

# Blood of Heroes: Errata 1.3

## Powers

### DIGGING

**Link:** Str                      **Physical Power**  
**Range:** Touch              **Type:** Auto  
**Base Cost:** 5                **Factor Cost:** 2

Digging enables a Character to tunnel through an assortment of substances. The AV/EVs for a Digging attempt are equal to the Character's APs of Power; OV/RV are determined according to the following table. The RAPs of the Digging Action Check equal the volume of the substance removed.

| Substance             | OV/RV of Dig |
|-----------------------|--------------|
| Sand                  | 2            |
| Dirt                  | 4            |
| Rocky Soil            | 6            |
| Soft Rock (Limestone) | 8            |
| Hard Rock (Granite)   | 10           |
| Steel                 | 12           |
| Diamond               | 15           |
| Yullarium             | 20           |

### ICING

**Link:** Str                      **Physical Power**  
**Range:** Self                **Type:** Auto  
**Base Cost:** 25              **Factor Cost:** 6

Icing allows a Character to cover himself with a sheet of ice and not incur any damage. The characters APs of icing may be added to his RV against physical attacks. The APs of Icing may also be added to the Character's RV against ice or cold based attacks.

Against fire or heat based attacks, such a Character suffers a -2 Column shift modifier to his RV. APs of Icing may also be substituted for the Character's EV when making hand-to-hand attacks.

Neon Knights armor has this power.

### ICE ANIMATION

**Link:** Aura                    **Mystical Power**  
**Range:** Normal            **Type:** Auto  
**Base Cost:** 25              **Factor Cost:** 8

This power allows a Character to summon into existence an actual creature of living ice who will follow the Character's instructions for a length of time equal to the Character's APs of Ice Animation. At the end of this time, the creature will disperse into ice and water.

A Character using Ice Animation divides the APs of Power into two numbers as desired. The first number serves as the creatures Dex, Str, and Body while the second number serves as the creature's Infl, Aura and Spirit against Mystical Attacks. Ice creatures do not possess Mental Attributes and are therefore immune to all Mental Attacks.

### ICE CONTROL

**Link:** Int                      **Mental Power**  
**Range:** Normal            **Type:** Dice  
**Base Cost:** 5                **Factor Cost:** 8

This Power allows a Character to move and control volumes of ice. Ice Control does not, however, give the Character the ability to generate ice (as does Ice Production), only the ability to control and manipulate pre-existing ice formations.

- The ability to hurl ice at a target to cause damage. This is treated as a Physical Attack with AV/EVs equal to APs of Power and OV/RVs equal to the target's DEX/BODY.
- The ability to surround oneself with ice formations which will provide defense against Physical Attacks (APs of Ice Control being added to the Character's RV).
- The ability to move volumes of ice. AV/EVs are equal to the APs of Power while OV/RVs are equal to the APs of the volume of ice to be moved. RAPs equal the distance (in APs) which the ice is displaced.

### HYPNOTISM

**Link:** Will                    **Mental Power**  
**Range:** Normal            **Type:** Dice  
**Base Cost:** 50              **Factor Cost:** 6

An Action Check with the AV/EVs equal to the APs of Power and OV/RVs equal to the opponent's Int/Mind. The Character may then implant suggestions as he wishes, up to the number of RAPs received on the Check.

The Character must divide the RAPs earned between each of the implanted suggestions as desired. The completion of each suggestion is then treated as a separate Action Check with the AV/EVs equal to the opponent's Int/Mind. If an Action Check succeeds, the suggestion is carried out by the victim.

A Hypnotism victim will not do anything completely against his motivations or beliefs, but a clever Character can often get around this restriction. If someone attempted to Hypnotize Striker into injuring the President, for example, the attempt would fail; but the person could possibly Hypnotize Striker into believing that the President was actu-

ally a villain, probably creating the same result.

**Example:** A character with 10 APs of Hypnotism tries to Hypnotize another Character, who has an Int/Mind of 3/2. First, the Power user makes an Action Check and receives 10 RAPs. The user then tries to implant three suggestions, allocating 3 RAPs to each of the first two, and 4 RAPs to the third.

The first suggestion is that the victim will carry a bomb (made by the Power user) into the victim's office; the second suggestion is that the victim will activate the bomb and leave the office; and the third suggestion is that the victim will forget everything which occurred. Each of these suggestions must be resolved as a separate Action Check.

The Power user first rolls to see if the victim will take the bomb into the office (AV/EVs of 3/3, OV/RVs of the 3/2, 1 RAP necessary for success); the user then rolls to see if the victim will activate the bomb and leave the room (Similar AV/EVs and OV/RVs); and finally, the user rolls to see if the victim will forget everything which occurred (AV/EVs of 4/4, OV/RV of 3/2). If the implantation of any of these suggestions fail, the victim will break the Hypnosis and all the ensuing suggestions will be obliterated.

The Diehard Cyborgs are equipped with this capability.

## SPLIT

Link: Dex  
Range: Self  
Base Cost: 100

Physical Power  
Type: Auto  
Factor Cost: 10

This Power allows a Character to separate himself into two or more complete beings. Each Split being possesses the same Attributes, Powers, and Skills as the original character.

A Character can Split a total number of times equal to the APs of Power. Rejoining of duplicates is instantaneous at the original Character's will, at which point the Character sustains the greatest amount of damage taken by any one of the duplicates. Dead duplicates cannot rejoin with the original character, additionally, for every duplicate which dies, the original Character automatically loses one AP from each of his Attributes, Powers, and Skills.

A Character can only maintain his duplicates for a length of time equal to the APs of power minus the current number of duplicates. At the end of this time, the duplicates will automatically rejoin the original character. The original character will lose one AP from each of his Attributes, Powers, and Skills for each Duplicate which is prevented from rejoining. The character will regain these lost AP's once the duplicates rejoin.

Duplicates created through the Split Power do not possess the Split Power themselves.

A special limitation may be chosen reducing the base cost of Split by 50 points. This special limitation states that each split possesses the same Attributes, Powers, and Skills as the original character's AP-level, minus one (1) for each split. This special limitation ignores the time restrictions placed on the characters splits.

Dehumanizer has this power.

## Characters

### Dispatch

|             |    |              |     |         |   |
|-------------|----|--------------|-----|---------|---|
| Dex:        | 10 | Str:         | 6   | Body:   | 8 |
| Int:        | 8  | Wil:         | 9   | Mind:   | 8 |
| Inf:        | 7  | Aura:        | 7   | Spirit: | 7 |
| Initiative: | 26 | Hero Points: | 277 |         |   |

#### Powers:

Systemic Antidote: 25, Skin Armor: 5, Speak with Animals: 5, Telescopic Vision: 5, Sealed Systems: 11

#### Skills:

Acrobatics: 10, Charisma: 10, Martial Artist: 15, Military Science: 15, Thief (Stealth): 10, Vehicles: 10, Weaponry: 10

#### Advantages:

Lightning Reflexes, Iron Nerves, Scholar (Warfare), Attractive, Intensive Training, Gadgets (2)

#### Disadvantages:

Serious Irrational Attraction (Melkore Formula), Dark Secret, Exile (self), Serious Rage (When using Melkore Device)

#### Equipment:

**Melkore Device** [R#0, Body: 20, Poison Touch: 30, Regeneration: 10, Iron Will: 20, Enchantment: 27, Invulnerability: 10]

#### Bonuses:

- Poison Touch has an area affect when not confined within the unit.
- Enchantment automatically increases all attributes by 3AP's.
- Melkore device stops aging.

#### Limitations:

- The Device imparts Serious Rage to the user when activated.
- When activated the Melkore device automatically gives the user a Serious Irrational Attraction to Melkore formula.
- Invulnerability only prevents death by aging or worn out organs.

**FLASH SUIT** [R#0, STR: 6 (12), Body: 10, INT: 2, WIL: 4, Skin Armor: 5, Air Control: 4, Flight: 40 (9 in atmosphere), Gravity Decrease: 7, Sealed Systems: 20, Energy Blasts: 18, Bomb: 20, Reflection/Deflection: 19, Mind Blast: 15, Life Sense: 15, Recall: 10, Shrinking: 8, Shape Change: 1]

#### Limitations:

- Flash Suit is susceptible to it's own bomb power. Skin armor is ignored, except for determining containment of blast.
- Reflection Deflection only works on lasers/light.
- Mind Blast only works on unauthorized users.
- Shape Change only allows armor to look like a common item, usually a piece of jewelry.
- The Suit once activated may only be used for 15 minutes per day.

**Alter Ego:** Zax Holland

**Character Type:** Anti-hero

**Motivation:** Mercenary

**Wealth:** 10

## Text Changes

**Credits Page.** Character Concepts. Geoffery C. Dickens should be Geoffrey C. Dickens.

**Credits Page.** Playtesters should include Tony Alvarez.

**Page 19.** Item 21 should read, "Within a half hour you've managed to protect your friends, and defeat the villain(s). Just another night out on the town with Anarchy Man.

**Page 26.** Will Benchmarks. 7-8 APs. Shaman is the nick-name the Maulers use for White Eagle.

**Page 28.** Influence Benchmarks. 11-12 APs. Shaman is the nick-name the Maulers use for White Eagle.

**Page 40.** AP PURCHASE CHART clarification. The Factor Cost of "Other Attributes" is 6. The Factor Cost of "Action Attributes" is 7. The Factor Cost of Wealth is 2.

**Page 78.** Mind Drain is Factor Cost 8, not Factor Cost 3.

**Page 172.** The Laser Sights stats should be: [Body:2, AV: 6, R#3]

**Page 241.** Anarchy Man's quote should read "You realize that you're just a puppet of the capitalist regime.

**Page 242.** Jay Bolts physical stats should be Dex: 10, Str: 5, and Body: 6

**Page 268:** The Superspeed Power on Invulnerus's Time Displacer should be replaced with Time Control Power.

**Page 315.** Frenzy's quote should read "Did you say you know my brother?"

## Fun Facts

The Gamemaster pictured on **Page 176** is Pulsar Games Art Director, Ray Hedman!

Doug Cenko likes to hide his signature in pieces of his artwork! Check out the picture of the Twelve and see if you can find his signature!

## Frequently Asked Questions

You **cannot** multiply the APs of power purchased by the Factor Cost to get the cost of the power in Hero Points.

## Notes

If you have any comments, questions, or find an error that is not addressed in this Errata please contact Pulsar Games at 9413 San Miguel Dr. Indianapolis, IN 46250. You can also visit us on the internet at [www.PulsarGamesInc.com](http://www.PulsarGamesInc.com) or e-mail us at [info@pulsargamesinc.com](mailto:info@pulsargamesinc.com).

Thank you for your support!

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