed by the character's occupation (ie. what he or she does for a living). On the line marked "Income" put your character's weekly and yearly income (These come from the "Money Table" on Page 7). In "Savings" mark down how much money you have left after buying equipment.

In the section marked "Powers" write down your character's powers, one to a line. The columns marked "Hit" and "Miss" are used to note which defenses your attack powers hit most easily, and which are hardest to hit. Use these same columns to record which attack hits your defense most easily, and which one has the hardest time hitting you. You can find these things by looking at the power descriptions (Page 31), or on the Combat Powers table at the back of the book. Mark the damage of attack powers, and the Defense Class of defense powers in the space marked "Effect". Most powers have a cost (the number of Vitality points you have to spend to use it). Include any special details about the power on a separate line (such as details about Superior Senses or Acrobatic talents).

In the Limitations section make any notes needed to explain your character's Limitation. (Did you remember to roll one? If not, do it now.)

On the lines under the "Powers/Weapons" heading, list your offense powers and any weapons you carry, noting the damage that the power or weapon does. Don't be confused or frightened by the right side of these lines. This is just space to write down what you need to roll in order to hit defense class 0 with this power or weapon. For most first level characters the answer will be 20. (Some powers will give an attack bonus, so remember to include it if your character has one.) Look at the Combat Table in the back of the book, or at the one in the "Combat" section (Page 18) if you need numbers for higher level characters.


All that's left is to note what skills your character has, and what equipment he or she carries (bulletproof uniforms, two way radios, and first aid kits are recommended). Character history, and any personality notes you may want to make, can be written on the back of the sheet.

You may notice that there is an empty box at the bottom right corner of the character sheet. This is to give you a place to draw a picture of your character (if you are an artist type), or make any notes that didn't fit anywhere else. (Some people have even been known to leave it blank!)

You made it! Your character is now recorded for all time, and you've beaten the challenge of the form! You are now qualified to save the world (and even fill out Tax returns).

Character Examples

The following section contains two sample characters, to give you an idea how it's done. Each has a history which explains their motivations, and purpose. Feel free to use them as models, or even use them in your games as NPCs (Non Player Characters). The characters are named Stonefinger, and Quasar.

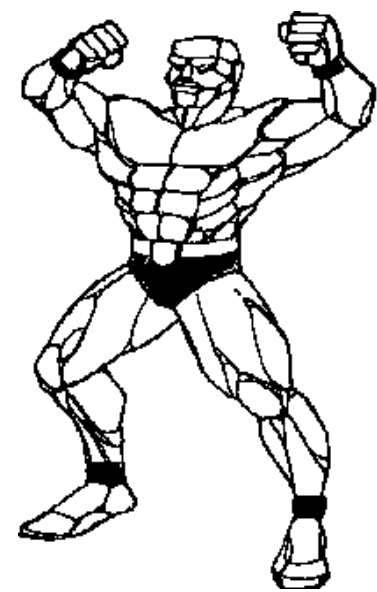


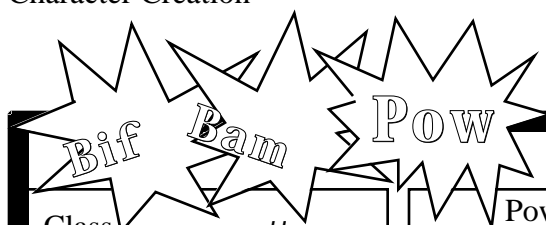
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Skills & Equipment	
<u>Renaissance Man</u>	3
<u>Vehicle - Car</u>	1/2
<u>Literacy</u>	2/4
<u>Language - English</u>	8/10
<u>Local Law</u>	2/4
<u>Pro-Skill - Mine Engineer</u>	3/5
<u>Mathematics</u>	1/4
<u>Engineering</u>	2/7
<u>Science - Geology</u>	2/7
<u>Mechanic</u>	2/7
<u>Vehicle - Bulldozer</u>	2/7
<u>Vehicle - Crane</u>	2/7
<u>Demolitions</u>	1/4
<u>Brawling</u>	2/4
<u>First Aid</u>	1/4
<u>Streetwise</u>	2/4
<u>Language - Swahili</u>	4/9
<u>Disguise</u>	2/4
<u>Combat Skill - Multi-Action</u>	2

Skills & Equipment	
<u>Broad Band, hand held radio</u>	
<u>First Aid Kit</u>	



Character: *Quasar*Secret ID *Richard Quinn*

Class Hero
 Level 1
 Experience 0

Strength 16
 Intelligence 18
 Will 13
 Dexterity 24
 Constitution 16
 Personality 12
 Vitality 53

Lift (STR x 20) 320
 Hand to Hand 3 D6
 Bonus (DEX/3 - 3) 5
 Actions (INT/5) 4
 Running (DEX+5) 29
 Flying 29

DC 3

Powers

Hit

Miss

Effect

Cost

Lightning Attack	Armored/Metal	Stretching	4 D10	3
	Body			
Magnetic Attack	Lightning Def.	Force Field	4 D6	1
Magnetic Defense	Martial Arts	Paralyzation	DC 3	1
Superior Senses	Infra Red Vision			
	Radio Hearing			

Limitations

Fear of HeightsFear of the DarkCurrent
CONCurrent
Vitality

Other Notes

Quasar got 1 Extra skill, for his back-ground

Height 6'
 Weight 210
 Hair Blond
 Gender Male
 Occupation Hacker/Stunt Man
 Income 650 / 32,500
 Savings 5,000

Power/Weapon

Damage

Hit DC 0

<u>Lightning</u>	<u>4 D10</u>	<u>20</u>
<u>Magnetic</u>	<u>4 D6</u>	<u>20</u>
<u>Hand to Hand</u>	<u>3 D6</u>	<u>20</u>

Skills & Equipment

Renaissance Man 5
Language - English 7/10
Literacy 2/4
Local Law 2/4
Professional Skill- Stunt Man 3/6
Mathematics 2/8
Vehicle - Automobile 2/8
Stunt Driving 2/8
Unarmed Combat 2/4
Disguise 2/8
Athletic Skill - Running 1/4
Computers 2/8
Tumbling 1/4
Toughness 1/4
Computer Forgery 2/7
Security Systems 2/7
C-Skill - Multiple Actions 1/2
Power Related Skill - Flight 2

Skills & Equipment

Broad band, hand held radio
Bulletproof Uniform
First Aid Kit
Unarmed Combat 2/4
Punch 1
Kick 1
Power Attack 2
Lock 0
Throw 4
Evade 0
Speed 1
Weapon 0
General 3



Stonefinger's Story

Stan Fergussen was a mining engineer working in South Africa when he saved the life of a native Witch Doctor who had wandered near a blasting site. To repay him for this favor the Witch Doctor called down a blessing on Stan: That he should be as hard, strong, and enduring as the stone he works. Since that day Stan has been able to call up the power of the Earth itself, turning him into an eight-foot tall titan of stone and iron. When he returned to England at the end of his contract, he found agents of the mining company waiting for him. They said that he had helped rob the company's gold vault, and tried to arrest him (without a warrant). He knew what chances a miner had against a mine owner in court, so he escaped and fled to America. For this reason he hates jewel thieves, or anyone who takes treasures of the earth. He hopes to catch the men who framed him, and clear his name.

Stonefinger is an excellent example of the pure muscle character. He is hard to hit, even harder to hurt, has a punch like a pile driver, and strongly resembles a block of granite with legs. Though he is a skilled professional, and not stupid, he is not exceptionally quick either, and tends to solve problems with brute force. He is about as subtle as a train wreck most of the time. His story gives you a good picture of his past, and will help shape his future.

Quasar's Story

Richard Quinn was a computer graphics expert doing "Computer Image Enhancement" for the CIA. His job was to forge films and photos to be used for blackmail purposes. One day, while installing a new TV antenna on his house, he was struck by lightning and knocked off the roof. He awoke in the hospital with two broken legs, electrical burns on his head and hands, and blind. Eventually his vision did return, but he never got over his fear of going blind once more, and he will not willingly go onto that roof again. The fall had given him an ongoing fear of heights.

When he finally returned to work he found that his presence had a strange effect on the computer: If he got excited while standing near the machine, it would break down. Researching this, he found that he could generate intense pulses of magnetism and electricity within his body. His nervous system had been supercharged, making him inhumanly quick, and he could even fly by manipulating the earth's magnetic field.

Being an average man, he really wanted nothing to do with these powers, knowing as he did the mentality of the CIA: They would try to turn him into some kind of secret weapon, whether he liked it or not. He decided to try and ignore the problem, and hope it would go away.

Unfortunately, this was not to be: One day the KGB came calling at the office, intent on stealing the films and photos kept there. A battle ensued, and Quinn found himself fighting

for his life. By the time the battle was finished, so was the office, and the CIA wasn't about to accept Quinn's story about a "Superhero" who had beaten off the attack: Quinn had to manufacture some "Security Films" of a character in costume hurling lightning bolts every which way to convince them.

Quitting the CIA (he knew he would be found out sooner or later), he now runs a small special effects company in Hollywood. He shows up as Quasar just to keep the CIA off his back, and because he likes being a hero.

Quasar is a fun character to play, since he has so many contradictions: He can see in the dark, but is afraid of it. He can fly, yet he is afraid of high places. He can, therefore, be seen running at high speeds, leaping over cars, or acting like a human motorboat, but never flying. If plunged into darkness without warning he might start blasting away with lightning bolts until his eyes adjust. He has escaped from quite a few death traps by simply flying out, because no one knew that he could do that. (The Referee actually forgot!)

Because of their detailed histories, and the fact that they had reasonable professions, the Referee gave extra skills to both Quasar and Stonefinger. (Did you notice that they both had more than 15?) Be aware that it is the Referee who decides what, if any, extra professional skills your character gets, not the player. In fact, the Referee doesn't have to give out any at all: That is strictly an optional rule.

"Who was that Masked Man"

Why a Secret Identity

Make no mistake about it, even super heroes need a day off once in a while, just like anyone else. They need a place to rest between adventures, safe from any enemies. For these reasons, among others, you must maintain a secret identity. Without one you would be called upon to help with every purse snatching and missing dog in the city. Your days (and nights) would be filled with crank calls, and your family and friends would be in constant danger: If your enemies can't hurt you directly, then they will hurt someone close to you. Almost as bad is the fact that your enemies can hurt you directly. Attempts on your life would become a daily occurrence, and it wouldn't be long before you were broke: Having your car and home bombed weekly can get expensive! You might as well paint a target on your chest and get it over with. A character, especially a hero, with no secret identity will probably have to retire and go into hiding, just to stay alive. For these reasons, all characters must have a secret identity, unless they can convince the Referee that they can survive without one.

Rules of Play

At this point you should have a character prepared, or at least know how to do it. The next question is "Now that I have a character, what do I do with it?". The answer is "Play it": This means to pretend to be the character, and react to the make-believe world of the game as you think the character would. The Referee will tell you what is happening in the game world, but it's up to you to do something about it. The next section will give details of your options (and limitations) in dealing with the game world. These rules are designed to let your character do anything that a real person could do, and more, thanks to your character's super powers. Note that these rules, while fairly complete, are only guidelines. If you come up with better rules on how to do things, go ahead and use them, and send me a set, so I can use them too.

Game Mechanics

In order to "Play" a character in the game you will need to know how to do a few things. This section tells you how to have your character do every day actions like running to catch a bus, finding lost keys, or catching a baseball.

Saving Throws: Saving Throws are special dice rolls used to decide the success or failure of any unusual actions attempted in the course of the game. These Saving Throws (also called "Saves") are made by rolling one or more dice and comparing the total to an ability score or skill degree. Bonuses or penalties may be applied, due to your character's powers or skills, or because of the ease or difficulty of the task being attempted. In most cases a Save must total less than or equal to the ability or skill it's being compared to. For example, a Save vs. DEX for Stonefinger will succeed on any roll of 15 or less, since he has a 15 Dexterity.

Note that the worst possible roll will always fail, and the best possible roll will always succeed, no matter what bonuses or penalties apply.

For example, a Save vs. CON for Stonefinger (CON 22) on 3 D6 will still fail on 3 sixes, which is the worst Save possible on 3 D6. A CON Save for a person with a CON of 2 would still succeed on a roll of 3, since 3 is the best you can Save on 3 D6. It is often important to know how much a Save was made or missed by, so don't pick up your dice too quickly.

The Referee can ask for a Save whenever there is doubt about your character's ability to do something, and can apply any bonuses or penalties he or she sees fit. The Referee may even roll your Save secretly for you, for cases where the character wouldn't know that a Save was needed. You may also be asked to roll Saves, without being told the reason (just to keep you on your toes).

Some simple examples of situations calling for a Save would be: Running or jumping into a place that can't be seen, catching a falling object or person, resisting a drug, or getting a policeman to believe an unlikely explanation. Whenever there is any reasonable doubt in the Referee's mind about your ability to do something, a Save may be asked for.

As a Referee, just remember the two most important rules in any role playing game:

- 1) Players like to roll dice.
- 2) Players don't like to roll too many dice.

If you can remember these two rules, you have taken the first steps towards being a good Referee.

Detection and Observation: Noticing details and finding hidden things can be very important to a character. Noticing a fact, object, or important detail is usually decided with a Save vs. Intelligence on 3 D6, 4 D6, or sometimes even on 5 D6 for the most difficult observations. Modifiers which may apply might include:

Fast Forward

Saving Throws are rolled as an ability or skill check. Ability Saves are usually rolled on either 3 or 4 D6, and have to total less than the ability in question in order to succeed. Skill Saves are usually rolled on 1 D12, and must roll less than or equal to the skill degree in question to succeed. The worst possible result will always fail, and the best possible result will always succeed. Note that a "backup" roll may be called for when making Skill checks. See page 60 for details.

Movement is very simple. Your maximum non-combat speed, in miles per hour, is your Dexterity plus 5. Flying and Super Speed will multiply this by 10.

Use the same number as the number of feet you can move in a single action in combat.

Observation Table

Character was looking for the item	- 1 D6
Item was obvious, or pointed out	+2
Item was inobvious, or obscured	- 2
Character has Superior Senses to help	+2
Item cannot be seen	-4
Item at long range	-Distance/INT
Item is unusually large or small	+/- Target Size modifier
Observation skill used	+1 per Degree

The Referee may apply other modifiers as well.

Time and Distance: The measure of time in this game is done in Turns of one game-minute each (one minute in the character's life, not necessarily the players), and Rounds of 10 seconds each. Some mention will be made of days, weeks, months and years, but that shouldn't be too hard to understand.

Distances are measured in feet, inches, yards, and miles. Speeds are measured in miles per hour ("MPH").

Movement

Running: Running speed is governed mainly by your character's Dexterity and Strength, and may be increased by one or more of your powers. Dexterity determines your top speed, and Strength determines your acceleration. To find your normal running speed, add five to your character's DEX. This is his or her fastest sprint speed. This speed can only be held for a short time (one round per CON point), and costs one Vitality point per round to maintain. Half speed costs one Vitality point a minute, and can be maintained as long as you have Vitality left. For long runs you can substitute Strength, Will, and Constitution for Vitality. Note that the power of Super Speed has its own cost system, and does allow people to run at top speed for a long time.

Flying: Flying is one of the most convenient, most common forms of transportation among comic book heroes. For this reason the ability to fly is available to holders of some other powers (see Flight skill, Page 59). Flying costs one Vitality point per hour in the air, so long as the flyer keeps his or her speed below half maximum. When flying faster, up to 3/4 speed, it costs one Vitality point per minute, due to the effort involved in fighting air resistance at such speeds. Speeds above 3/4 of your top speed will cost 1 Vitality point per round. The costs will vary when flying with another person, in thin air, or underwater. Flying speed is based on the character's ground speed, including any speed increases from your other powers.

Jumping: There are three ways to jump: Long jump, broad jump, and high jump.

The average person can take a running broad jump for a distance (in feet) equal to their running speed (in MPH) minus 1 D4. For every pound carried, minus the character's Strength, the distance will be shortened by a foot.

Example: Captain Outrageous has a 15 STR and a DEX of 25. Since his running speed is 30 MPH, he can jump 30 - 1 D4 feet with a running start. He can carry up to 15 pounds without penalty. If he carries 17 pounds his jump is shortened by 2 feet.

Standing broad jumps of one fourth (1/4) your character's DEX, plus 1 D4 feet, are possible (with the same weight limits as the long jump).

High jumps require a running start, just as long jumps do. Characters can jump up to one third (1/3) their DEX plus 1 D4 feet. From a standing start the highest leap is a fourth (1/4) their DEX or half (1/2) their height, whichever is less.

A controlled landing from any leap of more than half your maximum requires a Save vs. DEX on 4 D6. Failure will mean an off balance landing, possibly falling and/or injuring the character.

Maneuvering: Whether on foot, in the air, in a car, or in the water, the rules for turning are the same: The radius of the turn (in feet) will never be less than the speed (in MPH). Cars will have minimum turning circles, which cannot be improved upon by slowing down.

Example: An average police car has a minimum turn of 24 feet. This means that at speeds up to 24 MPH it can turn in a 24 foot radius. At 30 MPH it turns in 30 feet, and at 50 MPH it turns in 50 feet.

Climbing: Climbing speeds are hard to standardize, since they will depend on the angle of the climb and the Strength of the character. Generally, use half speed for climbing, and double speed for dives.

Acceleration: Acceleration is based on the character's Strength: You gain speed at a rate equal to your character's Strength every second, and brake twice as fast.

Example: Captain Outrageous has a 15 Strength, a top running speed of 30 MPH, and a top flying speed of 300 MPH. At peak acceleration he can reach 15 MPH in one second, top running speed in about two seconds, and top air speed in 20 seconds.

Movement in Combat: When figuring movement in combat, "How far" is more important than "How fast". For simplicity's sake, make the two roughly equal: ie. Your top speed, in MPH, is the number of feet that you can move in one action. This speed, which is about two thirds (2/3) your non-combat speed, allows for acceleration and evasive action while running. This distance may be increased through the "Running" skill, or by using Combat Bonus points. Each Skill degree, and each bonus point used increases your single-action movement by ten feet. Of course, each action you use takes one initiative point, and can cause penalties to any attack actions taken that round. (See Multiple Action, Page 20, and Initiative, Page 18, for details.) You can move at your top speed when not in combat, but moving this fast during a fight would mean completely ignoring all of the people trying to kill you, and essentially giving them free shots (+2 to hit, as side attack, and no DEX bonus to Defense Class). This is generally a bad idea.

Example: Captain Outrageous can run at 30 miles an hour (25 DEX) in a full sprint. This means that he can move 30 feet each action. Full movement (no evasion or cover) would extend this range by half.

Note that minor movement (up to 1/2 your range) may be made in the same action as an attack. It is always assumed that you are doing some type of evasive moves, even when you aren't actually going anywhere. You may direct this evasive action, allowing characters to move up to three feet, or turn around, every second, even when they are not taking an action, per se. Captain Outrageous could have gone farther by flying, but couldn't have taken advantage of low cover, and would have drawn a lot of fire. He could also have walked, slowly, and saved his full action as well.

Combined Movement: You may want to move and attack at the same time. There are many ways to do this.

- 1) You can move and attack (or attack, then move). This allows you to take up to half your move, and then attack, all in the same action. These are called "Half Actions". In the example, Captain Outrageous could move 30 feet each action. This means that he could move 15 feet, and still attack. Also note that you can't enter a combat area, attack, and leave the area again in the same round, the "Combat Area" being defined by the Referee.
- 2) You can attack while moving. This allows you to move your full range, and still attack. This attack is done under the moving targets rule, and is done at a penalty of -1 for every 10 MPH of movement.

Example: Captain Outrageous wants to sprint across an exposed area, firing at a sniper as he goes. His top speed is 30 MPH, so he is attacking at -3. The sniper, returning fire, is at the same penalty.

- 3) You could use your movement as part of the attack by ramming the target. This incurs no penalty to hit if you are going straight at a stationary target, and 1/2 the Moving Target penalty if the target is dodging or evading at all. See Charge, in the Combat Maneuvers section, Page 19.
- 4) You may strike with a weapon as you pass. Depending on the weapon used, there may be a penalty to hit (at the Referee's discretion). See Rake, in the Combat Maneuvers section, Page 21.

As a final note on movement, it may require an action, or a "half action" to start or stop (see Action, Page 18). Once in motion, however, movement can be continued on a simple, preplotted course without further attention, or actions required

Effort and Vitality Cost:

Whenever anyone uses their muscles, they may be using Vitality. In this game anything that takes less than half your Strength is considered effortless. Every five points of Strength beyond the halfway mark costs one Vitality point to use.

Example 1: Stonefinger, who has a Strength of 40, is trying to hold up a collapsing roof long enough for the room to be evacuated. Since he is using 20 points more than half his STR, and the effort costs 1 Vitality per 5 STR over half, this will cost him 4 Vitality points a round.

Example 2: After the room has been cleared, Stonefinger grabs the last two stragglers, slings them over his shoulder, and leaps clear of the area. Those two people weigh about 360 pounds, which requires 18 STR to lift. Since this is less than half Stonefinger's STR, the action is effortless.

The cost for using Strength is paid every round, or for each distinct act that uses the Strength (such as punching someone). Thus, while Stonefinger could lift (but not walk with) a 1600 pound car, it would cost him four Vitality points every round. In a minute (6 rounds) he would start getting tired, and in three or four minutes he would be exhausted. A stronger person could hold it longer with the same effort. Tipping the same car on its side could possibly be done using 30 Strength points (10 more than half his STR), and so would cost Stonefinger only 2 Vitality points.

Pulling Punches: You don't have to do full damage with every attack, and there are times when you won't want to. Your control over the damage you do isn't exact, but you can control it reasonably well by choosing how many damage dice to roll. You may roll any number of dice you choose, from one all the way up to your full power.

Example: While capturing a jewel thief, Stonefinger decides he wants the man in a condition to talk. Hitting him once for 6 dice, he does 22 points of damage, stunning the man (and cracking his ribs). He then hits him again, this time doing only 5 dice. The robber takes 17 points of damage, and goes out.

Stonefinger could easily have killed the man with either blow: His maximum damage is 16 dice + 16, which can do up to 112 points. By doing less damage Stonefinger assured that the man would live, though he would need a doctor. This is important, since Stonefinger will earn more experience capturing the man than he would by killing him (see "Experience", Page 29). Attack powers used at half power or less cost one less Vitality, and hand to hand is free.

Money Matters

Rewards: Rewards will be given to anyone, hero, mercenary, or normal, who helps prevent a crime, recovers stolen property, or comes forward with valuable evidence. Rewards are usually paid by insurance companies, concerned citizens groups, or by the people being helped. Some rewards are pre-set amounts, such as the \$1,000 commonly offered by banks for helping prevent robberies, but most are simply 10% of the value of goods returned. Heroes may keep any rewards they receive, but the larger ones are traditionally given to charities. Division of rewards is set by the Referee.

Expenses: Expenses will vary from character to character, but some things are predictable. The average character will have to spend between 75 and 90 percent of their weekly earnings just meeting normal expenses (rent, car payments, food, etc). If the team has a special base, then this must also be paid for, as must any special equipment that gets broken or used up (bullet holes in costumes never seem to sew up cleanly). The single largest expense in a character's life will be medical bills: Hospital care costs about \$500 a day, and can go as high as \$1,500 a day if special care is needed.

If the Referee handles expenses properly, the team will be able to accumulate enough money to keep going but not enough to build huge fortunes.

If the characters in the game can't ever seem to qualify for any rewards, then they are probably behaving like wild animals, and have nobody to blame but themselves.

If, on the other hand, they are allowed to accumulate huge fortunes, and have so much money to spend that their gadgetry is more impressive than their powers, then something is very very wrong, and the Referee had better straighten it out fast. First, scale down the rewards: Simply have the villains steal smaller things for a while. Next, review your policy on expenses. Are you charging enough for hospital bills? When was the last time the tax man visited? Did they pay for that car they threw into orbit last adventure? A little creative book keeping can bring things under control reasonably fast. Just remember not to punish the characters for what is really the Referee's mistake. As an idea, a lawsuit by some criminal might make the basis for an interesting adventure, and the legal fees would help bleed off excess cash whether the team wins or loses (Lawyers get paid almost as much as heroes do)

Combat

In many movies, and all comic books, the bad guys won't give up without a fight. Combat, in this game, is divided into rounds of 10 seconds each. Each player rolls 2 D6 to determine their initiative, adjusting for Combat Bonus and/or speed enhancing powers or skills. The Referee does the same for the villains. The combat sequence is fairly simple: The Referee counts down the seconds.. When the count reaches a character's initiative, the character can take his or her action. At that time the player will decide what to do, and will do any dice rolling that the action calls for. If several characters can act at the same time, then the Referee will determine the order (usually by just going around the table). The "one" count can't be rolled, represents the split second at the end, when details are cleaned up for the round. Counts higher than 12 can only be reached with speed-enhancing powers. The round itself is counts 12 through 2. See Minor Characteristics on Page 5 for information on Combat Bonus points. See Appendix C, Optional Rules for alternate Initiative systems.

Action: An "Action" is anything that can be done in one second, such as move or attack. This can be divided into "Half Actions", allowing you to move (half distance) and attack. It also means that multiple actions in a round take place on separate Initiative counts. The "Combat Maneuvers" section will give a fair idea of the kinds of things you can do.

The Natural 20: As you read these rules you will see many references to a "Natural 20", and it should be made clear just what this is. Rolling a Natural 20 means to roll 1 D20 and have the 20 come up. This is different from an "Adjusted 20", where you may roll something less than 20 on the dice, but you have enough bonus points that you can add to bring the total up to 20 (or higher). The main difference in combat is that a Natural 20 always hits, if a hit is at all possible. An adjusted 20 may still not be good enough to hit some of the more difficult targets. By the same reasoning, a Natural 1 will always miss (unless the Referee rules that a miss is impossible). Adding bonus points to a Natural 1 won't help, and heaping penalties on a Natural 20 can't hurt. Also see "Multiple Defense Powers", Page 23, for more of the advantages of a Natural 20.

Many powers mention the "Natural 20" as bypassing damage reductions granted by the power. Some defenses can "Ignore" penetrating attacks. If the natural 20 was rolled with a penetrating power against such a defense, it can often bypass that. This applies to powers only, not non-powered attacks such as bullets or knives. See Penetrating Attacks, Page 27.

Defense Class: Your character's defense power is what determines his or her Defense Class, which reflects the overall difficulty of hitting him or her in combat. Like Initiative, lower is better. This Defense Class (abbreviated as DC) may be modified, depending on the situation, and on what your character is doing. Defense powers and their related Defense Classes are detailed in the section on powers (starting on Page 31), as well as appearing on the Combat Powers table at the back of the book. Most defense adjustments are explained in the Combat Maneuvers section, on Page 19.

Using the Combat Table: To find out if you hit someone when attacking them, use the table below. Find the line with your target's Defense Class on the left side. The number that appears on this line, in the column that has your level at the bottom, is the number you need to roll on a D20 to hit that target (this is known as an Attack Roll). You may add any bonus points you are entitled to to this roll. If the total is greater than or equal to the number you got from the table, you hit.

Combat Table								
DC								
-10	30	28	26	24	22	20	18	16
-9	29	27	25	23	21	19	17	15
-8	28	26	24	22	20	18	16	14
-7	27	25	23	21	19	17	15	13
-6	26	24	22	20	18	16	14	12
-5	25	23	21	19	17	15	13	11
-4	24	22	20	18	16	14	12	10
-3	23	21	19	17	15	13	11	9
-2	22	20	18	16	14	12	10	8
-1	21	19	17	15	13	11	9	7
0	20	18	16	14	12	10	8	6
1	19	17	15	13	11	9	7	5
2	18	16	14	12	10	8	6	4
3	17	15	13	11	9	7	5	3
4	16	14	12	10	8	6	4	2
5	15	13	11	9	7	5	3	1
6	14	12	10	8	6	4	2	0
7	13	11	9	7	5	3	1	-1
8	12	10	8	6	4	2	0	-2
9	11	9	7	5	3	1	-1	-3
10	10	8	6	4	2	0	-2	-4
<div>1 2-3 4-5 6-8 9-11 12-15 16-19 20+</div> <div>Character Level</div>								

Fast Forward

Combat is fairly straightforward. All characters roll 2 D6 to find their initiative. Some powers, such as Super Speed and Martial Attack may give bonuses to this roll. Characters act from highest Initiative to lowest.

Attack rolls are rolled on a D20, the higher result being better. Roll the D20, add in any bonuses you may be entitled to, and check the Combat Table to see if you hit the target's "Defense Class". If you hit, roll the appropriate damage for your power or weapon.

Using Combat Bonus: Combat bonus points (see Page 5) may be divided between your Initiative, Attacks, and Defense Class at the beginning of each round. They apply to all actions taken in the round, once applied.

Combat Bonus points can also be used for extra movement (See Movement in Combat, Page 16), or as bonuses on some Saving throws. See Acrobatics, Page 19, as an example.

Other bonuses to hit from powers and/or skills will never total more than +1 per level of the character no matter what.

Combat Maneuvers

Combat maneuvers are special tricks to use when fighting, including such things as dodging, blocking punches, kicking people, and shooting guns from people's hands. While some of these don't take an action to perform, all require that you have an action available. You don't need to know these to play, but they do make it a bit more fun.

Acrobatics: This means doing tumbler's stunts like flips, summersaults, rolls and handsprings. Aside from being highly colorful, this type of activity can make you devilishly hard to hit. Any attacks made against you will be at a penalty of 1/2 your Tumbling Skill (in addition to any Dodging you are doing). Note that this makes it impossible for you to attack hand to hand, unless you have five or more talent points in the Acrobatics power of Tumbling, or are tenth (10th) degree or higher at the skill of tumbling. Difficult maneuvers, or complex combinations may require a Save vs. twice your Tumbling Talent points (see Acrobatics Power, Page 31) on 1 D12. You may use Tumbling Skill degrees, and Combat Bonus points as bonuses to this Save. Talented tumblers, or people with high DEX will routinely make this Save. Acrobatics can eliminate damage from a Body Throw, or from being slammed across a room (not into a wall), if the Acrobatics Save can be made.

Block: Any punch, kick, or other hand to hand attack can be Blocked. To do this you must roll a successful hand to hand attack on your opponent, with a penalty equal to the opponent's attack bonuses. Note that this need only hit the outside of the defense, if the opponent's defense has an outside as such. See section 5 of the "Notes on Powers", Page 31, for details. You do no damage if you succeed, but you will subtract your hand to hand damage from the damage you take from the blow. This uses an action, and the effort costs 1 Vitality point, and puts your next attack in that fight at a penalty of -1 to hit.

Brace: To Brace means to place your body against some solid object, as a means of steadying your aim. In game terms you may do a partial Brace, or a full Brace. A partial Brace means to steady your body against a wall, pole, or similar immobile object. The result of this steadier aim is a +1 bonus to hit with either hand-to-hand or ranged attacks. A full Brace applies only to ranged attacks, since it requires that you actually rest your firing hand or weapon on a wall, rail, table, or even on the floor. This gives a +2 bonus to hit, and cuts range or motion

penalties by half. Bracing eliminates any chance of using Dodging, Martial Defense, Acrobatics, or using DEX bonus for Defense Class. It also restricts your area of fire to the front, no more than 45 degrees left, right, up or down from center. You can't leave your Braced position on the same action that you Braced, but may otherwise stop Bracing at any time you could normally act. You can't Brace more than once in a round, and you can't move while Braced. Bracing doesn't take an action, though moving to something to Brace against may.

Called Shots: This means attacking some specific part of your opponent, or perhaps at an object or weapon being worn or carried. According to the Combat Modifiers section (Page 23), smaller targets are harder to hit. Exactly how much harder the shot is depends on how small the target is. You will receive a penalty of -2 if the target is 1/2 your size, -4 if it's 1/3 your size, -6 if it's 1/4 your size, etc. In short, for each size factor smaller it is, you get a -2 penalty to hit. Larger than normal targets rate a +2 bonus to hit for each multiple of your size.

Called Shot Adjustment Table		
Target	Adjustment	Effect
Head	-8 to hit	Double damage, may KO
Arm	-6 to hit	May drop something.
Legs	-2 to hit	Half damage. May trip.
Torso	-2 to hit	Normal damage.
Pistol	-10 to hit	May break, or go off.
Shotgun	-4 to hit	May break, or go off.
Rifle	-4 to hit	May break, or go off.
Car tire	-2 to hit	May blow out.

Called Shots are simply hit or miss: Missing a called shot to the head is a clean miss, and won't hit the person anywhere else.

Charge: To Charge someone is to ram your body into someone or something else. This incurs no penalty to hit if you are going straight at a stationary target, and 1/2 the Moving Target penalty if the target is dodging or evading at all. Ramming in this way allows you to add to the damage done. Add 1/10th your weight, and 1/5th your speed to your Strength, then roll hand to hand normally. Note that you take this same damage, as per "Falling and Colliding" (see Page 27). You can use some of your Strength to Block, reducing your damage, but also reducing the damage you are doing.

It's possible to Charge several opponents on the same move. If they're in a group, and you have some way of reaching out wide enough to hit them all, such as spreading your arms, you can Charge the group. In this case, use their combined weight when figuring the damage (see Falling and Colliding). The damage is divided among the members of the group equally.

Example: Captain Outrageous shifts tactics, and tries a running tackle. The agent was set, so there is no penalty. Hitting at 30 MPH, he should add 5 dice to his hand to hand (his weight/10 + speed/5, as extra Strength. See Falling and Colliding for details)

The other way to Charge multiple opponents is if they're all in a line, so you can hit them one after another. All of these targets are counted as a single attack, but there is a cumulative attack penalty of -1 for each target after the first (i.e. The first is attacked normally, the second is attacked at -1, the third at -2, etc). The first target you hit takes normal Charge damage. Figure out how much damage you take, and how far that would have slammed you (see Knocking Things Around, Page 27). The speed that you would have been thrown at is the amount of speed you lose, so the next target will take less damage. Repeat this until you run out of targets, reach the end of your move, or stop moving. Note that if you block your part of the collision damage (see Block, in Combat Maneuvers), you must split the Block among the targets. You can divide this any way you like, but your total Block is based on your Strength, and you can't apply that total more than once per attack.

Coupled Attack: A Coupled Attack allows one attack power or weapon to act as the carrier for another. Such combination attacks require an action to prepare. Although this allows a single attack to deliver massive amounts of damage, remember that the first attack must hit before the second one has a chance to hit. While there is only one attack roll for this, it must be good enough for both the punch and the power to hit: If the punch misses, so does the carried attack.

In this example, If Captain Outrageous hits with his fist, then his Force Beam hit as well. If the punch missed, then the Force Beam missed also. The agent takes the damage from everything that hit him, as one attack.

Example: Captain Outrageous is in a fight with a S.N.O.B. Agent. Spending one action to prepare, he charges his hand with a Force Beam, then punches him.

Delayed Action: Delaying action means to wait before acting, allowing people who are normally slower than you to act first. By waiting for opponents to commit themselves, you gain a tremendous advantage, since you can use this "saved action" at any time, even interrupting an opponent's action. The only real restriction is that you can't interrupt unforeseen events. You may use this to save actions from one round to the next (only in combat), but you will never get more than one set of actions in a round. (You could, however, Delay part of a Multiple Action for later use that round)

Dodge: By Dodging an attack, you can make yourself harder to hit. Dodging lets you reduce your character's DC by up to one point per level of the character. By so doing, you take the same penalty on any attacks made during that round.

If Captain Outrageous wanted to, he could Dodge less, dropping his DC by 2 points (and getting only a 2 point penalty).

Example: Captain Outrageous is fourth level, and is trying to avoid being hit by Dr. Dastardly's Ray gun. Dodging, he drops his DC by 4, possibly avoiding injury.

Grab: You can Grab anyone or anything in reach. If the object being Grabbed is small enough and light enough to hold with one hand, then you need only tell the Referee, and roll an attack against it. If you hit it, you've Grabbed it. Most inanimate objects are treated as prone opponents (see Combat Modifiers, Page 23), but people generally resist. If the person you Grab is resisting, you are attacking at a penalty equal to their level minus yours (this will never be a bonus. Treat negative numbers as zero). To break free of a Grab, both people roll their hand to hand damage (not including any weapons or coupled attacks). If the held person rolled higher, then the hold is broken. Note that neither person takes or does any damage, but Vitality must be paid for Strength used.

Intimidate: To Intimidate means to frighten or impress someone. Simply state your intent, and maybe show a bit of force or power. The opponent must make a Saving Throw vs. Will or Personality, whichever is higher, on 4 D6. Consult the chart below for bonuses and/or penalties to this roll. If the Save is missed, the opponent must wait before taking offensive action. The delay is as many seconds as the Save was missed by.

Intimidation Adjustments

Bonus/penalty = Difference in levels: Yours-his
 Penalty = -1/5 of your Personality.
 Penalty = -1 For an impressive display of power.
 Penalty = -2 For an incredible display of power.
 Penalty = -1 For a clever piece of patter.
 Penalty = -1 If opponent is visibly hurt.
 Penalty = -1 If opponent is outnumbered.
 Penalty = -2 If opponent has been disarmed.
 Bonus = +1 For a feeble show of power.
 Bonus = +2 For a very feeble show of power.
 Bonus = +1 For indecision on your part.
 Bonus = +1 If they outnumber you.
 Bonus = +1 If you are visibly hurt.
 Bonus = +1 If they are heavily armed.

The Referee may, of course, apply any other bonus or penalty that the situation calls for. Opponents who are attacked may defend normally, and may counter-attack, but may not initiate combat until their delay is up. If a person's initiative is pushed past the end of the round by an Intimidation, they act last. Many people will surrender or flee when this happens.

Multiple Action: This means to do several things in a round (move, attack, use a power or skill). The maximum number of actions you may perform in a round is equal to one-fifth your INT. Each extra action incurs a penalty of -1 on every action you take that round. Sequential actions take one initiative point to perform, at the minimum, and may take more. See also "Simultaneous Actions".

You must state the number of actions or attacks to be made before rolling the attacks, so that the penalties are known. Note that you may hit every target you attack, but you may not hit any target more than once in a round unless that target has

had an opportunity to return the attack. They need not actually make the attack, but they must have had the chance. If they have an action, but no means of attack, they didn't have the chance. This is intended to keep high speed characters from blasting opponents to bits before they have a chance to react, and since Villains can use Multiple Actions too, the character you save may be your own: Follow this rule!

Example: Captain Outrageous has an initiative of 7, and an INT of 15. Taking one attack against each of three robbers, he states his intent to the Referee, and rolls. Each attack is made at -2, since he is taking three attacks, and happen at initiative 7, 8, and 9.

Patter: Patter is another name for the snappy dialogue, long winded speeches, ridiculous threats, curses, gloating, and ponderous pronouncements that heroes and villains love to deliver in the comics. Such characters manage to fit an incredible number of words into the time between punches, and so it is in this game as well. Your character can say anything you like during combat, to anyone within hearing, in little or no time at all. (If it starts to get too deep, then time marches on, and it starts costing you initiative points). This will have almost no effect on the actual outcome of the battle, but it does liven things up a bit.

Prepare: When a character or group has warning of a fight in the near future (i.e. within a minute), they may Prepare. This allows them to roll Initiative before the battle begins. They may roll once for each 10 seconds of Preparation time they have, as well as the normal roll that occurs at the beginning of combat. The character may choose any of the Initiative rolls they made during Preparation or combat. A character with a very bad Initiative may choose to wait out the first round of combat and roll again, in effect "Preparing" during combat.

Rake: To Rake an opponent means to strike with a weapon as you pass. This incurs a penalty to hit of one half the moving target penalty. A damage bonus equal to the attack penalty will be added to each damage dice rolled. The collision damage from this sort of attack is taken by the weapon you are using, so if it's your arm, you are hurting yourself. You could take enough damage to break your arm, if you aren't careful. Remember that no blunt weapon can do more damage than it would take to destroy it.

Sequential Rake attacks are possible, just as sequential Charge attacks are, using the same rules (i.e. -1 to hit for each target after the first, and must divide any Blocking of damage between all the targets hit).

Second Wind: This means to call up your final reserves of Vitality. Some call it an adrenaline surge, some call it willpower, but a lot of people use it. To call up your character's Second Wind, you must roll a Save vs. PERS + WILL on D100. Success means that the character has gotten his or her Second Wind. If you use this while the character is unconscious, the character becomes conscious, and has a Vitality score equal to

their PERS + Will. If used while still conscious the character gains Vitality points equal to their PERS + Will. If the character was stunned, they become un-stunned. This maneuver requires an action, but can be attempted in the last second of the round, even if no action is available. While the character may attempt to gain their Second Wind as many times as they choose, they can't succeed more than once in a given battle.

Seize Initiative: Most fights begin when somebody decides to take a swing or a shot at somebody else. This is called Seizing the Initiative, and happens before Initiative is rolled. This only happens at the start of the battle. Say it, and you're doing it.

Set: To Set means to plant yourself solidly, facing a particular area or location. This gives you a more stable position to attack from. A Set person gains a +1 bonus to attack anyone or anything in the direction he or she is Set facing. The cost of this bonus is that the person can't move more than a step (3 feet) per second while Set and can't dodge or use DEX bonus to Defense Class. The Set person also suffers a -2 penalty to hit anything outside of the target area Set for. Setting is a "half action", and may be left at any time. You may not Set more than once per round.

Example: Two S.N.O.B. agents hear Stonefinger from around a corner. Both of them Set facing the corridor he is coming from. When the sound stops, one of them advances slowly, still Set. As he reaches the corridor, Stonefinger steps around the corner and attacks. The S.N.O.B. agents, who forgot to Delay Action, are surprised, but both will be at +1 to hit since Stonefinger was right where they expected him.

Simultaneous Actions: This means to do two things at exactly the same moment, such as moving and shooting, or grabbing an object in each hand. The rule for this is quite simple: Each task must be simple enough to do with one hand, and quick enough to count as a "Half Action". Bonuses which might be applied to these actions will be divided between them, with half points rounding down.

Example: Cornered and outnumbered, Electron prepares himself for the final charge of the S.N.O.B. agents. At a signal, they rush him. Electron blasts away at them as quickly as he can, hurling lightning with both hands, driving the enemy back.

In the case of poor cornered Electron, "As quickly as he can" is pretty quick indeed. He can use his first "Half Action" to fire once from each hand, targeting two of the agents. His Combat Bonus and Marksmanship points are split evenly between these shots. On his next "Half Action" he can blast away again, targeting one agent and setting off an explosion in front of the group. This time he puts all his bonus into the direct shot, since those bonuses do him little good except for placing the explosion. Note that he will be pretty tired after this flurry of fire, since he had to pay the full Vitality cost for all of those shots.

Strafe: To Strafe an opponent means to fire at them as you pass. You must be moving towards the target in a relatively straight line while firing, then pull away before you actually run into them. This incurs a penalty to hit of one half the moving target penalty, but can leave an unprepared opponent with no opportunity to counterattack: Unless they can fire at the same time you do, in the middle of your action, they will incur the full moving target penalty. This is only possible if you are moving at least twice your target's speed.

Synchronized Attacks: This maneuver involves two or more characters combining their attacks. This allows them to add the damage together and treat it as one attack, for purposes of calculating stun, knockout, CON damage, or overcoming Invulnerability. To Synchronize the attacks properly, all characters involved must Save vs. DEX on 4 D6.

Throw: Anything that can be held with one hand (half STR) can be thrown. To find out how far and how fast it can be thrown, multiply the character's STR by five and subtract one half (1/2) the weight of the object being thrown. The result is the speed that the object can be thrown at. It is also the distance the object can be thrown straight up: Double this distance if it's being thrown horizontally (across) instead of vertically (up). You can throw any object you can lift, at a speed up to your own movement, as an alternative. Thrown weapons are treated like clubs (see "Falling and Colliding" Page 27).

Martial Arts Maneuvers

This section details some moves and tricks that call for some special training in unarmed combat, whether from a formal school, or just some Brawling skill. There will be several references to your "Hand to Hand" skill in these. This is a total of several things. It is your level plus 3 if you have the appropriate Martial power. Add to this any applicable Unarmed Combat aptitude points, or their Brawling skill (but not both). (See Unarmed Combat Skill, Page 57)

Body Throw: A Body Throw uses an opponent's weight and strength against them when they are attacking hand to hand. When it works, the attacker is thrown to the ground, taking 1/2 of the damage their attack would have done, if they had hit.

To do a Body Throw, you must Save vs your defensive Hand to Hand points on a D12. That is, 3 plus your Level if you have the Martial Defense power, adding in Body Throw points from the Unarmed Combat skill. The Save is made at a penalty equal to the opponent's offensive Hand to Hand points. Their Hand to Hand points, in this case, use either their Punch skill, or their Evade skill, whichever is better.

You take no damage even if the opponent rolled a successful hit, unless they rolled a Natural 20. This has been the downfall of many super-strong characters, and is a great equalizer.

Breakfall: One of the first things taught in any form of the Martial Arts is how to fall down without getting hurt (much). This is called a breakfall, and usually involves rolling with the impact, distributing it evenly, and/or slapping the ground to block the damage. This means that you have to have at least one arm free and in working order, though two is better. You also have to be able to control the way you land (ie. which part of your body hits first). You normally want to land on your feet, then roll onto your back. This requires a DEX saving throw on 4 D6. If you make it, then roll your hand to hand damage, including your Martial Arts and Unarmed Combat bonuses. Double this number if you were able to use both hands. Subtract the total from the damage you took in the fall. Other attack powers will not aid in this, regardless of how much damage they can do, unless they are permanently linked to your hand, and do collision damage. This maneuver is only available if you have some form of unarmed combat training (ie. one of the Martial powers or Unarmed Combat skills), and can be used any time you are slamming into a surface. To use it when being Body Thrown, you must Save vs your defensive Hand to Hand points on 1 D12

Feint: This maneuver is a fake punch, designed to throw your opponent off guard. It costs no Vitality, but gives you a penalty of -1 to any attacks that follow in the same round. A Feint will give a 1 point penalty to anyone trying to block or body throw, unless the feint was expected.

Example: Electron kicks Iron Tiger. The Tiger attempts to Block. Since he wasn't expecting a Kick, he has a 2 point penalty to the Block roll. The Tiger tries a Kick in return. Electron was expecting this, and so has no penalty to his Body Throw attempt (the player made a note of what he was expecting, and showed it to the Referee after the Kick had been declared). Iron Tiger rolls to his feet and tries a vicious feint-punch combination to the head. Since he was expecting a Kick, Electron was Blocking low. His Block attempt is made with a three point penalty: One from the Feint, and two from the Kick he anticipated as well, since he mis-called the attack

Haymaker: A Haymaker is a set-up punch that you are throwing with everything you've got. You must be Set to deliver one, and you have to "wind up" for one second before throwing it. Either Martial Attack or Brawling bonuses (not both) can be counted towards the hit and the damage. When you hit, roll your damage normally, add bonuses, and then multiply by one and a half. Another drawback is that you won't be able to apply your Unarmed Combat skills against moves like Block or Body Throw. You usually use this to either finish off a weakened opponent, or when your opponent is surprised.

Kick: A Kick is a hand to hand (or rather a foot to hand) maneuver. It is usually unexpected, and does 1 1/2 times normal damage. While anybody can swing their foot, only those with training can gain the damage bonus (Brawling, Unarmed Combat: Kick, or Martial Arts power). Due to the shifting of balance, Kicks receive a one point Initiative penalty, and take

one second to recover from making a Kick. Blocks or Body Throws of an unexpected Kick are at -2.

Lock: A Lock is a type of hold that immobilizes an opponent, usually by twisting an arm or leg in a direction it wasn't supposed to go. Locks can only be used by people who have Martial Arts power, Brawling, or Unarmed Combat: Lock. To do a Lock, you have to do a Grab. This establishes some type of grip. Then you have to roll your Hand to Hand points or less on 1 D12. Like the Body Throw, your opponent's offensive Hand to Hand points act as a penalty to this roll. If the opponent is down, only half their skill is applied to resist.

If you succeed, take the amount that you made the Save by, and add 1. This is the "Quality" of your hold. The leverage advantage of your grip effectively multiplies your STrength by the hold quality, for purposes of maintaining the hold.

A person in a Lock is partially immobilized, but may otherwise act normally (ie. he can still shoot you). Any hand to hand attacks they make do half damage, and are at a penalty of -4 to hit, plus your hold quality. Other attacks they make against you are at -4 to hit.

Locks don't work on some people, because of the powers they may have. (Twisting the arm of a person with Stretching is a waste of time.) A person who is Insubstantial or inside a Force Field is all but immune, since a natural 20 is needed to make actual physical contact, and this contact must somehow be maintained for the Lock to work (good luck).

Notes on Martial Arts: Some maneuvers used by opponents may cause penalties to Block or Body Throw, unless they are anticipated. Mistakes in anticipation cause the character to suffer the penalty they were trying to avoid.

Combat Modifiers

This section covers unusual situations in combat, such as attacking a defenseless opponent, at someone's back, etc.

Prone Opponent: A Prone Opponent is any target that is essentially motionless, and without any active defense. They are hit on any roll except a 1, subject to adjustments for size and concealment.

Attack from Behind: When attacking from behind, or at anyone that can't see the attack coming, the attacker gets a bonus of +4 to hit. When attacking from the side, or when the opponent can't see the attack until the last moment, there is a bonus of +2 to hit.

Surprise Attack: When an attack is unexpected or unseen, Defense Class bonuses a character might have from Combat Bonus or Dodge may be reduced or eliminated. If the target is aware of the attacker's presence, but doesn't know where the attack is coming from, then Combat Bonus and Dodge modifiers to Defense Class are cut by half. If the target is caught completely unaware, then such Defense Class bonuses are eliminated completely.

Costume Effect: Many players and Referees like a game in which super-humans have some automatic advantages over normal people. If you are such a person, you may like this rule: The clothes make the man or woman. Costumes are divided into three categories - Normal clothes, stylized clothing (military and police uniforms, and blatant gang colors, for example), and super-suits. Attacking a person who is dressed stranger than you are puts you at a penalty. If they are only a bit stranger (normal vs stylized, or stylized vs super-suit), you are at -2 to hit. If they are dressed a lot stranger than you are (normal vs super-suit), then you are at a -4 penalty to hit.

This applies if, and only if, the person has trained and/or fought in that costume before, so that they're familiar with the limitations it puts on their movements, know where their weapons are without having to look, or fumble for them etc.

Multiple Attack Powers: Some characters will have more than one offense power. If they have defined these as being "Linked", then both go off together, and hit as one attack. Only one attack roll is made. Such powers will always go together, and can't be used separately. The Vitality costs are added together, and must be paid every time the powers are used.

Multiple Defense Powers: You can have more than one defense power working at the same time. Unlike multiple attack powers, these can be used independently. When used together, all Vitality costs must be paid. To find the Defense Class (DC) of anybody covered by two or more defenses, use the DC of the best defense, and improve it by two points for each additional defense which applies.

Example: Ferro-Fist has two steel arms (Bionics) and a Force Field. Since Force Fields are DC 5, and 2 Bionic arms are DC 6, you subtract 2 from the best defense (Force Field), giving a DC of 3.

If, in the example above, Ferro-Fist was shot with Lightning, his DC would be 5, not 3, since Bionics (Armored or Metal Body) offer no defense against electricity. Every defense has such a weakness: An attack it's useless against.

If the two defenses both reduce damage, then the second one is applied to any damage that got by the first. The defenses should be counted in the order they are encountered by the attack. Thus, Force Field and Telekinetic Defense together would reduce collision damage to one fourth (1/4; half of half).

If you have several defenses that reduce damage, but can be bypassed by a natural 20 or armor piercing weapons, then such a hit will bypass only one of these defenses. To bypass the other(s) a second attack roll is made, with the same bonus and penalties as the first. If this one is an adjusted 20, then the other defenses are bypassed too. A natural 20 with an armor piercing weapon bypasses any number of these defenses on the first try. This can also apply if the opponent needed a natural 20 to hit you at all (ie. If a natural 20 was needed to hit you, it must be followed by an adjusted 20 to bypass damage reducing defenses).

Firing Into a Crowd: When using a ranged attack, care must be taken when firing into a group of people. There is a base 50% chance that you will end up hitting the wrong person: Roll D100. On any roll of 50 or less, your attack is aimed at the desired opponent. On any roll higher than 50, the attack is aimed at someone else in the line of fire. The Referee should roll a dice to see who might be hit. Attack rolls must still be made. This 50% chance may be modified by the Referee, if movement or exact placement of potential targets seems to indicate.

Range Penalties: Hitting a target at point blank range is much easier than shooting across a field, even with super powers. For most weapons and all powers, ranges longer than your DEX, in feet, rate an attack penalty. This penalty will be -1 for shots longer than 1 times your DEX, -2 for shots longer than 2 times your DEX, etc. In short, each multiple of your DEX (in feet) rates a penalty of -1 to hit. Target sights and/or telescopic vision (Superior Senses) will cut this penalty by 50%.

Moving Targets: Hitting a moving target is harder than hitting a still one, and it's harder to hit a target while moving. All attacks are at a penalty of -1 to hit for every 10 MPH difference in relative speed, unless moving directly towards (or away from) the target. Thus, a villain running by at 20 MPH is 2 points harder to hit than one facing you. If such a villain were to shoot at you without stopping to aim, he would also get this 2 point penalty. Two people moving in the same direction, and at the same speed, attack normally, since there is no difference in relative speed (the range and direction are not changing).

Large Targets: Hitting the legendary "Broad side of a barn" is easy, just as any other large target is easy to hit. For each multiple of your size that the target is, you get a bonus of +2 to hit. This means that a villain twice your size is 2 points easier to hit, and one three times your size is 4 points easier to hit (and any that are four or more times larger are probably best avoided). The large target bonus formula is :

$$\text{BONUS} = (N - 1) \times 2, \text{ for targets } N \text{ times your size.}$$

Small Targets: "Pick on someone your own size" is good advice: They are easier to hit. Any time you try to hit something significantly smaller than you are, you will attack with a

penalty. This penalty is equal to -2 for each size factor smaller that the target is. This means that someone half (1/2) your size is 2 points harder to hit, and somebody one third (1/3) your size is 4 points harder to hit, etc. The small target penalty formula is:

$$\text{PENALTY} = (N - 1) \times 2, \text{ for targets } 1/N \text{ of your size.}$$

Injury and Death

Minor Injuries: Usually, when someone gets hurt, the damage is taken off of their Vitality score. This type of injury is simply tiring, rather like getting the wind knocked out of you. Lost Vitality is healed at a rate of one fifth (1/5) their current CON per minute of rest, and has no real long term affect.

If your Vitality score goes below zero, then you've collapsed in exhaustion, and will probably be unconscious. Even if you are conscious, can't take any action that requires the slightest effort (such as standing). You can hardly move, and no powers that cost Vitality can be used until you have some Vitality to use.

Stun: Whenever someone takes more damage than their current CON score, then they may be Stunned. To find out roll a Save vs. CON or Will, whichever is greater, on 3 D6. If Will is used, the Save will have a penalty equal to the amount of CON lost in the attack. If the Save is missed, then the character is Stunned for one second for every point that the Save was missed by. They can come un-stunned early if they can gain their second wind (See Second Wind, Page 21).

Stunned characters act only on the last Initiative, may not take multiple actions, and lose the use of any combat bonus points their DEX might have given them. Though they may take no actions that call for much thought or concentration, they can defend themselves normally .

Knockout: Anyone who is hit in the head by a Stunning blow, or is otherwise Stunned while they are already Stunned (see above) will be knocked unconscious for a number of rounds equal to the number of seconds that they would have been Stunned. Characters may wake up by getting their second wind (See Second Wind, Page 21).

Fast Forward

Damage can take two forms. The first is Vitality damage, which tires an opponent. Most attacks do Vitality damage, taking points off of the target's Vitality score. If a person reaches zero vitality, they are unconscious.

The second type of damage is Constitution damage. This represents cuts, bruises, broken bones, taking points directly off of the target's Constitution score. When a person's Constitution score goes to zero, they are in a coma and dying. When it reaches the negative of their original Con', or -20 (whichever comes first), they are dead. Penetrating attacks, such as knives and bullets do direct Constitution damage, as well as Vitality damage.

If a target takes more Vitality damage in a single shot than their Constitution score, they lose Constitution as well. If the damage is just over the Con' score, they lose 1 Con' point. If it's twice their Con', they lose 2 Con' points. Three times Con', 3 Con' points, etc.

Serious Injuries: When a single attack does damage that is greater than or equal to your character's current CON score, then you have suffered a more serious injury, aside from the simple loss of Vitality.

This injury lowers your CON temporarily, taking off one point for each multiple of your CON that you took in damage.

Example: Electron has 63 Vitality points, and a CON of 14. When Dr. Dastardly shoots him with a Force Beam, he does 22 points of damage, knocking Electron out a window. Electron takes another 26 points from the fall.

The Force Beam that hit Electron, in the example, did more damage than Electron's CON, so Electron lost 1 CON. When Electron hit the ground outside he lost two more CON points, since the fall did as much damage as twice his current CON: Remember, he started with 14, but lost one when he was shot, so he only had 13 when he landed. His CON is now 11, and his Vitality is down to 15 (63 -22 -26). Constitution is lowered this way to show the longer lasting effects of some injuries, such as strains, sprains, cuts and broken bones. You heal lost CON at one point a day.

Some weapons, such as knives and bullets, are designed to do extra CON damage, even if the normal damage (called Vitality damage) was less than the victim's CON score. This bonus CON damage is done by rolling some number of extra dice and subtracting the result directly from the victim's CON score.

If someone's Vitality goes so low that it reaches the negative of his or her normal CON (not counting CON damage), then any further damage done comes directly off of the character's CON: The victim has no defenses of any kind left, and is being beaten to death. In the example shown, if Electron's Vitality got to -14, then anything that hit him would be doing damage directly to his CON.

Death: When someone's CON goes to or below zero, then they are critically injured, and will die without medical care. They will continue to lose CON at a rate of one point every ten minutes. This rate can be slowed by first aid, or accelerated by rough handling or harsh environments (the inside of the average death-trap is considered harsh). If the person fails a Save vs. Will on 4 D6, then they are unconscious, slipping deeper and deeper into a coma. Even if the Save is made, the character will pass out in 1 D4 rounds. If at any time a character's CON goes down to the negative of their original CON, or -20 (whichever comes first), then the character has died. In the example of Electron, if his CON reaches -14, he is dead. If Stonefinger's CON goes to -20 then he will die, even though his normal CON is 22 (see "Stonefinger", Page 11).

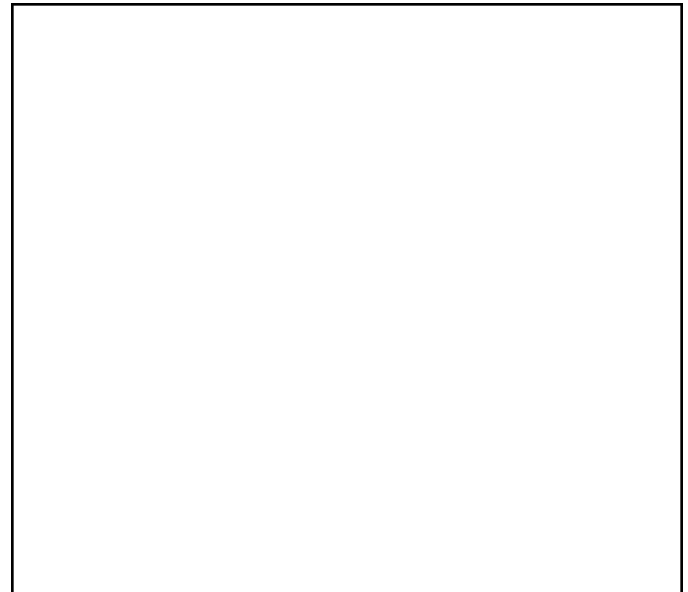
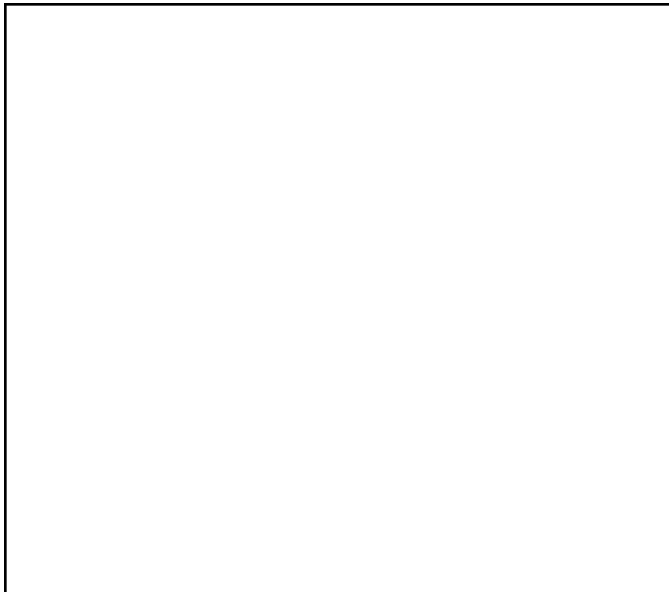
Recovery and Healing

Lost Vitality points are recovered at a rate of one fifth (1/5) your current Constitution per minute of rest. Rest, in this case, means doing nothing more strenuous than walking slowly, and not using any powers that can cost Vitality.

Constitution points lost will heal at a rate of one point per day. This rate can double when the injured character is under a doctor's care in a hospital. Healing can be slowed, or even stopped altogether, if the injured person does not rest and follow the doctor's instructions. There are also certain powers that can affect the rate of healing, for better or worse.

There are also some powers that make a doctor's skill all but useless. Characters with these powers will heal in their own good time, and neither hospitals nor doctors can change that. Emergency life support for critically injured characters will prevent more CON loss, but will not speed healing.

Note that spending a lot of time in the hospital increases the chances that your secret identity will be uncovered, so long stays should be avoided.



Weapons

Mankind's favorite pastime over the ages has been finding new and ingenious ways of killing other men. We have been depressingly efficient in this pursuit, and the fruits of this labor are with us today. The following section deals with weapons, both modern and primitive.

Note that essentially all weapons require some type of training or practice to use effectively. This is usually represented by Skill degrees in either Marksmanship, with fired or thrown weapons, or Weapon Skill with clubs and muscle-powered weapons.

Weapons and Damage						
Weapon		Vitality Damage	Constitution Damage	Weapon Reach	Attack Bonus	Weapon Constitution
Axe	# *	2 D6	1 D6	3		10
Bow and Arrow	# *	2 D6	1 D4		By Marksmanship Skill	3
Brass Knuckles	*	+1 point per die				10
Club	*	+2 points per die		1		10
Firearms					By Marksmanship Skill	
22 Caliber, 5.56 mm		4 D8	3 D4			10
32 Caliber, 7.62 mm		6 D6	3 D6			10
357 Magnum		4 D10	4 D6			10
38 Caliber, 9 mm		4 D10	3 D6			10
44 Magnum, 10.92 mm		5 D12	4 D8			10
45 Caliber, 1143 mm		5 D12	3 D8			10
Dum-dum bullet		+1 die	+2 die			1
Hollow point bullet		+1 die	+1 die			1
Rubber bullet			None			1
Armor piercing bullet		-1 per die	-1 per die		+1	1
Shotgun	+	4 D20	3 D8		+5	10
Grenade, Hand		6 D20	3 D8		-5 vs Area	5
Grenade, Rifle		8 D20	3 D10		-8 vs Area	7
Hatchet	# *	1 D6	1 D6	2		8
Knife	# *	1 D6	1 D6	1		5
Nunchaka	++ *	+2 per die		3		10
Spear	# *	2 D6	2 D6	6		8
Staff	*	+3 per die		5		10
Sword	# *	1 D6	2 D6	3		10
Throwing Star	# *	1 D4	1 D4		+2	6

++ Nunchakas may hit 1 D4 times, doing half damage. If an adjusted 1 is rolled, roll to see if attacker was struck
 * Means that the damage shown is in addition to the attacker's normal hand to hand damage
 + Shotgun damage is cut by half every 10 yards
 # Edged Weapons do one extra point of CON damage for every die of Vitality damage rolled

Firearms: The damage listed is for handguns. Increase dice by one size for rifles (ie D6 becomes D8, etc).

Rapid Fire Weapons: Fully automatic weapons (machine guns) may hit with 1 D4 to 1 D6 bullets per attack, depending on the rate of fire. The damage for all bullets which hit is totaled before defenses are applied. Some exceptionally fast guns may hit with as many as 1 D8 bullets. Due to the vibrations that such firing causes, however, there is an attack penalty of -4 to hit. Note that "Automatic" pistols are not in this category. They are auto-loading, not machine guns.

Heavy Weapons: Machine guns, hand grenades, bazooka, etc. are not available to the general public. They can't be bought or owned legally. For details on running a character who can buy them, see "Playing a Villain", on Page 3.

Explosions: Explosions will not do bonus CON damage unless there was shrapnel. To determine where the explosion is centered, roll a "To Hit" on the area, hitting an undefended spot as a Prone Opponent. DEX, skill, and movement modifiers may apply to this placement shot. For each point the shot was missed by, move the center of the blast 5 feet further away. The blast itself ignores size, DEX and movement modifiers, and hits as either Martial Attack, or the energy that caused it.

The form is decided when the power or weapon is created. A separate "To hit" roll is made for each target in the area.

The damage decreases with distance from the blast. Subtract 1 Vitality point per foot for the first 10 feet, 2 per foot for the second 10 feet, etc.: A person 30 feet from an explosion will subtract 10 + 20 + 30 points from the damage. If the explosion did dice of CON damage, subtract 1 CON point per yard, for the first 10 yards, 2 per yard for the second 10 yards, etc. Thus, if a person is 30 feet from an explosion that does CON, they would subtract 10 + 20 + 30 Vitality points, and 10 CON from the damage (30 feet equals 10 yards). If a target has no defense or cover, they are a Prone Opponent. If they have a Defense operating that could not normally be applied, such as Martial Defense power, Invisibility, or Mental Defense, then the person is still entitled to their Defense Class, if they can get to cover, or even "hit the dirt". Otherwise, they are Defense Class 10.. Defenses which avoid or block damage, such as Armor, Flame Defense, Force Field, Invulnerability or Insubstantiality are their normal Defense Class, with or without cover.

Weapon Reach: The reach of a long hand-to-hand weapon such as a sword, staff, club, table, etc. can be used to gain a bonus to hit. You can claim an attack bonus of up to +1 for every foot in length beyond that needed to reach the target. However, this will cost you a matching initiative penalty on each attack. For example: a Sword is 3 ft. long, so it gains +3 to hit, but may only be swung every 3 seconds.

Example: The Iron Raider grabs a park bench to bash Dr. Dastardly with. The bench is 10 feet long, and the doctor is six feet away. The attack is made at +4 to hit (weapon length - distance). The move takes four seconds to set up, however

Penetrating Weapons: Only penetrating weapons such as knives or bullets do any extra CON damage. CON bonuses due to fragmentation, such as bonuses from dum-dum or hollow point bullets, count as penalties when applied to any defense that converts CON damage into Vitality. A dum-dum would shatter against the outside of the defense, penetrating even less than normal bullets.

Knocking Things Around

When it comes to knocking people around, nobody does it like super heroes. In a typical fight there are bodies and wreckage flying everywhere. In this game, we call it Slam distance. To find out how far you Slam someone when you hit them, subtract one tenth (1/10) their weight from the Vitality damage you did. The result is the distance they get thrown. Of course, this only happens if you hit with a physical attack, such as your fist or a Force Beam (Lasers and Mind Blasts don't Slam people). A person who resists this can subtract their Strength from the distance they are slammed. When the flying body lands, it will be moving at a speed equal to one half (1/2) the distance it was thrown. Use this to find the damage done with the "Falling and Colliding" rules, which follow.

Falling and Colliding

The bigger you are...

When something (or someone) falls, they eventually hit the ground. How much that hurts depends on how fast they were moving when they hit. For simplicity sake, speed at point of impact is the same as the height the person fell from, in feet. That's the simple part.

To find out how much damage a fall or any other type of collision does, use this simple rule: Every collision is treated like a thrown object. The damage is based on the strength used in the throw. If you don't know the strength, or if something modifies the speed, use this simple formula: $\text{Weight}/10 + \text{Speed}/5$.

Once you know the strength, simply roll normal hand to hand damage, adjusting the roll to account for the surface being hit. For example, a hardened club gets +2 per dice. Generally, I add +1 per dice for every 10 pounds of weight (rounded), and +1 per dice for a hard surface, such as wood. +2 per dice for hitting a harder surface, such as stone or concrete. -1 per dice for softer surfaces, such as sand or packed soil. -2 per dice for water or mud. You get the idea. Note that, no matter how many pluses you get, you can't do more than double the number actually rolled on the dice.

If the person is running into a movable object, like a table or another person, use the weight of the lighter object or person. And remember, both the man and the wall that he hit take the same damage, not including defenses or moves to cut that damage.

Note that when you hit something, or are hit by something in a blunt collision, you can't take more damage than it took to break the thing that hit you.

To make this clear, let's look at how it all works together

Example: Captain Outrageous catches two S.N.O.B. agents getting ready to shoot the local DA from a roof across from his office. He decides to land behind them, Brace, Set, and ask them to surrender.

The agents each get a chance to notice him landing behind them, so an Intelligence Save is rolled for each, using 4 D6.

One of the agents hears the crunch of gravel as Captain Outrageous lands. Seizing the Initiative while Cap tries to Set and Brace, the agent spins and fires his blaster pistol.

Set and Brace take time, so the agent is entitled to call first action. He rolls a D20, trying to hit Captain Outrageous' defense class of 4. He rolls a 17, and hits.

The Plasma bolt from the agent's blaster finds its mark, and Cap' takes 25 points of damage. Shaking off the pain, Captain Outrageous fires Force Beams from both hands, striking out at the two hired killers.

Captain Outrageous doesn't get slammed, since Plasma Blast is non-collision damage. His Force Field didn't soften the damage any, but he made his Save and wasn't stunned. He beat

their Initiative, and called for simultaneous attacks, so two D20 are rolled. A 12 and a 9 are rolled. Since the agents are Defense Class 10, and one is turned away, both hit.

The agent with the rifle is hit in the back for 29 points of damage. This pitches him forward, spoiling his shot at the DA, and forcing him to drop his rifle to keep from going over the low wall at the edge of the roof. His team-mate isn't so lucky. The Force Beam hit him full in the chest for 31 points. Off balance from his spin-and-fire move, he's slammed back to, and over the edge. His scream can be heard all the way to the pavement, 8 floors below.

The first man weighs about 190, so 29 points of damage move him 10 feet, or about 5 MPH (29 - 1/10th his weight). The damage would be 4 D6 (Weight of 190/10 = 19, plus speed of 5/5). He would take 14 more points of damage from slamming into the wall. However, since he was crouched by that wall, had a STrength of over 15, and hadn't acted yet, he was able to stop himself, and avoid going over the edge. His partner wasn't so lucky. He also weighed about 190, so 31 points slammed him 12 feet. He had already used his movement and attack that action, and was standing instead of being in a crouch. He was also less than 12 feet from the edge.

Captain Outrageous rushes to the edge of the roof to see if the man might have survived the fall. At first he isn't sure, but after a moment his sharp ears pick up a soft moan from the pavement below. Taking the other gunman by the belt and collar, Captain Outrageous flies down to give first aid. He uses his radio to call the Police and an ambulance.

When the man fell, he hit the ground at 80 miles an hour, since he was 80 feet up. That means he took 7 D6 (190/10 + 80/5 = 35 STR). Adding points per dice for pavement, and the man's weight, we essentially double the rolled damage. He took 54 points of damage. He started with 15 CON, but lost two to Captain Outrageous first shot, leaving 13 (31 points is twice his 15 CON). He lost four more CON when he hit (54 / 13 is 4 and change). Both his legs are broken. He had 64 Vitality points, but lost 31 to Cap's first shot. Losing another 54 when he hit took all he had left, leaving him at -22. Since -22 is 7 less than -15 (the negative of his full CON), he lost 7 more CON from that, leaving 2.

The agent who fell was in a coma overnight, but lived. His partner was treated for minor bruises, and booked on suspicion of Attempted Murder.

The fallen agent stayed unconscious because his CON of 2 wasn't going to let him recover any Vitality. It wasn't until he healed a point of CON that he could recover those lost Vitality points and wake up.

Breaking Things

For all intents and purposes inanimate objects have unlimited Vitality: Chairs don't get tired. This means that to do any real damage to them you must overcome their CON, or use a penetrating weapon of some type. When attacking any inanimate object (ie. anything that normally has no Vitality score), subtract the object's CON from the damage you do. Whatever is left is subtracted directly from the object's CON score. When the object's CON reaches zero, it has been broken and will no longer work. CON bonuses from penetrating weapons may be applied directly in some cases, and not at all in others (ie. using a knife on a bank vault is an exercise in futility).

Example: Stonefinger is trying to rescue some people from a burning building. Selecting the closest wall, he punches it, doing 50 points of damage. Since the wall had a CON of 30, Stonefinger actually did only 20 points to it, so it's still standing. Hitting it again for 45 points, Stonefinger makes a hole big enough for the people.

If Stonefinger, had looked for a weaker wall, he might have spotted the brick one around the corner. The brick wall only has a CON of 15, while the closer concrete wall had a CON of 30. If he had, then he probably would have gone through in a single punch. But, since brains were never Stonefinger's specialty, he just had to hit harder. Hitting harder is his specialty.

Object Constitution Table

Object	CON	Object	CON
Bicycle	6	Table	8
Motorcycle	10	Desk	9
Car	30	Chair	5
Truck	40	Lamp	2
Wooden wall	8	Wooden floor	15
Brick wall	15	Brick floor	25
Concrete wall	30	Concrete floor	30
Plaster wall	5	Iron Bars	25
Thick door	9	Steel door	50

Note that Armor, including Body Armor, is always twice as hard to damage as it's CON would normally suggest. To damage 10 point armor, you must do more than 20 points of damage to it: 20 to overcome its CON x 2, and the rest comes straight off of it's CON.

Note that this is the damage needed to simply break something. To completely destroy it requires that its CON be reduced to the negative of its original CON.

The floors and walls mentioned on the table above are assumed to be six inches thick. Thicker walls should be treated as several thinner walls.

Note that when you hit something, or are hit by something in a blunt collision, you can't take more damage than it took to break the thing that hit you.

Advancement

Live and Learn, the old saying goes. We do in real life, and so it is with our characters as well. With living comes doing, and with doing comes experience. In this game, experience makes your character more skillful, and more powerful. The following section details how this happens in the game.

Experience: Characters advance in skill and power with Experience, which is gained by foiling villainous plans, recovering stolen loot, capturing villains, and averting disasters. At the end of each adventure the Referee will calculate the team's Experience using the following table:

Earned Experience Table

Base Points

50 x Challenge Rating per character

10% Value of Rewards Received

Bonuses

0% - 50% If villains captured alive

0% - 50% for Exceptional Roleplaying

0% - 80% for Exceptional Heroism

0% - 20% for Exceptional Teamwork

0% - 30% for Exceptional Style

0% - 50% for Contributing to Good Story

Penalties

0% - 80% for Killing Villains

0% - 50% for playing out of character

0% - 10% for Gross Cowardice

0% - 20% for Gross Stupidity

0% - 20% for Gross Lack of Teamwork

0% - 20% for Gross Violations of the Law

0% - 10% for Endangering Team Mates

0% - 20% for Endangering Bystanders

0% - 90% for Killing Bystanders

0% - 100% for Non Participation

10% value of property recklessly destroyed

Note that killing someone who has surrendered or is unconscious is cold blooded murder. Such villainous acts can get you arrested, and can change your class to that of Villain. See "Playing a Villain", Page 3, for details on this class.

Experience is given for successfully handling a challenging situation, be it a gunfight, or a difficult bit of problem solving. In combat, we consider the number and power of opponents, and how heavily armed they are. A simple combat, no complications, would be challenge level 5. An equal fight would be challenge level 15 or so. Adding complications or particularly tough opponents would raise this appropriately.

In roleplaying situations, we consider the problems faced, and how well they were handled. Situations solved with dice alone are generally challenge rate 1. Situations calling for true inspiration might be challenge rating 10 or 12. Extended problem-solving sessions combine for higher totals.

All together, player characters should receive challenge ratings of about 10 to 15 per game session, with additional bonuses (or penalties) at the conclusion of the entire adventure. The Referee should increase the difficulty as the characters become more capable of handling it, to keep it challenging.

Criminals gain experience the same way Heroes do, but in reverse: 10% of the value of stolen goods, 10% of the profit from property criminally destroyed, and 50 points per rank of challenge the Heroes presented. This is why they put hero-types in death traps: They get experience for capturing them, and for killing them as well. Villains get 1000 Experience points for each year spent in jail, and 2000 for escaping jail.

Levels

What is a Level: A "Level", in this game, is a number used to mark the character's relative experience and expertise with his or her powers, skills, and abilities. Each Level is harder to get as the one before, but each Level increases the character's accuracy and power. All characters start at first Level (except villains, which the Referee will create at whatever Level needed).

Gaining Levels: At the end of each adventure you should receive experience points. Add these to the total you already have and write it on your character sheet. This table will tell you what level a character with your experience should be.

* Mercenaries get full Experience whether the villain is dead or alive, so long as the death occurred in the completion of a contract (No contract = No Experience). If the death is outside the scope of the contract, (there was a contract, but this villain had nothing to do with it) the Mercenary will earn no Experience for the villain, and may be penalized at the Referee's discretion.

Experience Table			
Experience		Experience	
1	0-999	6	16000-23999
2	1000-1999	7	24000-31999
3	2000-3999	8	32000-39999
4	4000-7999	9	40000-47999
5	8000-16000	10	48000-55999

It's impossible to earn more than one Level on a single adventure. If the points earned would raise a character two Levels, then they are raised one Level, and are one experience point short of their next Level. All experience beyond that is lost.

Raising Ability Scores: When your character advances a Level, several things happen. First, their Vitality goes up by one half (1/2) their CON, plus 1 D4. The character may also attempt to raise an ability score, to reflect ongoing physical and mental training. To raise an ability score, you must roll a D20, getting a roll that is greater than or equal to the current ability score (or 20, for ability scores higher than 20). If this succeeds, then the ability score was raised by a point.

Acquiring New Powers: As time goes by, characters who live long enough may find their powers growing and changing. New combinations of old powers, or new uses for them will effectively become new powers. To account for this process, characters will gain a "minor power" every two levels. This means that you gain a new, minor power at 3rd level, 5th level, 7th level, etc. The player should show how the new power evolved, and show how the new power fits into the character concept. The Referee has every right to disallow powers that are not well justified, and even to deny any new power. Typically, characters with Magic/Psychic or Special Weapon powers do NOT gain additional powers this way, since they gain them regularly on their own.

Minor Powers

Minor Powers are exactly that: Powers of minor usefulness or reduced power level.

Many of the minor powers are half power versions of one or more full powers, so that taking the same minor power twice, or taking specific combinations of minor powers is the same as having a major power.

For example, taking Nimble twice is the same as the Acrobatics power. Lightning Reflexes plus Sprint equals Super Speed.

Minor Powers	
Athletic Physique	Communicator
Eagle Eye	Fast Healer
Gliding	Insightful
Instant Change	Lightning Reflexes
Mystic Adept	Nimble
Power Direction	Power Shield
Sprint	Sealed Systems
Technical Adept	Tough Hide

Acquiring Skills: Characters are bound to learn new things in the course of their adventures. In this game, this is done by acquiring Skills. Skills are things like SCUBA diving, stunt driving, photography, or any other useful ability of the type that anyone can learn, yet most people don't know how to do. You may attempt to learn a new Skill or improve an old one every 1000 experience points, and at the end of every adventure. To do this, tell the Referee which Skill you want to train in, so the Referee can decide how long it will take and how much it will cost, and can determine what Ability score you should Save against to gain the skill. Roll the Save on 3 D6, with a penalty equal to your current degree in this skill. Use the actual skill degree for this, not including any bonuses. This Save is to see if you had the patience and talent to study and learn the Skill. If additional time and practice are taken, use one less dice for this Save. If the Save was successful, you have gained one degree in the Skill you were training in. If the Save was failed, then the Skill was not learned.

Example: Electron wants to raise his Tumbling skill. He already has 4 points in it, so he rolls 3 D6, adds his 4 points, and compares the result to his Dexterity. Since he has a high Dexterity, he will probably make this roll.

Note that some Skills will not be available to all characters: Unsung or Fallen Heroes may have a hard time finding someone to teach them Detective work, and Heavy Weapons is generally only available through the Army or Marines.

Changing Skills: There are times when it may be appropriate for a character to lose some skills, and gain others. This is done quite simply. Whenever you have an opportunity to gain a Skill Degree, you may also shift one half degree in some other skill. The training costs and time are the same as for gaining a skill. The old skill is reduced to an Area of Knowledge as the new skill is learned (See "Area of Knowledge, Page51)

Changing Professions: Professional Skill is the way a character describes their Profession, and helps determine their ranking in the profession (See Professional Skill, Page 55). It is not legal to have more than one type of Professional Skill at the same time, although the declared profession may evolve (Lawyer become tax lawyer becomes lawyer/CPA). Thus, when actually changing Professional Skills from one profession to another, the old skills all go through the "Changing Skills" conversion at the same time, just as soon as the character gains their first Degree in their new profession. This is the only exception to the Changing Skills rule, above.

For Example, Col. Mustard used to be quite a marksman. Over time, however, he has lost his edge. His Marksmanship used to be 5. It is now Area of Knowledge - Marksmanship of 5, and he gained 2 extra degrees in Social Skill - Formal Protocol, plus an Area of Knowledge in the same skill.

Powers

The following section contains the descriptions of the various super powers found in this game. Most of them are fairly clear, but there are a few things that you may need to know about the powers in general.

- 1) Every combat power, offensive or defensive, has a special strength, as well as a special weakness. For every offense power, there is a defense that it can hit easily, bypassing damage reductions and armoring effects, and another that it can hardly hit at all. These strengths and weaknesses are described along with each offense power, showing which defenses are most and least effective against it. Ideally, in principle, there is never a character who can't be hit, and there is never a character who can't miss.
- 2) Speeds are always given in miles per hour (MPH), while ranges are always given in feet. Weights are always in pounds (lbs), and time is usually in rounds (10 seconds) or turns (1 minute).
- 3) Most of the powers that change the way your character moves, such as the transportation powers, describe your top speed as being your "normal movement" times some other number. These speed boosts combine, so don't let the "normal speed" wording confuse you. If you have Flying and Super Speed, both of which multiply your speed by 10, your top speed will be 100 times your original speed, not 20 (10x10, not 10+10).
- 4) All combat powers will have some noticeable effect when they are in use, unless the description specifically says otherwise. You get to decide just how your powers look when in use, but they always look like something.
- 5) The outside of a defense is usually considered to be DC 10, assuming that the defense has an "outside", as such. Armor and Force Fields would be examples of powers with a definite outer boundary, while Invisibility and Insubstantiality would be powers that don't. Note that it's still necessary to hit the defense power's normal DC to do any damage to the defense, or those protected by it.
- 6) Most of the Defense powers that can be turned off, and most Transportation powers, can protect or move not only the user, but any person/thing the user is carrying.
- 7) You may alter or adjust any combat power (offense or defense) using the Inventing Powers rules, in Appendix B. Essentially all combat powers were built with these rules.

Power Descriptions

Acrobatics

The Acrobatics power gives your character inhuman agility and balance. It incorporates many different aspects of Acrobatic maneuvers and abilities. Roll 1 D6 and add 4 to determine just how many Acrobatic Talent points you have. Each Talent point can "buy" a special ability from the list below. You may place several points into any of the abilities, enhancing them even further. Some of these abilities can be enhanced by acquiring skills.

Climbing: This gives you the ability to climb near vertical surfaces, and even truly vertical ones if handholds are available. Two talent points will allow you to climb rough vertical faces, even if there are no handholds. Three lets you climb smooth faces and cling to ceilings as if you were a spider. Four points allows you to cling to slippery surfaces, such as ice, and five allows you to walk normally at any angle on any surface that isn't totally frictionless (like a Force Field).

Juggling: This talent lets you throw and catch things with extreme precision. Each talent point acts as a bonus to dice rolls for throwing or catching. (It also allows you to juggle.)

Leaping: This lets you jump a distance, in feet, equal to your STR times your Talent points in Leaping. The Vitality cost is based on the STR used.

Tightrope: With this talent you can walk a tightrope using a balancing pole or similar aid. Additional points allow you to walk without a pole (2 points); run slowly or walk with a load (3 points); run normally (4 points); walk in the dark or blindfolded (5 points); dance, tumble etc (6 points). This can be improved by one talent for each two Tumbling Skill degrees (specialized in Tightrope).

Trapeze: Your character can swing on a rope or line without penalties for timing or balance. Swinging can add 10 MPH per Talent point to your running speed (1 Talent = normal + 10 MPH, 2 Talents = normal + 20 MPH, etc). Optionally, one of these points can be spent to give your character the power to project or shoot a line to swing on. This can take any form the player chooses. These can be DEX x Level feet in length, and attach to any surface or hold the character could grab or cling to.

Tumbling: Your character automatically starts with one point in this talent, besides the points that you rolled for. This allows easy flips, rolls, handsprings and summersaults, in or out of combat. This increases your movement in combat situations by 10 feet per Talent point in Tumbling. Five or more points in Tumbling allow you to engage in hand to hand combat (at -1) while tumbling (this is normally impossible). Routine movement while Tumbling may be made without any Save needed, and each Talent point acts as a two point bonus for any Tumbling Save that is required. Two degrees in Tumbling skill equals one Talent in tumbling, for those who wish to add the Skill to the Power. See Acrobatics, Page 19, for details.

Note that the only Talent that an acrobat starts with is Tumbling. All other Talents are selected by the player when the character is created.

Animal Movement

Animal movement is a combination of movement abilities, mimicking the ways that various animals get around. You may choose which abilities your character has, and how strongly. Each character with this Power has ten (10) points to spend on movement abilities. You may choose to place many of these into one ability, or to spread them around. Choose your abilities wisely: They can't be changed.

The one special note on this Power is this: The character will tend to resemble the animal he or she has taken the most power from. The more the power, the more resemblance. Thus, a person who chooses to "Fly like a Bird" will have wings, and may have feathery hair, claw-like hands, etc.

Climb: This gives you the ability to climb near vertical surfaces, and even truly vertical ones if handholds are available. Two talent points will allow you to climb rough vertical faces, even if there are no handholds. Three lets you climb or hang using your feet alone, like a monkey. Four points lets you "dig in" with your fingers (or claws)

like a cat does. Five lets you run up and down walls, trees, or any surface you can get a grip on (or into).

Dig: This ability allows your character to burrow or tunnel through any soft material, as fast as they can walk, or harder materials at half that speed. Additional points don't increase the speed, but allow tunneling through harder substances, based on their resistances. If the character's tunneling points can match or beat the resistance of the surface, they can go at 4 mph. If they are one point short of the resistance factor, they move at half speed. Two points short, and they simply can't do it.

The resistance scale is: Sand or soft soil, Resistance 1. Packed or rocky soil, Resistance 2. Clay or shale, Resistance 3. Stone, brick, or concrete, Resistance 4. Steel re-enforced concrete or very hard stone, Resistance 5. Iron plate, Resistance 6. Hardened iron (armor), or gemstone, Resistance 7.

Fly: One point in this ability allows the character to glide, the way a flying squirrel or flying fish does. They can "fly" only as an extended leap, or if they are dropping from a height. They may learn to ride thermal currents with practice (see Flight Skill), but can't make powered climbs at all. Their gliding speed is equal to their normal running speed. Two points allows powered flight at speeds up to twice their normal speed. Three points allows flight up to three times normal running speed, etc. If the player wants the character to be able to hover in place, they must dedicate one ability point (or one Flight Skill point) to it.

Leap: This ability lets you leap the way a cat or monkey does. Each point you put into this ability adds your own body length to your standing high jump, and two body lengths to your running high jump. Double this for horizontal leaps. Thus, if a normal person can take a standing leap over a 3 foot bar, one point would let them clear a bar three feet over their head. Two points would let them clear a bar three feet higher than twice their height, etc.

Run: This ability allows your character to run like a deer, or a race-horse, or a cheetah. The points you put in, plus one, act as a speed multiplier. One point, two times normal speed. Two points, three times normal speed, etc. You can double even this speed increase by specifying that your character runs on “all fours”. This, however, limits the use of your hands while running.

Swim: This ability allows the character to swim as fast as they can normally run on land. The points in this ability are a speed multiplier. One point means swim one times as fast as you run. Two points means twice as fast as you run. Three times means three times as fast as you run, etc. If the character wants to be able to breath under water, one ability point must be dedicated to this to gain the ability.

Swing: This lets your character swing through trees, or from anything they can grip, the way a monkey does. Add the character’s Strength, times the points you put into Swinging, to their top speed. This presumes some type of overhead bars, branches, or framework to swing through.

Armored/Metal Body Defense Class: Variable
You may choose any one of the three basic forms of this power: Armor, Bionic limbs, or a Metal Body (android or robotic). All of the forms add to your hand to hand damage, as if you were wearing brass knuckles (see Weapons Table, Page 26).

Armor: Armor usually refers to some type of metallic suit or protective padding. This will act as Defense Class four (DC 4), and will reduce collision damage by half unless a natural 20 was rolled, or armor piercing weapons were used. Bonus CON damage from penetrating weapons will be ignored. In addition to this, Armor increases your Strength by 1 D10 and adds 2 D8 to your CON. It also doubles your weight. CON damage done to you will come first from the Armor. When all of the Armor’s CON is gone, so are all of the bonuses that the Armor gave you (STR and damage reduction). It will still be DC 4, but that’s all. Repair takes a day per CON point.

Bionics: Bionics usually refer to mechanical replacements for normal arms and/or legs. Roll 1 D4 to see how many Bionic limbs you have, re-rolling 1s. Each Bionic limb will increase your Strength and CON by 1 D6, and your Vitality by 1 D10. If both legs are Bionic then you can run at four times your normal speed, and leap twice your normal distance. If you have a Bionic arm then you may apply this extra Strength to your hand to hand damage. In all cases, your effective Defense Class is lowered by two points per Bionic limb. Note that the self repair capacity of a Bionic limb is quite limited, so you will heal CON damage at half (1/2) the normal rate.

Metal Body: A Metal Body usually means that your character is an android or robot of some type. As such, you are DC 2, gain 2 D10 of Strength, and 1 D12 of CON. Being a machine, you are effectively immune to drugs and poisons (a natural 20 is needed to affect you), and you don’t need to breath. Extremes of climate don’t bother you at all, and you take only half damage from collisions unless a natural 20 was rolled, or special armor piercing weapons were used. Any bonus CON damage done by penetrating weapons is ignored. You get a five point bonus to any Saves vs. mental attacks, such as Mind Blast or Mind Control. The bad news is that you weigh four times normal, and recover CON damage at a third (1/3) the normal rate. You are also likely to be unpopular, since the average man feels threatened by machines. You will seldom, if ever, be able to pass as human, so you have an extra Social Limitation (see Page 45).

Athletic Physique Minor Power
This minor power gives the character a simple physical enhancement. The character will gain 5 points in Strength every other level. Their appearance will show their more muscular build, giving the appearance of one who is exceptionally fit. This gives the character 1/2 of a D10 in Personality (rounded up) at the time the power is gained. Taken twice, this becomes the Heroic Physique power.

Cat’s Eyes Free Power
This “Free” power alters the characters eyesight, letting them see into the near-end Ultra-violet range. They will, however, lose the lower end of the normal human visual range. From Red through Orange and up to mid Green will be seen as black, or varying shades of grey. The character will receive no vision penalties in low light, half penalties in darkness, and will suffer full vision penalties only in total darkness, such as the inside of a cave.

Cold Attack
When your character has the power of Cold Attack they can generate a concentrated beam of negative energy which can be fired at any target within (DEX + level) x 10 feet. The usual effect of this blast is to drain the heat from the target, doing 3 D8 + 1 D8 of Vitality per character level.

The ice which forms on your targets can be used to cover large areas (up to 10 x level square feet), or to immobilize people, if you so choose. To immobilize, the target must be unmoving, or you must roll at least three points higher than you need to hit. Roll your damage normally, to find out how much damage it will take to break out of the ice. The ice will be thick and firm, and will last for one minute per level of your character. You must state your intent to freeze the target before the attack is rolled: If you fail to immobilize your target, then you missed completely. In any case, this form of the attack does no damage at all.

Machinery is not particularly subject to the cold, so you will need a natural 20 to hit Armored or Metal bodies, but the power of Darkness is DC 10 vs. Cold Attack, since negative energy can't stop negative energy. This power costs you two Vitality per attack.

Cold Defense

Defense Class: 4

The power of Cold Defense enables you to radiate a form of negative energy which interferes with and weakens most incoming attacks. This power is commonly used to create ice armor from the moisture in the air. This armor will reduce all collision damage by half, unless a natural 20 was rolled to hit or special armor piercing weapons were used, and converts all penetrating weapon damage to normal Vitality damage. This gives you a Defense Class (DC) of 4, and costs one Vitality point per turn. You can also use this power to lower the temperature within 10 feet per level of you by five degrees per level, at a cost of one Vitality point per five degrees a turn.

Communicator

Minor Power

A Communicator is a person with a talent for speaking, and listening, in ways that others can't. You may select what type of unusual communications your character can do. For example Dr. D can talk to animals. Mechman can speak to machines. Medium can speak to spirits and ghosts. Greenhaven can speak to plants. Note that being able to speak to, and understand the language of something doesn't mean that they will want to talk to you. You may be able to ask favors, or bargain with them, but this doesn't mean that the being will be willing and able to do as you ask.

If Greenhaven asks the house plants to describe a murderer, they might be able to tell him the relative size based on the shadow that they cast, or tell what scent or other chemicals they gave off, but since plants have no eyes, they can't say what the person looked like. When Mechman asked the auto-teller at the bank to show the last three transactions, it could do this. It could not tell Mechman what kind of car a particular person was driving, however, since the parking lot is out of range of the security camera.

Ultimately, remember that normally inanimate objects have very limited senses, and most animals are of relatively limited intelligence.

Darkness

Defense Class: 4

This power allows your character to surround him or herself with a field of negative light, effectively blacking out an area of the character's choosing. This would allow you to darken areas of 1 foot in radius per Vitality point spent each round. This effectively makes you DC 4, unless your opponents have some way of seeing in the dark, in which case it's DC 5. You may see normally in your own Darkness, even under conditions when normal vision would not work. Attacks made into or through your Darkness will be affected by it, yet your own attacks will not be impaired. Since this power does not silence you, nor stop any of the other non-visual traces that you leave, opponent's who can make an observation Save will be able to learn your general location within the darkness. However, unless they can somehow know your exact location, you will gain at least a Flank Attack bonus to any attacks against opponent's within the Darkness. This power will reduce non-impact damage by half (1/2), unless a natural 20 was rolled to hit or special armor piercing weapons were used.

Dimension Doors

A Dimension Door is a portal to a parallel world. It can be opened anywhere within five feet of you and can lead into any dimension that you choose. Any number of people can pass through it, making it one of the best ways of getting the entire team to a trouble spot at once. Using the parallel world affectionately known as "Hyperspace" as an intermediate stop, you can exit the "Real World" and re-enter it anywhere you want, thus letting the power work as a group Teleport. Remember that this is actually two uses of the power, once into Hyperspace, and once to get out. The time and cost are also doubled.

Alternate worlds may be available to adventure in, if the Referee chooses, but remember that the conditions in these worlds are set by the Referee. Neither the true past nor future can be reached. Abusing the power to gain access to exotic technology or massive wealth is a bad idea: High Tech dimensions where money grows on trees are there, but the physical laws of these dimensions may stop you from returning.

Dimension Doors cost five Vitality points to open, and stay open for ten seconds. They are normally three feet by seven feet. Enlarging them increases the cost proportionally, and holding the door open for more than a round also increases the Vitality cost. Intense energy fields can make opening the door difficult or impossible, and can make exact targeting difficult: Super powers in use can foul things up, so avoid using it in combat. The door may be closed before the end of the round by the user, for the same five points it costs to open it. If the door is "Hit" by an attack, it might be forced closed. The attack must do more damage than the Will of the user, and the user is entitled to a Save vs. Will on 4 D6 to keep it open. This Save is made with a penalty equal to the damage done, divided by the user's Will (Just over your Will means -1, twice your Will means -2, etc.).

Picking exact target locations works the same way that Teleportation does, noting that you can't see your destination from another dimension. See "Teleportation", Page 49 for an explanation of target error. Also remember that, like Teleportation, motion is maintained when using the door, and you cannot direct the door to move. It may move with you in a vehicle, at the Referee's discretion, but generally the doors are immobile.

Eagle Eye

Minor Power

A person with this Minor Power has the ability to see, clearly, at great distances. It's like having a 10 power telescope. It's use will cut observation and targeting penalties caused by range to 1/2 normal. When in use, however, the character's peripheral vision fades to nearly nonexistent. Flank attacks done to the character at this time are treated as back attacks.

Enhanced Attack

This power increases the chance of hitting with an attack power or ability, adding a "To Hit" bonus of one point per level of your character, to a maximum of plus five. This applies to only one power, which you must choose when the character is generated. It also adds one of the following advantages to the attack power. You must select which advantage the power has at the time the character is created.

Extended Range: This will double the range of any attack power. It does not increase the cost of the power

No Range Penalty: This advantage eliminates any penalty to hit that might be caused by attacking at long range. This does not extend the range in any way, nor does it affect the cost or damage of the power.

Rapid Fire: The attack may be fired as a machine-gun like series of shots, each doing half the normal damage. In Rapid Fire mode, the power can hit a target 1 D6 times, with all hits being counted as a single attack. The cost of the attack is increased by 1, but the cost is paid only once for the six shot burst.

Rebound Shot: The attack may be fired so as to bounce from target to target. An attack roll must be made on each target, with penalties for total range as appropriate. If an attack misses, no more aimed rebounds can be made. Each rebound reduces the damage of the attack by one dice (ie: If the first target takes 6 D10, the next takes 5 D10, and the one after that takes 4 D10, etc.). Using this option increases the Vitality cost of the attack by 1.

Explosion: This allows an attack power to generate an explosion when it hits. This uses twice the normal cost for the power, but entire areas can be affected. See Page 26, Explosions, for area and damage.

Area Effect: This advantage allows the attack to affect everyone in an entire area, subject to separate attack rolls. This attack ignores size or motion modifiers to hit. This form of the attack does only half the normal damage, but

this does not degrade with the distance from the center, as do explosions. You may define this as a circle, a fan, a line, a ring, or whatever, but once you choose the form, that is the form it takes every time it's used. The area can be up to 5 feet per level of the character from the center, but will not exceed or extend the range.

Example: Dr. Dastardly has a Force Beam gun with Enhanced Attack: 90 degree Fan. When he uses it in this mode, he causes the beam to travel a distance, then spread into this fan effect, striking everyone in the area of the fan. The fan has a 90 degree arc of fire, spreading up to 25 feet from the start of the fan (5 feet per level, times 5 levels).

Example: Iron Tiger has the attack Power of Martial Arts, with Enhanced Attack: Area Effect - Ring. This means that he can, if he so chooses, attack everyone around him with a single attack, if they are in reach.

Penetrating Attack: This advantage adds a penetrating element to an attack. That means that it will do two dice of CON damage, in addition to its regular damage: A Penetrating laser would do 2 D8 of CON damage, in addition to its normal damage.

Armor Piercing: This advantage lets the power's normal damage penetrate an opponent's defenses more effectively. Defenses which "armor" an opponent against damage, such as Increased Density, Flame Defense, etc. are pierced by attacks enhanced with this power. They will not reduce Vitality damage at all from Armor Piercing attacks, and will act against only half of the CON damage if the attack is penetrating as well. The only exceptions to this are Invulnerability, which will be half effective against Armor Piercing attacks of all kinds, and Hardened Defenses, which neutralize the Armor Piercing aspect of an attack entirely. For example, Flame Defense normally cuts non-impact damage by half. This reduction would only apply to half of the CON of an Armor Piercing attack and to none of the Vitality. If this advantage is gotten twice then the power can break through two defenses. It does no extra damage.

Power Drain: This advantage allows your character to nullify or Absorb powers from opponents, removing them from the victim. To do this, you must hit them in hand to hand combat, rolling at least three points better than the minimum needed to hit. If you succeed, and the victim fails a Save vs Will on 4 D6, then you will steal away one of his or her powers for 1 D6 rounds per level that your character has. If, when the character is created, you decide that you only want to nullify the power, then the opponent must Save on 5 D6, or lose the power (but you don't gain it). Powers stolen will be chosen randomly. Note: Powers can't be stolen from devices (though you could try to steal the device itself...)

Enhanced Defense

This power increases the effectiveness of a defense power. This is done by lowering the power's Defense Class by 2 points. It also adds one of the following advantages to the defense power. You must select which advantage the power has at the time the character is created. These advantages will be bypassed if a natural 20 was rolled to hit.

Absorption: This advantage allows you to absorb a specific form of energy, transferring it to an ability score or power. For every five points of damage absorbed, you will gain one point in the ability score you are transferring to, or 1 point of damage per dice in the attack power (for your next attack only). You can continue to absorb damage this way, even after you reach your maximum ability (twice the original ability score), but beyond a certain point you will take damage: You can absorb energy without harm up to the point where the damage from an attack would exceed the ability that you are using to store the energy. Damage in excess of this ability is taken normally. (Compare to Will for absorption into a Power).

Example: Electron is a character with a Strength of 15. His Absorption power converts Electricity to Strength. When Dr. Dastardly tried to shoot him with a Lightning gun, he rolled 13 points of damage. Electron Absorbed the power, taking no damage. His Strength was raised by two points. When Dr. Dastardly shot him again, he rolled 22 points of damage. Electron Absorbed 17 of this (his current Strength), but took the other 5 as damage.

Characters with this advantage will never take any CON damage from attacks that can be absorbed until all Vitality points are gone, unless the attack included a penetrating element of some sort (such as a knife or bullet). Ability increases will last for 1 D4 rounds plus one per level of your character. Any type of energy can be absorbed this way, but you must choose which type, and where it is to be stored, at the time the character is created. Storing energy in Vitality is possible, but you compare against CON to see how much can be absorbed without damage, not Vitality.

Damage Conversion: This modifier gives your defense the ability to stop damage from penetrating weapons, such as knives or bullets. This lets you count all damage as Vitality damage, including the bonus CON that penetrating weapons do. Note that some defenses already do damage conversion, such as Increased density. Adding to such a defense is called "Hardening" it. Instead of counting CON damage as Vitality damage, CON damage isn't counted at all. Armor piercing attacks and Damage Conversion neutralize each other, so that the attack works normally, and the defense acts as if it isn't Converting.

Damage Reduction: This modifier will allow your defense to reduce either impact or non-impact damage by half. The choice of which type of damage to reduce is made when the power is acquired.

Reflection: This advantage gives your character the ability to redirect some or all of an attack made against him or her. For each level the character has, one dice of damage may be reflected back. If the attack is penetrating, like a bullet or knife, then damage reflected alternates, 1 Vitality dice, 1 Con dice, 1 Vitality dice, etc. All unreflected damage is taken normally. To Reflect an attack, a Save vs. Will or Personality (whichever is better) is rolled on 4 D6. Any defensive bonus the character gets from Dodging, Combat Bonus, or movement will act as a penalty to this Save. Only ranged attacks fired toward the character may be reflected, and require an attack roll at -1 to hit. Although the character must have an action available to Reflect an attack, Reflection doesn't actually use up the action.

Example: Electron throws a Lightning Bolt at Dr. Dastardly. The evil doctor turns the attack back on the hero, Reflecting it off of his Force Field (Dr. Dastardly has a very high Personality, so he made the save). Since both Electron and Dr. Dastardly are 5th level, Dr. Dastardly will take 3 D10 of damage, but rolls an attack to see if he can hit Electron with the other 5 D10.

Example: Not being one to fall for the same trick twice, Electron lets his lightning bolt explode on the ground behind Dr. Dastardly, so that the villain will be caught in the blast. Dr. Dastardly can't reflect this attack, since it's an area effect, and wasn't directed.

Damage on Contact: This advantage causes the defense of the possessor to do damage whenever touched by anyone or anything. The damage will be 1 D6 per level of the character. This effect can be withdrawn from an area, or dropped altogether as the character desires.

Extra Limb

Free Power

This "Free" power means that your character has an extra arm, leg, tail, or whatever. Determine what type of limb you have, and what its STrength should be. Subtract that strength from the lifting capacity and hand to hand damage of your remaining limbs: This limb doesn't come with any muscles, so you have to take them from somewhere else if you want to be able to use it. Wings as extra limbs may be allowable, depending on the Referee, but they'll need to have enough Strength to lift your weight. Flight speed will be based on your Flight skill.

Fast Healer

Minor Power

This Minor power lets your character heal from serious injuries (those that cause CON loss) at 5 times the normal rate. This has no effect on the recovery of lost Vitality. Taken twice, this is the same as the full power of Regeneration.

Flame Attack

This is the power of tele-pyrotics, and allows your character to create heat and/or flames at will, for a cost of three points per use. The most common form of this power is to act as a human flamethrower, shooting streams of flame up to (DEX + level) x 10 feet, and doing damage of 3 D10 + 1 D10 per level. It is also possible to create fiery explosions affecting every target in an area. These can be placed anywhere within your normal Flame Attack range. (See Explosions, Page 26, for blast area and damage). This prevents you or your targets from taking advantage of DEX, size, skill, or motion modifiers. Fire and ice don't mix, and ice usually loses when they do, so Cold Defense is DC 10 against flames. Fighting fire with fire is a different story: Flame Defense is hit only on a natural 20, since burning someone who's on fire is a pretty useless gesture.

Flame Defense

Defense Class: 5

This is the ability to use heat and/or flames as a defensive shield. These flames make you DC 5, and anyone touching them will take 1 D6 of damage per level of your character. This defense costs one Vitality point per attack defended against. Flame defense cuts non-impact damage by half (1/2), and converts CON damage done by low caliber bullets (up to .38) to Vitality damage. Larger slugs will not melt as easily, so only half of their CON damage is converted. Note that a natural 20 rolled to hit will bypass this damage reduction, as will armor piercing weapons.

Flying

With this power your character can fly through the air at up to ten times normal ground speed. For details on Vitality cost, accelerating, climbing, turning and stopping see the section on "Maneuvering", Page 15.

Force Beams

With this power your character can project concentrated shafts of coherent energy which can strike an opponent at a distance of as much as (DEX + level) x 10 feet. These are the legendary "Repulser Rays" and "Concussion Beams" of the comic books and science fiction. They can be used to push or break things, or to create semi-invisible columns and support beams of almost unlimited strength. So strong are these barriers that they may only be broken by overpowering the Will of the character who is maintaining them, the same way that Force Fields may be broken (see following section).

When used to attack, this does damage of 3 D8 + 1 D8 per level of the user, and costs 2 Vitality points to use. They may push with a Strength equal to the user's Strength and Will combined. Supports made with this power cost two Vitality points per round, and up to two may be kept up at once. You may not attack with this power and maintain barriers at the same time. The coherent nature of a Force Beam is disrupted by high voltage electricity, so a natural 20 is required to hit Lightning Defense. Force Beams can push farther and faster than anyone can stretch, so Stretching is DC 10 vs. Force Beams.

Force Field

Defense Class: 6

This is the ability to generate a wall of energy that completely surrounds your character. This wall will usually be visible, looking like a glass bubble, or something similar. Force Fields may be shaped in any way that you want, but are generally rounded oblongs or spheres. Force Fields cost one Vitality point per foot of radius: You can extend your field to include others, if you are willing to put out the effort. While you can attack normally through your own Force Field, anyone else attacking through it (from either side) must deal with it, treating all targets as if they had a Force Field defense (in addition to whatever other defenses they have). Force Fields can be made air or water tight for double the normal Vitality cost.

Force Fields reduce damage from physical impact, flames, or anything else that requires contact with a material object by half (1/2), unless a natural 20 was rolled, or special armor piercing weapons were used, and allows you to completely ignore bonus CON damage done by penetrating weapons.

If your character also has the power of Force Beams then he or she can project force bubbles around other people or things at a distance. You must encapsule the entire object, or none of it (i.e. you can't take a gun without taking the person holding it). Objects held in this way can be moved as if you had a Strength equal to your Strength and Will combined. Bubbles of this type cost four Vitality points plus one per foot of radius per round.

Although Force Fields can withstand any amount of purely physical pressure, and expanding Force Fields are all but unstoppable, these bubbles can be broken. Any attack made specifically against the Force Field, doing more damage than the Will of the user, can break the field. To hold the field intact the user must make a Save vs. Will on 4 D6. This Save is made

at a penalty of one point for each multiple of the character's Will that was done as damage: In English, that means that if the damage was just over your Will, the penalty is -1. Damage equal to twice your Will means a -2 penalty, etc. It is possible to have a Force Field less than a foot in radius, and any less than six inches in radius cost no Vitality. This allows no room for the field to give, so it won't reduce damage at all, though it will still give you a basic DC of 6.

Gliding Minor Power

Gliding is a form of unpowered, aerodynamic flight. Normally, the character will have to have a running start, and/or drop from a height. Initial speed will match this running start, or the falling speed attained before levelling out. Once airborne, the gliding speed will change, increasing or decreasing slowly to five times the character's normal, unenhanced running speed (not counting Sprint, Super Speed, or other powered enhancements). The speed will alter by the character's normal, unenhanced, running speed each round until stable gliding speed is attained. Speed can be increased through flight skill, or by diving for speed, then levelling off again. A glider can also slow to as little as their normal running speed (unenhanced), but going slower means a stall. Hovering is not possible. As the gliding character moves forward every DEX feet, they will lose one foot in altitude. Thus, a character with a DEX of 10 will lose one foot every 10 feet of travel. A 15 DEX character will lose one foot every 15 feet of gliding, etc.

The character may be able to gain altitude if they can find an updraft, but this at the Referee's discretion. Otherwise they must sacrifice speed for altitude.

Heightened Ability

The power of Heightened Ability allows you to add two D10 to any of your character's rolled ability scores (Strength, Intelligence, Dexterity, Constitution, Will, Personality or Vitality). This bonus is rolled when the character is created, and may be placed into any one ability.

Heroic Aura Minor Power

This Minor Power can be added to enhance an evasion-type defense. A person with an Heroic Aura has a simple talent for not being hit. In fact, it often looks like they never get hit at all. They seem to have a talent for leaping over sprays of gunfire, sidestepping death rays, and generally being where the pain isn't. There is a price for this, however. That effortless tumbler's leap, or lightning fast dodge is far from effortless. When successfully "hit" in combat, the character will appear to have been missed, but will suffer 1/2 the damage, due to muscle strain, hard landings, etc. This effectively "Hardens" the defense, cancelling out the extra damage from Penetrating weapons. It also means that no Save is needed to resist the effects of Paralyzation and/or Mind Blast attacks, since they never actually made contact. This Minor Power can only be added to evasion type defenses, such as Martial Defense, Mental Defense, or Stretching.

Heroic Physique

A person with an Heroic Physique is unusually strong, and looks it. The power adds 1 D10 to the character's Personality score, and doubles their Strength, or raises it to 20, whichever is better. Beyond this, the power adds 5 points to the character's Strength score for each level the character gets. Thus, at first level, the character has a minimum Strength of 25. Adding 5 when second level is reached means a minimum Strength of 30, etc.

Possessors of the Martial Defense power find it very easy to predict the motions of muscle-bound foes, so attacking with Heroic Physique requires a natural 20 to hit Martial Defense. Lightning defense, however, is hit as if it were DC 10.

Increased Density Defense Class 5

Increasing a character's Density means to add to their mass and weight without changing their size. In this game it means having tougher skin, harder bones, and more resilient muscles. Roll 2 D10 and add the sum to the character's Constitution score. Stronger bones mean that you will be able to lift twice as much weight as your STR score would normally allow. Having tougher skin and muscles also means that many attacks will have less effect on the character: Bonus CON damage done by penetrating weapons will be blunted. All but 1 CON point of damage will be converted to additional Vitality damage, up to a maximum of your current CON score. Collisions will do 1/2 normal damage, unless a natural 20 was rolled, or the attack was armor piercing. The character will not be thrown as far, since his/her weight is increased by 50%. This power grants you a Defense Class of 5, and costs no Vitality to use.

Insightful Minor Power

This is similar to, but weaker than, the Mental Power of Clairvoyance. Your character will get hunches, insights, and minor clues regarding events past and present. Not as compelling as a vision, but enough to give you a fairly good idea where to look, who to check out, or where to go.

Instant Change Minor Power

This minor power allows the character to change clothes in the blink of an eye. This is automatically successful if they have other clothes with them, or at least within DEX feet of them. A 3 D6 Will save is needed if they own the other clothes, but don't have them with them. It can't be done at all if they don't own the clothes that they are changing into, or have immediate access to them. This can be added to with the Instant Change skill.

Insubstantiality Defense Class:2

Characters who can become Insubstantial need fear almost nothing. Being without substance, they can walk through nearly any solid object. Because of this ethereal nature, they are Defense Class two (DC 2), and almost impossible to hit with any physical object (natural 20 needed unless they were partially solid that round). They can carry other people or things with them, up to their lifting capacity, and can cause portions

of their bodies to become solid, allowing them to affect the real world. This power does not make you immune to electricity, so passing through electrified barriers is not only painful, it's impossible (Other limitations may be substituted for this). Similarly, such characters can be stopped by Force Fields (which aren't solid matter), or by anything else the Referee thinks should stop them (just because). Insubstantial characters can exist for extended periods of time within solid objects, or even in a vacuum, if they can arrange some way to breath.

If your character, or anything your character is holding, materializes inside a solid object, your character will be stunned for 3 - 18 (3 D6) rounds, and will lose the power to become Insustantial for 1 D6 days. Attacking an object or person while insubstantially embedded in it in any other way will cause the attack to backfire, injuring the attacker. This will harm only the character with the power, and can do no harm to the target: The character is forced out and away from the target. This power costs three Vitality points a round.

Interception

Defense Class:3

This power allows your character to intercept incoming attacks, either blocking, catching, or shooting them down. Collision damage that does get through your "anti-missile defense" is reduced by half, and bonus damage from penetrating attacks is converted to blunt collision.

The exact appearance of this defense will be tied to your attack power. If your offense is some form of hand to hand, or if you have no offensive power, you will block or catch incoming attacks with your arms, or legs. If you have the capacity to attack at a distance, you will use that power to "shoot down" incoming attacks.

This power gives you a Defense Class of 3 and costs 1 point per round that you use it to intercept an attack.

Invisibility

Defense Class:4

There are three ways to become Invisible, each with its own special advantages and drawbacks. You may choose any one of them. All are Defense Class four (DC 4). Invisibility affects you and anyone or anything you are carrying.



Camouflage: A common form of Invisibility is the chameleon-like ability of camouflage. This simply lets you blend in with the background, matching color and appearance with your surroundings. Cameras will not be able to detect you easily, though some optical detection systems will. Note that you change color, visual texture and pattern, but you do not actually generate any light: You will still cast a shadow, which can give you away in brightly lit areas, and will give opponents a general idea of your location once they are aware of your presence. This costs 2 Vitality per round to maintain.

True Invisibility: Being "Truly" Invisible means that your power actually bends light around your body, or makes it totally transparent. This makes cameras and optical alarm systems almost useless, as well as making you nearly impervious to Laser beams: Lasers need a natural 20 to hit a person who is truly Invisible. This costs 2 Vitality per round. While this is a nice power, it has a disadvantage. When fully invisible, you can't see by normal means, since the light you would see by is passing around or through you without effect. You can see by becoming partially visible (i.e. be semi-transparent), and keep the same Defense Class, but you will be detectable. This limit can also be overcome with the Mental Power of Clairvoyance, or through some Superior Sense, such as Infra-red vision.

Mental Invisibility: The subtlest form of Invisibility is a type of mental projection that affects the minds of everyone in sight, blanking your presence from their consciousness. This makes you not only Invisible, but inaudible and without scent as well. This doesn't affect unintelligent objects, such as cameras or alarm systems, and will not affect anyone who is out of your presence: You can be seen by a person in another room, if they are watching through a camera. You must make a Save vs. Will on 4 D6 to maintain this when hit in combat, and you cannot keep it up when stunned or unconscious. If you are forced in this way to become visible, then you will not be able to re-establish your Invisibility for two actions. Once someone is aware of your presence, they might be able to see through your Invisibility by making a Save vs. Will on 4 D6. This costs 2 Vitality per round to maintain.

Although Invisibility is DC 4, remember that opponents must have some idea of where you are in order to hit you: Even a natural 20 will miss if the person is attacking in the wrong direction. Since a person can tell which direction an attack comes from, opponent's who can make an observation Save will be able to learn your general location or direction. However, unless they can somehow know your exact location, you will gain at least a Flank Attack bonus when attacking from Invisibility.

InvulnerabilityMinor Power

This Minor power adds to any Hardened defense, allowing you to subtract your CON score from any damage done to you, or allowing you to cut that damage by half, whichever results in less damage. Even mental attacks (Mind Blast, Paralyzation) do only half damage to you.

In addition to this, you will take no CON damage at all until all of your Vitality is gone. Bonus CON damage done by penetrating weapons is simply ignored. The only normal way to lose CON points is to have your Vitality reduced to, and below, the negative of your CON. Additional damage taken when in this state will cause CON damage. See Serious Injuries, on Page 25 for details. The Referee may rule that exceptional weapons or circumstances will be capable of doing CON damage as well: Armor piercing weapons might do one point per dice of their bonus damage.

This power can be added to Increased Density, Armored/Metal Body, Force Field, or any defense that is Hardened (See Enhanced Defense, Page 36) This doesn't affect your character's Defense Class, since being Invulnerable doesn't make you any harder to hit. Just harder to hurt.

Laser Attack

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With this power your character can generate light in almost any quantity, and can focus it into laser beams of dangerous intensity. The range of these beams is practically unlimited, though they aren't accurate beyond (DEX + level) x 20 feet. Generating light, like that of a table lamp or flashlight is easy and you can even project visual illusions of the type known as "Holograms" anywhere within DEX + level feet, assuming there is a clear line of sight between you and your illusion. These images may be up to 6 cubic feet of size per level, but remember that they have no reality or substance of any kind: Attacking illusions is a waste of time, but so is having illusions attack. To make illusions believable you must make a Save vs. Intelligence on 4 D6. As a weapon Laser beams do damage equal to 3 D8 + 1 D8 per level, and cost two Vitality points per shot. Illusions cost one Vitality point to create, and 1 point per hour to maintain. Laser beams are reflected and dispersed by ice, so you need a natural 20 to hit Cold Defense with a Laser, but Insubstantial opponents are DC 10 to Lasers: Insustantial is not Invisible, so light still hits normally.

Lightning Attack

This power lets your character create and hurl bolts of lightning at any target within (DEX + level) x 5 feet. They cost two Vitality points each, and can blast opponents for 3 D10 + 1 D10 per level of your character. You may also cause these bolts to explode, affecting everything within range of the blast, subject to separate attack rolls. (See Explosions, Page 26, for blast range and damage). This area affect blast ignores size and motion modifiers to Defense Class (as do all explosions). This explosive blast costs four Vitality points to use, and hits the general area desired as a Prone Opponent, hitting on anything but a one (modified by range and motion). Lightning is almost useless against Stretching opponents, since stretching plastics are insulators, but treats Armored/Metal Body as DC 10.

Lightning DefenseDefense Class:3

With this power your character can charge his or her body with enough electricity to disrupt and divert incoming attacks, making him or her Defense Class 3. The charge can be maintained for little or no effort (1 VIT per hour) out of combat, but costs 1 point per round in a fight. Damp weather may make this more difficult to maintain, and being wet makes it impossible.

This power cuts non-impact damage by half (1/2), and converts CON damage done by low caliber bullets (up to .38) to Vitality damage. Larger slugs don't pick up a charge as quickly, so only half of their CON damage is converted. Note that a natural 20 rolled to hit will bypass this reduction, as will armor piercing weapons.

Lightning ReflexesMinor Power

A person with lightning reflexes has developed the ability to respond to emergency situations without hesitation. In this game, that means that they get an Initiative bonus of +1 per level of the character, to a maximum of +3. Their combat movement rate is doubled, as well. When taken in conjunction with the minor power of Sprint, it is the same as the full power of Super Speed.

Limited Transportation

This is a special form of transportation, and lets you select any of the transportation powers (with the exception of Special Vehicle, or "Roll Twice"). To balance this special liberty, the power will have a built in Power Limitation (Page 45). This means that there is something unusual about the power, some weakness or flaw.

Example: Electron teleports from place to place by turning his body into electricity and travelling as a bolt of lightning. For any distance longer than the range of his Lightning Attack, he must travel through some kind of metal, to conduct the charge.

Electron's Teleportation is colorful, but less useful than the normal form. He can only go where there is some kind of wiring, unless he is travelling a very short distance. Be creative and have some fun with one, but remember that the Limitation must truly limit the power.

LuckDefense Class 5/3

The power of Luck is the unique ability to have fate smile upon you, consistently. Misfortune misses you, and harmful situations are harmless. In this game, Luck is represented in one of two ways:

Luck, as a defensive power, grants you a Defense Class of 5 against all attack forms, including area effects. Additionally, you are endowed with "Luck Points". Basic Luck points start at 4 plus one fifth of your character's Personality score. You will gain another Luck point for each Level of your character. These points can be spent to affect any dice roll that you have to make for your character, or that directly affects your character. They can be spent in one of three ways:

- 1) You can add to or subtract them from the dice roll
- 2) You can spend a point to call for a re-roll of the dice
- 3) You can spend Luck points in place of CON damage taken.

You can only influence a dice roll once. Bonuses or penalties must be declared before the dice is rolled, but re-rolls can be called for "after the fact". You may spend as many of your Luck points as you like on an event, with one exception: The biggest bonus that an attack roll can have from power, skill, or any combination of power and skill, is one point per level of your character. Luck points, once used, come back at a rate of one per hour.

The second form that Luck can take is commonly called "Super Luck". It is exactly like normal Luck, except that it gives a Defense Class 3, and has twice the normal number of basic Luck points associated with it. It is restricted, however. Super Luck can not be used to boost an attack in any way. Ever. Additionally, there will be a Power Limitation on the character's Luck, described as a condition under which the character's Luck is not merely unusable, but reversed.

You should select which type of Luck the character will have at the time the character is created. Unlike other Defense powers, it's up to you, the player, to select which attack hits your character as if he or she had no defense, and which attack will hit only on a natural 20.

Magic/Psychic

A person who possesses Magic or Psychic powers is skilled, though not gifted, at the magical or psychic arts. They receive 10 skill degrees, free, in any of the 5 Magic or Psychic skills. These skills are: Alchemy (the manipulation of matter), Spiritualism (Involving thoughts and emotions of creatures, living or dead), Necromancy (involving death, life, healing, or transformation of living things), Mystic Forces (involving the use and direction of energies), and Ancient Lore (referring to ancient deities, religions, cultures, and the power of nature). Once per adventure, the character may attempt to create a magical spell or psychic concentration. These may resemble full super powers, or may be of the caster's own invention, though they will generally be about one half as effective as an innate super-human ability. This mystic ability will be usable as

needed throughout that adventure, though it's use may prove dangerous and exhausting. By the end of the adventure, the ability will have faded, or proven itself too difficult or draining to repeat. To create this ability, the character must research, within one of their areas of mystic or psychic knowledge, and make a skill Save on 1 D12 against that skill. If successful, the power will manifest, though its use will be twice as costly as the power would normally rate, and may never be defined as "effortless". If the Save fails, the character may try again, after more research. There is a penalty to all re-rolls of one point per attempt. If the penalty renders the Save impossible, the character may try again, using a different area of mystic or psychic knowledge. Taken twice, this power becomes Mystic Master

Magnetic Attack

With this power your character can generate and/or control tremendous amounts of magnetic force. Metal objects may be moved or thrown magnetically, as if you had an invisible arm of inhuman strength. This strength at first level is either twice your Will, or 20, whichever is better, and goes up by 5 points per level thereafter.. You can use this power to hit any metal, or anyone who is wearing or carrying metal (no matter how small the amount), doing a D6 of damage for every 5 points of Magnetic strength, at a range of (DEX + level) x 15 feet. There is never any size penalty to hit metal or metal bearing objects. The metal acts like a homing beacon for the power, so hitting small objects, such as the gun in the thug's hand, will ignore the normal "Small Targets" penalty. If the person has metal fillings in their teeth, metal eyeglasses, or any other metal on their head, you may target their head without size penalties.

It is possible to affect nonmetallic objects, although size penalties will apply, and your magnetic Strength is effectively cut in half.

Magnetic strength uses 1 point more effort than using regular strength (See Effort and Vitality cost, Page 16). Magnetic Attacks can't penetrate Force Fields, so a natural 20 is needed to hit anyone inside one, but Flame Defense is treated as DC 10 (flames aren't magnetic).

Magnetic DefenseDefense Class:3

This is the ability to build an intense magnetic field around your character, which deflects and slows incoming attacks. This makes you Defense Class three (DC 3), and cuts any non-collision damage, or damage done by metal weapons in half (1/2), including any bonus CON damage, unless the attack roll was a natural 20, or if armor piercing weapons were used. Magnetic Defense costs one Vitality point per round.

Martial Arts

One of the most popular ways to hurt someone in the comics is to simply punch them very hard, very fast, and very often. Having the power of Martial Arts means that your character is gifted in the fine art of close order mayhem. You might be a trained boxer, a Karate expert, or a heavy-handed street brawler: Whatever the explanation, your character is good at

hitting and hurting people. That "go for the throat" instinct gives you several advantages in a fight: You are faster and more sure with your fists, so you get an initiative bonus of two points per level of your character, to a maximum of +6, and an attack bonus of +1 per level of your character. You are at least twice as dangerous as the average man, so you do twice the damage that anyone else with your Strength would do: Roll 2 D6 of damage per 5 points of Strength, not 1 D6.

These bonuses apply to bare handed attacks, and to one type of hand held, muscle powered weapon that is used in your particular style. If you have the power of Martial Defense, the initiative bonus always applies. No Power, skill, or combination of Power and skill can give a better bonus to hit and/or to damage than Martial Attack: +1 per level to hit, and double damage!

In addition, you will be able to anticipate any special combat maneuvers an opponent tries (such as body throws): Maneuvers calling for an Unarmed Combat skill check suffer a penalty equal to your Level + 3. Martial Arts costs no more Vitality than using your Strength for anything else. It is nearly useless against Insubstantial opponents, needing a natural 20 to hit, but treats Magnetic Defense as if it were DC 10 (unless you are using a metal weapon).

Martial Defense Defense Class: Variable

The best defense is simple: Don't be where the other guy is shooting. This is the essence of Martial Defense, which is simply a talent for not getting hit. With this power your character will have a Defense Class of (7 - your character's level). This means that you are DC 6 at first level, DC 5 at second level, etc. Additionally, your character is skilled at "Rolling with a Punch", which means that you can cut collision damage by half if the character knew the attack was coming. While this starts out as one of the poorest defenses, it's the only one which gets better with time (and levels).

Material Limitation

Material Limitations are simply materials or material conditions that have a bad effect on your character or your character's powers. The more uncommon the material or condition, the more serious the effects. An example of a Material Limitation is a Werewolf, who is Invulnerable, but can be hurt by silver weapons. You can make up anything you like as a Limitation, so make it colorful and fun to play. Remember though, the Referee has the final word on what is an acceptable Limitation, and what isn't.

Mental Defense Defense Class: 5

Mental Defense is a subtle power which gives your character a moment to move just before you are attacked. This split-second warning is gotten by reading the body language, and perhaps the mind, of your opponent. This will make you fairly hard to hit (DC 5) and give you a permanent +1 to initiative, as well as giving you a five point bonus when blocking Mind Control, Mind Reading, or any other mind affecting powers used against you. In addition, opponent's attack bonuses from

Combat Bonus, weapons or skills do not apply against this Defense, making it potentially one of the best available.

Mental Limitation

Characters who have Mental Limitations suffer from some form of insanity, be it minor or major. This might be an irrational fear of an item or condition that is not normally very frightening, or it may be a raging psychosis. Perhaps you don't have full conscious control over some or all of your powers, or feel insane anger when you see people being hurt. This type of limitation can be a lot of fun, since it can catch the other players off guard, and make your character memorable as a person.

Mental Power

A Mental Power is a special ability or power which is purely mental in nature, such as a "sixth sense". This can include any of a wide variety of abilities, which are described below. Add your character's Intelligence and Will together and divide by 4, rounding normally, to get the number of "mental talent" points you have to spend on powers from the following list.

Clairvoyance I: This is the ability to see or sense things that are beyond the range of normal senses. Visions may appear to your character at any time, showing things that are, or will be, important to him or her. It does not show the past. If a Save vs. Will can be made on D100 then you can get visions of any place you wish to see, so long as the location is known. This Save may be attempted once per day per level of your character. This costs 2 talent points. If you pay one additional talent point, you will also gain clairaudience (i.e. you will be able to hear as well as see)

Clairvoyance II: This form of Clairvoyance allows you to perceive your local surroundings normally, even under conditions that would prevent normal vision from working. This form is quite reliable, but has limited range (line of sight) and effectiveness. This costs 2 talent points.

Danger Sense: This is the ability to recognize immediate personal danger, even when there is no physical evidence to go on. This means that you get to roll Initiative twice at the start of a battle, keeping the best of the two rolls. Surprising you will be difficult, though not impossible: The power warns you of danger, but does not tell you the nature or source of that danger unless you can make a Save vs. Will on D100. This Save will let you recognize the source, or the nature of the danger, but not both. This costs 3 talent points.

Hysterical Strength: This is the ability to boost your Strength far beyond normal bounds for short periods of time. This is done by shifting Vitality points directly into Strength. For each Vitality point you spend, you gain your level / 2 (rounded up) in Strength. For example, at 1st and 2nd level, you gain 1 point of Strength for each Vitality point. At 3rd and 4th levels, you gain 2 points of Strength for each Vitality point spent, etc. Out of combat this boost will last for one round for each level that you have, to a

maximum of six rounds. In combat the increased Strength will last for one action or attack, no longer. This power may be used once per day per level of your character. This costs 4 talent points.

Mental Illusions: This is the ability to project telepathic hallucinations into the minds of others. You may influence one person for each INT point your character has. Unless the person has reason to suspect the illusion, or possesses the power of Mental Defense, then they are subject to its special reality. If they do resist, then they must make a Save vs. Intelligence on 4 D6 to see the false image for what it is. If you intend for the illusion to do damage of any kind then you must Save vs. Will on D100. Failure means the total breakdown of the illusion, but success means that your victims may take Vitality damage up to your Intelligence score times your level. While opponents may believe that they are taking CON damage, and may even believe that they are dying, they will never take any real CON damage from an illusion. You may affect the mind of anyone in sight. Affecting several people may require an attack roll, as will any attempt to do damage. Mental Illusions cost three Vitality points per round to maintain, and may be used as a form of invisibility in non-combat situations. This costs 6 talent points.

Mind over Body: This is the power to overcome your body's normal needs by force of will. For 1 talent point, you can slow your heart rate and pulse so as to appear dead. In this state you need 1/10th the normal supply of oxygen, food, or water. You must wake up to eat and drink, of course.

For more talent points you can extend this state of deep rest to restore lost Vitality and Constitution at higher than the normal rate. 2 points means twice normal. 3 points means three times normal, etc.

For one talent point, you can extend this to aid others. They must be willing, and can awaken at any time that they choose. You must stay with them while they are in this meditative trance, but you can extend to as many people as you have Will points, divided by 3(round normally). Thus, a 10 Will means you can help 3 others, 11, 12, or 13 means 4 others, etc.

Mind Reading: This is the ability to probe the inner workings of someone else's mind, reading memories and experiences at will. This power works only at short range: arm's length or closer. Experiencing the mind of another person to the fullest can leave your character disoriented and confused for a short time, until your own personality can reassert itself (Save vs. Personality on 4 D6). If the Save was missed, then you will be confused for the number of rounds that you missed the Save by. This costs 4 talent points

Mind Scan: This is the ability to sense minds in your immediate area. If the person is known to you, you may identify the person's mind with a simple (3D6) observation roll. You may observe the mood of the person with a similar Save, whether you know the person or not. The range is your Intelligence in yards. It may be increased with a 3D6 Will save, doubling for each point you made the Save by.

Example: X-Mind needs to check a ruined building for survivors. He has a Will of 15, and rolls a 12 on his Save, thus succeeding by 3 points. His normal range of 15 yards is doubled, doubles again, and then doubles a third time, reaching a total of 120 yards when he is finished. He senses 3 minds. Making an Observation roll on 3D6, he sees that two are afraid. The third is radiating cold hatred. X-Mind has found the person responsible for the destruction.

When used in conjunction with Telepathy, it effectively extends the definition of "Conversational Range". Alternately, you may Scan at half normal range centered on any person you have Telepathic contact with, using their willing mind as a relay.. This costs 1 talent point.

Psychic Impressions: This is the ability to learn about people by examining things or places related to them. The Referee should roll a Save vs. Will on 4 D6 for you. Each time this is successful you will get a vision telling you about the person you are seeking. You may continue to try this for as long as you like, but if you miss the Save then you will start receiving images of other people connected with the object or place being examined. Note that, since the Referee rolls this Save, you won't know when it was missed. Once the Save is missed, you will continue down the wrong trail until you have rested at least eight hours. This costs 4 talent points.

Telepathy: This is the ability to send and receive surface thoughts. This requires that you either know the person very well, or be within "conversational range" of them. Telepathy can be blocked by a Save vs. Will on 4 D6, by Mental Defense, or by anything else the Referee thinks should stop it. Reading anything other than surface thoughts requires a totally unresisting mind, or an unconscious one. Reading someone's mind while they are dreaming may be interesting, but is less than informative. A Telepath can actively work with a number of minds equal to one half (1/2) the Telepath's Intelligence score, and can pass messages from one person to another without effort or thought. Note that Telepathic contact with an opponent may make you more vulnerable to mental attacks (ie. Mind Blast, Mind Control). This costs 4 talent points.

Mind Blast

This powerful attack is a direct assault on the nervous system and conscious mind of your target. The range is (INT + level) x 15 feet, and the damage equals 3 D10 + 1 D10 per level of

your character. In addition to this damage your victim must Save vs. Will on 4 D6 or be stunned for 2 D6 rounds (see "Stun", Page 24). While this power does a great deal of Vitality damage, it will never do any CON damage, nor can it affect inanimate objects. Due to the nature of this power, opponents with Mental Defense are hit only on a natural 20, though Increased Density can't stop it at all, so it's treated as DC 10. Mind Blasts cost three Vitality points each.

Mind Control

This insidious attack form allows your character to take control of another person's mind, hypnotizing them so that they will willingly cooperate with you in most things. A successful attack means that you have established eye contact with your victim: The range is line-of-sight, but you must be visible to your target. The victim must make a Save vs. Will on 1 D6 + 1 D6 for every five points of Personality that the attacker has: if you have a 10 Personality, the Save is on 3 D6, 15 Personality means a Save on 4 D6, etc. Mind Control costs five points of Vitality to attempt, and one point per turn to maintain. Victims can be set to do complicated tasks, and can leave your sight without your losing control, but you must give that control some attention at all times. Telling someone to do something against their basic nature doubles the cost of keeping control, and may entitle the person to a new Save on 4 D6. Orders that are obviously self-destructive will break the control at once.

If you want to implant a post-hypnotic suggestion before releasing control then you must keep control for one minute without distraction or interruption. Such suggestions should be brief (a dozen words or so), and are subject to the Referee's approval, as well as a Save vs. Will on 4 D6 at the time the suggestion is to be carried out.

Each person you have under control effectively reduces your Personality score by five points, with regard to gaining control over more people. Using Mind Control on an Invisible person is almost impossible, requiring a natural 20 to hit, but Interception is hit as if it were DC 10, since there is nothing to intercept.

Mystic Adept: Minor Power

A Mystic Adept is a student of the magical or psychic arts. They may invoke magical or psychic powers, in a ritualistic manner, based on research and available writings.

To do this, they must select an area of magical or psychic knowledge (see Magic/Psychic for a list of these skills) that the effect will be based on. They must have the spell or procedure documented, and must make a Save vs the appropriate skill on 1 D12.

In effect, the possessor of this power can recognize magical or psychic effects, but can only create or use such effects when working from a written "spell". Written spells come from those with the Magic/Psychic power. Taken twice, this minor power become the Magic/Psychic power.

Mystic Master

A Mystic Master is one who possesses the Magic/Psychic power twice. Taken together, these two powers give your character the ability to manipulate matter and energy in ways that seemingly bypass known physical laws. You may choose to explain this as alien technology, manipulations of probability, or as true occult powers: in short, anything that would give a respectable physical scientist nightmares.

The effect of all this is that you can invent powers for yourself every level. To master a mystical effect, you must select one of the arcane skill areas, and make a Save vs the Skill on 1 D12. The Referee may specify which skill area you need to use, based on the effect you are trying to master. You get one power each level, and can research one temporary power each adventure. These may duplicate standard powers, or may be of your own design. The one flaw in this is that these powers will usually work with about half the effectiveness of true super-powers, and cost twice the Vitality to use. Other Power Limitations may be applied in place of this, with the Referee's approval. Defenses invented this way will be two points weaker, as far as Defense Class is concerned, and attacks will do half the damage, at half the range.

Temporary powers can be gained once per adventure, and will fail or fade at the end of that adventure. These are also subject to the Skill Save, but if you fail the Save, you may try again after a day or so of further research. Each failure adds a 1 point penalty to the roll, until you either succeed, give up, or the Save becomes impossible (penalty = Skill). The exact reasons for the power fading are up to you.

New powers will come into being as if they were first level, no matter what level you are when you invent them. Most powers gained this way will have to be renewed at regular intervals, or they will fail, and only one Magic/Psychic defense may be in use at a time. In general, powers will have to be renewed after one turn + 1 D4 rounds per level.

Nimble Minor Power

Your character is light on his or her feet, a natural tumbler and/or gymnast. Treat this like the Acrobatics power, but you gain only half as many Acrobatic talent points. See Acrobatics, Page 31 for details.

Non-Breathing

This Power makes your character free of the need for food, or water, or air, etc. You have a D6 plus 2 points to spend to reduce or eliminate these bodily needs. It costs 1 point to breath under water. 2 points to ignore breathing altogether. 1 point to go without food. 1 point to go without water. 1 point to ignore extreme heat (not including flame attacks, etc). 1 point to ignore extreme cold (not including cold attack). 1 point to ignore the effects of vacuum. 1 point to ignore radiation (not including attacks). 1 point to slow aging by half. 2 points to halt aging completely.

You should determine the exact nature and effects this power

will have on your character at the time the power is gotten. The points are not normally changeable later on.

Non-Human Metabolism

Free Power

If your character has a Non-Human Metabolism then his or her physical and biological makeup is different from that of a normal man: You might as well be from another planet. This difference makes you immune to toxic gases, drugs, or poisons that would kill a normal man, so that attacks using these things require a natural 20 to hit you. This difference may be a mixed blessing, however, since it also puts you outside of the area of any doctor's knowledge, should you become injured. The most a doctor or hospital can do for you is to bind obvious open wounds, supply you with food, water, and perhaps oxygen, and hope you survive. Blood transfusions, antibiotics, even pain killers will not affect you (except on a natural 20).

Optical Defense

Defense Class:2

This is the power to project an optical illusion which makes you seem to be several feet from your actual position, and can make you blurry and hard to see. This makes your character Defense Class two (DC 2), and reduces the damage taken from non-collision attacks by half unless a natural 20 was rolled, since it's almost impossible to get a solid hit. Though simple visual blurring can be maintained without effort, the defensive ability of this power costs one Vitality point per round to use. Remember that this is a visual illusion, not a true shape change.

Paralyzation

A Paralyzation ray is commonly a beam of energy that scrambles the nervous system of any living being it hits, doing Vitality damage equal to $3 D8 + 1 D8$ per level of the user, at a range of $(DEX + level) \times 10$ feet. In addition to this damage, the target will be knocked unconscious for 3 D6 rounds unless a Save vs. Will is made on 4 D6. Note that Androids and Robots receive a five point bonus to this Save, and that the power has no effect on unconscious people or inanimate objects. It can never do any CON damage.

Optionally, Paralyzation can be defined as a physical immobilizer, such as a web or glue. In this form no save is called for, since it does no damage. Instead, this requires that damage be done to it in order to break free. Roll damage normally, to find out how much damage it will take to escape.

Paralyzation costs three Vitality points per use, and needs a natural 20 to hit Magnetic Defense. Mental Defense, however, is treated as DC 10, with regards to Paralyzation attacks.

Physical Limitation

A Physical limitation is a handicap or disability, often connected with the character's powers. For example, a person with a suit of power armor (Armored/Metal Body) may be paralyzed from the waist down, so that he or she needs the suit to walk. Physical Limitations need not be that severe, and most won't be. Any type of disability which truly inconveniences you, even slightly, or only part of the time is a reasonable limitation. If you can't seem to come up with a workable limitation, try

reducing your character's Strength or CON to $10 - 1 D6$.

Plasma Blast

A Plasma Blast is a beam of pure energy that is so powerful it ionizes the air as it passes, making it glow. This beam may be fired up to $(DEX + level) \times 5$ feet, and does $3 D12 + 1 D12$ of damage per level of your character. By focussing this beam on a target for a full round, it's possible to do even more damage (up to twice as much, plus 1 D6 of CON), though this only works on objects that are totally stationary, such as walls or doors. The attack form costs three Vitality points per use, and the cutting beam costs six. This power is all but useless against Darkness, requiring a natural 20 to hit, but completely bypasses Telekinetic Defense, treating it as DC 10.

Power Direction

Minor Power

This minor power attunes the user to a particular form of energy. The type of energy is determined when the power is gained. The types of energy are generally either fire, electricity, light, sound, magnetism, or radiation (plasma). When a power source of the correct type is available, other than super-powered ones, the user can direct the energy into an attack. The damage will be limited to the power source, or to $1/2$ of the normal attack power based on the energy source. Cold can be selected as the re-direction of heat. Plasma tends to do the most damage, but it is hard to find a power source of sufficient output to fully realize the potential. Ordinary room light is enough for up to 4 D4 of damage. More than that will call for more light. Household current can deliver 4 dice of damage (half D10s), but not much more. Unless the power is taken twice, you can't generate the energy, you can only direct what is there. Taken twice, this becomes the full attack power.

Power Limitation

If your character has a power Limitation then there is some condition that can keep some or all of your powers from operating normally. Maybe you can't hit targets that aren't moving somehow, or maybe you need to take a special power pill regularly. It's up to you to decide what the limitation is, so be creative. Do you need to make a Save to use a power properly? Does your power only work a few times a day? Work out some conditions with the Referee that limit the power without making your character unplayable. The less often your powers are affected, the more severe the limitation should be. For example, heavy radiation is rare, so it might remove some or all of your powers for an extended period of time. Think of a werewolf, who must Transform on nights of the full moon, and loses the power completely on the night of the new moon.

Power ShieldMinor Power

This minor power attunes the user to a particular form of energy. The type of energy is determined when the power is gained. The types of energy are generally either fire, electricity, light, sound, magnetism, or radiation (plasma). When a power source of the correct type is available, other than super-powered ones, the user can direct the energy into a shield, dropping their Defense Class by 2. Taken twice, this becomes the appropriate Defense power.

Pulse Bolts

Pulse Bolts are concentrated blasts of force in a form which is unstable and in constant change, shifting from matter to energy and back. It is this change that causes the bolts to pulse with light, and which gives them their name. Pulse Bolts do damage equal to $3 D10 + 1 D10$ per level of the user, and have a range of $(DEX + level) \times 20$ feet, costing three Vitality points per shot. These bolts have the strange ability to convert normal matter to tachyon energy, effectively disintegrating it. This happens whenever the attack roll was an adjusted 20, and can disintegrate up to $3 D4 + 1 D4$ of CON per level of the character. This will not disintegrate living matter or super powered devices of any kind.

In addition, this power confers a special awareness of physical and mental energy fields, letting you identify the presence of super-powers in use anywhere within range of your attack, even when the source would not normally be visible. For this reason Pulse Bolts hit people protected by Invisibility as if they were in plain sight, making them DC 10 vs. this attack. However Telekinetic Defense is able to deflect them so easily that a natural 20 is needed to hit.

Regeneration

With the power of Regeneration your character can recover quickly from injuries that would keep others in the hospital for weeks, or kill them outright. Lost CON points will be healed at 24 times the normal rate, healing you as much in an hour as a normal man would heal in a day, and Vitality is recovered at twice the normal rate. It is even possible to regrow lost arms and legs, although this takes some time. This power will not bring you back from death.

Sealed SystemMinor Power

This is a minor form of Non-Breathing. When the power is gained, the character gets 1 D4 plus 1 points that can be applied to reduce or eliminate the need for food, sleep, air, warmth, etc. See Non Breathing for a full list of areas and point costs.

Select or Invent One

The "Select or Invent One" entry on the powers table means exactly that: Select one power from the table, or invent a new power. The power you select or invent does not need to fit the category of the table that you rolled on, but can be a power from any table, or in any category. The only restrictions are: You can't Select or Invent a power that has the small (S) next to it on the power table. Invented powers must be approved by

the Referee, and must be fully detailed on the character sheet (use the back, if you need to). Take a look at Appendix B for notes and advice on inventing your own powers.

Social Limitation

This limitation makes it difficult for your character to fit into normal society. The exact nature of the problem is up to you, but the possibilities are endless. Maybe your character has an odor, or an appearance so strange that people just don't like him or her (or it). You may be a member of a minority group, and subject to racial or religious prejudice. Having enemies in positions of power (like the editor of a newspaper) would qualify too, as would being an Unsung Hero (see "Character Classes", Page 2). Work something out with the Referee, but don't be too hard on yourself.

Sonic Attack

This power gives your character total mastery of sound, and the ability to use it against anyone within your $(DEX + level) \times 10$ feet. Sonic blasts cost two Vitality points per shot, and do $3 D8 + 1 D8$ of damage per level of your character. Both damage and range are doubled when used underwater, but the power will fail totally in a vacuum (of course). Saving vs. Will on 4 D6 will allow you to shatter glass or crystal anywhere around you. Out of combat you can imitate voices, or anything else you have heard, almost perfectly, and amplify your voice by up to ten times. It is possible to spread this attack out to cover an area of up to five feet in radius per level of your character, though this does only half damage. Sonic Attacks are all but useless vs. characters with Interception, needing a natural 20 to hit at all, but treats Martial Defense as if it were DC 10, and ignores size and movement modifiers when used in the area affect mode.

Special Vehicle

A Special Vehicle is custom transportation of the finest kind. Be it a boat, car, plane, or starship, it will be among the fastest, most maneuverable of its kind. To determine the nature of a Special Vehicle, roll once more on the "Transportation" powers table. Your Vehicle will usually be some type of wheeled ground transport, unless it has some other power like Flying, or Swimming. A Special Vehicle could be as small as a skateboard or as big as a 747, but is always distinct and separate from your person or costume: It is something you ride, not something you wear. A Special Vehicle with Super Speed might be a car that runs in the 200 MPH range, and one that flies might be a rocket bike. Spaceships are impressive, but might be shot down by military agencies, and are hard to park.

Besides being a way to get around, a Special Vehicle has its own weapons and defense systems: Roll once on each table, Offense and Defense, to find out what other powers your particular vehicle has. The vehicle can't advance in levels as you do, unless you give it enough of your own Experience point to allow such an advance, and the weapons it carries usually need someone to operate them. Special Vehicles have 2 D10 more

CON than typical of the vehicle type, and use your Vitality, just as other device-powers do. Note that Special Vehicles are usually considered "normal" sized, with regards to attack and defensive size modifiers. This power isn't available through "Select or Invent one".

Special Weapon

The Special Weapon power is really unusual as attack powers go. It makes your character a specialist at either using or building exotic weapons. Note that this power is unavailable through the "Select or Invent one" option of the powers table, and may not be gotten through Magic or Psychic powers.

Weapon: The first form of this power is the possession of a Special Weapon, a super weapon with several powers built into it. Roll three times on the Offense powers table to determine just what these powers are. You should select one of these to become a "Stun Only" attack, which does Vitality damage, but never any CON. This power is for use against normal villains. You are, of course, inhumanly adept with this weapon, gaining +1 to hit with the weapon (or any similar device). Due to the personal nature of this type of weapon it usually requires extensive training for anyone else to use it effectively. You may, if you choose, give up one of the three powers in order to have your Special Weapon be a normal weapon (such as a gun or sword) with extra powers added. You may also choose to trade one of the powers in the weapon for the Enhanced Defense power. Special Weapons like this are usually replaceable if lost or broken, but not always: The more powerful the weapon, the harder it is to replace. It can be an adventure in itself to replace any Special Weapon.

Gadgeteer: The second form of this power is the ability to create exotic devices. It also grants your character ten (10) skill Degrees which may be distributed among non-combat technical areas in any way that you choose. This power makes your character a wizard at understanding and repairing things. Your character gains 10 skill degrees in any technical or engineering skill. Once per adventure, you may attempt to build a super powered device, the equivalent to a full power, combat or non-combat. This device will be usable within that adventure only, and will fail soon after the adventure ends. Game masters may choose to extend this to allow multiple devices in a single adventure, but only one super-device will be usable at a time. To build the new ones, the old one must fail. The character must also describe the power device, at least to the extent of defining what types of engineering skills went into creating it. The character must then make a D12 skill Save against that type of engineering skill. If the Save is successful, the device will work. If it fails, then the character must take at least one day to fix it, then try the save again, with a 1 point penalty. Each re-try gains another penalty, until the Save either succeeds, or the penalties make it impossible. If the character still wants to

proceed, they must redesign the power to use a different Engineering skill. Taken twice, this becomes the Technical Master power.

Note that these devices are subject to failure. The creator can maintain them, but they are likely to fail if lent to someone less talented. Habitually lending out devices may result in the loss of the Special Weapons power for a period of time chosen by the Referee.

Sprint

Minor Power

This minor power gives a character the ability to run like the wind. Your character can run three times faster than normal, and can brake and accelerate at twice the normal rate.

Stretching

Defense Class:4

Stretching powers will give your character the ability to stretch and twist like a rubber band. You can extend your arms, legs, etc to a length equal to your character's DEX, in feet, and the length and width of your main torso can be doubled. Stretching allows you to fold yourself in half, slip through narrow openings, of flatten your body as thin as paper. Exceeding these limits is possible, but it may hurt a bit (1D4 - 1 of CON damage per attempt). Collisions will do only one half (1/2) damage to you. Remember that if you need to breath then you can't stay in strange contortions for very long: You must allow your lungs room to expand, and your heart room to pump. This power makes you Defense Class 4, and costs no Vitality to use.

Striking Appearance

Free Power

This "free" power gives the character an appearance that is so unusual as to be downright odd. Whether unusually beautiful or handsome, or inhumanly ugly, or simply odd (fangs, glowing eyes, green skin). Just remember that this applies all the time. You can't "turn it off".

Super Leap

This power will allow your character to jump great distances easily, and land safely when dropping from great heights. From a standing start you can leap up to five times your Strength, in feet, and running jumps can carry you up to ten times your Strength in feet. When falling, you can safely drop and land from heights of up to 15 times your Strength (assuming you can land on your feet). This is usually a soft landing, so you won't have to worry about smashing buildings, cars, or pavement when you land. Your speed, when leaping, will be equal to one half (1/2) the distance. Super Leap costs one point of Vitality per use.

Super Skill

This power is simply a talent for learning things, and acquiring Skills. Your character starts with ten (10) extra Skill points, above and beyond the twelve that everyone is entitled to. When making Will saves to acquire new skills, you will use only three dice, instead of four. This power is unlike other powers in that some Normals will have something like it, but do not underestimate its potential: Skill and knowledge defeat raw power almost every time. This power is unavailable as a Magic/Psychic power, since the Magic doesn't last long enough to allow you to study and practice.

Super Speed

With this power your character can move ten times faster than normal, and can maintain this speed for as long as his or her Vitality holds out, paying Vitality cost as if you were flying (see Page 15). Your reflexes are lightning fast, giving you an initiative bonus of two points per level of your character, to a maximum of +6. You can accelerate and brake at twice your normal rate, and turn twice as tightly as your speed would normally allow (see "Maneuvering" Page 15 for turning, braking, etc.).

Super Strength

This is the ultimate in Strength boosters: Roll 2 D10 and multiply the result by your current Strength. This is where you get characters who can juggle cars and topple buildings. To compensate for the tremendous advantage this gives you, you must roll another Limitation for your character. Those who have this power will never have any form of martial arts attack, as a power or as a skill. If you already rolled this power then it's lost: With Strengths of 100 + available, who needs Karate? This power may not be chosen under the "Select or Invent one" roll, nor may it be invented through the Magic/Psychic or Special Weapons powers. See Appendix B, Inventing Powers, for alternatives.

Superior Senses

Having Superior Senses means that you see, hear, smell, touch, or taste things in a manner that is beyond the ability of normal people. This could mean that your eyes are sensitive enough to allow normal vision in near-total darkness, or perhaps you have bat-like hearing that lets you hear into ultra-sonic ranges. Roll 1 D4, and add 2, to find out how many sensory enhancements your character has. These can all be applied to one sense, or spread among several senses, as you choose. Each enhancement can be used to boost one aspect of a sense by ten times.

The legendary X-Ray vision will require two enhancements, as will any other sense which is a completely new ability. Under no circumstances will this power ever let you shoot X-Rays or anything else from your eyes: It just lets you see the ones already there. X-Ray Vision will allow you to see through objects selectively, but there is a one point penalty to observation rolls for each foot of material being looked through. Telescopic Vision will cut this penalty by half, but lead or other dense metals will stop this power entirely.

Although they use no Vitality, a certain amount of attention is needed to use Superior Senses, to shut out the distractions of normal sensory input. Because of this, Superior Senses won't work in most combat situations, unless the normal version of the sense is not working. Sonar would not work in combat unless the room was dark, or the person using it was blind. An Invisible person might be spotted with Superior Senses, but that person still gets his or her normal Defense Class. Powers that require visual contact to function, such as Telekinesis or Mind Control, will never function in combat through Superior Senses.

Technical AdeptMinor Power

This minor power makes your character a wizard at understanding and repairing things. Your character gains 5 skill degrees in any technical or engineering skill.

A Technical Adept may well be able to repair broken devices, even if they are super powered, so long as they can make a Save on 1 D12 against the engineering skill used to create the device.

Further, a Technical Adept may be able to recreate super devices, if he or she has the original, the plans, or the design notes. This takes time, and a Skill Save. Such devices are subject to failure, as the original was, and seldom last more than a single adventure. In effect, a Technical Adept can create a super device if the Referee provides them with an acceptable source for the design.

Technical Master

A person who gains Special Weapon: Gadgeteer two times becomes a Technical Master, and has the ability to create exotic devices. Based on a successful Skill check, you can create one super-powered device each level, and one temporary super-gismo per adventure. Devices that duplicate the function of existing technology can be built whenever materials and time permit. To create new powers and devices the character must roll a Save vs. one of the Engineering skills on 1 D12 (with adjustments set by the Referee). The Referee may intervene, specifying which Skill is needed to create a specific power or effect. (See Gadgeteer for the available skill set)

Temporary gizmos can be built once per adventure, and will fail or break at the end of that adventure. These are also subject to the Skill Save, but if you fail the Save, you may try again after a day or so of further research. Each failure adds a 1 point penalty to the roll, until you either succeed, give up, or the Save becomes impossible (penalty = Skill). The exact reasons for the device failing are up to you.

Each new super-weapon or device invented starts as if it were first level, with regard to power and range, advancing in level as you advance. While it's possible to develop an arsenal of super weapons with this power, you can't carry more than five combat devices at a time, nor may you have more than two defensive devices working at the same time.

Telekinetic Attack

With Telekinetic Attack your character has the power of "mind over matter". You can move any object in sight as if you had an invisible arm of infinite length and inhuman strength. You can use this as a Telekinetic fist, or use it to grab, hold, or throw things. Your Telekinetic strength at first level is either twice your Will, or 15, whichever is better, plus 5 points per level. When striking with this power, you do 1 D6 of damage for each 5 points of Telekinetic strength. You must pay for this effort though, just as if you were using regular strength, plus 1 point. (See "Effort and Vitality", page 16.) There is never a size bonus or penalty with this power: If you can see it, you can hit it. Size bonus can offset range penalties, but will never actually count as a bonus. The only exception to this is when you are trying to hit a particular part of an opponent, due to the distractions of movement, and the habit that we all have of seeing people as one object: Hitting a gun in an opponent's hand is easier than hitting the hand itself. Note that anything that causes your character to lose faith in the power can cause him or her to lose the power itself for a time of the Referee's choosing. For example, holographic images can't be moved Telekinetically (see Laser Attack, Page 40), and bolting a box to the floor would place it beyond the capacity of most Telekinetics. Curiously, if you mistakenly believe that an object is within your capacity, then you can move it normally (this must be an honest mistake). This power requires concentration to use, so it can affect only one object at a time unless you also have the power of Telekinetic Defense. Telekinesis will only affect visible objects, and powers like X-Ray vision (Superior Senses) will not substitute for normal vision in this respect: It might work in a non-combat situation, but never during a fight. People being held with this power can break free as they would from a Grab if they have some way of opposing the TK' force (Strength vs. a crushing attack, Flight vs. movement, etc.). Attacks using Telekinesis will hit Optical Defense only on a natural 20, since this defense obscures vision. Force Fields, however, are transparent and therefore offer no defense against Telekinetic Attack: They are DC 10.

Telekinetic Defense

Defense Class:4

Telekinesis is the ability to move objects by power of thought. As a defense it's used to simply deflect incoming attacks away from your character. This form of Telekinesis will work with minimal attention, unlike Telekinetic Attack, and will let you influence more than one thing at a time. Anything in plain sight, of up to a pound per level of your character, can be moved Telekinetically. This power reduces by half all Vitality and Constitution damage done by physical impact, unless a natural 20 was rolled to hit. Telekinesis won't work on things that you can't see unless you have some way of knowing exactly where they are. Telekinetic Defense costs one Vitality point per object or attack influenced, and makes your character Defense Class 4.

Teleportation

Teleportation is the ability to travel from place to place instantly, past any barrier, and over any distance. This is safest if you can see your destination, or if you know it well enough to walk around it with your eyes closed. Teleporting to an unknown area is done by stating the distance and direction that you wish to travel in. This is dangerous, of course, since there is a 50% chance of landing off target, subject to adjustment by the Referee. If you land off target, roll 1 D6, noting which direction the one pip is facing. This is the direction of the error. Roll another D6 to find the amount of the error. For Teleports of less than a mile, this is the number of feet off target. For greater distances, multiply this distance by the number of miles traveled.

If a teleporter lands inside a solid object then his or her reflexes will kick in, diverting them to the nearest open area. The shock will drain all Vitality, and reduce CON to zero: The character is unconscious and dying! Without medical care of some type, the character will continue to lose CON until he or she dies (see "Death", Page 24).

Teleportation is effortless for short hops (under 300 feet), but costs one plus the number of miles being traveled for longer 'ports. Teleporting in combat costs three more Vitality points than usual. It also takes a few seconds to concentrate on a target, so Teleporting in combat costs five initiative points as well. Teleporting without this delay is possible, but you must Save vs. Will on D100, or be stunned for 3 to 18 rounds.

Tough Hide

Minor Power

This minor power gives your character tough, leathery skin that resists minor abrasions, and neither cuts nor bruises easily. The first 3 points of CON damage from penetrating attacks are blunted, treated as non-penetrating damage. The character's Defense Class is lowered by 2 points as well. Taken twice, this can become either Increased Density or Invulnerability.

Transformation

This is the power to change form and appearance at will. There are several variations on this power which will be described separately. The player should decide which form the power will take when the character is created.

Shape Shift: This usually means changing between two different forms, such as a wolf and a man. If this version is chosen, and the remainder of your powers occur only in your secondary form, then you might gain some of the advantages of your new form: wings could allow flight, gills might permit water breathing, etc. Flying this way would depend on your Flight Skill (See Flight Skill, Page 58). This power costs one Vitality point per hour to use.

Size Change: This version of the power will allow you to change sizes, either growing larger or shrinking, but not both. In combat this form could involve the "Combat Modifiers" for large or small targets (Page 24).

Someone who changes size will find that their Strength,

Constitution, and Vitality have changed with their size: For example, double size means double STR, CON, and Vitality. Attack powers would do double damage, at double range, and cost double the Vitality to use.

Half size characters will find similar things happening to them. Strength, CON, and Vitality will all be cut in half, as will the range, cost, and damage of their powers.

The maximum that a character can grow with this power is their normal size plus 1/2 of their level. Thus, Titan can grow to one and a half times normal size at first level, and twice his normal size at second level.

The only clinker in the size change is weight. If a person grows to twice his or her normal height, they are also twice as big across the shoulders, and twice as deep through the chest. This means that they should weigh more than twice as much. In fact, they will weight eight (2x2x2) times as much. Tripling height will mean 27 (3x3x3) times normal weight. Half size means one eighth (1/(2x2x2)) weight, and 1/3 size means one 27th (1/(3x3x3)) weight.

Example: The villain called Titan can transform himself into an 18 foot giant. This triples his already impressive Strength (was 25, is 75), and turns his 15 CON into a staggering 45. His Vitality goes from 62 to 186. His Lightning bolts do triple damage, for triple cost. His weight goes from 200 lbs to 5,400 lbs, so anything he steps on will be pulverized.

Titan is at -4 to hit normal size characters, and they are at +4 to hit him, due the the size difference. He climbs things very slowly, since he weighs more than he can normally lift now: Nobody will ever get so heavy that they can't move, but they can come close. If Titan fell from any distance, the impact would probably kill him. Unfortunately for civilization, Titan can fly. As you can see, there is a practical limit to how large a character can get before his or her size becomes more of a problem than benefit.

Certain combat maneuvers, such as Block and Body Throw, are harder to do to oversized opponents. They are done at a penalty equal to the "to hit" bonus that the size difference normally gives, unless the thrower/ or blocker is level with the giant. (ie. on a building, or flying).

Example: Microbe is a miniature thief whose Transformation power reduces her to six inches tall, (1/12 her normal size). Her Strength, which was 12, is now 1, and her CON is down to 2 (was 24). Her Vitality is now 5 (down from 60), and her Force Beams are doing only 1/12 normal damage. She is, however, at +22 to hit any normal size person and they are at -22 to hit her. Her weight of 110 lbs is about an ounce now (110 / (12 x 12 x 12). Falling is no hazard, but any area affect attacks, such as explosions, would probably kill her: Area affect attacks ignore combat modifiers for size.

As you can see, Microbe may be a great thief, but she will never be a warrior. She is about as small as a character can get, and still be playable.

The only combat powers that don't vary with size are Telekinesis, Invulnerability, Mind Control, and the Enhanced Defense of Absorption: TK Strength stays the same no matter what your size. Invulnerability and Absorption of energy to an ability score are based on the original ability score, before modification for size. Thus an invulnerable person with a 20 CON will have that same 20 points of Invulnerability, whether they shrink to 6 inches or grow to 60 feet.

Also note the way size changes movement: As your size increases, so does your top speed. Your acceleration and braking, however, remain unchanged. Reducing in size decreases your top speed, but not your acceleration.

This form of the power costs one point of Vitality per round, times the difference in size, rounded off. i.e. one and a half or two times size means two points per round, as counted before size change. So do two-thirds and half size changes. Thus Titan must pay 3 points per round to remain 18 feet tall. If this is to be paid while grown, then the cost is multiplied by his size, just as it is for all other powers used at enlarged size.

Chameleon: This version of Transformation would allow minor changes in appearance, so as to be a sort of super-disguise ability. If this power is linked with the Stretching power, then you are a true shape-shifter, able to assume the shape and appearance of anything that is within 10% per level of your size and weight. This power costs one Vitality point per shift, and one point per hour to maintain the altered size or shape.

Vibratory Attack

This power lets your character send intense vibrations through his or her body, adding extra damage whenever you hit anything in hand to hand combat. Add 3 D8 + 1 D8 per level of your character to your bare handed combat damage. You can also use these vibrations at a distance by vibrating the air itself, generating shock waves. Used in this fashion the power has a range of (DEX + level) x 5 feet, and does 3 D4 + 1 D4 per level of the character. Note that this is the only power which can be "Coupled" with your hand without penalty (See "Coupled Attack" under Combat Maneuvers, Page 19, for the restrictions that apply to everyone but you). This power costs 2 Vitality points to use. Optical Defense is DC 10 vs. Vibratory attacks, but people with Increased Density are almost impossible to hit, needing a natural 20.

Skills

This section describes many of the Skills that your character might know. You generally start out with fifteen Skills. Note that, although many of the Skills list a cost for training, Skills can't simply be bought for money. They must be earned through the gaining of experience. See "Acquiring Skills" on Page 30. Many of the Skills can be improved with further training, raising your degree with that particular Skill. The greater your degree of Skill, the better you are at that particular Skill.

Skills are divided into three general types: First, there are the package skills. These are skills that help you use or learn other skills. The package skills are Athlete, Professional Skill, Renaissance Man, and Scholar.

Second, there are the general skills. These are things like lock-picking, tumbling, and foreign languages. To use a general skill in play, you roll a Save against the Skill degree on 1 D12. If you roll equal to or less than your skill degree in that skill, you succeeded. If your skill degree is 12 or higher, and you roll a 12, you must roll a backup dice (any size), simply as a high/low result. A low result (less than or equal to half the dice size), you succeeded. For example, if you had a 12 in Electrical Engineering, but you rolled a 12 on the skill check, you would roll another die. Say you rolled a D8. Any result of 4 or less succeeds. If penalties on the use of the skill require you to roll less than a 1 (yes, it can happen), then you must roll a 1, and back it up with a high/low roll as well.

The third type of skill is called a bonus skill. Bonus skills simply add to some ability. There is seldom, if ever, a dice check against these skills. These are things like Toughness, and Observation. Toughness acts like extra CON for some purposes, and Observation acts like extra Intelligence when making some Intelligence checks (Save vs INT + Observation).

Skills

Area of Knowledge: This skill designates a subject that the character knows about, on a theoretical basis. A person with this skill can usually talk as if they knew the subject without actually possessing any of the skills related to it. For example, many people know how a gasoline engine works, yet can't repair one. They have "Area of Knowledge - Mechanic", but not Mechanic. Each Degree of this skill allows the person two Areas of Knowledge. Often, people with knowledge of this sort will believe that they actually have the skills they pretend to. The process of learning or trying to use the actual skill is call a "Rude Awakening". Save vs Intelligence to gain this skill.

Athlete: Having this skill means that your character is physically active, and adaptable. It lets you gain skills, on a temporary basis, through intensive study. Each degree of Athlete can act as 1/2 degree in any physical skill, fractions rounding down. A trainer and/or a place to practice must be available, and training costs apply normally, but once gained the Skill works just as if it were real and permanent, until you dedicate the Athlete degrees to some other temporary Skill. It is possible to have more than one temporary Skill, and they may be added to permanent ones. Temporary Skills may be made permanent without dice roll if the character has the experience points to gain a new Skill. Save vs Strength to gain this skill.

Brawling: This represents basic proficiency in hand to hand combat. Some call it "Weapon Skill - Fist", but it isn't quite that. Each degree you have with this skill adds a +1 to your attack rolls in hand to hand combat, up to a maximum of +1 per level of your character. Additionally, it removes any penalties you might have when using make-shift weapons in hand to hand (such as a chair, beer glass, or garbage can lid. It doesn't give any damage bonuses, but it does make you more flexible in combat. Note that for those with Martial Arts, they will use the attack bonuses from either Brawling, or Martial Arts, whichever is better. They do not add to each other. This Skill is typically taught at night in bars and back alleys, and costs nothing but blood and pain. Save vs Strength to gain this skill.

Combat Skill: This Skill is different from most others, in that it does not describe a single, practiced ability. Instead, Combat Skill is a catch-all Skill that covers a wide variety of Skills connected to combat maneuvers and techniques. Each degree with this Skill can reduce the penalty caused by a combat move or situation. For example, Combat Skill at hitting moving targets would reduce the attack penalty for hitting a moving target by 1. Combat Skill in Extra Action can allow you an extra action in combat, and Combat Skill in Teleport speed would reduce the five point initiative penalty that Teleporting in combat usually causes. You can get a Combat Skill in just about anything, and there are only two rules that govern it.

- 1) You must specify which maneuver you are getting the Combat Skill in at the time you train for it, and which penalty it will affect.
- 2) Each degree will reduce the penalty by 1 (or 5% on D100).

The Save to gain this skill may vary, depending on the specific Combat Skill being learned, but it will generally be DEX.

Computers: This Skill represents experience and training in the operation and programming of computers. Routine operations can be done with one degree, programming calls for two or more, and system cracking requires at least five, and a Security Systems check is also called for. 8 or 9 degrees of Computer Skill are about the same as a college diploma. This Skill costs \$500 + \$100 per degree of Skill. Save vs Intelligence to gain this skill.

Connections: This is a skill which represents a network of people with skills and/or resources which might be available to the character. These people are ones who are willing to occasionally exchange favors with the character. In acquiring a Connection, the player must define what type of connection it is: An "Engineering" connection might be a person who will fix up a gadget now and then, if you help him field test his inventions. Typically, connections represent a person or group with a particular skill. Note that Connections aren't available "on the spot", but must be consulted.

In gaining a person as a Connection you are becoming a Connection for them as well. This means that you may be asked to do favors for people at times when it really isn't too convenient. Newspaper people who dig up research and old records may want exclusive stories, police officers who feed you tips will want to make the arrests, etc.

Each degree in Connections acts as three degrees in the appropriate skill: The person may have more skill than that, but that is all you can call upon. Connections are not usually available more than once per adventure. Multiple degrees may represent a variety of people, or a few highly talented ones.

As a final note, either the player or the Referee should write up the people with whom you are Connected, to use as NPCs (Non-Player Characters). This helps populate the game world with familiar faces and personalities, and helps bring it to life. Save vs Personality to gain this skill.

Craft: This skill describes a practiced talent in a craft, such as leather working, silversmithing, pottery, or any artistic venture in which you create something new. You must select the specific craft you are learning, at the time you gain the skill. To perform your craft, you must Save vs your Craft skill on a D12, with bonuses and penalties applied based on the difficulty of the task. Practice and study are essential. A Will Save is needed to learn this skill.

Demolitions: Training in Demolitions teaches you how to prepare, place, and disarm small bombs. Disarming a bomb made by someone else will usually require a Save vs. your Demolitions Skill on 1 D12, with any bonuses or penalties that apply. Failure will often mean that you blew yourself up, so call the Bomb Squad whenever time and circumstance allow. (Bomb Squad members are 12th degree bomb experts). This Skill costs \$500 per degree, and expert instructors are rare. Save vs Intelligence to gain this skill.

Detect Weakness: This is the Skill of studying an opponent, and spotting weaknesses or predictable patterns of action. Out of combat it can tell you an opponent's Limitation, or give you a clue to his or her next crime or appearance (Subject to research and a Save vs. Skill degree on 1 D12). Such attempts may be made once per day. In combat, if a Save vs. Skill degree is made on 1 D12, you will be able to spot patterns in opponent's evasive movements, or ways to negate some combat advantage he or she has. This can reduce Dodging or Dexterity bonus an opponent applies to defense by the amount that you succeeded by, plus 1. Note that the Skill takes a full action to use, and only applies to the one opponent you studied, and only for the duration of this battle. If you try several times with a single opponent, you get the best of your results, not the sum of them. You are the only person that will benefit from your Skill: Any attempt to tell someone else what you have learned will also alert the opponent, and he or she can then change tactics, making your knowledge obsolete. This Skill will never tell you an opponent's Secret Identity. Save vs Intelligence to gain this skill.

Detective Work: This is the Skill of recognizing and preserving evidence. It includes tracing phones and license plates, gathering and comparing fingerprints, and reporting facts and evidence in a manner that is acceptable to the courts. This Skill costs \$200 per degree to learn. Save vs Will to gain this skill.

Disguise: The Skill of Disguise lets your character change the way he or she looks. Passing in a crowd without being recognized is easy, and takes only 1 degree with this Skill. Passing yourself off as someone else is a lot harder, and takes time and preparation, as well as a greater degree of Skill (at least 5 degrees). There is more to Disguise than false noses, whigs, and makeup. It is the ability to change old habits, to walk, talk,

Disguise Adjustment Table

Good disguise kit	+2
Makeshift disguise kit	+0
No disguise materials	-1
Using skill to hide	+0
Using skill to impersonate	-4
Passing casual notice	+0
Passing casual inspection	-2
Observer looking for imposter	-2
Observer knows imposter	-2
Observer knows person being impersonated	-2

move and act like someone else. A good Disguise artist can walk by someone they know well, and not be recognized, even though they used no makeup or masks at all. For most Disguises, simply Save vs. Disguise degree on a D12, adding any bonuses that apply. Use the table below for skill bonuses and/or penalties that might apply. These are cumulative. Note

that nobody can maintain a disguise under close personal inspection, so such situations are best avoided. This Skill costs \$350 per degree to learn. Save vs Personality to gain this skill.

Stunt Driving: The Skill of Stunt Driving is like attending a school for competition and stunt drivers. Each degree with this Skill gives you a +1 bonus to any Saves involving cars, or driving in emergency situations. Some of the fancier maneuvers are impossible without this Skill, and it never hurts in a chase. Training in this Skill costs \$2,000 per degree. Professional stunt drivers have an average of ten degrees with this Skill. Save vs Intelligence to gain this skill.

Electronics: Characters who are Skilled in Electronics are familiar with maintenance and repair of electrical and electronic equipment. You can tap phone lines, and do most simple electrical repair with a degree in this Skill. More training will let you repair computers, bypass alarm systems, and do some electronic design. Training costs \$100 x degree (\$100 for 1st degree, \$200 for 2nd degree, etc.) Eight degrees in Electronics are about the same as a diploma from a trade school. Save vs Intelligence to gain this skill.

Engineering: This Skill represents knowledge and training in one or more forms of mechanical or electronic design. You should specify the specific type of Engineering that you are training in when you get the Skill (Architecture, Computer, Electronic, Mechanical, Chemical, etc). This Skill is especially useful when preparing devices designed for specific situations, for assembling traps, or figuring your way out of them. Generally, a Save vs. Engineering Skill on a D12 will give you some idea how a strange device works, or how to make your strange device work. The exact amount of information required, and the number of Saves you need to make depends on the situation. The Skill costs \$500 + \$100 per degree (1st degree costs \$600, 2nd degree costs \$700, etc.) Eight degrees in Engineering is about the same as a college diploma. Save vs Intelligence to gain this skill.

First Aid: This Skill is similar to the Boy Scout First Aid Merit Badge. It allows you to give emergency care to people with obvious injuries. This means people who have lost CON points, and have open wounds or burns.

If the roll is made, then the person will regain a CON point from a recent injury. Only one success can be applied to injuries taken in each separate event or battle, and can never

restore more CON points than were lost due to that event.

If the person's CON is below zero, you can slow the loss of CON points by one minute per point you make the skill check by. A good First Aid kit may give a bonus to this Save, as will the advice of a doctor. Lack of any supplies or bandages may be a penalty to this Save, and may make it impossible to give First Aid at all. The first degree in First Aid is free, additional degrees cost \$50 each. Fifteen degrees in First Aid is about the same as being a Paramedic. Save vs Will to gain this skill.

Forgery: With this Skill, your character is talented at the slightly shady art of faking documents and handwriting. Faking anything more complicated than a signature can take a considerable amount of time, and samples of the handwriting or document type to be faked. When doing impromptu Forgeries, such as signing a check at a bank, you must Save vs. Forgery Skill on 1 D12, or be detected at once. Note that there is no such thing as an undetectable Forgery: The best Forgers fake things that are not likely to be questioned, or closely examined. This Skill costs no money to learn, but expert instructors are hard to find. Ten or more degrees in Forgery are likely to land you in jail. Save vs Intelligence to gain this skill.

Foresight: The Skill of Foresight is the most unusual, and potentially the most useful of all Skills. Simply speaking, it's the ability to know, in advance, what kind of problems you are likely to face, and what you will need to solve these problems. This is not pre-cognition in any mystic sense, just a talent for good planning. In play this Skill lets you decide what equipment your character is carrying after you need it. In this way you can have a character who is smarter than you are. Each degree with this Skill allows you to pre-plan one piece of equipment, subject to a successful skill check on a D12. The item must be something that you would normally have access to, such as common household tools. You can't use this to produce something that you couldn't possibly get beforehand, such as a few million dollars or a disintegrator ray (unless your character is a millionaire who owns a ray gun..). Foresight costs nothing to learn except skull-sweat and time. Save vs Intelligence to learn this skill.

Heavy Weapons: This Skill is training in the use of such heavy weapons as mounted machine guns, bazooka, and light artillery. It is all but impossible to get such training outside of the armed forces, and the weapons themselves are usually unavailable and/or illegal. Save vs Will to learn this skill.

Hypnosis: This Skill represents training in the use of clinical Hypnosis, like that used to help witnesses remember things. To sue this skill, you must have: A willing subject, a quiet place and a Save vs. Hypnosis Skill on 1 D6. Post-hypnotic suggestions can be implanted, but are not always reliable: The more complex they are, the longer they are in effect, and the more they conflict with normal behavior, the less likely they are to be carried out. Hypnosis training costs \$500 per degree. Save vs Personality to learn this Skill.

First Aid Adjustment Table

No First Aid supplies at all	Not possible
Improvised First Aid kit	-2
Belt First Aid kit	No bonus
Large first aid kit (briefcase size)	+ 2
Paramedic Kit	+4
Help	+1/2 their Skill
In combat or active danger	- 2
Take one minute or longer	+ 2

Language: This Skill represents knowledge of another language, such as Spanish, Persian (or English). One degree in the Skill means that you are able to speak haltingly, and understand if spoken to slowly. Two or three degrees represent limited conversation ability, etc. Speaking like a native usually requires ten or more degrees. Language classes are easily available, and take from six to 12 weeks to complete. Save vs Intelligence to learn this skill.

Lip Reading: This Skill represents the trained ability to tell what someone is saying by watching their lips and facial movements, rather than by hearing the words. This is not a precise science by any stretch of the imagination. You must make a Skill check for every sentence the person speaks (about every 12 words). Failing this means that you have lost a word, either missing it entirely or getting it wrong. You must have a fairly clear view of the person's face, not just their lips. A view from the side puts the skill check at -2. Distance modifiers also apply. If the person makes any attempt to distort their lips as they speak, this skill is useless.

Local Law: This Skill represents knowledge of the laws of a culture, both written and unwritten. Thus, this includes customs and etiquette, as well as actual legal expertise. One degree is basic manners, and minimum customs. Two degrees adds basic daily law, such as traffic lights, and/or recognizing law officers. Three degrees includes basic social skills for your culture: Whether to shake hands, wave fists, or rub elbows. How to greet someone, and that you understand basic legal principles, and are aware of other sub-cultural rituals. This is the skill level of the average person. Save vs Intelligence to gain this skill.

Literacy: This Skill represents the simple ability to read and write. One point in this represents the ability to sound out written words, and write a few paragraphs (with difficulty and spelling errors) at a first or second grade level. Two points represents the ability to read smoothly, though reading is work. The average person has a 3 skill degrees in this, representing the ability to read comfortably, to write common language letters, and get most of the spelling and grammar correct. Four or more points denotes a person who reads and writes a lot in the course of their daily work. Save vs Intelligence to gain this skill.

Locksmith: This is the Skill of installing, removing, and picking locks. To pick a lock (open it without the key) you must Save vs. Locksmith Skill on 1 D12. Note that possession of lock picks is illegal in most states, and picking a lock without tools is almost impossible. Makeshift tools will work, but cut your Skill degree in half, for purposes of this Save. This Skill costs \$250. Save vs Intelligence to gain this skill.

Marksmanship: This is the Skill of hitting what you aim at. It may be applied to any ranged weapon or power. In the case of a weapon, the first Skill degree gives you a basic familiarity with the weapon. Each degree after that gives you a +1 bonus

to hit with the weapon. In the case of powers, you are automatically familiar with your own powers, so every degree gives you that bonus. Using a weapon that you have no Skill with gives you a -5 penalty to hit, and makes it impossible to use any Combat Bonus with it. You will never get a bonus from this Skill bigger than one point per Level of your character. Save vs Dexterity to gain this skill.

Mechanic: A Mechanic is someone who has a trained mechanical aptitude, who is able to spot and fix problems with mechanical devices (assuming that parts are available). This Skill works very well with the Engineering Skill, and costs nothing to learn except time and dirty fingernails. Save vs Intelligence to gain this skill.

Medicine: This is the trained ability to diagnose illnesses and injuries, and recommend treatments. It is of particular use when dealing with long term treatment of patients in stable conditions. To be specific, it is *NOT* emergency medical care, which is covered by the First Aid skill. When treating an injury, or an injured patient, a successful Skill check can double the recovery rate of a patient. There can be modifiers to this check, of course. The biggest penalty is always getting the patient to follow your advice. No treatment works if it isn't followed. Other penalties may involve complex conditions, or people at severely negative CON. There is a 1 point penalty to the roll for every point below zero that the patient's CON is. Good facilities can give a bonus to this check, and additional skilled help can add as well. This is an Intelligence based Skill.

Observation: This is the trained ability to notice discrepancies and minor details. It acts as a bonus to Intelligence Saves, whenever you are looking for something. All it takes to learn is practice and time. Save vs Intelligence to learn this skill.

Performing Arts: This skill denotes a practiced ability in one of the performing arts, such as music, acting, dance, etc. It grants the character the ability to perform in the chosen field. To perform a particular piece, be it music, dance, or a monologue in a play, you must Save vs your Skill on a D12. Repeating the same performance, over and over, can give bonuses to this Save. Keep track of the roll you make, because the amount you made the save by affects the quality of your performance. Practice is the price of these arts. A Will save is the way to attain the skill

Pickpocket: This is the art of removing things from someone else's pocket, purse, pouch, or person, without them noticing. To do this, you must Save vs your Pickpocket Skill on 1 D12, with your Combat Bonus applying to aid this Save. If you succeed in the basic Save, not counting Combat Bonus, you got the item. If you roll over your unadjusted Skill, but less than your adjusted Skill, you succeeded, but the victim is entitled to an Observation roll to notice and catch you in the act. If you fail, you were noticed. This Save is subject to other adjustments, as well. Save vs Dexterity to learn this skill.

PickPocket Adjustment Table

+1	Item is Visible
+2	Item is in outer garment pocket
-1	Item is in inside pocket
-1	Item is against victim's body
-1	Item is attached
-1	Item is in sealed pocket
+1	Victim is distracted
-1	Victim is looking for pickpocket
+2	Pickpocket can take some time

Photography: The Skill of Photography teaches you to use a camera and darkroom equipment. You will know how to take pictures in poor lighting and/or difficult conditions. You will be able to develop your own photos, and make your own prints. Although the equipment can be expensive, the skill is relatively cheap: \$75 per degree. Save vs Intelligence to learn this skill.

Professional Skill: This is a generic skill which may be used to describe any number of different professions. For example, a person who is a cook would have several degrees in Professional Skill - Cook, while another person might have Professional Skill - Accountant. The exact nature of the Professional Skill must be chosen at the time the skill is learned, and you can only have Professional Skill in one profession. Raising this can reflect a higher position within the profession, and increase a character's income, within the range rolled on the Money Table. Like Renaissance Man, which follows, each degree of Professional Skill acts as a 1/2 point bonus to any skills within your profession (including combat skills), though you can't do more than double the original skill degree with this. In combination with Renaissance Man, non-combat skills that fall within your profession can be doubled by Ren' man and then doubled again by Pro' Skill, presuming that you have enough points in each (1 can become 2 through Ren' Man, and that 2 can become 4 through Pro' Skill). The Save to learn this skill may vary, depending on the profession, but it is usually based on Intelligence.

Renaissance Man: A Renaissance Man is a person who displays a natural aptitude for a wide variety of things. The Skill helps make you a more well rounded person, one who is well read and knowledgeable on many subjects. Each degree that you have in this Skill acts as 1/2 degree in any other Skill you have, or 1/4 degree in related Skills. Note that you may never gain more degrees through the Renaissance Skill than you already have in a Skill, and will not gain more than 1 degree in Skills that you don't have. For example, if you have 5 degrees of Renaissance Man, and 1 degree in Locksmithing, you would effectively gain only 1 more degree in Locksmithing (you only have 1 to start with), and a degree in related Skills, like Security Systems. When you get another degree in Locksmithing, your Renaissance Man Skill will add another also, giving you a total of four in Locksmithing, but still only

one in Security Systems. This Skill can never be applied to combat-related skills. This Skill is sometimes called the "Jack of all Trades" Skill, and costs \$200 per degree. Save vs Intelligence to learn this skill.

Running: This skill represents training and/or experience in moving quickly when under fire. Each degree in Running adds ten feet to your combat movement each action. This does not increase the top speed you can run at, however: It lets you use more of your potential in combat situations.

Speed x 15 >= Feet x Actions

Your total move per action, times the actions you take in a round can't exceed your top speed (in MPH) times 15. Save vs Intelligence to learn this skill.

Science: This skill is used to describe any number of scientific skills. You might have Science-Plasma Physics, or Science-Biology. In all cases, the specialization of the Science skill is specified when the skill is learned. This is mainly used to document the character's knowledge and/or talent in the area mentioned. Skill checks are made with a Save on 1 D12. Costs vary, but generally increase as you look for the higher degrees. Save vs Intelligence to gain these skills.

Scholar: This skill represents a talent for studying. It lets you gain skills, on a temporary basis, through intensive study. Each degree of Scholar can act as 1/2 degree in any intellectual skill, fractions rounding down. A teacher or source of information to study must be available, and training costs apply normally, but once gained the Skill works just as if it were real and permanent, until you dedicate the Scholar degrees to some other temporary Skill. It is possible to have more than one temporary Skill, and they may be added to permanent ones. Scholar points dedicated to a temporary skill may be used as a bonus to the Save called for to make that skill permanent. Save vs Intelligence to learn Scholar..

Security Systems: This is just a working knowledge of alarm and anti-theft systems, including design, installation, and bypassing them. True Security Systems often consist of more than electronics, and can include guards, watchdogs, and complex locks as well. Simple systems, such as car alarms, can be beaten with one or two degrees, but more complex systems will take more. Security Systems costs \$1,000 per degree. Save vs Intelligence to learn this skill.

Social Skill: This is a catch-all skill covering many areas. For example, a person may take "Social Skill-Dance", to know how to dance well. "Social Skill - Tea Ceremony" would be good for a character of traditional Japanese background, and "Social Skill - Wine Connoisseur" is excellent for an international spy. The possibilities are as endless as society can make them. Save vs Personality to learn these skills.

Sports: This skill can be used to represent skill or expertise in any sporting or athletic activity, such as baseball, Scuba diving, swimming, skiing, etc. You select the specific sport or activity

when you learn the skill. Combat-related athletic skills should be gotten under the specific skills that apply. The Save to gain this skill may vary, depending on the skill being gained, but will generally be Intelligence. Ask your Referee.

Stealth: This Skill is the art of avoiding casual notice. It involves moving silently, taking advantage of natural cover, and knowing when not to move. It is not invisibility! It is significantly less useful if your presence is known to the person you are avoiding, and it's pretty much useless in combat: It will require a full Action, and requires cover or a distracted opponent, if it's to be allowed at all.

Anyone may try to use Stealth, even if they have no skill in it. The skill isn't needed, but it helps. A lot. Combat Bonus points can be added to this skill, or used in it's place if you don't actually know the skill.

If you are trying to avoid casual notice, or the observer is not looking for you, then a successful Save on 1 D12 means success: The observer doesn't even get an Observation roll. Failure means that they are entitled to an Observation roll.

If the observer is looking for you, or is generally on alert, then they are entitled to an Observation save, with a penalty based on the amount you made your Stealth save by. The Skill is easy enough to learn, but teachers are, naturally, hard to find (forget those "You too can be a Ninja" ads). The Skill costs \$100 per degree. Save vs Dexterity to learn this skill.

Streetwise: This Skill represents a knowledge of the day to day life and business in the shadier parts of town, where hired muscle is often recruited. A Streetwise person will know where to listen for useful gossip, and who to talk to to spread rumors. What you learn is not always reliable, and learning it can be dangerous: The people you are asking about may hear about your investigation. A good Personality score may help, but an inhuman one can get you noticed at the wrong time ("How deep is the east river? Deep enough...).

To use the skill, specify what type of information you are looking for, and make a Save vs. your Streetwise Skill on 1 D12, with a 1 point bonus for each 5 points of Personality you have. If you succeed, you will learn something, assuming that there is something to learn. Also roll a normal Save vs. Personality on 4 D6. If the Saves was *made*, your interest may be noticed by the wrong people. Note that you don't have to use your full personality for your research. Spending money can improve the Skill save, at the Referee's discretion, but should penalize the Personality Save by the same amount.

The second function of Streetwise is that it helps you spot trouble. A successful Save vs Streetwise skill on D12 (no bonuses) will tell you whether your character is being watched or followed. If the person watching or following has Surveillance skill, you subtract their Surveillance skill from your Streetwise skill before attempting the Save. Once you know that you are being watched or followed, a successful Observation roll

(minus observer's Stealth) will allow you to identify who is following, and/or where they are watching from. Save vs Personality to learn this skill.

Surveillance: The Skill of Surveillance is street technique, a knowledge of how to follow a person in a crowd, in a car, or in any other circumstance one might find in a city. It teaches you how to set up observation points that allow you to see critical areas, without being too obvious. To use this skill to set up observation points, make a Save vs Surveillance Skill on 1 D12, with a 1 point bonus for each hour you spent studying the area.

To use the skill to "tail" someone, you must make a Save vs Surveillance skill on 1 D12 at every change of "scene". This means that following a person down a road, with no turn-offs, calls for one save at the start, and that's all. Following the same person through a crowd may call for a Save at every corner, or at any point where you might lose sight of the person. To re-acquire contact once it's lost, a new Save is called for, with a -1 penalty for each 10 seconds that have passed since you lost sight of them. If you miss this Save, you may "Press Ahead", moving quickly and looking around for the person. When you do this, you break cover, and can be spotted if the person can make an Observation roll. Save vs Intelligence to learn this skill.

Survival: This skill represents the ability to survive in harsh wilderness environments. It may allow you to locate edible plants, avoiding the poisonous ones. It will allow you to locate usable water, or allow you to convert "unusable" water into something drinkable. You should make a skill check on 1 D12 each day. Penalties may be applied if the area is one you are unfamiliar with, or is particularly harsh (finding water in a desert environment is harder than other areas). Bonuses may also be applied, depending on the environment, and/or the tools or equipment that you have.

Toughness: Toughness is the learned ability to avoid serious injury. You learn how to give with impact, roll with the punches, and generally how to survive rough situations. Although it is common among professional athletes, construction workers, and anyone who works in a field where physical injuries are common, it is considered a "Combat" skill. Each point in Toughness lets you avoid one point of Con damage from non-penetrating injuries, up to one point per level of the character. Save vs Will to learn this skill.

Tracking: This is the ability to follow the tracks and other signs of passage that a person or animal makes when passing through a natural area (Grass, dirt, brush, etc). To follow the trail, you must make a skill check on 1 D12 at regular intervals (Referee's discretion). You must also make such a check whenever the setting changes (i.e. when going from soil to grass, or brush to the open, etc.). If you lose the trail, you may cast about for it. An Observation save plus a Tracking save will allow you to find it. Note that penalties may be applied

based on circumstances, such as hard earth, or trying to track through water. In many circumstances, the Referee may make the saves for you, since you might not know that you failed, and could end up following the wrong tracks.

Tumbling: The Skill of Tumbling teaches you to use acrobatic maneuvers in unusual circumstances. This can include anything from flips, handsprings, and summersaults to rebounding off of walls, sliding, diving, or just knowing how to land on your feet. You may also "Specialize" in other acrobatic areas, such as tightrope, climbing, trapeze, or juggling skills. This will give you a bonus to applicable acrobatics Saves of +1 per degree you have in Tumbling. This Skill costs \$300 - (DEX x 10) per degree. See Acrobatics, Page 19. Save vs Dexterity to learn this skill.

Unarmed Combat: Unarmed Combat is a skill that defines a variety of hand to hand techniques and styles. These styles are developed by combining several different combat maneuvers, called "Aptitudes", into a unified system.

Each Degree of Unarmed Combat skill gives you three (3) Aptitude points. You decide what aptitudes you want to gain. Aptitudes are: Punch, Kick, Power Attack, Lock, Evade, Throw, and Speed. There is also a General aptitude.

Punch: Each point in Punch gives you a +1/2 to hit when punching (rounded up). The maximum attack bonus is +1 per level of your character.

Kick: Each point in Kick gives you a +1/2 to hit when kicking (rounded up). This damage bonus is applied before multiplying by 1 1/2 for the kick damage. The maximum attack bonus is +1 per level of your character.

Power Attack: Each point in Power Attack adds +1 per dice to the damage from your punches and kicks, to a maximum of +3 per die.

Lock: Each point you place in Lock acts as a direct bonus for martial arts maneuvers involving grabs and the Lock maneuver.

Evade: Each point in Evade lowers your Defense Class by 1/2 point in hand to hand combat, fractions rounding in your favor. This applies when the opponent is using muscle-powered weapons, such as swords or clubs, but not against any type of ranged weapon, such as a gun or a bow and arrow (no matter what the range). This also acts as a penalty for opponents who attempt to Body Throw you.

Throw: Each point you place in Throw counts as a direct bonus when attempting to Body Throw an opponent.

Speed: Each point you place in Speed is a direct bonus to your initiative, when engaged in hand to hand combat. This can improve your Initiative by up to a point per level of your character, at the most.

Weapon: This aptitude allows you to use a hand held, muscle

powered, close combat weapon in conjunction with your other Unarmed Combat aptitudes. You may gain apply your Weapon aptitude points, or your Punch aptitude points (whichever is *less*) to gain +1/2 per point to hit (rounded up), and +1 per dice to damage when using the weapon you are trained in. If you wish to be proficient with multiple weapons, you must apply separate Weapon points to each one.

General: Each point you put into the General aptitude is a point that can be committed to any of the other aptitudes at any time. This "loan" lasts until the end of the round, and can't do more than double the points already in the maneuver. If you have no points in a particular move at all, you can fake 1 by committing 2 General points to it.

To see how this works, let's look at a normal human karate instructor. We'll call him the Sensei. He is 5th Level with a 12 DEX, a 15 STR, and 12 Degrees of Unarmed Combat skill (See the Martial Arts Instructor package). He has a brown belt, and has applied his points as follows:

Punch	= 9
Kick	= 9
Power Attack	= 3
Evade	= 3
Lock	= 3
Throw	= 3
Speed	= 3
Weapon	= 0
General	= 3

Since Karate emphasizes punches and kicks, he has placed his points to make those his strongest areas. He relies more on blocking blows than evading them (Block uses your Punch or Kick points, depending on how you block).

If the Sensei had been a Judo Instructor, he would have had most of his points in Throw, Evade, and Lock, with Punch and Kick points used primarily to Block.

Using these aptitudes, you can represent any of the formal schools of martial arts, or invent your own.

If your character has the Power of Martial Arts, aptitude points in Power Attack simply give you additional dice of damage, (Maximum of +1 Die per level) rather than adding points per dice. Punch and Kick give no bonus to hit at all. At the risk of being repetitive, no power, skill, or combination of power and skill can give you an attack bonus higher than +1 per level of your character, or do more than double the damage you roll. Save vs Dexterity to learn this skill.

Vehicle Operation: This skill is used to represent skill or expertise in the operation of a particular vehicle. For example, you could get Vehicle Operation-Automobile, or Vehicle Operation-Airplane, or even Vehicle Operation-Horse. You must specify which vehicle you know how to operate when you get the skill. Normal operations of the vehicle will be no problem, but unusual circumstances, such as combat or chase

maneuvers, require a Save vs Vehicle s skill on a D12. Save vs Intelligence to learn this skill.

Weapon Skill: This Skill represents practice and training with close combat weapons, and can cover anything from traditional weapons such as swords and clubs to unconventional weapons like beer bottles and garbage cans.

The first degree of Weapons Skill negates the normal -5 penalty that everyone receives if they are using an unfamiliar weapon. Each additional degree adds +1 to your attack rolls using the weapon. This bonus, of course, only applies to the type of weapon that you have the Weapons Skill with.

Alternately, you can use this Skill to increase the damage that you can do. Each degree used this way will add +1 per dice to the damage rolled, instead of adding to the attack roll. Under no circumstance will the total damage bonus for the skill plus the weapon bonus total to more than the amount rolled on the dice for damage. This reflects the fact that you can place your attacks better, and strike more sharply.

Example: Titan has two Weapon Skills which he uses to increase his damage with a staff. Adding the two Weapon Skills to the +3 per dice that a staff gives, he gets a bonus of +5 per dice, or 25 over all (he has a 25 STR, which means 5D6 of damage). If he rolls up to 25 on his damage, the bonus simply doubles the damage. If more than 25 is rolled, the bonus adds 25.

When facing another opponent who is using a hand-to-hand weapon or style, you may also use some of your Weapon Skill points for Defense Class, dropping your DC by one point per degree. Note that you can't apply more than one skill degree per level of your character to defense. This reflects the use of your weapon to parry, block, and generally keep the opponent off balance. These points, like Combat Bonus, must be set at the start of the round, and can't be shifted until the next round.

This skill costs from \$10 to \$300 per degree, depending on the weapon you are training with. Instructors are not hard to find for most weapons. Save vs Dexterity to learn these skills.

Power Related Skills

Power related Skills are those special tricks that characters come up with, abilities or maneuvers that aren't really part of a power, but are impossible without powers. This section details several such powers/skills. Note that these must be earned like other Skills, and usually can't be selected by beginning characters. The gaining of a new ability through these skills is subject to Referee approval. Power related skills will seldom, if ever, be considered part of a Professional package, nor are they subject to increase through Renaissance man.

Alchemy: This skill is specific to Mystic Adept and Magic/Psychic powers, and has little use outside of those powers. It was the father of modern chemistry, and involves the manipulation of matter. When used with the appropriate

power(s), skill in this area will aid in the creation of mystical effects that involve the manipulation of matter.

Ancient Lore: This skill is specific to Mystic Adept and Magic/Psychic powers, and has little use outside of those powers. Use this skill to describe knowledge of dead languages, ancient rituals, meditative techniques, and religious ceremonies. It is also used when invoking the forces of nature.

Compensation: This Skill is usable by people with the power of Teleportation or Dimension Doors. Normally, velocity is maintained when using these powers, so Teleporting from a moving vehicle can be dangerous. You land at your destination travelling just as fast, and in the same direction, as when you left. This Skill changes that. Each Skill point allows you to compensate for up to 10 Mph of velocity difference between your take-off and landing points. Save vs Will to learnl.

Dimensional Pocket: This skill allows a person with the Dimension Door power to have access to a private, extra dimensional storage area. Opening the pocket costs 1 Vitality. The pocket will be an area 1 foot in diameter per skill degree. Save vs Will to learn this skill.

Element Control: This Skill allows characters with matching powers to detect and, to some extent, control energies similar to their own powers. This is the "Element" referred to in the title: The common factor in the two powers. Examples would be: Flames, Lightning, Magnetism, and to a lesser extent, Magic. Other Elements might be detected, but control might not be possible (Talk to your Referee).

The skill allows you to detect your element within range of your attack (if it's one of the Elemental powers) plus DEX feet per degree of the skill, subject to observation rolls. This should include range and size penalties, but might ignore the normal penalty of -4 for not being able to see the target: This power substitutes for sight, to a limited degree.

Once detected, non-super powered energies may be controlled within the limits of their power supply. Fire and Magnetism can be shaped, enhanced, suppressed, or caused to animate, but not relocated, unless the source is also moved.

Electricity can be suppressed or re-directed, even made to arc where there is no conductor: Wall outlets can be made to spray arcs, but they will do little damage, since the amperage must drop to generate enough voltage to make it arc (Trust me).

Control range is equal to that of your attack (if it's one of the Elemental powers) plus one half your DEX, in feet, per skill degree. Control requires a save vs Skill or Level, whichever is less, on a D12, with a bonus for each Power that is based in the Element. This means that people who have this skill have at least a two point bonus, since two or more "matching" powers are required to use it. Other bonuses and/or penalties can be applied, similar to normal observation rolls: Penalties if it can't be seen, bonuses if it's in plain sight, range adjustments, etc.

"Matching Powers" usually refers to matching Offense and Defense powers, but can apply to any two powers which have similar special effects: Magnetic Attack and Flight (defined as riding the Earth's magnetic field) could easily qualify, as might Lightning Defense and Teleportation, if the Teleport was described as an electrical phenomenon (as Electron's is).

Note that this means that the powers must have special effects that match: Micro-Wave has a Flame Attack that doesn't have actual flame as it's special effect. His flight power has a flame in it's special effect (jet boots), but since the two special effects don't match, he can't gain this skill.

Example: Electron wants to shut off the lights in an area by stopping the electricity in the wires. While the wiring is not in plain sight, the light fixtures are, giving a basic +1 to the roll. He has three degrees of Element Control skill, and a DEX of 21. The lights are 25 feet away, well within his 32 foot range, but far enough to give him a -1 penalty for range. He also has a five point bonus, since he has five powers with an electrical Special Effect: Lightning Attack, Lightning Defense, Enhanced Defense: Electrical Absorption, and Teleport (by turning to Lightning). Rolling a D12, he rolls a 4 and the lights go out.

The Skill of Element Control is available to characters who have matching powers, as natural powers. Characters who have one or both powers of a set as a result of Magic/Psychic powers, or as devices invented through the Special Weapon power are not eligible for this skill. (Micro-Wave's jet boots would be okay even though they are a device, since they aren't a product of the Special Weapon power.) Save vs Will to learn this skill.

Flight: The Flight Skill is available to characters with matching offense/defense powers, or the power of Insubstantiality. The exact special effects may vary, but the skill is available to anyone who holds the requisite powers, no matter what the source. For a list of powers with matching offense/defense sets, see the Powers table: Offenses with small stars (*) following them have a matching defense on the same line. The only exceptions are Martial Attack/Defense, and Heroic Physique and Increased Density.

The skill is also available to people with the power of Flight, and/or Animal Movement, or even Extra Limbs (if those limbs are wings with enough strength to lift your weight. It is also available (in a limited form) to those who can Super Leap, or run at Super Speed.

The skill lets you fly, and adds to your general proficiency in the air. Flying speed is a multiple of normal running speed. For each skill degree, this multiplier is increased by one. Ie. One degree of the skill allows you to fly as fast as you can run.

Two allows flight at twice your running speed, three allows triple running speed, etc. Each skill degree not being used for speed can be used as a direct bonus to mid-air maneuvers that call for dice rolls. This bonus is 1 point for D20 or 4 D6 rolls, or 5% for D100 rolls.

Characters who have the Flying power or Super Speed can already move at ten times their normal running speed. Each degree of Flight skill adds to this, so that one degree allows speeds up to 11 times your running speed, and two degrees allows 12, etc. Note that this does not turn Super Speed into Flight, it simply increases the top speed.

Characters with Super Leap also gain from this skill: It gives some control of their motion, once they are in the air, and adds to their distance. Each degree of the skill reduces their range penalties for being on target by one, and allows them to hit a target who has moved while they are in the air (subject to moving target penalties including the speeds of both themselves and their target). Each degree is also a bonus to their leap multiplier: Instead of leaping five times your Strength, you leap six if you have one degree in Flight, and leaping seven times your Strength (in feet) is possible with two degrees.

The Vitality cost for flying with the Skill is the same as it is for the power. See Flying, Page 37, for details. Save vs Personality to gain this skill.

Instant Change: Many characters in the comics seem to be able to change from their normal street clothes into their costumes in an instant. This effect can be duplicated in the game through either Transformation, which actually changes one set of clothes for another, or by using an illusion (ie. an illusion of street clothes covering a costume). The Instant Change Skill requires that the character have either Mental Illusions, Laser Attack (to provide holograms), Optical Defense, Transformation, or some power that causes a change in form. The first degree in the skill allows the character to change between normal street clothes and a costume. In the case of an illusory change, this means the ability to create the illusion of normal clothing, and have it move and act with you when you walk, run, sit, etc. For the physical transformation form, this means the ability to change the clothing you wear when you change shape, and have it come out relatively normal. To create special clothing, such as military uniforms, formal dress, etc. will require a Save vs. Instant Change Skill degree on 1 D12, with bonuses or penalties set by the Referee. Save vs Personality to learn this skill.

Lie Detection: The Skill of Lie Detection requires that the user have X-ray vision, Telepathy, or Superior Senses of at least 100 x normal hearing, smell, or touch. The person must also be in a position to use these: Using Superior Touch would require that you be touching a pulse-point of the person being questioned. Smelling the difference in a person's perspiration would require an area with relatively fresh air, and hearing their heart-beat would require a fairly quiet room. In all cases, the character using this skill must make a Save vs. Skill degree on 1 D12, with a 2 point bonus for each additional power that can be used in the detection, above and beyond the minimum needed to use the skill. The Referee may apply other bonuses or penalties as the situation warrants. Of course, this skill is not usable in combat, and requires the character's full concentration.

Long Range Teleport: For each degree with this skill that a Teleporter has, the character can cut the cost of teleporting in half, with fractions rounding UP. This skill is only usable in non-combat situations, since it requires 1 full round (10 seconds) preparation, which can't be rushed. Save vs Will to learn this Skill.

Mega-Lift: Mega-Lift is a Power Related Skill available to characters who possess a power that raises their STrength higher than normal human ranges (25 or higher). In spite of what the name implies, it doesn't actually increase a character's lifting capacity. Rather, it makes heavy objects liftable by effectively lowering their weight. This weight reduction is, of course, illusory. It applies when an object is lifted, held, swung, or thrown. It reduces the weight for both the lift and any impact it does. The first Degree of this Skill reduces the effective weight to 1/10th its actual weight. Each additional Degree cuts it in half again.

Example: Stonefinger has a STrength of 40, which allows him to lift and carry up to 800 pounds. If he also had 2 Degrees of Mega-Lift, he could lift objects of up to 16,000 pounds, by reducing their effective weight by a factor of 20. A 2,000 pound car would normally be quite beyond his range, but the skill would let him handle it as if it were only 100 pounds. He could throw it up to 150 mph, which will carry it 300 feet (STR of 40, x 5 is 200, - half the car's weight, which is now 100). As with all thrown objects, it does his hand to hand damage when it hits, regardless of weight.

In the above example, Stonefinger was not only able to lift the car, he was able to throw it, despite its real weight. Stonefinger's Skill suspended the laws of physics, and they will stay suspended until the car comes to rest again. Save vs Intelligence to learn this skill.

Mental Shield: This skill is the ability to block certain mental powers, such as Telepathy, Mind Reading, Mind Control, and Mind Blast. Each Degree in this Skill grants the user a 1 point bonus in any Will saves against these power. Unlike other Power Related Skills, this skill can be learned by people who have no superhuman abilities at all. In this case, the person must either possess one of the powers the skill defends against, or be able to train with someone who does. Save vs Will to learn this skill.

Mystic Forces: This skill is specific to Mystic Adept and Magic/Psychic powers, and has little use outside of those powers. This is the area of study for those who are interested in the flashier aspects of psychic or magical power. This is the study of energy use as directed by the mind and will, and all such effects can be described through it.

Necromancy: This skill is specific to Mystic Adept and Magic/Psychic powers, and has little use outside of those powers. Although the name suggests something dark and sinister, this area of study covers much more than death. Any mystic study of life death, healing, or the transformation of living

things falls into this category.

Paralyzation: Paralyzation, as a Skill, grants a person with the Martial Attack power the ability to numb or paralyze some portion of a person's body for a short period of time. This is done through nerve pinches, pressure points, and restricting blood flow. To do this, the user must call a hit location, with appropriate penalties to hit, and succeed in doing some damage. The user must then make a Save vs. Paralyzation skill on 1 D12. If this save is successful, the victim will lose the use of that arm, leg, etc, for a number of rounds equal to the excess amount that the Save succeeded by. The paralyzation skill is not available if the character has claimed any hand held weapon to specialize in: The power description states that the attack and initiative bonuses given by Martial Attack may apply to one particular type of hand to hand weapon special to the martial arts style. The skill will not work vs. Non-human metabolisms, bionics, machines of any sort, or creatures with unearthly body structures. Armor or Force Fields may give penalties as well. Save vs Intelligence to learn this skill.

Power Extension: Power Extension is the ability to share a power with another person, giving them its benefits, while you pay the cost. This is only available for non-attack powers, and usually requires that the characters be touching. For each degree in Power Extension with a particular power, the user can include one more person, or object of approximately human weight.

This Skill bypasses the "Lift and Carry" weight limits of many powers. For example, Martial Defense could be Extended to another person by stepping between them and an attacker, blocking or diverting attacks (hint: Bullet catching can be called a Special Effect to several powers, Martial Defense included). A character with several degrees in Extending Insubstantiality could let entire teams walk through walls.

Note that attacking from within someone else's defense may be difficult, and will usually allow the target the benefits of the defense as well (trying to hit someone when Insustantial is very difficult, since only the person who actually has the power can control the times and points of materialization). In all cases, you must pay Vitality for extra people included within a power: Making three people invisible requires that you pay the normal Invisibility cost for each one. Save vs Will to learnl.

Spiritualism: This skill is specific to Mystic Adept and Magic/Psychic powers, and has little use outside of those powers. Magical or psychic studies into the thoughts and emotions of any creature or being, living or dead, will be grounded in this skill.

Teleport Tracking: When a person teleports, they may leave a trail of some sort to their new location. Another Teleporter with this Skill might be able to follow such a trail, landing near by. To do this, the character must make a Save vs. Intelligence on D100, adding a 5% bonus for each Skill degree with Teleport Tracking, and subtracting 5% for each round that has passed

since the other person left. Such Teleporting is treated as blind combat teleporting, with regard to error and effort. The tracker will not know the actual target area or distance. The distance between the two landing points will be the same as the distance between the two takeoff points (tracker's and quarry's). Save vs Intelligence to learn this skill.

Ventriloquism: This goes beyond the normal Skill of Ventriloquism, which is the art of making your voice sound as if it's coming from someplace else. Using Telekinetic or Magnetic powers, sound can be generated anywhere within range of the power by vibrating windows, metal cans, or even pieces of paper or foil. One degree of this skill allows the creation of simple sounds, such as a siren or bell. Two degrees allows for a wider variety of sounds, and greater tonal control: Horns or simple music become possible. Three degrees allow the creation of recognizable speech, and four degrees lets you recreate your character's own voice. Imitation of other voices becomes possible only with a Save vs. Skill degree on a D12. Save vs Intelligence to learn this skill.

Skill Packages

These are common skill sets for particular professions. They are ready to use for both PCs and NPCs. Most are designed to take full advantage of Renaissance Man and Professional Skill packages, leaving two or three skills unused. Note that non-combat skills which are covered by a person's profession are double-bumped: Once by Ren'Man, and again by Pro' Skill.

If it seems like these packages have a lot more skills than allowed for starting characters, this is an illusion. To begin with, most of these packages start with three (3) degrees of Renaissance Man, and three (3) degrees of Professional skill. Those numbers seem to work out best for starting characters.

To show how this works out, lets build a skill package for a Doctor. We'll begin with Renaissance Man at 3. Vehicle Operation starts at 4, so we can drop it to 2, pick up those same two from Renaissance Man, to get Vehicle of 2/4 (We'll put the actual points before the slash, and the total points after it).

Local Law both starts at 3. Let's drop a point so it will also go to 2/4. We have now spent 3 extra, but saved 3, so we are even.

Literacy and Math also start at 3, but Doctors should be better than average at those, so leave them at 3. Renaissance Man will make them 3/5 (Ren'Man of 3 adds 1 1/2, which rounds to 2).

Sports Skill starts at 2, so we'll lose one of those, so it becomes 1/2 (it can't add 2 to this one, since that would be more than it started with). We are now ahead by 1.

Now, let's get some Professional Skill. Start it at 3, as suggested, and Renaissance Man makes it into 3/5.

Doctors need to be able to speak and use complex words as part of their profession, so Language can be considered part of his or her professional training. This isn't true of all professions, but it works here. Since Language starts at 10, lets take three

of them, letting Ren' Man replace two, and Pro' Skill replace three more. We end up at 7/12. We are now 4 points ahead.

Lets spend one of those points on another language: Latin of 1/4 works well (1 doubles to 2 from Ren' Man, and 2 doubles to 4 from Pro' Skill).

Obviously, we need First Aid, so spending 1 point on that becomes 1/4 (1 goes to 2 from Ren'Man, and 2 goes to 4 from Pro' Skill).

Someplace in here, we should add Medicine. Lets do it at 3, which Professional Skill doubles to 6, and Renaissance Man raises to 10.

A Doctor should also have Bio-Chemistry, Anatomy, and connections with some hospital or medical center. And Golf, just because. Put a point or two into each of these, and you're done.

Do you see how it works? It isn't hard. It only looks nasty.

Bounty Hunter	
Renaissance Man	1
Language - English	9/10
Literacy	2/3
Mathematics	2/3
Professional Skill- Bounty Hunter	2/3
Vehicle - Automobile	2/5
Local Law	2/5
Brawling	3/5
Combat Skill - Dodge	2/4
Marksmanship w/pistol	1/2
Detective Work	1/4
Observation	1/4
Stealth	1/4
Connections - Bail Bondsmen & Police	1/4(12)
Athletic Skill - Running	1/4
Streetwise	1/4
Toughness	1/2
5 Skills unallocated	Total 35

A "Bounty Hunter" is a person who tracks down people who "Jump bail". They are typically hired by the Bail-bondsman who put up the bail money, and get paid a percentage of the bail recovered when they are turned in. This categorizes the Bounty Hunter as a Mercenary.



Doctor

Renaissance Man	3
Vehicle - Automobile	2/4
Literacy	3/5
Mathematics	3/5
Local Law	2/4
Athletic Skill - Swimming	1/2
Professional Skill - Medicine	3/5
Language - English	7/12
Language - Latin	1/4
Medicine	3/8
Bio-Chemistry	2/7
First-Aid	2/7
Connections - Medical	1/4(12)
Athletic Skill - Golf	1/4
Anatomy	2/7
4 Skills Unallocated	Total 36

Note: Connections means, in this case, that he or she knows other doctors and/or hospital staff, and can call on their medical skills when needed. English and Latin are considered Professional Skills, since doctors must have an above-average vocabulary and command of language. This would only apply if the total adjusted native language is over 10.

Computer Programmer/Hacker

Renaissance Man	5
Language - English	7/10
Vehicle - Automobile	2/4
Local Law	2/4
Professional Skill - Hacker	4/7
Literacy	1/4
Electronics	1/4
Detect Weakness (computers)	2/8
Mathematics	2/8
Computers	3/10
Security Systems	2/8
Scholar	1/4
Connections - Hackers	2/8
6 Skills unallocated	Total 34

Football Player

Language - English	9
Literacy	2
Local Law	3
Mathematics	3
Vehicle - Automobile	3
Professional Skill- Athlete	5
Athletic Skill - Football	3/6
Brawling	2/4
Combat Skill - Dodge	2/4
Athletic Skill - Running	1/2
Tumbling	1/2
Toughness	1/2
5 Skills Unallocated	Total 35

Martial Arts Instructor

Renaissance Man	3
Language - English	8/10
Literacy	2/4
Mathematics	2/4
Local Law	2/4
Vehicle - Automobile	2/4
Professional Skill - Martial Arts	3/5
Unarmed Combat	7/12
Language - Japanese	1/4
Combat Skill - Multi-Action	1/2
Combat Skill - Extra Action	1/2
Weapon Skill - ?????	1/2
Athletic Skill - Tumbling	1/4
6 Skill Unallocated	Total 34

Note: 12 degrees in Unarmed Combat is about the same as a Brown Belt, the minimum needed to qualify as an instructor in a Dojo. A person with the Power(s) of Martial Arts would be able to use the Skill points elsewhere. If you select this package, remember to detail the Unarmed Combat points.

Police Officer

Renaissance Man	1
Language - English	9/10
Literacy	2/3
Mathematics	3/4
Professional Skill - Police	2/3
Local Law	2/5
Vehicle - Automobile	2/5
Stunt Driving	1/4
Unarmed Combat	6/9
Marksmanship w/pistol	1/2
Detective Work	1/4
Athletic Skill - Running	1/4
Connections - Streetwise	1/4(12)
8 Skills Unallocated	Total 32

Note: This is the skill set for a typical, rookie patrol officer. Specialists will have other skills, and veteran officers will have

more skills.

Private Detective

Renaissance Man	5
Language - English	7/10
Literacy	2/4
Mathematics	2/4
Professional Skill- Detective	3/6
Vehicle - Automobile	1/4
Local Law	1/4
Unarmed Combat	4/7
Marksmanship w/pistol	1/2
Detective Work	2/8
Stealth	1/4
Disguise	1/4
Athletic Skill - Running	1/4
Streetwise	1/4
Surveillance	1/4
8 Skills Unallocated	Total 32

Reporter

Renaissance Man	5
Local Law	2/4
Mathematics	2/4
Vehicle - Automobile	2/4
Professional Skill- Journalist	4/7
Language - English	6/12
Literacy	3/6
Detective Work	2/8
Stealth	1/4
Photography	1/4
Connections	1/4(12)
Streetwise (3), Literary Research (3)	
Police (3), Technical Research (3)	
Athletic Skill - Running	1/4
Streetwise	1/4
Surveillance	1/4
8 Skills Unallocated	Total 32

Soldier

Renaissance Man	3
Language - English	8/10
Literacy	1/2
Mathematics	2/4
Local Law	2/4
Vehicle - Automobile	2/4
Professional Skill - Soldier	3/5
Unarmed Combat	2/7
Marksmanship w/pistol	1/2
Marksmanship w/Rifle	1/2
Athletic Skill - Running	1/2
14 Skills Unallocated	Total 26

This is the skill set for a soldier with the rank of Private. Additional skill degrees in the profession are required for promotion, although having them doesn't guarantee it. This person

is inherently proficient with ANY military issue weapon, but only in non-combat situations. The same applies to vehicle operations. The only weapons that can be reliably used in combat are those that the soldier has actual skill in, or ones that he/she can claim as a related skill.

Spy/Secret Agent

Renaissance Man	5
Language - English	7/10
Local Law	2/4
Professional Skill- Spy	3/6
Literacy	1/4
Mathematics	1/4
Vehicle - Automobile	1/4
Unarmed Combat	4/7
Marksmanship w/pistol	1/2
Electronics	1/4
Security Systems	1/4
Foreign Language(select one)	2/8
Stealth	1/4
Disguise	1/4
Athletic Skill - Running	1/4
Contacts -	1/4(12)
Streetwise	1/4
Surveillance	1/4
8 Skills Unallocated	Total 35

This package assumes a beginning spy. The Contacts and Foreign Language skills need to be specified: What type of contacts does this person have, and what language does the person speak. At least half of the Contacts should be people within the agency the spy works for, or related agencies. The other half are operatives that the spy has recruited in whatever area he or she has worked. The Electronics is good enough to establish wire-taps, set up microphones, and rig elevators. Security Systems is enough to bypass common security while setting up wire-taps, microphones, etc.

Stunt Man

Renaissance Man	3
Language - English	8/10
Literacy	2/4
Local Law	2/4
Professional Skill- Stunt Man	3/5
Mathematics	2/6
Vehicle - Automobile	2/6
Stung Driving	2/6
Brawling	2/4
Unarmed Combat	2/4
Disguise	2/6
Athletic Skill - Running	1/4
Athletic Skill - Swimming	1/4
Tumbling	1/4
Toughness	1/4
6 Skill Unallocated	Total 34

Criminal Skill Packages

This is to prepare skill sets for characters from the other side of the law. Having such a background can make for quite an interesting character, since he or she must now try to apply their abilities to the purpose of fighting crime. These skill sets are also useful for building NPC villains.

Assassin/Hit Man

Renaissance Man	3
Language - English	8/10
Local Law	2/4
Literacy	2/4
Mathematics	2/4
Professional Skill- Assassin	3/5
Vehicle - Automobile	2/7
Unarmed Combat	4/7
Marksmanship w/pistol	1/2
Demolitions	1/4
Security Systems	1/4
Stealth	1/4
Disguise	1/4
Athletic Skill - Running	1/4
Streetwise	1/4
Surveillance	1/4
6 Skill Unallocated	Total 34

Enforcer/Bodyguard

Renaissance Man	1
Language - English	8/9
Local Law	2/3
Literacy	2/3
Mathematics	2/3
Professional Skill- Leg Breaker	4/5
Language - (Varies)	2/6
Vehicle - Automobile	1/4
Unarmed Combat	6/9
Marksmanship w/pistol	2/4
Security Systems	1/4
Streetwise	1/4
8 Skills Unallocated.	Total 32

The "enforcer" is simply a hired thug. Used more for muscle and intimidation than anything else, these guys are seldom leaders. They will typically have STR, DEX, and CON of 15 or higher, and will often be found as 3rd level or higher NPCs.

Forger/Con-Man

Renaissance Man	3
Local Law	2/4
Mathematics	2/4
Vehicle - Automobile	2/4
Professional Skill- Forger	3/5
Language - English	6/11
Literacy	2/7
Forgery	2/7
Computers	2/7
Security Systems	1/4
Foreign Language	1/4
Disguise	1/4
Athletic Skill - Running	1/4
Combat Skill - Dodge	1/4
Contacts - Other Con-men	1/4(12)
Scholar	2/7
Streetwise	1/4
8 Skills Unallocated	Total 32

The Con-man holds a peculiar place in the American heart. He is respected and despised at the same time. He is charming and persuasive, intelligent and mentally agile. He can pass himself off as just about any profession, and can change his story faster than a chameleon can change colors. He can gather a team in a few hours, and be ready for anything on almost no notice. Anything, that is, except a fight. Note the specific lack of combat skills. He will dodge, duck, and run, but will NEVER intentionally get into a fight.

Smuggler/Freebooter

Renaissance Man	3
Local Law	2/4
Literacy	2/4
Mathematics	2/4
Professional Skill- Smuggler	3/5
Foreign Law - (Nation Varies)	1/4
Language - (Varies)	5/10
Language - English	5/10
Vehicle - Automobile	1/4
Vehicle - Plane or Boat	1/4
Brawling	2/4
Marksmanship w/pistol	1/2
Weapon Skill - Knife	1/2
Athletic Skill - Running	1/2
Contacts - Dealers, bribable officials, etc.	2/4(12)
Streetwise	2/4
6 Skills Unallocated	Total 34

The Smuggler is a person with a mixed reputation. We get visions of Jean LaFitte, the heroic pirate of American history. We also envision drug dealers profiting from human misery.

Street Gang Member

Renaissance Man	1
Language - Spanish	7/8
Language - English	7/8
Vehicle - Automobile	2/3
Local Law	2/3
Literacy	1/2
Mathematics	1/2
Professional Skill- Gang member	2/3
Brawling	2/3
Combat Skill - Dodge	1/2
Marksmanship w/pistol	1/2
Weapon Skill - Knife	1/2
Athletic Skill - Running	1/2
Athletic Skill - Basketball	1/2
Contacts - Gang Members	2/4(12)
Streetwise	2/4
6 Skills Unallocated	Total 34

The "Street Gang Member" is hardly a profession, yet is a common enough background that it deserves to be included. As noted, the average "Banger" is not very literate, and has sub-standard language skills, but speaks at least two languages. The second language here is listed as Spanish, but it might just as easily be Italian, Chinese, Vietnamese, or any other language.

Ancient Skills

This is to prepare skill sets for characters from cultures other than 20th century America. These are suggestions, only, but may help with characters and NPCs alike.

Samurai

Renaissance Man	3
Language - Japanese	8/10
Mathematics	2/4
Literacy	2/4
Pro-Skill - Samurai	3/5
Local Law	2/7
Vehicle Op - Horse	2/7
Marksmanship - Diakyu (Bow)	3/6
Athletics - Running	1/4
Athletics - Tumbling	1/4
Find Weakness	1/2
C-Skill - Weapon Speed	2/4
C-Skill - Multi-Action	2/4
C-Skill - Extra Action	1/2
Cultural - Tea Ceremony	1/4
6 Skills unallocated	Total 34

This skill set describes a Samurai nobleman of feudal Japan, as of the time he is given a territory to protect. Lesser warriors, who will work for this man, were called Bushi. While technically Samurai, they were not of the noble class, or were in training to become what this man is. As a Samurai, this character has trained in Martial Arts from early childhood, and so

would be considered to have the Power's of Martial Attack and Martial Defense, specialized into his Katana (sword). This is why the character has no Unarmed Combat skills. The "C-Skill" notations are Combat Skills. He is proficient at swinging his sword without delay or wind-up, while gaining it's full +3 to hit at close quarters. He can do this an average of five times per round, assuming a DEX of 13 or higher, and can do it without penalty. His Attack bonus with the Katana will vary, depending on how close the opponent is. See Weapon Reach, in the rule book. He is a master horseman, comparable to a knight from medieval Europe. His Local Law skill is very high, higher than many lawyers, because he is the police, the judge, jury, and executioner within his home area.

The Samurai will not even discuss money, it being considered beneath his dignity to deal in such matters. He is all but mentally incapable of breaking with his cultural background, and will consider all other races and cultural backgrounds as uncivilized and beneath him. He is a snob and a racist.

A "Ronin" (pronounced ROW-NEEN), or masterless Samurai, may have similar skills, without the authority to support them. He has been forced to face the harsh realities of the world, and doesn't consider money or work as beneath him. He is still a racist, but no longer a snob.

Ninja

Renaissance Man	3
Language - Japanese	8/10
Area of Knowledge -	1/2(4)
Literacy - (2), Forgery - (2)	
Mathematics	2/4
Local Law	2/4
Pro-Skill - Ninja	3/5
Marksmanship - Shuriken	1/2
Athletics - Running	2/7
Athletics - Tumbling	2/7
Find Weakness	1/2
Stealth	2/7
Disguise	2/7
Demolitions	1/2
Chemistry - Herbs and Poisons	2/7
C-Skill - Weapon Speed	1/2
C-Skill - Multi-Action	1/2
6 Skills unallocated	Total 34

Note that the Ninja, like the Samurai, has trained at his trade since childhood, and so will have the Power's of Martial Attack and Defense. The comic book Ninja is an assassin, not a warrior. He prefers smaller, more easily concealed weapons, so his Combat Skill in Weapon Speed need not be as great. The Ninjato is about 2 feet long, and so it's user needs less skill. It also has a maximum bonus of +2 to hit from weapon reach.

The Ninja of popular fiction is a spy and assassin, a master of stealth and disguise. He is neither rich nor well educated, so he has no horse, and no schooling. He can neither ride nor read.

Given time, he can puzzle out written messages (Area of Knowledge - Literacy). Similarly, he can prepare simple forgeries, given time (Area of Knowledge - Forgery). He is not as skilled in combat as the Samurai, and will never face one in battle if he has any choice.

Knight		
Renaissance Man		3
Mathematics		1/2
Language - English		7/10
Literacy		1/2
Pro-Skill - Knight		3/5
Local Law		2/7
Weapon Skill - Sword		3/6
Weapon Skill - Lance		2/4
Marksmanship - Bow		2/4
Vehicle Op - Horse		2/7
Toughness		2/4
C-Skill - Weapon Speed		2/4
C-Skill - Multi-Action		2/4
C-Skill - Extra Action		1/2
C-Skill - Move in Armor		1/2
Cultural - Wine selection		1/4
Cultural - Court Ritual		1/4
4 Skill unallocated	Total	36

The Knight was the feudal European counterpart to the Samurai. He was a soldier dedicated to his king and country, and sworn to uphold the Code of Chivalry.. In his most noble form, he was the classic "Knight in Shining Armor. More commonly he was a petty despot who kept the peace by threat of violence.

His Local Law skill is a bit high because, to the common man, he held the authority of both High and Low justice. He could decide civil matters on the spot, and could order the summary execution of any commoner who stood accused before him.

He was a proficient horseman, and was trained in both the lance and the sword. In England, the law required that every able bodied man own a longbow, and practice at least one hour each week. Thus, the Knight was also an archer, though he seldom used this in battle.

His Combat Skill - Weapon Speed allows him to swing his long sword without delay, gaining the full benefits of it's length.

He is trained to be able to move in armor with minimal encumbrance.

He is familiar with the rituals of the court, and with the skills needed to organize and run a feudal manor house.

Appendix A

Advanced Rules

This section deals with some special techniques that more experienced players can use to customize their characters. If you are a beginning player or Referee then you may find this section a bit confusing.

Reinterpreting Power Descriptions: Many of the power descriptions include such words as "usually", and "often". This is generally an invitation to be creative. Use this license with a bit of restraint, but use it!

Example: The Octopus has the power of Bionics (Armored/Metal Body). In his case, the Bionic limbs weren't replacement arms or legs, they were additional arms and legs. He has two arms, two legs, and four Bionic tentacles.

The description of Bionics, under Armored/Metal Body (Page 33) states that "Bionic limbs are usually mechanical replacements for normal arms or legs." The key word is "usually". The Octopus is unusual, but not illegal.

Renaming Powers: You can add a little mystery to your character by changing the names of some of your powers. The new name should be related to the explanation of the way the power works, or perhaps the way that the power looks when it's used.

Example: G-Force has Telekinetic powers, which are explained as manipulations of gravity. He calls his Telekinetic Attack a "Gravity Beam", and his Telekinetic Defense is called a "Gravity Shield".

Renaming the powers didn't actually change them at all, but it did give the character a little more color and life (besides, "G-Beam" is easier to say than "Telekinesis").

Special Effects: All combat powers will be noticeable when used, unless the power description specifically says otherwise. However, the exact appearance of the power is up to you. Adding thunderclaps, flashes of light, or sprays of color is one way you can make your character different from anyone else's. Besides, having a Force Field that glows could give you light when you need it most, and thunderous sound-effects can distract foes at key moments. The only real restriction on this is that the Special Effect should never become so involved that it becomes greater than the power itself. Also remember that the Special Effect you choose becomes part of the power, and is always there when the power is used whether you like it or not.

Example: Basilisk has a Force Beam that he fires from his eyes. The beam looks like a stream of sand and gravel, and anyone killed by it is turned to stone.

Basilisk's power works just like a standard Force Beam, but with two twists. The beam looks like a spray of loose stone. Note that it doesn't actually leave sand or loose stone around afterward, it just looks like it will. The other twist is the idea of turning people to stone, which seems outrageous. The key is that it only does this to people it kills. Since death is usually final, it really makes no difference to the game whether a dead body is flesh and blood, or solid granite. It would be illegal if the power could turn people to stone while they were still alive, or if he turned them into gold, since that makes the Special Effect greater than the original power was.

Linking Powers: Another idea for creating unique, colorful characters is to link two or more powers together to create a new power. To do this, simply choose which of your powers are to be linked, provide a common source or explanation for the powers, and determine how they work when used together.

Example: Ms. Marvelous has Teleportation, Laser Attack, and Insubstantiality. By defining all of these as manipulations of light, she has linked the Teleportation and Insusubstantiality powers. She turns into light (Insubstantial), and while in this state she can "Fly" at the speed of light (Teleport). Solid objects can pass through her, but she can't pass through anything that light won't penetrate. Because she actually travels the distance between her start and end points, she can see where she is going when she Teleports, making it almost impossible to land inside a solid object (a Teleporter's biggest worry).

Ms. Marvelous new power is quite legal, since it contains both the strengths and weaknesses of the original powers, yet it gives her an edge over any other characters who might have had the same original powers.

Additional Skills: The average starting character gets twelve elective Skills, plus any that the Referee cares to give for having a detailed background and motivation. We all know, however, that different people are differently gifted, and player characters are, to say the least, different.

To account for these differences, starting characters get nine skills, plus one skill for every three points of Intelligence the character has. This places the average at twelve, just as it is in the basic rules, but allows exceptional characters a way to start with extra skills, in a reasonable and balanced manner.

Firing Wild: In the real world, it's obvious that a person can pull the trigger on a gun more often than 2 or 3 times in 10 seconds. The rules that limit actions are there for playability and to reflect that, while a person could shoot a gun several times in a second, they probably wouldn't hit very much. Actions are the times when a character actually has a chance of hitting.

Therefore, characters may "fire" attacks as often as they please. This helps keep the opponents from counting actions, or knowing when it's safe to stick their heads up. Vitality must be paid for all such firing, and a desired target can be hit only at the Referee's discretion only.

Fitness: In the real world, some people are more physically active than average, and others are less. To account for this in the game, consider a special Ability score: Fitness. This score has only three possible values: Fit, Average, and Infirm. Characters who live active lifestyles, or who have jobs that keep them on their feet and moving would be considered Fit. People who are restricted in their activity, such as the elderly or ill, would be considered Infirm. Everybody else would be considered Average.

Fit people get a bonus of 20 Vitality points. Infirm people have a penalty of 20 Vitality points. Long hospital stays can render a normally Fit person average or infirm. Physical training and activity can make an infirm person average, and an average one

fit. Since most PCs are active super-types, this is a free bonus to player characters, as well as to many villains.

Long Term Disabilities: In the course of the game, characters may receive very serious injuries, severe enough to bring them to the brink of death. In the real world these injuries would continue to plague people for years, and some would never fully recover.

To allow for this type of injury, let's exploit a common error in the use of the rules concerning death. The point of death, in this game, is slightly fuzzy: a person dies when his or her CON goes down to the negative of their original CON, or to negative 20, whichever comes first. If the Referee agrees, the rules might be changed so that a character dies when his or her CON goes lower than the negative of his original CON, or below negative 20. In that one point limbo we create, we will do a long term injury to the character, probably by lowering some ability score, or restricting some power, or perhaps adding an extra limitation. This injury will not heal in the normal fashion, though lost ability points could be regained through training (see "Raising Ability Scores", Page 30).

The exact nature of the injury is up to the Referee but it's usually a good idea to work with the player and come up with an injury or limitation that is agreeable to both. If you run into a stubborn player who won't accept any weakening of his or her "Perfect" character, simply enforce the original rules: The character has died. The player will probably become more reasonable.

Power Devices and Batteries: You may want to have a character with some or all of his or her powers coming from exotic weapons or devices. On the face of it, this is perfectly reasonable, and can be done with little or no change to the way that powers work. There are some advantages to this, but the risk of losing or breaking your super-device evens this out. (Even "Unbreakable" ones can be lost, and usually can't be replaced). To make this more reasonable, the Referee may let you create a power battery to store some of your own Vitality to run that particular device. Each Vitality point that you transfer to the power battery doubles in the exchange (ie. You lose 1, it gains 2). This stored energy can only be used for that par-



ticular device, and once you put it in you can't get it back out. You are permanently lowering your Vitality score when you build the battery. If the battery runs out of Vitality, then the power or device that uses that battery will not work. The battery will recover Vitality at a rate of one point per minute. You may also add to the battery's capacity each level, though you may never take Vitality out. Lost or broken batteries can be replaced, but you can't carry spares.

Of course, some powers can't reasonably be put into devices. For example, a device that makes you Invulnerable would be hard to rationalize without it being Armor, or a Force Field, or some thing like that. As a rule, powers that cost no Vitality to use should not be put into devices.

In any case, power devices should never be lent out to other characters. They don't know how to use them, and are likely to hurt themselves trying. They are also likely to break at the worst possible moment (in fact, the Referee should make sure that they do).

Pushing the Limit: There may come a time in the course of the game when you need to put out a little bit more than you have, to exceed your normal limits. This optional rule makes this kind of heroics possible. Pushing the Limit lets you add to your normal damage, though it costs a lot of Vitality to do it. You can add one point of damage per dice by paying twice the normal Vitality cost of a power: Once for the normal use, and once for the "Push". Adding two points to each damage dice costs triple the normal Vitality cost, etc. In addition to this cost, you subtract the amount of damage the "Push" gave you from the next attack you make in that battle. You can't do Multiple Actions in the same round that you Push the Limit, nor may you do more than double the rolled damage. You must try to do your maximum damage.

Sweep Attack: In both the real world and the world of comics as well, it's possible to swing a long weapon at a group of people, hoping to hit one of them. You may choose to allow this limited form of "area effect" in the game world as well. The attack is made as a series of single attacks. These do not suffer the normal multiple-action penalty to hit, but neither Combat Bonus nor Weapon Skill will add to the attack, and only one of the members of the group can actually be hit. Roll the attacks in sequence, one after another until one of them hits, or all of them have missed. The targets may evade normally and are allowed movement, size, Dodging, Martial Defense, and Combat Bonus to their Defense Class.

The other way that someone may Sweep Attack is with a fully automatic weapon, such as a sub-machine gun, or a power that has rapid-fire capacity (Enhanced Attack may allow this). In this form, roll to determine how many shots can hit. This is usually 1 D4 of shots, although some extremely rapid fire guns allow 1 D6. Determine the arc of fire, which may not be more than 90 degrees. Roll attacks on all targets within the area until either all targets have been missed, or all possible shots have scored a hit. Again, neither Combat Bonus nor Marksmanship can be applied to the attack, although all forms of evasion are applicable to the defenders. All other rapid-fire penalties that may be applicable should be used as well, such as penalties to damage (in the case of a power), or to hit (in the case of a weapon). "Spraying" at a single target is possible and will allow multiple attack rolls, but only one shot may hit.

Appendix B

Inventing Powers

There are times in the game when both the player and the Referee will have a chance to invent their own powers. Aside from the "Select or Invent one" option on the power tables, there is also the Magic/Psychic power, the Special Weapons power, and the Technical and Mystic adept powers. In all these cases the rules are the same:

- 1) Keep it simple.
- 2) Keep it fun.
- 3) Keep it fair.

Remember that all attack and defense powers have their own special advantages and weaknesses: Each attack has a Defense that it hits as if there were no Defense working, and a Defense that it needs a natural 20 to hit at all. Each Defense has an Offense that it can't defend against, and another that it stops almost completely. The Referee may outlaw a new power completely, if it seems to be too powerful, or hard to play.

To help understand the rules for inventing new Powers, let's look at how the existing powers were created.

Offense Powers: When designing attack powers, ranged attacks are popular, and have the most variables. So, if you want to build a custom power, here's how to do it:

All attacks do 3 dice of damage, plus 1 dice for each experience level the character has. This is not variable. What varies is the size of the dice, the VIT cost, and the range.

Start your "energy blast" with a D12. For each advantage, reduce the dice size as indicated. Sizes drop by 2 points, so D12s become D10s become D8s become D6s become D4s become D0s. For each disadvantage, adjust the dice size upward as indicated. D12 is the top dice size. Each advantage/disadvantage should be taken no more than once.

Advantage/Disadvantage	Adjustment
Area Effect (explosion or spread)	-1 DS
Disintegrate or Penetrate	-1 DS
Device (easily removed)	+1 DS
Device (hard to remove)	+2 DS
Rapid-Fire (1D4 of hits 1/2 dmg)	-1 DS
Victim must Save vs Stun	-1 DS, no CON damage
Victim must Save vs Disability	-2 DS, no CON damage
Unlimited Range/Line of Sight	-1 DS
Coupled or Independent	-2 DS
Non-damage extra effect	-1 DS
Invisible effect	-1 DS
Reduced VIT cost	-1 DS
Persistent (Effect continues)	-2 DS
Reduced Range	+1 DS
No Range	+2 DS
No damage advance	+1 DS
Increased Vitality Cost	+1 DS
Delayed Effect (1 second delay)	+1 DS
Special Condition - Common	+1 DS
Special Condition - Uncommon	+2 DS
Special Condition - Very Rare	+3 DS

Area Effect means either a spread of 5 feet radius per level of the character, doing half damage, or an explosion doing full damage at the center, but degrading as you move out from there. See Explosions, Page 28.

Disintegrating powers do 1 D4 of CON damage to inanimate, non-powered items, when an adjusted 20 is rolled to hit.

Penetrating Attack means that you do 2 additional dice of CON damage, plus 1 point of CON damage for each Vitality damage dice you rolled. Other games call this a "Killing Attack".

Device means that the power comes from something you wear or carry, such as a weapon. A gun would be an example of something that is easy to remove. A ring would be considered hard to remove. A device that can't be removed gets no bonus.

Rapid Fire means that you may switch to a machine-gun mode where you may hit with 1 D4 shots. Each shot does 1/2 normal damage, but this still raises the average damage.

Save vs Stun means that the target must make a Saving throw of some kind, typically Will on 4 D6, or be stunned for one second for each point that the Save was missed by. Mind Blast is an example of such a power. This advantage includes the limit that no CON damage can be done by the power.

Save vs Disability means that the target must make a Save of some kind, typically Will, or be disabled somehow for 1 second for each point that they missed the save by. Paralyzation is an example of this. This advantage includes the limit that no CON damage can be done by the attack.

Unlimited Range means exactly that: If you can see it, you can hit it. Range penalties apply, but range limits don't

Coupled or Independent means that you can do a "Coupled Attack" without penalty or delay.

Non-damage extra effect means that the power has a use outside of combat. Telekinesis would be a good example of this, as would the mimicry ability of Sonic Attack.

Invisible effect means that the beam, or bolt, or whatever is invisible. Normally, all combat powers have some visible special effect, unless otherwise noted. This advantage is that "otherwise noted" thing.

Reduced Vitality Cost means that the power costs about half as much as the normal 2 or 3 points. This either means 1 point per use, or 2 to 3 points for extended use.

Persistent means that the effect will last a while. Damaging effects will last for 1 second per point you rolled to hit, beyond

what you needed to hit. Each extra second does half the damage of the second before. If the effect calls for a Save vs Disability or Stun, the duration is based on the amount the Save was missed by, but it does no further damage. To extend this duration, the user must pay Vitality to maintain the effect.

Reduced Range means to cut the range by half. Normal range is DEX + Level times 10 feet

No Range means that the power can be used by touch only, under most conditions. For example, Lightning - Touch Only might be usable through a metal fence, if you and the target were both touching it.

No Damage Advance means that the power's damage doesn't go up in the number of dice rolled as you advance levels. It might be raised by one dice per level with an appropriate skill, but you would have to dedicate one skill degree per dice, and couldn't raise it by more than a dice per level.

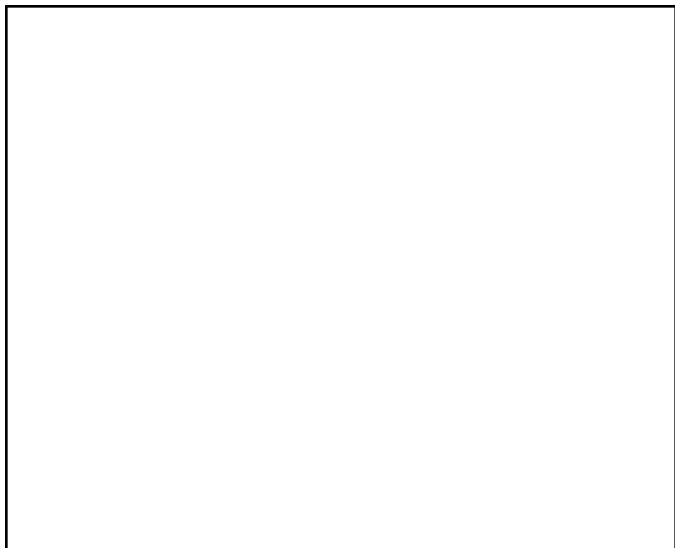
Increased Vitality Cost usually means double. The average attack costs 2 or three. Double would be in the range of 4 to 6.

Delayed Effects mean that you aim and activate the power one second, but it fires one second later. This means that if the target moved in that action, you are guaranteed to miss, unless they are still in the line of fire.

Special Conditions are power limitations. A "Common" one might be that the power only works in shadows, or in direct sunlight. An uncommon one might be that the power only works under a full moon. A very rare one might be something like, "Only in a Vacuum".

Other limitations or advantages can be worked out with your Referee.

Looking at this, we can see why Lightning and Flame do D10's of damage: They both have Explosion as an area effect. Sonic Attack has an area effect, and a non-damaging extra effect (sound mimicry), so it does D8s. TK has unlimited range, non-damage extra effect, and invisible effect, so it does D6s.



Mind Control is the odd one. It has an unlimited range, Victim must Save vs disability (or equivalent), Invisible Effect, Non-damage extra effect, and the effect persists. This would drop the damage to negative dice. To counter this, we increase the VIT cost to 5, and damage becomes D0s (no damage)

Martial Arts is the other weird one. It has a bonus to hit, an Initiative bonus, and allows other combat maneuvers, which would mean D6s. However, it has essentially no range, and doesn't advance in damage with levels. So, we give it double damage, essentially returning it to D12s.

VIT cost for attacks is usually 2 or 3, and may be adjusted by the Referee to reflect overall usefulness of the power.

So, let's invent a power. We'll call it Tangle-Web. It will be an area effect, Save vs STR or be entangled, will be persistent (will stay around for a while), and will be useful in non-combat as a safety net or rope. By the chart, it should do D0s of damage, which is fine. See, wasn't that hard?

Alternately, we could add some limitations, such as saying that it comes from a device, and/or has a short range, then add area effect, and have it constrict for D6s of damage, or define the damage as the amount that must be done to it before it can be broken.

Defense Powers are built in much the same way that attack powers are built. Presume that the average Defense Power starts at DC 1. Apply Defense Class adjustments as described for any advantages or disadvantages you add. Again, the same advantage/disadvantage should not be taken more than once.

Advantage/Disadvantage	DC Adjustment
Damage Reduction	+1 DC
Damage Conversion	+1 DC
Hardened	+2 DC
Stat bonus	+1 DC
Extra, non-combat effect	+1 DC
Damage on Contact	+2 DC
Extendible	+1 DC
Effortless	+1 DC
Progressive	+3 DC
Offensive Advantage	+2 DC
Restricted Healing	-1 DC
Slow Healing	-1 DC
Device (easily removed)	-1 DC
Device (hard to remove)	-2 DC
Double weight	-1 DC

Damage Reduction means that the power reduces either collision or non-collision damage by half.

Damage Conversion means that the defense blunts penetrating damage, turning it into blunt damage. Each Constitution point done by a penetrating attack or weapon becomes a point of Vitality damage instead,

Hardened means that the power lets you ignore all Con dam-

age done by penetrating weapons.

Stat Bonus means that the power raises one of your ability scores, usually by a D10.

Extra non-combat effect means that the defense has non-combat uses. Each distinct effect is a separate advantage. Telekinetic Defense is such a power.

Damage on Contact means that anyone or anything that touches the outside of the defense will take 1 D6 of damage per level of your character. This will not damage you, or things that you are protecting with it (uniforms or equipment).

Extendible means that you can enclose an area in the defense, usually requiring that you pay extra Vitality for each foot of radius. Force Fields and Darkness are this type of defense.

Effortless means that you don't need to pay any Vitality to use the defense. An absolute must for an "Always On" defense.

Progressive means that the Defense Class gets better as you advance in levels, at a rate of 1 point per level.

Offensive Advantage means that the defense gives you a bonus to hit of some kind, or perhaps a bonus to initiative.

Restricted Healing means that the power prevents others from helping you heal, somehow. You are generally beyond the help of a doctor or hospital.

Slow Healing means that the power slows your healing rate by half.

Device means that the power comes from a device or weapon of some kind. It may be something like a shield or a magic cloak (easy to remove), or a ring or belt (hard to remove). If it can't be removed without surgery, it is not a disadvantage, and doesn't affect the Defense Class

Double Weight means that the defense doubles your character's weight, which has many inconveniences.

Armor has Reduction, Hardened, 2 Stat bonuses, and is Effortless, but doubles weight and is hard to repair. It should be DC 4

Metal Body has Reduction, Hardened, 2 Stat bonuses, and is Effortless, but doubles weight twice, and both restricts and slows healing. It should be DC 2.

Bionics gives 3 stat bonuses, and (possible) non-combat effects: Extra run and extra jump. It should be DC 2.

Darkness has Extra Effect (limited Clairvoyance), and is extendible. It should be DC 3

Flame Defense had Reduction, Conversion, and Damage on Contact. It should be DC 5

Force Field has Reduction and Hardened, Non-combat Effect (expandable) and is Extendible. It should be DC 6

Transportation Powers: There are very few guidelines in this

area.

The real problem is that there is almost no transportation power that can't be accounted for within the standard rules. If you come up with one, please let me know.

Special Powers: These powers include a wide variety of information gathering abilities, power and ability score modifiers, and miscellaneous abilities. Again, guidelines are going to be sketchy, at best.

Start by reading the existing Special powers, to get a feel for the appropriate power levels.

General guidelines

"Death Ray" type powers were not included in this game: Keep it that way! Instant death and Turn to Stone powers cause almost as much trouble as characters who can't be hurt at all. There should never be an irresistible force, or an immovable object. It might be fun to play such a character for a while, but think how you would feel if one of your favorite characters was hit, and killed, by such a power: No fun at all. By this same logic, Offense powers which never miss and Defense powers that can't be hit are also a pain, and should not be allowed. Two characters who can't be hit or hurt would fight forever.

Any power or device which makes someone completely immune to a particular type of injury should be disallowed.

Healing rays, Regeneration machines and magic healing spells are very popular, but powers that can return the dead to life should not be allowed easily, if they are to be allowed at all.

Death should be final: If you can't lose, then winning doesn't mean much. If you want to invent a healing power, take a look at the Mind over Body power, found under Mental Power (Page 42). It gets characters out of the hospital and back into action quickly, without making them immortal.

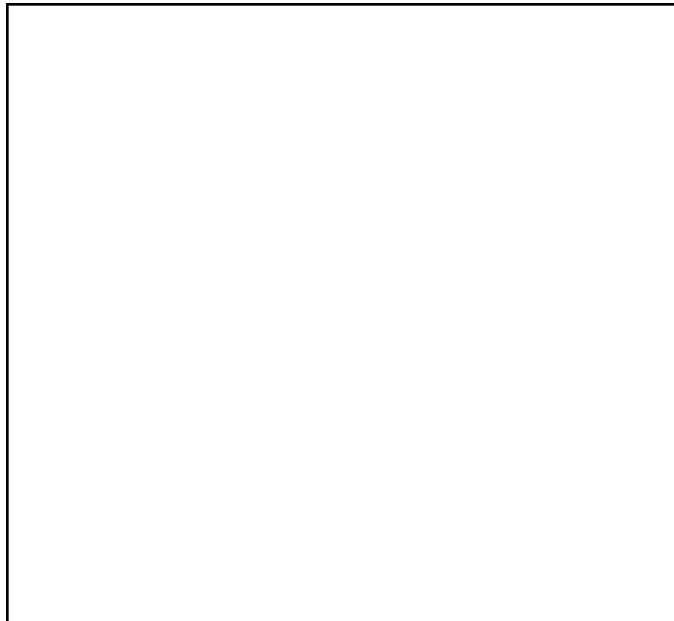
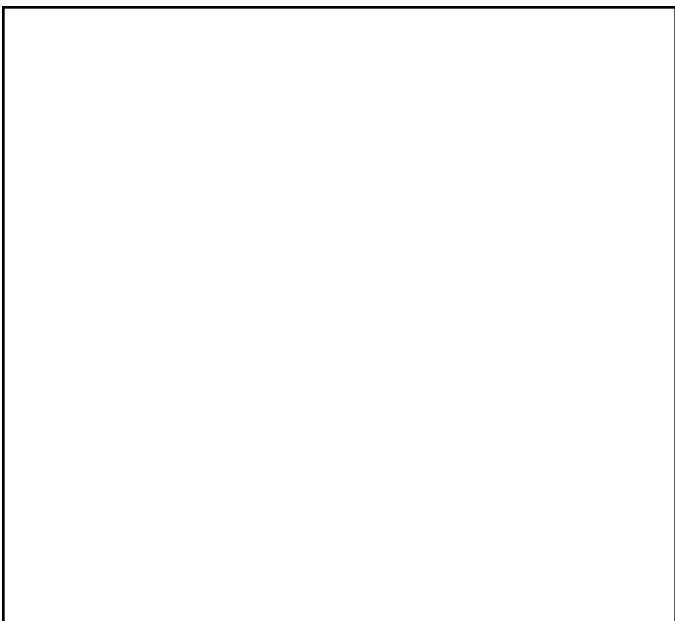
Some special attention should be given to the invention of powers through the Special Weapons and Magic/Psychic powers. Both limit the number of defenses that can be active at one time. Enforce this rule. Magic spells might be castable on others, to grant some capacity or other to an otherwise normal person. Remember that defenses given to other people this way count as the "only one magic/psychic defense" allowed to operate at a time: If you give it to someone else, you can't use it on yourself. This might be relaxed if the defense is being given to multiple bystanders (normally impossible), but should be rigidly enforced if powers are shared with player characters.

In loaning the power to another, it's the recipient of the spell who controls it's use, not the caster. Teleporting other people into orbit, or forcing them fly into walls is simply not fair, or legal. The caster of the spell pays the Vitality point needed for the spell, the recipient pays for it's use.

Special Weapons are devices. They can be taken, broken, lost and replaced. If characters want a device which can't be taken, such as having it surgically implanted, then it should receive a power limitation to compensate. If it's to be made of an "Invulnerable" material, so as to be unbreakable, then it should be difficult to replace. Armor which is "unbreakable" is not unlimited in it's armor capacity. It might not break, but the wearer certainly can.

In all cases, the player must justify the power, explaining how it works. Technical diagrams aren't necessary, of course, but some things simply aren't possible. For example, Invulnerability is a thorough hardening of the entire body. A suit that gives it would probably be Armor. An energy field to create the effect would probably be a Force Field.

The final word on what is or isn't legal belongs to the Referee, and one Referee may allow a power that another wouldn't accept.



Appendix C

Optional Rules

For the sake of simplicity and playability, some of the rules in this book aren't too realistic. This section gives some rules that are more technically accurate. Be warned, however, that these rules are harder to use. With that warning in mind, pick the rules you like, and go for it.

Appearance

Sometimes you may want to know just how physically handsome or beautiful your character is. It is generally assumed that super-types, being in good physical condition and leading active lives, are fairly attractive. If you want to measure this, then add an ability score to your character sheet and roll 3 D6 for Appearance.

Armor Piercing Weapons

Some specialized knives and many types of bullets are considered "armor piercing" in this game. This means that they are designed to penetrate hardened surfaces and gain maximum penetration. As a result of this, defenses that normally reduce damage are bypassed, and CON damage comes through unblunted. There is a price for this, however: Armor piercing weapons do one dice less damage than their normal counterparts. Note that this reduction in damage applies to AP weapons, but not to true AP powers.

In the real world, however, not all AP weapons are created equal. They have different penetrating capacities, with ratings based on the number of inches of steel they can penetrate. Following is a quick list of AP weapons, and their approximate ratings:

Armor Piercing Weapons

Arrow - Chisel Tipped	AP1
Arrow - Explosive backed	AP2
Tanto (combat knife)	AP3
Katana (Sword)	AP2
Bullet - Copper tipped	AP1
Bullet - Copper jacket	AP2
Bullet - Steel tipped	AP3
Bullet - Brass core	AP4
Bullet - Steel core	AP5
Bullet - Brass core w/teflon	AP6
Bullet - Sabbat round (Layered)	AP6

These ratings may not be completely accurate, but are good enough for game purposes. To use this rating system in the game, consider the nature of armor, or other hardened defenses. Their main purpose is to blunt penetrating attacks, converting bonus CON damage to simple Vitality damage. The AP rating of a weapon is the number of CON points per dice of CON damage that can bypass the defense.

Example: An agent of S.N.O.B. shoots at Captain Outrageous with an AP2 bullet (.38 caliber). He rolls 3D10 of Vitality damage (1 die less than normal), and 3 D6 of CON. His total is 14 points of Vitality, and 12 CON. Captain Outrageous has a Force Field which would normally ignore the CON damage, but the AP weapon punches through anyway. Since the bullet was AP2, 2 points from each CON dice comes through as CON, and the rest is converted to Vitality damage. The damage that actually gets through is 20 points of Vitality (the 14 Vitality rolled plus 6 converted CON points), and 6 CON. Captain Outrageous is hurt, but probably still up.

Breaking Things

When using penetrating weapons to break things, the CON bonus done by such weapons may or may not apply normally. For example, the CON bonus from a bullet shot at a chair might be treated as extra Vitality damage, while a sword or axe would easily shred the chair, all CON bonus being applied directly to the chair's CON. Alternately, the CON bonus might not be applied at all in some cases: A sword or axe applied to a bank vault would have its CON bonus treated as extra Vitality, while the CON bonus from bullets would be ignored completely. As a general rule, if the weapon is harder than the material of the object, the CON is treated normally. If they are about the same hardness, the CON becomes extra Vitality. If the weapon is significantly softer than the object being attacked, then the CON bonus should be ignored.

Body Armor

Body armor, as described earlier, is simply padding to reduce collision damage. It is quite feasible to have armor that reduces damage from heat, sound, electricity, etc. Cost, weight, and movement restrictions would be the same, only the type of damage being affected would change (collision or non-collision).

Collision Damage

The formula given in the standard rules for the damage that results from collision is purely comic book stuff. For those occasions and people who demand greater accuracy, use the real Kinetic Energy formula:

$$\text{Damage} = \text{Mass} \times \text{Velocity}^2 / 1000$$

Example 1: Stonefinger throws a 5 Lb iron bar at Dr. Dastardly. Roll Stonefinger's Hand to Hand, and add 2 points per dice, as per club. That's 8 D6 (about 30, on average) + 16.

As you can see, the damage is acceptable, but accurate only by accident. Now let's see what happens with the new rule:

This time the evil doctor takes a bit less damage, but still probably losing two or three CON points, possibly being stunned.

Example 2: Stonefinger throws the same bar (5 lbs) at the same speed (100 MPH) at the same villain. This time the top damage is $(5 \times 100 \times 100) / 1000$, or about 50 points.

Many Referees like to mix the two rules, using standard ones for body slams and falling, and this version for thrown objects.

As a shortcut, using "Real world" falling speeds and the more accurate formula, the damage from a fall is about equal to the body weight of the object falling, times the height of the fall, divided by 37. Never mind why it works, it just does

Remember that both objects in a blunt collision take the same damage, so if one object is broken, it can do no more damage.

Dice Rolling

In creating characters, some games let you re-roll low numbers, count ones as twos, roll four dice and ignore the lowest one, etc. These methods are used to give above-average scores to characters. If you want to do this, it's all right, but you shouldn't do this, and have the Specialty Roll (Page 5) too.

If you are running an unusually strong character you may find yourself rolling a lot of dice when you hit somebody. There is,

after all, no top limit to any ability score in this game, since you can roll Heightened Ability any number of times: The "Extra Roll on Any Table" entry and the "None-Extra Roll on Special" entry make it possible to move in a sort of loop, rolling 100 every other roll. (You can't go directly from 100 to another 100, but you can go indirectly.) When rolling such massive damage as that, consider some alternatives. Instead of rolling 20 D6, try rolling 10 D12, or even 6 D20. Alternately, try counting all but six or seven of the dice as three and a half (3 1/2) points each, and roll the remaining dice normally. This is faster and gives the same average score.

Experience

Sometimes, simple Experience Points don't reflect all that a character has earned. Similarly, simple experience penalties may not reflect all that the character has done wrong.

Let us consider a different way to reward and punish characters. Let's call them Plot Points. Plot Points are applied by the Referee, in the form of positive or negative plot developments for characters. They reflect short or long term developments in the game works, favors owed, friends made, enemies antagonized. One Plot point might appear as a newspaper article featuring the character. Two might mean that the character has made a friend on the paper, or on the police force, etc. When given, they should take effect at once, and should have a noticeable effect on the way the world treats the character.

Falling Speeds

When things fall they don't really accelerate at 1 MPH per foot that they fall. In fact, they don't accelerate by any distance/speed formula at all: They gain speed by a time/speed formula, 32 feet per second every second that they fall. In English this means that a rock gains more speed in the first 10 feet that it falls than it does in the second 10 feet, because it takes less time to fall the second 10 feet: It had a running start. The following table gives a set of realistic falling speeds, broken out by distance fallen. Note that people seldom fall faster than about 350 MPH, due to air resistance.

Falling Table

Height	Speed	Time	Height	Speed	Time
10	25	0.8	210	116	3.6
20	36	1.1	220	118	3.7
30	44	1.4	230	121	3.8
40	50	1.6	240	124	3.9
50	56	1.8	250	126	3.9
60	62	1.9	260	129	4.0
70	67	2.1	270	131	4.1
80	71	2.2	280	133	4.2
90	76	2.4	290	136	4.3
100	80	2.5	300	139	4.3
110	84	2.6	310	141	4.4
120	87	2.7	320	143	4.5
130	91	2.8	330	145	4.5
140	94	2.9	340	147	4.6
150	98	3.1	350	149	4.7
160	101	3.2	360	152	4.7
170	104	3.3	370	154	4.8
180	107	3.4	380	156	4.9
190	110	3.4	390	158	4.9
200	113	3.5	400	160	5.0

Hand to Hand Damage

It may seem strange to you that the game makes no distinction between a Strength of 10 and a Strength of 14, in terms of the damage done by a punch, yet makes a substantial distinction between Strength 14 and Strength 15. This is mainly to maintain simplicity. If the Referee approves, Strengths over half-way to the next five point mark may roll an extra damage dice: A D4. This means that people with Strengths of 10, 11, and 12 will still do 2 D6 of damage, but 13 and 14 will do 2 D6 + 1 D4 of damage. This bonus would apply to a Strength score ending in 3, 4, 8, or 9 (ie. 13,14,18, 19, 23, 24, 28, 29, etc.)

Hit Locations

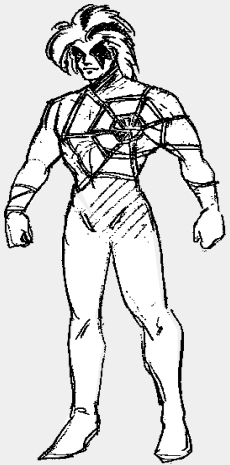
Most of the time its enough to know that you hit your target, and you don't worry about exactly where you hit them. There are those, however, who choose to invest the time and effort needed to bring this additional bit of realism to the game. For these people, the following random hit location table has been provided. Roll D100, and consult the chart below. If attacking hand to hand, add 5 to the dice roll. Remember that if you use hit locations, so can your enemies. When attacking from the side use the table as given. When attacking from the front or rear let even numbers mean the left side, and odd numbers mean the right side.

An attack which does CON damage to an area might have bruised, strained, or broken something, depending on the amount of damage done. More than half your CON done to a single location will probably mean a compound fracture of a bone, or something else equally severe. The character might be judged to have suffered an injury that would take weeks to

recover from, instead of days. The exact amount of disability is up to the player and Referee to work out, but head shots still do double damage. Hits to the legs do half damage, but will trip opponents if the damage (before cutting in half) would slam the person any distance.

Hit Location Table

Special	100
Head	89 - 99
Arm	69 - 88
Hand	67 - 68
Chest/Ribs .	56 - 66
Stomach	45 - 55
Thigh	25 - 44
Knee	23 - 24
Calf	03 - 22
Foot	01 - 02



The "Special" spot on the table means that you hit, and maybe broke something that the person was carrying, or perhaps hit on an open wound or a tender or vulnerable spot, or just had an incredibly lucky shot.

Non-Combat Cost of Powers

You are probably aware that many powers in the game give the side benefit of flight, through the power based skill of Flight. The drawback is that the powers must be in use in order to fly, and the Vitality cost is prohibitive for any long flights. For example, Insubstantiality costs 3 points of Vitality each 10 seconds of flight. This means that the average character could fly for less than 10 minutes before becoming exhausted: Ten minutes is 60 rounds, which is 180 Vitality points.

To correct this and expand transport, as well as other powers, beyond the size of the battle-field consider making a distinction between Combat and Non-combat power usage. Let powers paid for by time, rather than use, cost the same to use for a minute out of combat as it would to use it for a round in combat. This would only apply to powers that have no normal adjustment for non-combat, such as Force Fields, Telekinesis, Insubstantiality, and Invisibility.

Initiative

Some people just can't roll a decent Initiative, no matter what. One way to even out the inequities of the dice is to change the Initiative system from 2 D6 to 2 D4, and allow actions to be taken only every other count. Super Speed and Martial Arts will give +1 Initiative per level, instead of +2. The maximum bonus from these powers becomes +3, instead of +6. Half actions can be saved for the "odd moments" once per round.

Game Color

There are several items that you may wish to incorporate in your game, not because they are more accurate or more playable, but because they are more colorful. They make the game more strongly resemble the comic books.

Virtue

Comic book characters seem to live in a world of incredible coincidence. To incorporate this into the game, let's add an extra characteristic: Call it Virtue.

Virtue points are gained whenever a character gains a level. A Virtue point may be used to gain a new virtue, or to increase an existing one. More points in a Virtue enhance the effect, and may act as bonuses to some Saves or roll-off situations. A character may have several Virtues, but no two may have the same number of Virtue points.

For example, a character chooses Nick of Time as his starting Virtue. When he gains second level, he will gain another Virtue point. Since any new Virtue would be at the same level as his Nick of Time (1 point), he can't gain any new Virtue until Nick of Time is at 2, thus the Virtue point will go there. Upon gaining third level, the character may gain a new Virtue, such as Guardian. At fourth level, the point would have to go into Nick of Time again, since you can't raise Guardian equal to Nick of time, and any new Virtue would equal Guardian. At fifth level, the point could go into Nick of Time, or Guardian, but not into any new Virtue, since that would make it equal Guardian. At sixth, a new Virtue could be gotten, etc...

Virtues will be divided into three classes. The first of these is Heroic Virtues. Heroic Virtues can be had by Hero-class characters only. If a character loses his or her Hero status, they lose all Heroic Virtues. Heroic Virtues are:

Nick-of-time: This talent pretty much allows your character to arrive at the scene just before it's too late. All it takes is a good

faith effort on your part, and a chance that the arrival is possible.

Aura - Guardian: Something about your character makes people trust in him or her, and look to them when in trouble. This means that adventures will come to you, whether you want them or not. Points in Guardian act as a direct bonus to Personality Saves involving trust.

Pedestal: Your character is publicly admired and adored. Thus, everyone will cooperate with you, and are usually thrilled to do so. On the down side, everything you do can and will show up in the news, so you have to maintain the highest standards imaginable whenever you are out in public. Be prepared to sign autographs. Points in Pedestal act as a direct bonus to Personality Saves involving trust.

Serendipity: This is the talent for simply being in the right place at the right time. For some reason, crimes happen in your immediate area.

The next class of Virtues are the Non-Heroic Virtues. These may be held by Heroes, Unsung Heroes, and Mercenaries. Non-Heroic Virtues include:

Aura - Honorable: The character tends to be honest and honorable, and has the reputation to match. People will trust the character instinctively. Note that, if a person with this Virtue gives his or her word of honor, and breaks it, or otherwise betrays a trust, they may lose a Virtue point in Honorable. This may force the loss of other Virtue points as well, since no two Virtues can have the same Virtue Point balance. Points in Honorable act as a direct bonus to Personality Saves involving trust.

Astute: Also known as "Has a Clue", this Virtue gives a character a second chance to pick up on a clue that the player missed. This can happen once per adventure per Virtue point in Astute.



Noticeable: This Virtue means that your character tends to be noticed. When the character arrives at any place where opponents are operating, they assume that you are there to cause trouble for them. They, therefore, must eliminate you to keep you from interfering in their plan. Thus, you will learn of their plan, and be forced to foul it up. Points in Noticeable are a direct bonus to Personality Saves for reputation or recognition.

The last class of Virtues are called Dark Virtues. They represent talents specific to villainous types, but can be had by anyone. Dark Virtues include:

Aura - Sex Appeal: A character with this Virtue is considered attractive by the opposite sex. Enemies of the opposite sex will feel that you can be "Saved", or converted to their way of thinking. In any case, it's worth trying. Points in Sex Appeal act as a direct bonus to Personality Saves involving charm or friendship.

Aura - Threat: A character with this Virtue simply acts dangerous. They can't help it. Anyone around them will notice this on a sub-conscious level. The character simply feels threatening. If the character can make a Save vs Personality on 3 D6, they can suppress this Virtue for a short time, but it always comes back. Points in Threat Aura act as a direct bonus to Personality Saves involving intimidation.

Aura - Evil: This is similar to the Threat Aura. People observing a character with this Dark Virtue will almost instinctively consider the person to be a villain. They see evil in everything the person says or does. Those of darker devotion will see this person as a potential leader, schemer, or master-planner. Again, a Save vs Personality can suppress the effect for a short time, but ultimately even this will be seen as a cunningly evil act. Points in Evil Aura act as a direct bonus to Personality Saves involving recognition and intimidation, and as a penalty to Saves involving trust.

Charmed Life: This character has a gift for making incredible escapes, surviving catastrophes, and generally staying alive when nobody should reasonably expect it. For each point a character has in Charmed Life, they are entitled to one fair shot at surviving and/or escaping from a serious problem, per adventure. This may take the form of giving them a Saving Throw when none would normally be allowed, allowing them to find cover or a hiding place at the last moment, or simply letting the opponents make a well-timed mistake. This is not foolproof, but it does improve survival odds.

Daring: Characters with this Virtue have a talent for inventive plans. Once per adventure, per point in Daring, the character may propose a plan that might normally violate the rules, and/or good sense. The Referee should consider the plan seriously. They don't have to approve the plan, but they should consider if it fits within game color, and comic book style. The plan should include an element of risk, and should be unexpected. The same trick will seldom work twice on the same opponent.

Combat Reflexes: Characters with this Virtue are always on the lookout for trouble. Thus, they are hard to surprise. In any battle where the opponents "Seize initiative", they should roll their Initiative normally. If their Initiative, plus bonuses, plus their Combat Reflexes points totals over 10, they will get to react during the opponent's Seize Initiative action. The down side of this is that the character is jumpy, and will over-react to anything that resembles the start of a fight. A backfire may make them duck and roll, drawing a weapon. An unexpected slap on the back may cause them to counter-attack, possibly injuring someone. This is a mixed blessing.

Schtick: Schtick is a personal theme, trademark, or item of personal style. For each point is Schtick, you get to describe or define something that distinguishes your character from all others. Does your character's cape always flutter lightly in the breeze? Do you have a talent for timing your exits to some distracting event, for maximum dramatic effect? Is there typically an ominous rumble of thunder in the distance when he or she gets angry? You get to define it any way you like. Remember, though, that Schticks are by definition of no actual value, other than dramatic. Attempts to define a Schtick that violates this rule will fail. The Schtick will **always** fail when anyone attempts to abuse them.

Returning from Death

In the comics, a character is never truly dead. People shredded beyond recognition have returned, to live again. In this game there are a few special requirements for this to happen. First, the character must have died an "Obscure Death". This means that there can't be a recognizable body around. Second, the death must have been truly heroic. Third, the Referee must agree.

Essentially what we do is generate a new character whose origin begins with the death of the old one. Powers should be similar, but don't have to be identical. The Referee will decide what, if any, of the previous character's experience or levels should be transferred to the new character. This should be based on how heroically the previous character died, and how good a story the player comes up with to explain the "miraculous" survival. In no case should the resurrection be immediate. Make the player wait a few game sessions, perhaps as long as it would take to heal normally from the wounds that killed the character. Remember, this is an option, and is NEVER automatic.

Super Metals

Many comics, games, and fantasy books have their own versions of the ultimate metal, one which is tougher than any other, maybe even unbreakable. Some call it Adamantium, others name it Adamant, Adamanite, Adamantine, Ridiculum, Bizarrium, etc. In Bif Bam Pow there can be many such metals, and you can name them whatever you choose. What sets these materials apart is that they are not subject to the normal

rules for breaking things. Normally, objects take real CON damage equal to the damage done by the attack, minus the object's CON score. Super-metals take real CON damage equal to the total damage done by an attack divided by the CON of the object. So, instead of breaking something by doing twice it's CON in damage, you must do the square of the object's CON to break it if it's made of a super-alloy.

Example: A safe made of Ridiculum 12 has a CON of 20. A 40-point attack would break into a normal 20 CON safe, but only does 2 CON to the Ridiculum 12 version (40 points divided by 20 CON = 2).

Note that the Referee decides what an object's CON is, and how hard it is to break. Such "Super-Metals" are not usually subject to the disintegrating effects of Pulse Bolts, and are popular for building "Unbreakable" special weapons and power devices. While nothing is truly unbreakable, some things come close.

Optional Combat Maneuvers

Dazzle: To Dazzle someone means to temporarily blind them with a bright light. You need a very bright light and the element of surprise: If someone is prepared for a Dazzle attack they'll be able to close their eyes or turn away for a moment, and a moment is all it takes. As a light source, any power that has a bright light as a special effect will work, as will large floodlights and powerful camera flash units (Laser, Lightning and Flame powers work quite well). To Dazzle someone, you make an attack against their Defense as if you were using Laser powers. If you hit, then they get a Save vs. Will on 4 D6. If they miss the Save then they lose initiative points equal to the amount they missed by. The next round, they lose half as much Initiative, and the third round they are back to normal again. Note that using a power this way means that you aren't using it to do damage: You can blind, or hurt, but not both.

Ordinary sunglasses don't help against a Dazzle attack, since your eyes will already be adjusted to the lower light level, but mirrored or photo-grey lenses will give a +2 to the Save. Special filters can make it impossible for some people to be Dazzled, but these leave the user totally blind in dim light.

Sustained Attack: There are times when you wish your character could maintain an attack, continuing to fire, or swing, or whatever. To do this, you must be facing a relatively stationary target (i.e. there is no Dodge or moving target penalty to your attack). This uses your entire action, and you must pay double the Vitality cost for each successive action of sustained

Example: Electron opens fire on Dr. Dastardly's Escape Jet (Pat pending) as it prepares for takeoff. He rolls his attack, and hits. He pays the normal 3 Vitality for this lightning bolt. Choosing to sustain fire, he keeps the attack up, moving to keep pace with the taxiing plane. He pays 6 points this action, but doesn't need to roll another attack roll. If he chose to sustain for a third action, he would pay 12 Vitality.

attack. Effortless powers can't Sustain Attack.

Duel of Power: A tactic we often see in the animated versions of comic books is two people firing at each other, with their beams meeting in the center and cancelling. This is called a Duel of Power.

To do this, each person must be acting on the same initiative, and be attacking each other. The beams will meet at the center. No attack roll is needed, but each will roll damage.

Take the distance between the two, and divide it into 20 fairly even segments, 10 on each side of the center. Compare the damage rolled by the two attacks. For every 10% difference, move the meeting point by 1 segment. Thus, if one totals twice the other, the duel is over. Otherwise it continues, by way of the Sustained Attack rule, until someone loses, or someone quits. A character loses when the opponent's attack reaches them. If a character quits, they are a "prone opponent" to the winner's attack, adjusted for any dodging they can do. If a character loses, then they are hit, with no attack roll needed.

Example: Electron and Hydro face off, firing at each other on the same action. After agreeing to a Duel of Power, the 20 ft. distance is broken into 20, 1 ft. steps. Electron rolls his 8 D10 (Lightning), and Hydro rolls his 7 D8 (Force Beams). Hydro rolls 32 (Average), and Electron rolls 44 (also average). 10% of Hydro's damage will be 3.2. that goes into 12 (the difference in damage) 3 times, with some change. Ignoring the change, we see the two attacks meet in the center, then drive three feet back towards Hydro. Presuming average rolls from each, we see that Hydro will lost this in about 3 actions. Unless Electron either quits or runs out of actions in that time.

Note that powers that are invisible, such as Telekinetic Attack, can't do this unless they are using some visible medium, such as thrown rock or gravel.

Appendix D

Glossary

Ability A number that helps define the physical and mental characteristics of a character. The Ability scores are called: Strength (STR), Intelligence (INT), Will, Dexterity (DEX), Constitution (CON), Personality, and Vitality.

Attack Any attempt to injure another person, or do something to them that they want to avoid.

Attack Roll The dice roll used to determine the success or failure of an attack. This is usually rolled on a 20-sided dice (1 D20).

Charge Charging is a Combat Maneuver involving straight impact and collision, similar to a flying tackle. It means to move straight into someone or something.

Class An arbitrary way of categorizing characters, intended to describe how they fit into the game world. Character Classes are: Hero, Villain, Unsung Hero, Fallen Hero, Mercenary, and Normal.

Combat Bonus A number representing the amount that Dexterity can modify common combat actions. It can be added to attack rolls, subtracted from Defense Class, added to movement or initiative. It is equal to a character's

Dexterity, minus nine, divided by three (dropping all fractions).

Combat Power An attack or defense, or some power which specifically modifies an attack or defense (ie. Hardened Defense, Enhanced Attack, etc.)

CON An abbreviation for Constitution.

CON Damage The result of serious injury: Cuts, sprains, strains and broken bones.

Constitution A number representing a person's or object's physical toughness and endurance.

DC An abbreviation for Defense Class.

Defense The ability to resist or avoid attack, usually referring to a power.

Degree The total number of times a Skill has been learned or advanced.

Defense Class The number used to represent the overall difficulty involved in successfully attacking a person.

DEX An abbreviation for Dexterity.

Dexterity A number representing a person's physical agility and speed.

Fallen Hero A character who is being punished for violating the spirit of justice.

Hero A character who has devoted his or her time and energy to helping others. Generally, any player's character, but specifically that group of characters who are of the Hero class.

Initiative The time when a character may begin to act. This is rolled on 2 D6, with lower numbers being better.

INT An abbreviation for Intelligence.

Intelligence A number representing a person's mental capacity and problem solving ability.

Level A number representing a person's experience and skill. The higher the character's Level, the more powerful he or she becomes.

Limitation A weakness, flaw, or vulnerability in a character. The human part of super-human.

Mass A measure of an object's or person's resistance to changes in motion. This is usually the same as the weight of the object under normal gravity. The terms "Mass" and "Weight" are used interchangeably in this game.

Mercenary A character class, representing those beings who use their power, within the law, to help themselves rather than others.

Normal A character class representing most of the people in the world.

NPC An abbreviation for "Non Player Character". A character who is run by the Referee, with whom the player's characters may interact.

Personality A number representing a person's charisma, personal presence, and ability to command attention.

Power An uncommon or super-human device or ability. The "Super" part of being super-human.

Rake Rake is a Combat Maneuver that involves hitting a target as you pass it.

Ranged Weapons or powers that are Ranged can affect people or objects at a distance.

Round A period of time, within the game, representing 10 seconds. The time allowed for each character to act once.

Saving Throw A dice roll used to determine a character's ability to resist or avoid some unusual situation.

Skill A trained ability available to anybody, but which most people don't have.

Slam Slam refers to the process of hitting something so hard that it moves. Specifically, Slam is used to describe the movement itself.

Special Effect Any unusual effect caused by a power, above and beyond the primary purpose of the power. What a power looks like when in use.

STR An abbreviation for Strength.

Strength A number representing a person's physical power and lifting capacity (each Strength point lets you lift 20 lbs, or 40 lbs if you aren't going to move).

Stun A condition in which a character is disoriented and slow to react. Usually caused by injury, but sometimes the result of drugs, alcohol, or long winded politicians.

TK A common abbreviation for the power of Telekinesis.

Turn A period of time, within the game, representing one minute.

Unsung Hero A character class representing heroes who work outside of the law in pursuit of justice.

Villain A character class representing people who work outside of the law in pursuit of personal gain. Some Villains have super-powers, many do not.

Vitality A number representing a person's physical and mental energy.

Vitality Damage The result of most injuries: Getting the wind knocked out of you, reducing your available energy, tiring you out.

Weight A number representing how much a person or object weighs under normal gravity. In this game the terms "Mass" and "Weight" are used interchangeably.

Will A number representing a person's strength of character, purpose, self control, stubbornness. Also called Will Power.

Appendix E

Sample of Play

This sample game involves two Heroes and four Villains. One Hero is an Acrobat with a Force Field and a Special Weapon (Flame Attack, rubber bullets). The other is a Martial Artist with Super Speed and a Danger Sense (Mental Power). They are called Tumbler and Speed, and are both first level

The Villains are holding a dozen or so hostages in a bank. They are all Level 2, and are armed with .32 caliber pistols, 1 shotgun, and some gasoline bombs. We will call them Rocky (the leader), Hotfoot (the driver), Slugger, and Fingers. Rocky has a shotgun, and Fingers has the gasoline.

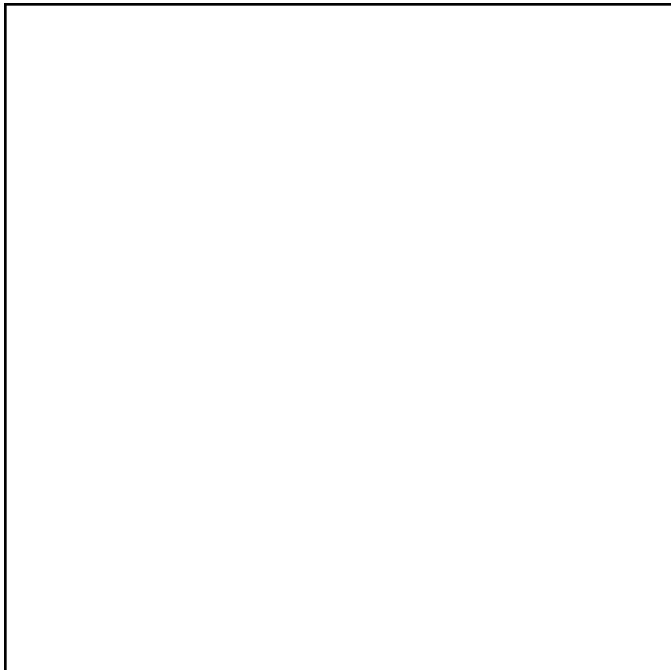
This is what happens:

Referee: You two heroes are on your lunch break at work when you hear a report on the news about four armed men holding hostages at the Security Trust Fidelity National Bank, which is only a few blocks away. What are you doing about it?

Speed: I'll head for the men's room to change clothes, then go out the window and head for the bank.

Referee: How are you getting there?

Speed: Running, of course. I'll keep it under 60, and stay in the streets.



Tumbler: I'll drive over, then change clothes when I get there. That way I'll have a chance to look the area over. I'm driving my van.

Referee: Okay Tumbler. When you get there you are stopped by a policeman who is directing all traffic around the area. Speed, you are in costume, but you took a minute to change clothes, so you aren't here just yet. When you arrive, the officer stops you too, figuring you for some kind of nut.

Speed: He's never heard of me?

Referee: No, he hasn't. Remember that you two are both first level, and kind of new to the Hero business. Now what?

Speed: I'll move away, then circle back at about 40 mph, and hurdle the barricade. Once I'm inside I don't think he'll bother me.

Tumbler: I'll park the van and change into my costume. Then I'll jump the cop, his car, and the barricade, all in one leap. Acrobatic Leaping with a 16 Strength should make that easily.

Referee: Okay, Speed. The officer is ordering you to stop, but you can tell that he doesn't believe what he's seeing. Tumbler, the cop is freaking out. No Save needed for your Acrobatic move out of combat, so you two will reach the bank at about the same time. The police have definitely seen you, and are wondering what is going on. Who's going to do the talking?

Speed: My Personality is only 10, so it better be Tumbler.

Tumbler: Okay. I'm not going to explain a thing. I'll just ask what's happened so far.

Referee: Just act like you own the place, huh? Okay, make a Save vs. Personality on 4 D6.

Tumbler: I rolled a 12, and my Personality is 15. I made it.

Referee: The officer is a bit confused, but tells you that there are four men inside, with a dozen hostages. They want a car and safe passage, and say that they will kill the hostages if they don't get what they want. The all have pistols, and at least one shotgun. They say that they have poured gasoline on the manager, and are threatening to burn him.

Tumbler: Any other way in?

Referee: There is a back door, and an access door on the roof. They're both locked, and the police say that you need a ladder or helicopter to get at the roof. You see that the bank's roof is about 20 feet high.

Tumbler: All right Speed, I'll take the roof, you take the front door.

Referee: How will you get to the roof? It's too high for you to jump.

Tumbler: I'll take a running start onto a police car, and from there to the roof. I should be able to reach the edge with my hands.

Referee: Good thinking. The car adds almost 5 feet to your take-off point. Roll an Acrobatics Save to see if you keep your balance when you get up there.

Tumbler: Let's see. Four talent points, doubled, plus Combat bonus. I need to roll a 12 or less on a D12. I don't miss this too often. (He rolls). I'm on the roof. I'll signal Speed and we'll hit them together.

Referee: All right. There's a padlock on the access hatch covering the skylight.

Tumbler: Not for long. Flame It!

Speed: I'm going to hit the front door with a flying kick, so anybody hiding behind it better watch out. I can do 6 D6 of damage with my Martial Arts and a Strength of 15. Add movement, and the kick, and somebody is going to hurt tonight. Is anyone there? My danger sense can tell me.

Referee: Tumbler is spending this action burning through the lock, so Speed will get in first. Yes Speed, there was someone behind the door, but your Danger Sense won't help: You're not in danger yet. You have surprise, but you can't see your opponent, so there is no bonus. Roll to hit. He is DC 10. We'll call your charge in there the "set up time" for the kick. Add an extra 5 dice for the movement.

Speed: I rolled a 12, plus my Combat bonus of 4 makes 16. I hit! (Speed rolls damage) I did 37 points of damage. 20 of that was from the Charge, so I take it. I'll use the bonus from the kick to block some of that, instead of adding it to damage. That's half of what I rolled, and my Martial Defense takes the other half.

Referee: You don't get a DEX bonus when attacking blind, but a 12 hits anyway. Fingers, who was behind the door, had a CON of 13, and weighs 150. He lost two CON points, and was slammed about 15 feet. (Referee rolls Fingers' CON, and fails). He is Stunned: Down but not out. Nice entrance!

Tumbler: I'm going to drop into the lobby with my Force Field on at about 1 foot radius. That costs 1 Vitality point a

round.

Referee: Okay, Tumbler, mark it off. You both smell gasoline, and you can see Rocky aiming a shotgun at Tumbler. He heard you working on the lock, so he wasn't surprised. It's a good thing you turned your Force Field on. (Referee rolls Rocky's attack.) He missed you Tumbler, but not by much. The size of the hole in the roof near you says that if he hits, you'll probably die. That's the end of the round. Now that everyone has introduced themselves, let's roll Initiative. (Everyone rolls 2 D6) Speed, your Martial Arts and Super Speed each give you a 2 point bonus, so I think you go first. Hotfoot is next, then Tumbler, then the rest of the world.

Speed: I want to take Fingers out of the fight now. Kick him in the head. He's down, so he won't be able to dodge: I think he's a "Prone Opponent". That means that I need an 8, minus my DEX bonus of 4, and my Martial Arts bonus of 1. (Speed rolls a 9). Got him! 6 D6, tripled, should put him out easily. (Speed rolls 15 points of damage.) Fifteen, doubled for the head shot, times one and a half for the kick, comes out to 45 points of damage. That should put him out, I just hope it doesn't kill him.

Referee: You didn't set up the kick, so it's only 30 points. He was a "Prone Opponent", and 30 more is more than enough. He loses 2 CON points, since 30 is more than twice his CON, and his Vitality is down to -7. He'll be out for quite a while. It's Hotfoot's turn now. He's dragging the manager behind a desk, and lighting a piece of paper, or something. He yells "Back off, or the old man fries!" What are you two doing?

Tumbler: I can't risk shooting him, because he'll kill the manager if I miss. Even if I hit, a rubber bullet might not put him down, and I sure can't risk a flame blast. Wait a minute, does this bank have a sprinkler system? I want to flame the fire and smoke detector, to set the sprinklers going. That should cool Hotfoot off a bit.

Referee: Yes, there is a sprinkler system, but the sensor is only about as big as your head. Even as a "Prone Opponent", you'll need an 8 to hit it.

Tumbler: My Special Weapon bonus is 1, and I'll use 1 point of my DEX bonus, so I need a 6 to hit it. (Tumbler rolls 18). Great!

Referee: Guess what? It's raining in here. The carpet will be ruined, and the tiled areas will be slippery. Gas' doesn't wash off too easily, but Hotfoot's makeshift torch won't last long. It's Rocky's turn now, and then Slugger's. Rocky is going to let Tumbler have it with the shotgun, and Slugger is going to try and hit Speed with a chair. Referee rolls both attacks). Tumbler, you were hit. It did 21 points of Vitality, and 6 points of Constitution. Speed, you were hit too. Slugger has an 18 Strength. I'm giving

him 3 dice, plus a D4, plus 3 per dice for the chair. The chair only has a 5 CON, so he breaks it across your back for 10 points. It's good for you he didn't use the table. A heavier or stronger object would have splattered you. Anybody Stunned? Are you two still up? It's a new round, so Speed goes, if he can.

Speed: I cut that to 5 points, which is less than my CON, so I'm okay. I am going to run over to Slugger and hit him in the head.

Tumbler: My Force Field was up, so I don't take any CON damage. I'm okay.

Referee: Sorry Tumbler, but Rocky rolled a natural 20. You don't take the CON, but you take all 21 of the Vitality damage. Speed, Slugger will be dodging this round, so you're at -2 to hit. His total DC is 6. Still want to try for his head?

Speed: Yes, even at -8, I still think I can hit him. (Speed rolls a 15). Horsefeathers, I missed!

Referee: You seemed a bit overconfident. Hotfoot's move now. He is going to grab one of the other hostages, and make a break for the door. He won't get out this round, but he'll be gone pretty quick.

Tumbler: No body armor, so I'm bruised, but I'm still up. I want to try shooting both Hotfoot and Rocky in the same round. That means I attack at -1 for the Multiple Action. Anything else I should know about?

Referee: Yes. Hotfoot is hiding behind his hostage. You're at -6 to hit him, since you can only see about 1/4 of his body. If you miss you may hit the hostage. What are you attacking with?

Tumbler: Riot Control slugs (rubber bullets). I need a 9 to hit Rocky, and a 15 to hit Hotfoot. (Tumbler rolls.) Got 'em both. That's 4 D10 of damage to each. I rolled 22 for Rocky and 27 for Hotfoot.

Referee: Hotfoot is slammed almost 10 feet, and goes down on the slippery tile floor. Rock is mad. He's going to take a couple of shots at you with his pistol, since the shotgun is empty. He has one degree of Marksmanship with the gun, but no DEX bonus, so he needs a 17 to hit. (Referee rolls.) A 12, and a 15. You are so lucky! Any hit from that gun could finish you, after that shotgun blast you took. Anyway, Slugger's up now. He was dodging this round, so he attacks at -2. He needs a 15 to hit Speed. He rolled 16, and did 13 points of damage. He hits hard! New round now, so what are you doing Speed?

Speed: Multiple attack, one head shot, one to the body. I need a 19 to hit his head, since he's dodging, but I only need an 11 for the body shot. (Speed rolls a 19 and a 2). Oh well, I couldn't hit with the second attack anyway, and I hit the first one, which was the head shot. I rolled 22 points of

damage, doubled for the head shot. That's 44, and I hope it's more than he can take.

Referee: Slugger staggers back a few feet, still up, but barely. Hotfoot is running for the door. Tumbler, you can get one more shot at him, but if you miss, he's gone.

Tumbler: The police are outside. Let them get him. Switch over to flames, and shoot Rocky. Let's end this now. (Tumbler rolls). I think an 18 hits, and my bonuses make it a 20. That's 4 D10 of damage, for a total of 26. Let's singe his clothes, too.

Referee: Vindictive, aren't you? His clothes are wet, so they don't burn, but Rocky is definitely out. You also hear shots from outside: Hotfoot didn't get away. Slugger is going to give it up, not being a fool. Good job!

Speed: How did we do, in experience and rewards?

Referee: Well, they outnumbered you, and were higher level. They were reasonably well armed, and had hostages, but were still only normals. Call it a Challenge rating of 10. That's 500 each, to start with. Your teamwork was pretty good. Call it 10% each for that. The role-playing wasn't great, but I didn't give you a lot to work with. Good heroic actions, but you did take a chance with that hostage, so we'll call the bonus and penalties even on that one. The reward is worth \$1000 each, plus another \$500 for Tumbler. That's another 100 EP each for rewards. I'll throw in another 10% for style and good story, so you each end up with about 700 EP. That trick with the sprinkler system may have saved the manager's life. Overall, a pretty good job. Next time the police will know who you two are.

Summary

This was a brief text taken from a real game. The scene was a bit simplistic, but it was a lot of fun for both the players and the Referee. Your games can be as simple and straightforward, or as wildly unpredictable as your imaginations will allow. In this game, Speed learned that pure combat isn't always enough: Good ideas pay off. Tumbler learned that heroes aren't indestructible, since his character got a broken rib from the shotgun blast. The extra reward he got will just about cover his medical bills, and he will probably invest in a bulletproof uniform very soon.

You may want to use more super villains in your games, for color and challenge, but don't get carried away. Just remember what Speed and Tumbler learned today: Men with guns are dangerous! You don't need to use super villains all of the time, but don't be afraid to either. Just try to be fair to the players, and that will usually be good enough.

Appendix F

Designers Notes

Game Concept

In designing this game, I intended to avoid as many of the flaws that I had seen in other games as possible. My ego isn't quite so huge that I think the game is perfect, however, so if you disagree with some of the rules, or you see a problem with the system that you consider intolerable, please let me know. These rules are, after all, only a guideline, and certainly aren't carved in stone. I do hope to avoid many further revisions, but a certain amount of growth and change is natural, in games as well as in characters.

Let me point out early that this is a super-hero role playing game, which is a little different from a comic book super-hero role playing game. The difference is that comic book characters never die until the writers feel that they have outlived their popularity and usefulness. Even then, there are more resurrections in the comics than there are in the Bible. This is not the case in this game: Characters can die, and when they do, they tend to stay dead. If you couldn't die, or if it was only a minor problem, then the game would soon become dull. What fun is winning, when losing isn't possible? Where is the challenge, when there is no danger? Death, like taxes, is with us always.

Realism vs. Playability

Throughout most of the rules, an attempt has been made to keep the game both simple and realistic, insofar as any fantasy game can be realistic. In those cases where it wasn't possible to do both, realism usually lost. It wasn't a total loss, however. A lot of work was done to make the game's non-realistic rules into believable non-realistic rules (just as the basically unrealistic super powers were made as reasonable and believable as possible). Also, for those who love realism, there are some more realistic rules in Appendix C: They are a bit harder to play.

SUPER Powers

The powers given to super-types may seem a bit weak, at first glance, but this is an illusion. The powers are weak only at lower levels, and become quite impressive at level four and up. I wanted to give characters room to grow, and to give you a wider range of enemies to face. Both normal and super powered villains can be a challenge, and since everyone is working within the same power scale there is no imbalance. Even "Combat Machines" have a balance: Having several offense or defense powers linked together lets you win a lot of fights, but if you gave up your transport' power to get that extra attack or defense, you might not get to the fight at all. If you have all combat oriented skills, and no informational ones, you may end up shooting the wrong people and land in a lot of death-traps.

While it's possible to create characters of devastating power, it isn't always a good idea. If everyone's powers made them into earth-shakers at first level, what future would they have? What would you, the player, have to look forward to? Without growth, characters seem to lose personality: They just become blobs of power with names. I feel that one of the biggest flaws I have seen in any game is a system that doesn't let a character change and grow at a reasonable rate.

Another reason for keeping power levels in check is that it keeps characters human. There won't be a lot of characters juggling cars and trucks, but there will be a few. If there are too many, then they stop being special, and the game gets dull. If everyone was unstoppable, then characters would soon start acting as if they were above the law. If there is no chance that they can be arrested or punished, they really are pretty much above the law. There is a name for people like that: Villains!

Game Sources and Similarities

I have gotten a bit of criticism for making the game system too similar to a certain popular magical fantasy game, whose name I can't mention here. This was intentional, and a lot of inspiration came from this game, among others. The game in question is well known and widely played. Anyone who has played it can learn the system used in Bif Bam Pow very quickly. The system is simple and very playable. Why change something that works? Making things different, just to be different, is stupid. It confuses players and adds nothing to the game. The changes that were made, such as the combat maneuvers and the way that Dexterity affects combat, were made with a reason, and have proved to be playable improvements. The other big difference, the damage system (some might call it a "Hit Point" system), was done to account for character exhaustion, which was never really taken into account in the above mentioned fantasy game.

Writing your own adventures

The biggest problem with role playing games is the constant shortage of good, challenging adventures. It seems that people like you can play, and beat, adventures a lot faster than people like me can write them. To help solve this problem, I am including a few notes and tips on writing your own games. With any luck, I'll be able to play more, and write less.

Start off by preparing a theme, a "Master Plan" for the villains. It might be something simple, like drug running, robbery or extortion, or it could be something unusual, like stolen micro-film, assassinations, or even world-saving. Don't be afraid to add a few twists, or come up with something weird: Larger

than life heroes need a larger than life challenge.

Next you need a setting, a "Scene of the Crime". As a Referee, the easiest adventures to run are isolated. Placing a villain base on an island, or inside a mountain keeps the rest of the world from becoming an active part of play. Mapping and planning whole cities is almost impossible. The easiest thing to map is a warehouse: It's just a big box full of smaller boxes. Just don't overuse any one location or theme. It gets predictable and dull.

Most adventures consist of three major parts: Heroes meet villains, villains plan revenge on heroes, and heroes meet villains in a final showdown. The first part can be dropped if the team has any kind of reputation, and enough living enemies. Multi-stage games of this sort can be played out over several sessions, and can help build game continuity.

The heart of this three-stage type of adventure is the "Death Trap", and no adventure is really complete without one. Villains gain experience the same way that heroes do, with some of the same restrictions. They only get 1/5 experience for heroes killed. That's why they put them in Death Traps: They get the experience for capturing them, and for killing them as well. Putting a good Death Trap together can be a problem, however, since some or all of the heroes will have powers that make it hard to hold them in one place long enough for the (always elaborate) Death Trap to work. The key is to find some way of blocking these escape routes, and make the team think up another solution.

The three biggest problem powers are Dimension Doors, Teleportation, and Insubstantiality. Each has a weakness, but if you use the same tricks every time it gets dull. Speed is maintained in both Teleportation and D-Doors, so putting the trap in motion can work. Strong energy fields can stop D-Door as well, and Force Fields and electrified walls can stop Insubstantial characters. Gas or drugs that prevent the use of the powers by making it difficult to concentrate will also work. Of course, the Referee can make anything stop the powers, but if you get too arbitrary the players will walk out on you. Remember that the purpose of the Death Trap is not to kill characters: It is a way to challenge them, and give the players a chance to "Outwit" you by making a dramatic escape.

As far the "Death" part of the Death Trap is concerned, be inventive. The old buzz saw, the pit full of alligators, and the runaway train are classics, but don't overdo it.

If you have written and run the first two parts well, the third part will come naturally. Just move the villains' plan to its climax, and let things happen. The people and places may well be left over from the first section, but clean them up a bit, add a dramatic escape for the head bad guy, and stand back.

Being a good Referee

This section contains a few pointers on how to be a good Referee for Bif Bam Pow. Some of the things mentioned also apply to other games, so even if you don't expect to Referee this game, read on. These aren't exactly the 10 Commandments, but they are sound advice.

- 1) **Shut Up!** You know more about the adventure you are running than the players do. Keep it that way. Don't be tempted to show off your knowledge by telling them about the tricks you have up your sleeve, or the horrible things you are going to do to them. If you have something devilish in store, don't talk about it, just do it. They will appreciate it more as a surprise.
- 2) **Be prepared.** Make sure that you really do know more about the adventure than they do. Read through it a couple of times, and at least be familiar with the major plot line. There are few things that can take the energy out of a game faster than having to wait while the Referee tries to figure out what's going on.
- 3) **Draw maps.** A picture is worth a thousand words, and takes a lot less time. Graph paper, map boards, even checker boards will work to lay out rooms. These let you use miniatures to help visualize character positions, and can prevent a lot of questions and arguments.
- 4) **Be decisive.** Know the rules, but be ready to make decisions on your own. You will have to decide, quickly, what the characters can or can't do, and long delays while you look up a rule can kill a game. When there is a disagreement, listen to the players' reasoning, but remember that **YOU** make the final decision. Arguments about rules, and the time wasted settling those arguments, can spoil things for everyone, and bring the best game in town to its knees.
- 5) **Keep the group organized.** If the players seem to be going nowhere, start asking questions. Start at your left and ask each player what his or her character is doing. Insist on an answer and ignore any interruptions by the other players. Delays caused by indecisive players can be as deadly as those caused by an indecisive Referee.
- 6) **Keep yourself organized.** Have a notebook handy for keeping track of your Villains CON and Vitality points, Initiative, and any special actions done by

players in the game. If you make a mistake, and your villains don't fall when they should, then the players will catch on to this fact and begin fudging their rolls a bit to match. That way lay madness and chaos.

- 7) **Speak Clearly:** Look at the players and talk loudly enough to be heard. Try not to read things at them, because you will find yourself speaking into a book or the table. When you must read things, hold them up so you can look at the players as you read. If they aren't listening, Do Not try to shout over them! Just stare at them and wait. Clear your throat, whistle or drum your fingers to show that you are waiting for them to shut up. Shouting just makes your throat sore, and makes for an even louder group. Silence will get you the attention, and respect, that you need to Referee a game.
- 8) **Be fair to the players.** Before you do something to a character, ask yourself "If the Referee did this to me when I was playing, how would I feel?". If it would feel unfair to you, don't do it to them. Remember that it isn't your job to kill characters. Make the game hard, but keep the goals and solutions within reach.
- 9) **Be fair to your villains.** Don't let the players run roughshod over you or your villains. Remember that it isn't your job to beat the villains: Let the characters do that, if they can. Players who try to use obviously overpowered or illegal characters should be told "No", firmly and clearly. Don't punish the player by killing the character, just don't let them use it. That's usually punishment enough.
- 10) **Finally, don't let any self-appointed expert talk you into anything that you know is wrong.** There are bound to be loopholes in any set of rules. It is up to you to keep the rules-lawyers from diving through too many of them.

In case it hasn't been made clear, let us state it now: The Referee's word is the law, within the game. He or she may adjust any dice roll in any way he or she chooses. If the Referee decides that a particularly troublesome character has been struck by a bolt of lightning out of a clear blue sky, then that is what happened. A good Referee will follow the rules as much as possible, but doesn't really have to. Use common sense, and remember that, as Referee, yours is the greatest power in all role playing: The power to say "No", and make it stick.

Running an Adventure

When it comes time to run the adventure, start out by looking over everyone's character. If you have any questions or objections, ask them now. If you see something that you don't like, or don't want in your game, now is the time to say so, so the player can either fix the problem or change characters. As far as equipment goes, if it's not on the character sheet, it's not with the character (with the possible exception of things obtained through the Foresight skill).

Encourage the players to pick a team leader, some one to act as spokesman for the group. This keeps them organized and cuts down the number of times you have to answer the same question. The players should also introduce their characters, describing their powers, skills, and background.

Start out by reading the module introduction, if there is one. Any maps of the city or areas where the adventure is happening should be gotten out and shown to the players. Find out where everyone is when the emergency breaks (good adventures frequently start with an alarm sounding, a news flash, a call from the police, or something similar).

Once everyone understands the purpose of their mission, ask them how they are going to proceed. Remember that the game should have a clear cut goal, and that at least the first steps to reach that goal should be equally clear. The team should know their main objective, and how to do it. It should also be easier said than done.

Keep the game moving. Leave a steady trail of clues to lead the team from one section to the next naturally. Make the group work for the clues, but don't make them impossible. Without them the group will run in circles, and the game will go nowhere (faster than a speeding bullet). The decision to follow the trail belongs to the group, but let the trail be yours.

When a fight starts, somebody usually gets a semi-surprise shot: They "Seize Initiative". Let this first moment proceed in order: Whoever says they are attacking first gets initiative. Roll for initiative after this first burst of action/reaction. When this happens, remember Rule #1: Shut up! Don't tell the players what your villains' Initiative is, just ask them theirs. They will know the villains initiative soon enough. If you have a lot of normal villains, you may want to roll initiative once for every two or three of them. Super villains and normals who have a Combat Bonus should usually have their own private initiative roll.

When somebody shoots at one of your villains, remember Rule #1. Don't tell them what Defense power is being used, just tell them what it looks like, and what its Defense Class is. When a villain attacks, don't mention the name of the power being used, just what the character can see of it ("He's shooting a pistol at you", or "His eyes glow, then shoot a red beam - right at you!").

Don't be afraid to add some detail to your descriptions: It makes the scene more vivid, and more fun. For example, don't just say "He missed you", say things like "A Lightning bolt hit the wall about six inches to your left, knocking a chunk out of the concrete", or "Aspray of bullets bounces off of your Armor. No damage". You can do the same type of thing when a villain hits: "You are thrown back against the wall, and your ribs feel like they are on fire. You took a Lightning bolt right in the chest", or "A bullet finds its mark. Your Armor took most of the force, but you are going to have a Big bruise". Be a story teller.

Don't get upset if the players start to beat your favorite villain: That's their job. Don't take it personally. They didn't beat you, they simply solved a problem. Also, don't be afraid to have the bad guys run away: That's their job! Only a fool would fight to the death if an escape is available.

After each section of an adventure is over, give the players a few moments to recover from the battle and enjoy their victory (or get over their defeat). Let them find the clues that lead to the next section, and then do it to them again!

When the team has finally won, let them feel like they've won. Congratulate them, and tell them how mad the villain is at them. Tell them about the rewards they have coming. Add up their experience out loud, counting their victories and commenting on any special things anyone did. Give them their bonuses and mention why they got them. Give them any penalties the same way.

Finally, ask how they liked the adventure. If you did a good job, they'll tell you. If they're mad about something, they'll tell you that too. Now is the time to forget Rule #1. If a player is unhappy about something that happened in the game, explain why it had to happen that way. Nine out of ten times the player will calm down, and learn from what happened.

Oh, by the way, if any of your villains survived, add up their experience too. Add a Skill or two, as appropriate. Think of a new trick to add to their bag as well. That way, they will be a bit tougher at the next meeting.

Appendix G

Care and Feeding of Super villains

The first step in creating super villains is to put your dice away: You won't need them for very much. The personality of the villain is the key, and the dice won't create that for you. If you build the personality first, then it will be easy to pick powers and skills to match, and limitations to help define it. You might roll the ability scores, but you should probably invent a couple of them too.

Make the villain a level or two higher than the average for the team. He or she should, on paper, be able to beat any one member of the team in a fair fight, and maybe any two. This doesn't mean that the villain should be unstoppable, it just means that you should give the villain an edge. If it takes five or six powers to get that edge, then give the villain the powers. The reason for this is twofold: First, a villain who couldn't reasonably expect to beat the team would never try to fight them. Second, it isn't just the villain's power against the team's power, it's a case of you outthinking all of the players at the same time. If you are a very clever player, and know the villain very well, then you may be able to use less powerful villains and still give the players a run for their money. For those of us lesser mortals who are unsure of their ability to think faster than four or five people at once and can't take time to invent neat tricks for all our villains, play it safe: Make the bad guys tough!

The character's background and point of view are the heart of a good villain (much like a good hero). Using unexpected combat techniques and adding unusual tricks or special effects to powers can add a lot of color to a villain. The ultimate compliment you, as a Referee, can receive is when you hear a player say that they hate a particular villain. That means that they think of your villain as a person in their own right. That is your goal in creating a villain.

If your villain is particularly hard to catch, rivalries will begin between some of the player characters and your villains. This is really a good thing, since it adds continuity to the game, and sets some long term goals for some of the characters. Just remember to keep introducing new villains every so often, to replace the ones who get caught or killed, which will happen eventually.

Following are some ideas for gimmicks to try with your villains. Check them out, and see if they give you an idea.

Wolfling wears an industrial strength flea collar.

Phobia has a mind blast whose Special Effect is waves of

mind-numbing fear. This does not change the way the power works, but describes how it affects people.

Thunder-Cloud has a Lightning Attack which doesn't come from her: She summons it from the clouds, and can form her own clouds as needed.

The Green Gauntlet has a Telekinetic attack with a visible Special Effect. To aid in his concentration he visualizes a tool or object to do the work. The special effect is that everyone else sees it too. He can, apparently, create something from nothing, though they always glow green, and vanish when he stops concentrating on them.

Desert Sun flies with a magic carpet: The power is still Flying, and works exactly as normal, it just looks strange: He can carry people or things on the carpet, but the weight limit is still based on his Strength.

The Silver Paladin has an unusual Special Vehicle: A Pegasus (Winged Horse).

Beyond these examples, consider changing the way a power looks. A Flame attack that looks like a Laser, a Force Field of swirling winds, or a Sonic attack that looks like Lightning (the thunderclap is the actual attack). Interesting villains make for an interesting game.

Remember to keep a good supply of villains on hand. Some villains can be re-used by simply breaking them out of jail, but don't overdo it. Having villains breaking jail left and right will fool the average player for about ten seconds. Then they will start looking for a more permanent cure to the villain problem. Heroes in the comics almost always resist the temptation to kill, no matter what the circumstances. Players aren't made of such stern stuff, so don't tempt them too much. Come up with new villains.



Character: *Iron Tiger*Secret ID *Aaron Tagart*

Class	<i>Mercenary</i>
Level	<i>6</i>
Experience	<i>21,448</i>

Strength	<i>27</i>
Intelligence	<i>14</i>
Will	<i>16</i>
Dexterity	<i>18</i>
Constitution	<i>32</i>
Personality	<i>16</i>
Vitality	<i>155</i>

Lift (STR x 20)	<i>540</i>
Hand to Hand	<i>12D6</i>
Bonus (DEX/3 - 3)	<i>3</i>
Actions (DEX/5)	<i>4/6</i>
Running (DEX+5)	<i>23/46 (66)</i>
Flying	<i>—</i>
DC	<i>6</i>

Powers	Hit	Miss	Effect	Cost
<i>Martial Arts</i>	<i>Magnetic Defense</i>	<i>Insubstantial</i>	<i>12 D6</i>	<i>2</i>
<i>Increased Density</i>	<i>Mind Blast</i>	<i>Vibratory</i>	<i>DC 5</i>	
<i>Invulnerability (minor power)</i>				
<i>Enhanced Attack - Area</i>	<i>Effect - Ring</i>			
<i>Transformation to Man-Tiger form</i>				
<i>Animal Movement</i>	<i>Leap like a Tiger (2), Climb like a Tiger (2)</i>			
	<i>Tumble like a Tiger (5), Run (1) (x2 speed)</i>			
Limitations				
<i>Powers only in Tiger form</i>				
<i>Unarmed Combat skill applies in human form</i>				

Current CON	Current Vitality
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Iron Tiger shuns the use of weapons, as a matter of principle.

Hates the Demon with a Passion

Height	<i>6'</i>
Weight	<i>200</i>
Hair	<i>Brown</i>
Gender	<i>Male</i>
Occupation	<i>Mercenary</i>
Income	<i>425-25000</i>
Savings	<i>5000</i>

Power/Weapon	Damage	Hit DC 0
<i>Hand to Hand</i>	<i>5 D6 + 15</i>	<i>8</i>
<i>Hand to Hand (Tiger)</i>	<i>17 D6 *</i>	<i>8</i>
<i>* (+ 1D6 from Invulnerable, double for Martial Arts, +5 D6 for</i>		
<i>Unarmed Combat</i>		

Skills & Equipment	
<i>Renaissance Man</i>	<i>3</i>
<i>Language - English</i>	<i>8/10</i>
<i>Literacy</i>	<i>2/4</i>
<i>Mathematics</i>	<i>2/4</i>
<i>Pro-Skill: Mercenary</i>	<i>5/7</i>
<i>Computers</i>	<i>1/4</i>
<i>Local Law</i>	<i>2/8</i>
<i>Vehicle - Car</i>	<i>1/4</i>
<i>Running</i>	<i>1/4</i>
<i>Detective Work</i>	<i>2/8</i>
<i>Streetwise</i>	<i>1/4</i>
<i>Stealth</i>	<i>2/8</i>
<i>Connections</i>	<i>2/8</i>
<i>First Aid</i>	<i>1/4</i>
<i>Security Systems</i>	<i>2/8</i>
<i>Surveillance</i>	<i>2/8</i>
<i>CS: Extra Actions</i>	<i>1/2</i>
<i>CS: Multiple Actions</i>	<i>2/4</i>

Skills & Equipment	
<i>CS: Small Targets</i>	<i>3/6</i>
<i>WS: Human Body</i>	<i>2/4</i>
<i>PRS: Paralyzation</i>	<i>3/6</i>
<i>Unarmed Combat</i>	<i>9/13</i>
<i>Punch</i>	<i>5</i>
<i>Kick</i>	<i>5</i>
<i>Power Attack</i>	<i>3</i>
<i>Evade</i>	<i>4</i>
<i>Lock</i>	<i>7</i>
<i>Throw</i>	<i>9</i>
<i>Speed</i>	<i>3</i>
<i>General</i>	<i>3</i>
<i>First Aid Kit</i>	
<i>Broad-band radio</i>	
<i>Bulletproof uniform</i>	
<i>Tape Recorder</i>	



Iron Tiger

The Iron Tiger is the professional name used by the Mercenary, Aaron Tagart. He doesn't know where he got his powers, although he suspects it may be related to his African ancestry. In any case, he has the lycanthropic ability to change into a six foot tall, half man/half tiger. In this form he is invulnerable to all but silver weapons, and gains cat-like eyesight and hearing. He is also a Karate champion, and dislikes the use of weapons. His bodyguard agency, Iron Tiger Enterprises, has occasionally been linked with crimes of violence, but nothing has ever been proven in court.

Referee's Note: The Iron Tiger Agency is a useful organization to incorporate into your games. It provides a reasonable way for player characters to meet, and a way to introduce adventures for them to work on.

The agency, or ITA as it's known, can provide characters with support materials or personnel, for a fee, and has a reasonable research department. They can provide old newspaper stories about criminals or victims, credit checks, copies of some police reports (but not all), and the occasional informant's tip. If the price is right.

Characters who accept contracts through ITA will have to pay a 10% commission to the agency. Attempts to bypass this will get characters cut off from this kind of support, and can also get them saddled with a lawsuit. If the contract came through ITA, then ITA will take their share off the top, before party division. This is usually fairly painless, since ITA is usually the group who collects the rewards or contract fees. They extract their 10%, plus any bills run up, and pay the remainder to the player characters.

Characters who get a reputation, deserved or not, for going too far over the limits of the law will find that ITA has less and less work for them: ITA has enough trouble without hiring more. In fact, if the police are looking for a character who has gone too far, ITA will dump the character like a hot potato, and may even help the authorities find the character. They write the expense off of their advertising budget.

Photo Flash

Photo Flash is one of the world's top experts in the art of the fast get-away. She is a full time professional criminal, who specializes in jewels and precious metals. Known to have a distinct hatred for muscular men, or anyone who comments on her size, she will fight this type in preference to all others. Her combat tactics vary, but when outnumbered she often selects a single opponent (usually a man), and uses her speed to avoid all others. By running straight at a single opponent, she avoids Moving Target penalties, yet all others are at severe penalties to hit her. She also enjoys allowing heroes to fight holograms of her, while she hides invisibly nearby. If she is losing a fight she runs, and often uses her disguise abilities to change from laser blasting greased lightning into a strolling bystander (to

the frustration of her enemies). Note, her trademark is that her laser beam burns her initials where it hits.

Her hatred of high-personality men has nearly been her undoing more than once, since she will seldom recruit competent help. She also tends to stick around longer than she really should, if there is a chance to humiliate a man. The higher his reputation, the more she wants to see him fall. Some of her battles with Stonefinger have been epic in scale: He hates jewel thieves, and she hates muscular men.

Referee's Note: You may want to change her powers a bit, since she is almost certainly going to be able to leave before anyone else gets to move. Villains who can't be caught, or even fought, are frustrating for players to deal with. Besides, this keeps the players guessing.

Consider switching one of her Super Speed powers for Teleportation. The Teleportation would have the special effect that it looked like she was running from takeoff point to destination. She just appears to be running very fast.

This will drop her Initiative bonus from +12 to +6, since she is losing half of her Super Speed. It will balance out, however, since her top speed will now be as fast as light. She will be able to accelerate to any speed instantly, and turn on a dime. She must have a surface to run on, but it can be at any angle, and doesn't actually have to be able to support her weight. It could be a power line, the side of a building, or the surface of a lake.

Travelling to a place she can't see from her starting point will be treated as a blind teleport, with all of the hazards that entails. She can pass through solid objects this way, but it's dangerous, and requires a separate action.

Note that she doesn't have to run at light-speed, and usually won't. She likes to see where she is going. She can attack, and be attacked, in this mode.



Character: *Photo Flash*Secret ID *Unknown*

Class *Villain*
 Level *5*
 Experience *9500*

Strength *12*
 Intelligence *12*
 Will *15*
 Dexterity *40*
 Constitution *18*
 Personality *16*
 Vitality *106*

Lift (STR x 20) *240*
 Hand to Hand ... *2 D6*
 Bonus (DEX/3 - 3) *10*
 Actions (DEX/5) . *8*
 Running (DEX+5) *4500*
 Flying _____

DC *4*

Powers

*Laser Attack**Invisibility - True**Super Speed**Super Speed**Clairvoyance - Allows her to "SEE" through a Hologram's eyes**Heightened Ability - Dexterity*

Hit

*Insubstantial**Pulse Bolt*

Miss

*Cold Defense**Mind Control*

Effect

*8 D8**DC 4*

Cost

*2**2/4*

Limitations

*Irrational Hatred of Macho-type men*Current
CONCurrent
Vitality

*Has +12 Initiative, due to double super speed.
 Uses Holograms for distractions, and always
 dodges 5 points in combat: She has the Skill.*

Height *5'4"*
 Weight *95*
 Hair *Brown*
 Gender *Female*
 Occupation *Jewel Thief*
 Income *Unknown*
 Savings *Unknown*

Power/Weapon

Damage

Hit DC 0

*Laser Attack**8 D8**11**Hand to Hand**2 D6**16*

Skills & Equipment

Marksmanship w/Laser *5*
Renaissance Man *3*
Language - English *8/10*
Math *2/4*
Literacy *2/4*
Vehicle *2/4*
Pro Skill: Jewel Thief *3/5*
Running *1/4*
Local Law *2/7*
Jewelry Appraisal *2/7*
Sec' Systems *1/4*
Quick Change *2/7*
Disguise *1/4*
Stealth *1/4*
CS: Multi Action *2/4*
CS: Moving Target *4/7*
CS: Dodge *3/5*

Skills & Equipment

First Aid Kit
Disguise Kit
Bulletproof Uniform
Police Radio
10 \$50 bills
3 Smoke bombs
Backpack/purse



Secret ID	Unknown
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Polaris

Polaris is a deep-freeze villain with a twist: He doesn't like to hurt people. This fact, coupled with his bizarre sense of humor has made many a hero wish for the good old days of death traps and mass destruction. Polaris is an expert at setting up relatively harmless diversions to cover his escapes, such as coating several blocks of city streets in ice. This causes numerous accidents, and keeps the police busy.

He also puts snow banks around for the cars to hit, so no one is hurt. Note that Polaris has been known to help capture other villains, if he thought they were hurting too many people. He said that they were giving villainy a bad name. He is one of the few competent men who Photo Flash will work with, possibly because he doesn't compete with her. He is simply a super-powered practical joker. He is also a pretty good sport, and has the rare ability to laugh at himself.

Referee's Notes: Polaris is a relatively harmless villain, who might actually be played as an NPC Mercenary, rather than a criminal.

If run as a criminal, his favorite target of theft is diamonds. This love of "Ice" puts his interests directly against Stonefinger, and makes him a possible ally of Photo-Flash.

Run him as an expert at diversions. He can form ice statues of himself, and has been known to place radio receivers in them, so that they can seem to talk. He can send these statues sliding along ice ramps, so they will appear to move as he does. In actual play, he has kept players so distracted trying to catch him that the real crime, which was being pulled by a partner, went unnoticed or forgotten until the getaway was complete.

If any of his pranks ever causes a real injury, he will "Call Time" so the injured person can be helped, and he will give first aid to heroes if needed.



His favorite weapon is a cream pie, but often has to settle for snowballs. (He seldom finds cream pies sitting around jewelry stores, and can only carry one or two himself.)

It's not that he isn't a criminal, he just thinks that crime should be fun, even for the victims.

Demon

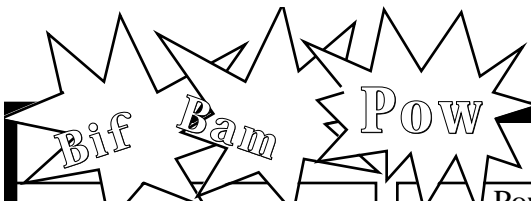
The Demon is an extra-dimensional being of immense power. He is currently the head of a devil-worshipping religious cult, which he uses as a cover for his criminal organization. The cult also supplies him with cheap muscle: Simple minded followers, easily replaced. His followers believe him to be unkillable, his enemies pray that he isn't. Although his natural form is that of a large, winged gargoyle, he has the ability to adopt a human form.

Demon is a supervillain capable of holding his own against entire hero teams in a fight, but note that he seldom kills heroes, since that would end his fun of tormenting them. He is tricky, treacherous, and completely devoid of any sense of honor or fair play. His major weakness is his Ego: He seldom makes backup plans, since he never thinks a plan of his can fail. He is devilishly clever, and enjoys leading heroes in circles with his twisted schemes.

Referee's Notes: You should decide what Limitation(s) The Demon has, and not tell anyone. Play him with style, class, and no conscience at all. DO NOT simply throw him at the party cold. Although he is a powerful fighter, and could probably kill half the characters in a team before they made their escape, he has bigger plans. Make the party deal with his organization, sift through levels of henchmen, and untangle plans before they get to meet him. They will need the experience, and the levels, that a long campaign gives.

The Demon's "Church of Alternative Enlightenment" claims to be the "Loyal Opposition to God", but is really the cover for a criminal organization known as Hellfire. While this connection is not a well kept secret, it has never been proven in court. Hellfire hires good lawyers to make sure it stays that way. They argue "Freedom of Religion", and file a lot of lawsuits to hamper investigations, and are not above using the law for their purposes. They have had heroes arrested, when they went after a Hellfire base that happened to be located on "church" property. The heroes had no warrant, and were trespassing.

Hellfire employs high-tech weapons and equipment for their agents, but their main goal is the accumulation of magic. The "priests" of Hellfire are super villains with Magic/Psychic powers, and they are always interested in more power. Rare items and antiquities with stories of curses, and legends of power, these are the things that schemes are made of. Give them grand, mad plans, larger than life and perhaps a bit corny. Trust me, it works.



Character: *The Demon*
 Secret ID *Unknown*


Class <i>Villain</i> Level <i>8</i> Experience <i>38,000</i>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 33%;">Powers</th> <th style="width: 16%;">Hit</th> <th style="width: 16%;">Miss</th> <th style="width: 16%;">Effect</th> <th style="width: 19%;">Cost</th> </tr> </thead> <tbody> <tr> <td><i>Flame Attack</i></td> <td><i>Cold Defense</i></td> <td><i>Flame Defense</i></td> <td><i>11 D10</i></td> <td><i>3</i></td> </tr> <tr> <td><i>Flame Defense</i></td> <td><i>Magnetic Attack</i></td> <td><i>Flame Attack</i></td> <td><i>DC 5</i></td> <td><i>1</i></td> </tr> <tr> <td><i>Increased Density</i></td> <td><i>Mind Blast</i></td> <td><i>Vibratory Attack</i></td> <td><i>DC 5</i></td> <td></td> </tr> <tr> <td><i>Invulnerability (Minor Power)</i></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td><i>Dimension Door (Flaming Pentagram)</i></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td><i>Transformation to Human - 5th level addition</i></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <div style="text-align: center; margin-top: 10px;"> Limitations <i>Unknown: Referee should select something, and keep it a secret.</i> </div>	Powers	Hit	Miss	Effect	Cost	<i>Flame Attack</i>	<i>Cold Defense</i>	<i>Flame Defense</i>	<i>11 D10</i>	<i>3</i>	<i>Flame Defense</i>	<i>Magnetic Attack</i>	<i>Flame Attack</i>	<i>DC 5</i>	<i>1</i>	<i>Increased Density</i>	<i>Mind Blast</i>	<i>Vibratory Attack</i>	<i>DC 5</i>		<i>Invulnerability (Minor Power)</i>					<i>Dimension Door (Flaming Pentagram)</i>					<i>Transformation to Human - 5th level addition</i>				
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<i>Invulnerability (Minor Power)</i>																																				
<i>Dimension Door (Flaming Pentagram)</i>																																				
<i>Transformation to Human - 5th level addition</i>																																				

Strength <i>21</i> Intelligence <i>17</i> Will <i>19</i> Dexterity <i>32</i> Constitution <i>35</i> Personality <i>17</i> Vitality <i>205</i>	Lift (STR x 20) <i>420</i> Hand to Hand <i>4 D6</i> Bonus (DEX/3 - 3) <i>4</i> Actions (DEX/5) <i>4+4</i> Running (DEX+5) <i>28</i> Flying <i>364</i>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 20%;">Current CON</th> <th style="width: 20%;">Current Vitality</th> <th style="width: 60%;">Other Notes</th> </tr> <tr> <td></td> <td></td> <td><i>The Demon may take any human form, but has powers only in his demonic form</i></td> </tr> </table>	Current CON	Current Vitality	Other Notes			<i>The Demon may take any human form, but has powers only in his demonic form</i>
Current CON	Current Vitality	Other Notes						
		<i>The Demon may take any human form, but has powers only in his demonic form</i>						

Height <i>6'6"</i> Weight <i>220</i> Hair <i>None</i> Gender <i>Male</i> Occupation <i>Villain</i> Income <i>Unknown</i> Savings <i>Unknown</i>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 33%;">Power/Weapon</th> <th style="width: 33%;">Damage</th> <th style="width: 34%;">Hit DC 0</th> </tr> <tr> <td><i>Flame Attack</i></td> <td><i>11 D10</i></td> <td><i>8</i></td> </tr> <tr> <td><i>Hand to Hand</i></td> <td><i>5 D6 + 10</i></td> <td><i>8</i></td> </tr> <tr> <td> </td> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> </tr> </table>	Power/Weapon	Damage	Hit DC 0	<i>Flame Attack</i>	<i>11 D10</i>	<i>8</i>	<i>Hand to Hand</i>	<i>5 D6 + 10</i>	<i>8</i>						
Power/Weapon	Damage	Hit DC 0														
<i>Flame Attack</i>	<i>11 D10</i>	<i>8</i>														
<i>Hand to Hand</i>	<i>5 D6 + 10</i>	<i>8</i>														

Skills & Equipment	
<i>Renaissance Fiend</i>	<i>5</i>
<i>Pro Skill - Fiend</i>	<i>4/7</i>
<i>Vehicle Car</i>	<i>1/4</i>
<i>Language - English</i>	<i>4/11</i>
<i>Local Law</i>	<i>1/4</i>
<i>Literacy</i>	<i>2/8</i>
<i>Mathematics</i>	<i>2/8</i>
<i>Athletics - Spelunk</i>	<i>2/8</i>
<i>Instant Change</i>	<i>2/8</i>
<i>Dimensional Pocket</i>	<i>2/8</i>
<i>Flight</i>	<i>3/10</i>
<i>Foresight</i>	<i>2/8</i>
<i>Forgery</i>	<i>2/8</i>
<i>Locksmithing</i>	<i>2/8</i>
<i>Tumbling</i>	<i>3/10</i>
<i>Disguise</i>	<i>3/10</i>
<i>Luck</i>	<i>2/8</i>
<i>Marksman w/Flames</i>	<i>2/4</i>

Skills & Equipment	
<i>Broad Band Radio</i>	
<i>15 point Chain Mail armor</i>	
<i>Known to carry other weapons, particularly a modified rocket launcher (Bazooka)</i>	
<i>Skills (Cont)</i>	
<i>Heavy Weapons</i>	<i>2/4</i>
<i>Marksman w/Rifle</i>	<i>2/4</i>
<i>Marksman w/Pistol</i>	<i>2/4</i>
<i>C-Skill -Multi Action</i>	<i>3/6</i>
<i>C-Skill -Extra Action</i>	<i>3/6</i>
<i>C-Skill -Small Trgt</i>	<i>3/6</i>
<i>C-Skill -Moving Trgt</i>	<i>3/6</i>
<i>C- Skill: Dodge</i>	<i>3/6</i>
<i>Unarmed Combat</i>	<i>4/8</i>
<i>Punch 4, Kick 4</i>	
<i>Power Attack 2, Speed 3</i>	
<i>Lock 1, Evade 3</i>	
<i>Throw 5, General 2</i>	



HEROES

Character: *Titan*Secret ID *Unknown*

Class Villain
 Level 4
 Experience 4000

Strength 25/75
 Intelligence 12
 Will 15
 Dexterity 21
 Constitution 15/45
 Personality 16
 Vitality 72/216

Lift (STR x 20) 500/1500
 Hand to Hand ... 5/15 D6
 Bonus (DEX/3 - 3) ... 4
 Actions (DEX/5) . 4
 Running (DEX+5) ... 4
 Flying 26
 260/780

DC 4/8

Powers	Hit	Miss	Effect	Cost
<u>Lightning Attack</u>	<u>Armor/Metal</u>	<u>Stretching</u>	<u>7/21 D10</u>	<u>3/9</u>
<u>Force Field</u>	<u>Telekinetic Att.</u>	<u>Magnetic Att.</u>	<u>DC 4/8</u>	<u>1/f</u>
<u>Flying</u>				
<u>Transformation - Growth</u>				
Limitations				
<u>Titan can't grow, or stay grown, when wet.</u>				

Current
CONCurrent
Vitality

Other Notes

Slashes in Ability Scores and power descriptions reflect before/after growth.

Height 6 / 18
 Weight 200 / 5400
 Hair Black
 Gender Male
 Occupation Villain
 Income Unknown
 Savings Unknown

Power/Weapon

Damage

Hit DC 0

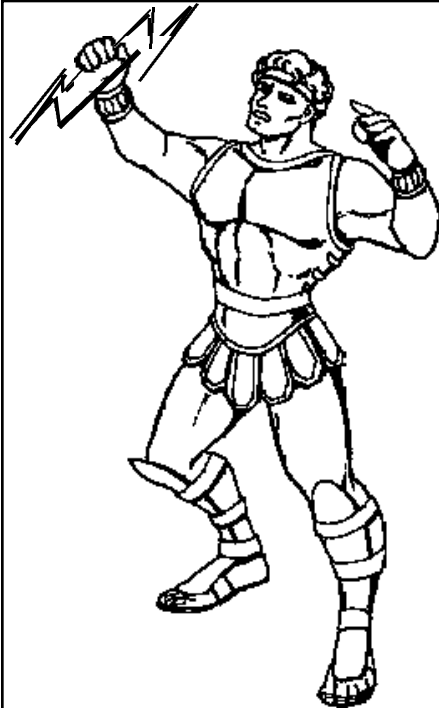
<u>Lightning (normal Size)</u>	<u>7D10</u>	<u>15</u>
<u>Lightning (Titan size)</u>	<u>21 D10</u>	<u>19</u>
<u>Hand to Hand (normal)</u>	<u>5D6+5</u>	<u>15</u>
<u>Hand to Hand (Titan)</u>	<u>15D6+15</u>	<u>19</u>

Skills & Equipment

Marksman w.Lightning 1
Unarmed Combat 1
 Punch (1)
 Kick (1)
 Power Attack (1)
Find Weakness 3
Locksmithing 2
Stunt Driving 1
Disguise 2
Stealth 1
Combat Skill - Dodge in Armor 1

Skills & Equipment

Broad Band, hand held radio
20 pt Body Armor
Disguise kit
First Aid kit
Burglar's Kit



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Bif Bam Pow

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POWERS

Offense

01-04	Cold Attack	*
04-08	Flame Attack	*
09-12	Force Beams	*
13-26	Heroic Physique	*
27-30	Laser Attack	*
31-34	Lightning Attack	*
35-38	Magic/Psychic	*
39-42	Magnetic Attack	*
43-56	Martial Arts	*
57-60	Mind Blast	*
61-64	Mind Control	
65-68	Paralyzation	
69-72	Plasma Blast	
73-76	Pulse Bolt	
77-80	Sonic Attack	
81-84	Special Weapon	
85-88	Telekinetic Attack	*
89-92	Vibratory Attack	
93-99	Select or Invent One	
100	Roll Twice ignoring 100 (S)	

Transportation

01-12	Acrobatics
13-22	Animal Movement
23-30	Dimension Doors
31-43	Flying
44-52	Limited Transportation
53-63	None - Extra Roll on Special
64-73	Super Leap
74-81	Super Speed
82-90	Teleportation
91-98	Select or Invent One
99	Special Vehicle (S)
100	Roll twice ignoring 100(s)
	* This Offense has a matching Defense

Limitations

01-20	Material Limitation
21-40	Mental Limitation
41-60	Physical Limitation
61-80	Power Limitation
81-99	Social Limitation
100	Roll Twice ignoring 100

Free Powers

Cat's Eyes
Extra Limb
Nonhuman Metabolism
Striking Appearance

Defense

01-05	Cold Defense
06-10	Flame Defense
11-15	Force Field
16-22	Increased Density
24-29	Optical Defense
29-33	Lightning Defense
34-37	Magic/Psychic
38-42	Magnetic Defense
43-48	Martial Defense
49-53	Mental Defense
54-58	Darkness
59-63	Armored/Metal Body
64-68	Insubstantial
69-73	Interception
74-78	Invisibility
79-83	Stretching
84-87	Telekinetic Defense
88-94	Luck
95-99	Select or Invent One
100	Roll Twice ignoring results of 100 (S)

Special

01-10	Enhanced Attack
11-20	Enhanced Defense
21-30	Extra Roll on Any Table
31-40	Heightened Ability
41-50	Mental Power
51-58	Non Breathing
59-68	Regeneration
69-74	Super Skill
75-84	Superior Senses
85-92	Transformation
93-98	Select or Invent One
99	Super Strength (S)
100	Roll Twice ignoring 100 (S)

Minor Powers

Athletic Physique	Communicator
Eagle Eyes	Fast Healer
Heroic Aura	Gliding
Insightful	Instant Change
Invulnerability	Lightning Reflexes
Mystic Adept	Nimble
Power Direction	Power Shield
Sprint	Sealed Systems
Technical Adept	Tough Hide

(S) This Power may not be "Selected or Invented"

Combat Table

DC	30	28	26	24	22	20	18	16
-10	29	27	25	23	21	19	17	15
-9	28	26	24	22	20	18	16	14
-8	27	25	23	21	19	17	15	13
-7	26	24	22	20	18	16	14	12
-6	25	23	21	19	17	15	13	11
-5	24	22	20	18	16	14	12	10
-4	23	21	19	17	15	13	11	9
-3	22	20	18	16	14	12	10	8
-2	21	19	17	15	13	11	9	7
-1	20	18	16	14	12	10	8	6
0	19	17	15	13	11	9	7	5
1	18	16	14	12	10	8	6	4
2	17	15	13	11	9	7	5	3
3	16	14	12	10	8	6	4	2
4	15	13	11	9	7	5	3	1
5	14	12	10	8	6	4	2	0
6	13	11	9	7	5	3	1	-1
7	12	10	8	6	4	2	0	-2
8	11	9	7	5	3	1	-1	-3
9	10	8	6	4	2	0	-2	-4

Character Level

1	2-3	4-5	6-8	9-11	12-15	16-19	20+
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Object Constitution Table

Object	CON	Object	CON
Bicycle	6	Table	8
Motorcycle	10	Desk	9
Car	30	Chair	5
Truck	40	Lamp	2
Wooden wall	8	Wooden floor	15
Brick wall	15	Brick floor	25
Concrete wall	30	Concrete floor	30
Plaster wall	5	Iron Bars	25
Thick door	9	Steel door	50

Earned Experience Table

Base Points

50 x Challenge Rating per character

10% Value of Rewards Received

Bonuses

0% - 50% If villains captured alive

0% - 50% for Exceptional Roleplaying

0% - 80% for Exceptional Heroism

0% - 20% for Exceptional Teamwork

0% - 30% for Exceptional Style

0% - 50% for Contributing to Good Story

Penalties

0% - 80% for Killing Villains

0% - 50% for playing out of character

0% - 10% for Gross Cowardice

0% - 20% for Gross Stupidity

0% - 20% for Gross Lack of Teamwork

0% - 20% for Gross Violations of the Law

0% - 10% for Endangering Team Mates

0% - 20% for Endangering Bystanders

0% - 90% for Killing Bystanders

0% - 100% for Non Participation

10% value of property recklessly destroyed

Called Shot Adjustment Table

Target	Adjustment	Effect
Head	-8 to hit	Double damage, may KO
Arm	-6 to hit	May drop something.
Legs	-2 to hit	Half damage. May trip.
Torso	-2 to hit	Normal damage.
Pistol	-10 to hit	May break, or go off.
Shotgun	-4 to hit	May break, or go off.
Rifle	-4 to hit	May break, or go off.
Car tire	-2 to hit	May blow out.

Weapons and Damage					
Weapon	Vitality Damage	Constitution Damage	Weapon Reach	Attack Bonus	Weapon Constitution
Axe	# *	2 D6	3		10
Bow and Arrow	# *	2 D6	1 D4		3
Brass Knuckles	* *	+1 point per die		By Marksmanship Skill	10
Club	* *	+2 points per die	1		10
Firearms				By Marksmanship Skill	
22 Caliber, 5.56 mm		4 D8			10
32 Caliber, 7.62 mm		6 D6			10
357 Magnum		4 D10			10
38 Caliber, 9 mm		4 D10			10
44 Magnum, 10.92 mm		5 D12			10
45 Caliber, 1143 mm		5 D12			10
Dum-dum bullet		+1 die			1
Hollow point bullet		+1 die			1
Rubber bullet		None			1
Armor piercing bullet		-1 per die		+1	1
Shotgun	+	4 D20		+5	10
Grenade, Hand		6 D20		-5 vs Area	5
Grenade, Rifle		8 D20		-8 vs Area	7
Hatchet	# *	1 D6	2		8
Knife	# *	1 D6	1		5
Nunchaka	++ *	+2 per die	3		10
Spear	# *	2 D6	6		8
Staff	* *	+3 per die	5		10
Sword	# *	1 D6	3		10
Throwing Star	# *	1 D4		+2	6
++ Nunchakas may hit 1 D4 times, doing half damage. If an adjusted 1 is rolled, roll to see if attacker was struck					
* Means that the damage shown is in addition to the attacker's normal hand to hand damage					
+ Shotgun damage is cut by half every 10 yards					
# Edged Weapons do one extra point of CON damage for every die of Vitality damage rolled					

Tumbling	-1/2 Skill to DC
Block	Cut impact by Hand to Hand
Body Throw	Opponent takes 1/2 his own Hand to Hand
Dodge	-1 to DC, -1 to hit per level
Feint	-1 to Block or Body Throw.
Kick	1 1/2 times Hand to Hand damage
Lock	Holds or immobilizes an opponent. Martial Artists only
Multiple Action	DEX/5 attacks per round, with penalties
Breakfall	Tumbling roll to cut falling by Hand to Hand
Throw	Speed = STR x 5 - WEIGHT/2
Seize Init.	Claim first combat action
Brace	Steady against wall or solid object, +1 to hit
Set	+1 to Hit, limits mobility
Simultaneous Actions	Allows two actions or attacks at the same moment, if they can be done at EXACTLY the same moment.

Dice Roll	Total Savings	Weekly Income	Annual Annual
01-05	\$0	\$60- \$150	\$7,500
06-10	\$0	\$150- \$260	\$13,100
11-20	\$750	\$260- \$420	\$23,000
21-30	\$2,250	\$420- \$525	\$25,000
31-49	\$3,000	\$525- \$650	\$34,000
50-66	\$7,500	\$650- \$750	\$37,500
67-76	\$15,000	\$750- \$1,000	\$50,000
77-86	\$22,500	\$1,000- \$1,200	\$60,000
87-92	\$30,000	\$1,200- \$1,500	\$75,000
93-96	\$37,500	\$1,500- \$2,250	\$100,000
97-99	\$45,000	\$2,250- \$3,000	\$150,000
100	\$50,000	\$3,000- ∞	\$250,000-∞

First Aid Adjustment Table

No First Aid supplies at all	Not possible
Improvised First Aid kit	-2
Belt First Aid kit	No bonus
Large first aid kit (briefcase size)	+ 2
Paramedic Kit	+4
Help	+ 1/2 their Skill
In combat or active danger	- 2
Take one minute or longer	+ 2

Disguise Adjustment Table

Good disguise kit	+2
Makeshift disguise kit	+0
No disguise materials	-1
Using skill to hide	+0
Using skill to impersonate	-4
Passing casual notice	+0
Passing casual inspection	-2
Observer looking for imposter	-2
Observer knows imposter	-2
Observer knows person being impersonated	-2

Experience Table		
	Experience	Experience
1	0 - 999	6 16,000 - 31,999
2	1,000 - 1,999	7 32,000 - 63,999
3	2,000 - 3,999	8 64,000 - 127,999
4	4,000 - 7,999	9 128,000 - 255,999
5	8,000 - 15,999	10 256,000 - 511,999

Intimidation Adjustments

Bonus/penalty = Difference in levels: Yours-his
 Penalty = -1/5 of your Personality.
 Penalty = -1 For an impressive display of power.
 Penalty = -2 For an incredible display of power.
 Penalty = -1 For a clever piece of patter.
 Penalty = -1 If opponent is visibly hurt.
 Penalty = -1 If opponent is outnumbered.
 Penalty = -2 If opponent has been disarmed.
 Bonus = +1 For a feeble show of power.
 Bonus = +2 For a very feeble show of power.
 Bonus = +1 For indecision on your part.
 Bonus = +1 If they outnumber you.
 Bonus = +1 If you are visibly hurt.
 Bonus = +1 If they are heavily armed.

Skill List

Area of Knowledge *	Brawling	Combat Skill *	Computers
Connections *	Craft	Demolitions	Detect Weakness
Detective Work	Disguise	Electronics	Engineering
First Aid	Forgery	Foresight	Heavy Weapons
Hypnosis	Language	Lip Reading	Local Law
Locksmith	Marksmanship *	Mechanic	Medicine
Observation	Performance	Pickpocket	Photography
Professional Skill *	Renaissance Man *	Running	Science
Scholar	Security Systems	Social Skill*	Sports
Stealth	Streetwise	Stunt Driving	Surveillance
Survival	Toughness	Tracking	Tumbling
Unarmed Combat *	Vehicle Operation	Weapon Skill *	
Power Related Skills			
Alchemy	Ancient Lore	Dimensional Pocket	Element Control
Flight	Instant Change	Lie Detection	Long Range Teleport
Mega-Lift	Mental Shield	Mystic Forces	Necromancy
Paralyzation	Power Extension	Spiritualism	Teleport Tracking
Teleport Compensation		Ventriloquism	

Offense Power Summary				
Offense	Hits	Misses	Cost	Range
Cold Attack	Darkness	Armored/Metal Body	2	(DEX + Level) x 10
Heroic Physique	Lightning Defense	Marital Defense	STR/5	Contact
Flame Attack	Cold Defense	Flame Defense	3	(DEX + Level) x 10
Force Beams	Stretching	Lightning Defense	1	(DEX + Level) x 10
Laser Attack	Insubstantiality	Cold Defense	2	(DEX + Level) x 20
Lightning Attack	Armored/Metal Body	Stretching	2	(DEX + Level) x 5
Magnetic Attack	Flame Defense	Force Field	(1+MAGSTR/5)	(DEX + Level) x 15
Marital Arts	Magnetic Defense	Insubstantiality	STR/5	Contact
Mind Blast	Increased Density	Mental Defense	3	(INT + Level) x 15
Mind Control	Invulnerability	Invisibility	5	Line of Sight
Paralyzation	Mental Defense	Magnetic Defense	3	(DEX + Level) x 10
Plasma Blast	Telekinetic Defense	Darkness	3	(DEX + Level) x 5
Pulse Bolts	Invisibility	Telekinetic Defense	3	(DEX + Level) x 20
Sonic Attack	Marital Defense	Interception	2	(DEX + Level) x 10
Telekinetic Attack	Force Field	Optical Defense	1+(TKSTR/5)	Line of Sight
Vibratory Attack	Optical Defense	Increased Density	2	(DEX + Level) x 5

Defense Power Summary				
Defense	Hit By	Missed By	Effect	DC
Armored/Metal Body	Lightning Attack	Cold Attack		
Armor			RH	4
Bionics				2,4,6,8
Metal Body			RH	2
Cold Defense			RC	4
Darkness	Flame Attack	Laser Attack	R	1 Per Turn
Flame Defense	Cold Attack	Plasma Blast	RC	1 Per Ft Radius per Round
Force Field	Magnetic Attack	Flame Attack	RC	1 Per Round
Increased Density	Telekinetic Attack	Magnetic Attack	RH	1 Per Ft Radius per Round
Insubstantiality	Mind Blast	Vibratory Attack	RC	None
Interception	Laser Attack	Marital Arts	RC	2 Per Round
Invisibility	Mind Control	Sonic Attack	RC	1 Per Round
Lightning Defense	Pulse Bolts	Mind Control	RC	1 Per Round
Luck	Heroic Physique	Force Beams	RC	1 Per Round
Magnetic Defense	????	????		3/5
Marital Defense	Marital Arts	Paralyzation	R	None
Mental Defense	Sonic Attack	Heroic Physique	R	1 Per Round
Mental Defense	Paralyzation	Mind Blast		7-Level
Optical Defense	Vibratory Attack	Telekinetic Attack	R	None
Stretching Defense	Force Beams	Lightning Attack	R	1 Per Round
Telekinetic Defense	Plasma Blast	Pulse Bolts	R	None

Skills & Equipment