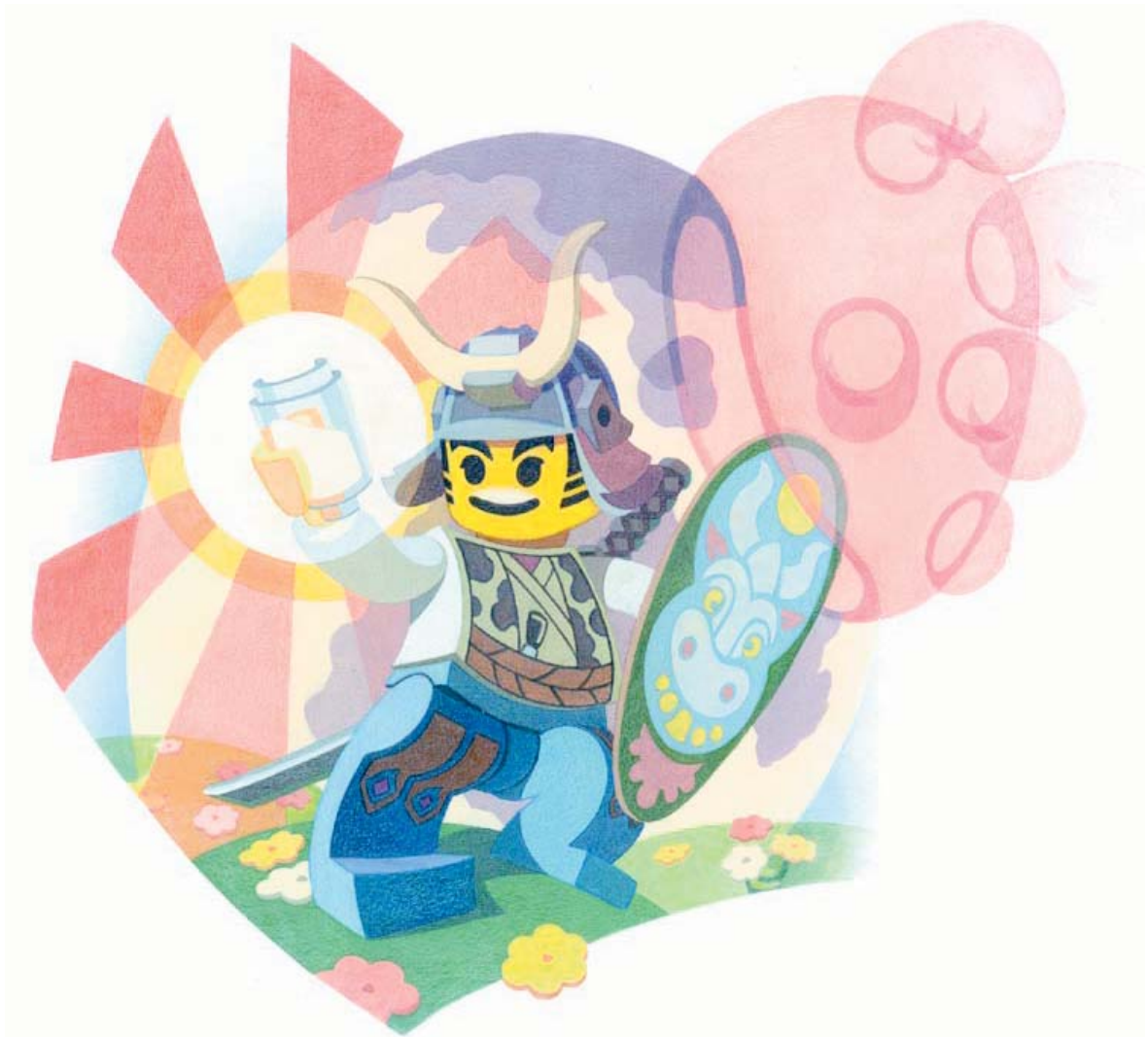# BrikWars

Supplement SP:
Supernatural Powers

by
Mike Rayhawk

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Michael Rayhawk

brikwars.com

BRIKWARS 2002
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Contents

Supplement SP: Supernatural Powers

In every age, there are those who are gifted with abilities that defy natural explanation. Some can attribute their powers to arcane magical knowledge, inborn psychic ability, divine favor, access to higher dimensions, or affinity with the Farce. Others have gained their powers through mastery of a long-forgotten kung-fu style, an unforeseen reaction to the rays of a yellow sun, or by complete coincidence and dumb luck. These individuals do not hesitate to grab the laws of Physix by the ears and subject them to a sound thrashing.

SP.1   The SP System

Rather than come up with endless lists of prayers and spells, psychik abilities, super powers, and so on, all supernatural abilities in BrikWars have been lumped into a single generic and flexible system. It takes a little while to learn at first, so players may want to wait until they've got a few battles under their belt before introducing SuperPowered units into their armies.

A supernaturally powered unit measures its power by a SuperPower rating (SP). Usually, the SuperPowered unit will be a minifig. However, machines, animals, and even inanimate objects can occasionally have supernatural powers, through enchantment, possession, haunting, the channeling of divine power, alien teknology, interdimensional manipulation, or some set of even more outlandish circumstances.

SuperPower points are generic, and can be used to create any supernatural effect. However, every SuperPowered unit is limited by its "Aspect," which describes the kinds of effects the unit can use its SP points to create. One unit might be a Wizard of Horticulture, using SP points to create effects that grant control of plants and explosive vegetable growth. Another unit might be a Telekinetik, using SPs to create the effects of powerful psionik abilities. The most commonly-seen Aspects are listed here, along with a few examples of abilities that a unit aligned to that Aspect might employ:

- *Fire*—ignite objects, throw fireballs, shoot flame jets, shape fire;
- *Water*—ice storm, turn earth to mud, firehose, cleanse dirty units;
- *Earth*—summon BURPman, create Blox, meteor strike, earthquake;
- *Air*—call tornado, flight, sonic boom, asphyxiate, levitate objects;
- *Life*—heal, cure poison, resurrect, strengthen, increase skill;

- *Death*—create zombie, curse, poison cloud, summon Dimmy;

- *Animals*—summon, communicate with, and control animals;

- *Plants*—create, grow, and control plants

- *Weather*—lightning bolt, hurricane, fog, tornado, blizzard, he;at wave;

- *Energy*—power devices, cure exhaustion, force fields, energy blades;

- *Telepathy*—read minds, control minifigs, implant illusions;

- *Motion*—animate object, super-speed, teleportation, immobilize;

- *Lightside* or *Jeteye*—telekinesis, precognition, communicate with dead;

- *Darkside* or *Syph* —electrocute, mind control, rule Galactic Empire;

- *Martial Arts*—fly around, dodge bullets, punch through mountains.

There are of course an unlimited number of Aspects that players might come up with; they should use these examples as a guide for how specific a new Aspect should be.

A SuperPowered unit with a broader range of abilities will have to buy SPs in several Aspects (e.g., an Elemental ArchMage would buy four sets of SPs in the aspects of Fire, Water, Earth, and Air). The unit may only use each set of SP to create effects of the associated Aspect, although SPs from different Aspects can be combined for effects that combine multiple Aspects somehow (for instance, a molten lava attack could combine both Fire and Earth SPs).

At the opposite end of the scale, a SuperPowered unit with only a very few specifically defined abilities (as with most SuperHeroes) will not choose an Aspect at all, but buy the abilities as Indexed or Single Abilities.

A unit's SP rating indicates the maximum number of SPs it can spend in a single turn to create one or more supernatural effects. A unit always has its full SP recharged at the beginning of its turn unless:

1. It is Exhausted or Stunned (3.4.4: Getting Stunned), in which case its SPs are halved (round down) until it recovers.
2. The unit uses SPs on an opponent's turn to react to an enemy action (3.3.2: Responding to an Opponent's Actions) or to hinder their movement, in which case those SPs are still considered to have been used on the unit's next turn.
3. The unit does nothing for an entire turn, standing perfectly still and concentrating. On the following turn, the unit's SP rating is increased by one half (round down). Further consecutive turns of meditation increase the SP by an additional one quarter, one eighth, one sixteenth, and so on. Meditating in this fashion will never increase the SPs to more than double their original rating.

SP.1.1   Buying SP Points

The cost of an SP point depends on how many kinds of things for which the unit can use it. A SuperPowered unit may have separate sets of SP points for different groups of abilities. It can combine SPs from different groups for a single effect that fits into multiple group categories.

Aspect SP *5 CP per SP*

The most common type of SP, these can be used to create any effect related to a specific supernatural Aspect as described above.

Indexed Ability SP *2 CP per Ability, 3 CP per SP*

The unit's abilities have been carefully indexed, and the unit may only use SPs for the abilities on its specific list. It costs 2 CP for every entry on the list, and 3 CP for every SP available to spend on effects recorded on the list.

> Example: SuperFig is a comik-book hero who stands for truth, justice, and playing well. Besides his considerable assortment of super powers, he collects a super income from publishing and merchandizing deals for his image, character, and adventures. His list of powers is accounted as follows:

> | | |
> |---|---|
> | 1. Super Strength | 5. X-Ray Vision |
> | 2. Super Speed | 6. Heat Vision |
> | 3. Flight | 7. Super-Sharp Senses |
> | 4. Invulnerability | 8. Super Cold Breath |

> 8 Super Abilities, +16 CP
> SP available to Super Abilities: 20 SP, +60 CP Total: +76 CP
> It is questionable whether he has some Super Disguise ability or whether Lois Laygo is just so dim that a pair of glasses is all it takes to fool her completely.

Single Ability SP *3 CP per SP*

These SP are earmarked for a single specific effect and can be used for no other. Example effects include Tossing Lightning Bolts, Flying at SuperSpeed, Spawning JawJaws, or Creating Doughnuts from Nowhere. There is a small amount of leeway in the exact use of the Single Ability; a unit Creating Doughnuts from Nowhere could vary the amount, size, and type of doughnuts created, but could not use the SP to create even a single croissant.

> Example: A player decides to buy a Dragon (9.3.4: Cave Monsters) with a more versatile Fire Breath weapon. A normal Dragon's breath has a Range of 8", a 2d6 Fire Damage Rating, and full-auto capability. The player decides to give his particular Dragon four SP to augment this weapon. Because the SP are limited to this purpose, they can be purchased as Single Ability SP, costing 3 CP each, for a total of 12 CP. The SP could be used to increase the Range, Fire Damage, or theoretically even the Area Arc (saving the Dragon from arc-related Skill Penalties for Automatic Fire (3.3.4: Automatic Fire)). The Dragon could not use his SPs to (for instance) change the damage type from Fire to Poison, because that effect wouldn't fall under the Single Ability of Augmented Fire Breath.

SP.1.2 Using SP Points

Supernatural effects have a number of attributes that determine their ability to affect objects in the world. These include factors such as Range, Area of Effect, Duration, and Damage. Pumping up an individual attribute costs a certain number of SP; the specific amount varies by the attribute in question. It may seem complicated at first, but an experienced player will get the hang of it pretty quickly.

When a unit tries to create a supernatural effect, it must decide in advance how many SP points it is going to spend. This can be risky—with all the die rolls involved, it's impossible to predict how many points will be necessary to achieve a given effect. However, once the unit has decided on the total number of SPs to spend on a given effect, it can roll each die and allocate each SP separately.

If the unit tries for a certain effect and the die rolls don't come out the way it wants—for instance, a Fire Mage creates a powerful explosion and gets such a high roll for Area of Effect and such a low roll for Range that he catches himself in the blast—that's the way it goes! Once he rolls the dice it's too late to abort.

Compounding the issue, the more powerful the effect, the more difficult it is to control—for every SP spent to create the effect, the Usage Rating goes up by one (i.e., a wizard attempting a spell with 8 SP would

have to make a Skill Roll of 8 or higher to be successful). All normal Skill modifiers (for range, etc.) apply. For more difficult effects, an SP-user may wish to spend an SP or two to boost its own Skill for that single roll; this ability is available to all SP-users regardless of their Aspect. If the SP-user fails this Skill Roll, refer to SP.1.3: When Supernatural Effects Fail.

SP-users can buy boosts to Supernatural Skill (+SS) at a cost of +1CP per +1d6SS. Similar to a Close Combat Bonus, Supernatural Skill adds to any Skill Roll used to create a supernatural effect, but does not improve any other type of Skill Roll. The Supernatural Skill bonus can never be higher than a unit's regular Skill rating (including if the regular Skill is augmented or diminished by a supernatural effect, a Stun attack, etc.).

A SuperPowered unit can use its powers as Opportunity Fire (3.3.2: Attacking on an Opponent's Turn) or as Opportunity Actions (3.3.3: Responding to an Opponent's Actions), taking the standard −2 Skill Penalty. As with more conventionally-armed units, a SuperPowered unit can take −1MP" to prepare itself for Opportunity Fire or to Focus on specific enemy units, allowing it to avoid the Skill Penalties associated with acting out of turn.

SP.1.3   When Supernatural Effects Fail

When a player's attempt to create a supernatural effect goes awry, his opponent gets the lucky task of deciding his fate. (If there are multiple opponents, choose the opponent whose units were the target of the effect, or otherwise the opponent most opposed to the effect succeeding.) There are three possibilities, depending on the type of effect created. (On critical failures, choose one of these possibilities and try to think of funny ways to make it even worse.)

1. Fizzle!

Much to the embarrassment of the supernatural unit, his efforts fail to produce any effect whatsoever, apart from a possible loud pop, a puff of smoke, or a nasty lingering odor. The unit is at −2 to produce any subsequent effects in that turn.

> Appropriate for: cast spells, martial arts moves, use of the Farce
> Inappropriate for: inherent abilities (such as dragon's breath or superhero powers), except on a critical failure.

2. Misfire!

The effect is treated as a normal ranged attack that missed, using normal NearMiss rules (3.1.2: NearMiss Rules). The target of the attack is limited by the Range as purchased with SP, and by whether Pass Obstacles was purchased (SP.2.1: Range/Area). The unit is at −2 to produce any subsequent effects in that turn.

If the effect has Area Radius, then the size of the radius is unchanged, only the center of the effect is moved. if the effect has Area Arc, the size of the arc is unchanged, only the direction is moved. Whether or not it is possible for an SP-user to accidentally hit itself with a given effect is a judgment call by the players.

> Appropriate for: ranged effects, especially attacks and Portals
> Inappropriate for: effects without range.

3. Fumble!

The Fumble is the most complicated of the three failure types. For every point by which the SP-user misses his Skill Roll, his opponent gets one Fumble Point to use against him. These Fumble Points are used to deactivate or reverse individual SP spent on the effect.

For fumbles to work properly, the SP-user has to determine how his SPs are spent before he makes his Skill Roll, leaving all die rolls (for Range, Damage, etc.) on the table. (If the other players trust his integrity, he can wait and determine "how he would have spent them" after the Skill Roll, but he'd better be real honest or

he risks a high-speed introduction to the Hammer of Discipline.) For each Fumble Point induced, his opponent gets to nullify one SP, removing the associated die (if any). The opponent might choose to reduce the Range of a lightning bolt attack to zero, causing the SP-user to strike himself, or decrease Portal power so that a rider is left behind when the horse is teleported, etc. If the opponent wishes, he can spend two Fumble Points to *reverse* any single SP, for instance causing Damage instead of healing it, decreasing Movement instead of increasing it, etc.

If the SP-user is creating a Close Combat effect (requiring that he touch the target), two Fumble Points will turn the effect back on the SP-user. If the opponent uses Fumble Points to nullify or reverse SP that the SP-user spent to increase its own Skill, then he removes or reverses dice in the Skill Roll starting with the lowest rolls first. This will compound the failure of the SP-user, adding even more Fumble Points for the opponent to play with.

For every Fumble Point left unused, the SP-user is at a cumulative −1 to produce any subsequent effects in that turn.

> Appropriate for: advanced players with lots of time.
> Inappropriate for: beginning players or players in a hurry.

SP.2   Supernatural Effect Attributes

Attributes for supernatural effects must be bought in integral amounts. For example, a unit could spend 9 SP to give its effect 3d6" of Area Radius, or 16 SP for 4d6" of Area Radius; it could not spend 13 SP for (3.6)d6" of Area Radius.

SP.2.1 Range/Area

Range *1 SP per 1d6 inches*
Area Radius *1 SP per 1d6 inches, squared*
Area Arc *1 SP per 15 degrees*
Pass Obstacles *1 SP*

A SuperPowered unit can use its powers to affect itself or something it is touching, but usually it will use its powers to affect targets some distance away. By spending points on Range and Area, it can cover this distance.

Range costs 1 SP per 1d6 inches, and works just as with Ranged weapons. Normal modifiers apply as if the unit were making a ranged attack with a UR of 1. Effects aimed at inanimate or friendly objects will usually be considered automatic hits, allowing the SuperPowered unit to skip the Attack Roll.

If the power affects only a single target, then the SuperPowered unit does not need to spend any SP on Area. If a unit wants to target a general area, it has two options. The first, Area Radius, allows a power to affect everything within a certain distance of a target point. The unit may decide to center the Radius on itself, deciding either to include or exclude itself from the supernatural effect. More often, the unit will spend a few SP on Range to put the center of the effect a distance away, in which case the unit no longer has the option of excluding itself if it gets caught in the effect Radius. To buy Area Radius, a unit chooses a number of d6" of Radius; the SP cost is that number squared (1 SP for 1d6" Radius, 4 SP for 2d6", 9 SP for 3d6", etc.).

The second way to affect a wider area is to buy Area Arc. An Arc power is always centered on the SuperPowered unit, and the unit is excluded from its effect. The unit buys Range as normal, and then widens that distance by 15 degrees for every SP spent on Arc, up to 180 degrees. This is similar to Full-Auto Fire (3.3.4: Automatic Fire) except that the Arc doesn't incur Skill Penalties as it widens. A unit cannot buy both Area Arc and Area Radius for the same effect; that would just be confusing.

An effect can be blocked by solid objects between its source and its targets. A unit can spend 1 SP on Pass Obstacles, making the effect 'unblockable,' passing through any intervening objects. A unit can aim an unblockable effect at a location he can't see, but must suffer the appropriate Skill Penalty (3.1: Ranged Combat).

Example: A powerful Pyrokinetik psychopath decides to spend 24 SP to set a large section of an apartment building on fire. Standing on the sidewalk in front of the building, he decides that the most nurturing environment for his fire will be the middle of the fourteenth floor, about 32" away. Buying 1d6" of Range at a time, he rolls 4, 2, 6, 5, 6, 3, 1, 4, and 5, bringing his Range to 36" and costing him 9 SP. Because he can't see the target location and it is behind a number of walls, he spends 1 SP on Pass Obstacles and takes a −5 Skill Penalty. (The Skill Penalty doesn't bother him because the building is very large and he can afford to miss by a few inches.) He has spent 10 SP, leaving 14; the largest Area Radius he can afford is 3d6", costing him 9 SP. He rolls a 2, a 3, and a 6, for 11" of Radius–this is enough to engulf the entire fourteenth floor, as well as setting fires 5 floors above and below the target location! With 5 SP left to spend, he buys 2d6 of Fire Damage to spread throughout the area of effect. He is left with 1 SP left over, and he chooses to let it go to waste, satisfied with his day's work.

SP.2.2   Duration

Duration *1 SP per 1d6 turns*

Most supernatural effects are instantaneous (affecting only a single roll, attack, or turn), although their consequences may be more permanent. If a unit wants to create a continuing effect, it will have to spend SPs on Duration.

When creating an 'instant' effect, a unit spends SP to buy whole dice of things like Damage and Range (usually 1 or 2 SP per 1d6). When creating an 'enduring' effect, however, the unit spends the same number of SP to buy individual points of these qualities (e.g., 1 SP per 1" of Range, 1 SP per +1 Damage). 'Enduring' prices apply only to those supernatural qualities that will last for a number of turns, not those related to the initial creation of the enduring effect.

Example: An Enchanter wishes to enchant a sword being held by a warrior a few inches away. First, he pays the 'instant' price for Range (1 SP per 1d6" for the enchantment to reach the sword), and then the 'instant' price to give the enchantment however much Duration he wishes. He would then pay 'enduring' prices to add points of Skill and Damage to the sword (1 SP per +1 bonus to Skill or Damage). These bonuses would last until the Duration ran out.

For each target that is affected by an enduring effect, set up a number of white Pips next to it to indicate the number of d6s of Duration remain for the effect. At the beginning of every turn thereafter, roll 1d6 for each stack of Duration Pips (but not for each individual Pip within a stack!). If the die comes up one, remove one Pip. When the last Pip is removed, the effect has ended.

Optional Rule: Fading Effect   :)

Units can be in for nasty surprises when a supernatural Duration runs out and the effect dissipates all of a sudden—cutting off effects that allow units to fly high in the air or protect them as they wade through molten lava can be quite disastrous. These disasters are hilarious in their own right and so justify any agony the players might feel as they watch a prized unit plummet like a water balloon or burn like a marshmallow. But there's no accounting for taste, and some players prefer to have a little warning before an effect wears off completely.

Under the Fading Effects rules, after the last Pip of Duration is removed at the beginning of a unit's turn, the supernatural effect doesn't 'wear off' until the end of that turn. The unit senses that the effect is fading and so has one turn to find a way to avoid disaster (e.g., coming in for a landing or getting the hell out of the lava).

Multiple Enduring effects affecting the same statistic or ability are not cumulative. If a target is under a number of effects that boost the same stat, only the largest bonus is considered and the rest are ignored. The same holds true for effects that impair the same stat: only the largest penalty is considered. A single statistic

cannot be subject to supernatural bonuses and penalties at the same time; the existing Bonus or Penalty must be Counteracted before its opposite can be put in place.

Counteracting an effect is much cheaper than creating one. A unit can create an 'instant' effect that directly targets an enduring effect, permanently destroying some of the enduring effect's attributes (but not affecting its duration) at only 'instant' SP cost. If the enemy unit does not want its enduring effect to be Counteracted, it can create an additional instant effect to Counteract the Counteraction. Only the unit that created the original enduring effect can attempt to stop an opponent from Counteracting it, and it must make this attampt at the moment the opponent tries to Counteract the original enduring effect.

> Example: An evil SuperComputer uses its ability to distort the laws of physix to accelerate the passage of time for its Cyborg minion, giving the robot an additional 10" of movement (cost: 10 SP) for 3d6 turns (cost: 3 SP, 13 SP total). A heroic Psychik is trying to defeat the Cyborg, but only has 3 SP after paying for the Range between himself and the robot. He decides to Counteract the speed boost, spending his 3 SP to subtract 3d6" from the Cyborg's 10" movement bonus. On his next turn, the Psychik tries to decrease the Cyborg's strength, decreasing its Power by 2 (2 SP) for 1d6 turns (1 SP, total of 3 SP). The SuperComputer would like to give the Cyborg an enduring Power boost, but the Psychik's effect interferes with its plans. The SuperComputer must first spend SP to Counteract the Power drain (1 SP per +1 Power).

In extremely rare cases, a unit may want to create effects with 'negative' duration, counteracting events that took place on earlier turns. Obviously, this kind of effect can be extremely disruptive, so players will want to severely limit or disallow the use of this kind of effect! Most often, such an effect will be used to resurrect fallen units, but other effects are possible among open-minded players. (For instance, there are rumors of an "Edit-Undo" effect that negates a target's past actions.) To create an effect with retroactive duration, pay 1 SP for each turn into the past the effect reaches.

> Example: A Healer-Clerik arrives at the scene too late; the Trooper has died of his wounds. The Clerik lays his hands on the Trooper and tries to resurrect him. It has been two turns since the Trooper's unfortunate death, so the Clerik pays 2 SP to heal the Trooper 2 turns in the past. To successfully resurrect the Trooper, the Clerik must heal more Damage than the Trooper's Armor Value of 5. The Clerik spends 2 SP to heal 2d6 of Damage. He rolls 7; the Trooper is saved.

SP.2.3   Damage

Regular Damage *1 SP per 1d6 Damage*
Stun Damage *1 SP per 1d6 Stun*
Fire Damage *2 SP per 1d6 Damage*
Poison *2 SP per 1d6 Poison*
Explosion Damage *3 SP per 1d10 Explosive*

One of the most common uses of supernatural power is to adjust damage levels, whether doing damage to an enemy, healing damage sustained by an ally, increasing the damage of a regular attack, armoring a target to resist damage, enhancing a weapon to be more damaging, etc.

> Example: A Spirit Warrior is attacked by a venomous Death Horse. The Warrior wants to avoid killing the Death Horse, because this particular type of Death Horse bursts in a 3d10 acid explosion when it dies. Instead, the Warrior attacks the Horse with his spear, and spends 3 SP to add 3d6 of Stun Damage to the attack. He hopes that the damage from the spear is not enough to kill the Horse, but that the additional Stun Damage will be enough to disable the fell beast long enough for him to make his escape.

> Example: A SuperHeroine wants to clear a cafeteria that is full of enemy troops and nefarious cafeteria workers. However, she does not have enough time to shoot them all with super-energy blasts before they pull out shock rifles and gun her down. Instead, she picks up a nearby boulder and uses her super-energy to infuse the

boulder with explosive power. When she throws the boulder into the cafeteria, she spends 9 points to give the boulder 3d10 Explosion Damage when it hits. This sends rock fragments, cafeteria tables, and mystery meat in every direction, maiming and scattering the troops and cafeteria workers.

Example: A squad of ArmyMen comes under heavy fire from a machine gun emplacement. Fortunately, the Chaplain is there with them, and he begins praying for divine protection. The entire squad is within 6" of the Chaplain, so he pays 2 SP to cover 2d6" of area (he rolls a 5 on the 2d6, extending protection to everyone but the squad mascot 'Timmy'). He then pays 1 SP to add 1d6 to each unit's Armor for that round only. This is enough to save every member of the squad except Timmy, who gets ripped into small bite-sized chunks.

SP.2.4 Skill

Skill *1 SP per 1d6 Skill*

A SuperPowered unit can use SP to modify the skill of a unit or to add a Skill modifier to an object. If a unit's Skill is changed, the new Skill value is used for all the unit's rolls. If an object receives a Skill modifier, then that modifier affects the Skill roll whenever a unit tries to make use of that object (e.g., a WoodCutter holding a +2 hatchet would not have +2 Skill when trying to play a piano, but the +2 would apply on any attempt to chop the piano into kindling.)

Example: A BlitzTrooper is trying to perforate Fred the JetEye with sustained blaster fire. Fred decides that he would prefer to minimize his personal porosity, so he uses the Farce to reduce the BlitzTrooper's ability to aim. The next time the BlitzTrooper fires at Fred, Fred pays for Range, and then spends an additional 2 SP to reduce the BlitzTrooper's Skill by 2d6 for his Attack Roll. The BlitzTrooper's blaster shot misses Fred badly, and kills a nearby evil Imperial hot dog vendor.

A unit can give Skill to an inanimate object as an enduring effect, paying 1 SP per enduring Skill point and then paying the appropriate SP for Duration. An animated object's Skill value must always have a random component, so keep in mind that 1d6 is equivalent to 4 points (rounded up from 3.5), and 2d6 is equivalent to 7 points. Thus, 1 SP buys 1d6−3 Skill, 2 SP buys 1d6−2 Skill, and so forth.

Example: A busy executive has an important business letter to type up, but unfortunately he has already given his secretary the day off. Fortunately, he has the unusual ability of animating small objects. Removing one of his expensive deerskin gloves, he spends 1 SP to give the glove 1" of Movement, and 1 SP to give the glove 1d6−3 Skill. He spends a final 3 SP on Duration so that the effect will last for 3d6 turns. After placing the glove on the typewriter, the glove takes dictation and types up the letter. On each of the following turns, the executive spends 2 SP per turn to give the glove 'instant' Skill boosts of 2d6, raising its Skill to 3d6−3 and greatly improving its typing speed and accuracy.

SP.2.5 Movement

Ground Movement *1 SP per +1d6"*

Swimming *1 SP per +1d6"*

Flight *2 SP per +1d6"*

Hover Flight *3 SP per +1d6"*

A SuperPowered unit can spend SP to add or subtract inches from the Movement Rate of any moving object (such as a trooper or vehicle). Every time a unit's Movement is doubled in this manner, the unit can make one additional attack per turn (i.e., one attack per turn at the unit's original Move", two attacks at twice the original Move", three attacks at four times Move", four attacks at eight times Move", etc.). If a units Movement is reduced to zero, the unit cannot move or make attacks, although it may still speak and look around helplessly.

Example: The Trice, a SuperHero of only minor importance, is on patrol in his home city when he comes across a citizen strolling in the park who is beginning to get a headache. The Trice knows he has little time to act, so he spends his 2 SP to give himself 2d6" of additional ground movement. Quickly, he runs to a local drugstore and picks up a bottle of aspirin, spending his 2 SP every turn to maintain his extra 2d6 of speed. He runs back to the park and gives two aspirin to the strolling citizen, just in the nick of time!

A unit cannot use an 'instant' effect to animate an inanimate object; he must spend SP on Duration and buy movement at 'enduring' prices. For the duration of the effect, an animated object is treated as a unit of the player who created the effect. Animated objects can only make attacks if they have also been given Power and Skill points, and they can never make more than one attack per turn.

Example: A malevolent Demon has been given the task of creating a terrible traffic jam in downtown New Blokton. Rather than spending SP to decrease the movement of individual cars to zero, he locates a group of GarbageCans sitting next to the road on the curb. He flies over to them and summons evil spirits to possess the Cans. After spending SP on Area to include all the GarbageCans in a single effect, he spends 2 SP on Duration and 5 SP on Movement to give each GarbageCan 5" of Movement for the next 2d6 turns. The wicked GarbageCans now begin their infernal work, wandering out into traffic and causing terrible accidents.

SP.2.6 Power

Power *1 SP per 1 Power*

A unit can add or subtract points from a unit's Power Rating, or give Power bonuses to objects. A target's Power Rating can never be reduced below 1, unless the target's Power Rating is naturally zero.

Example: A Brikshido Warrior finds his path blocked by a stone wall. The Warrior has no tolerance for this impediment, so he focuses his Chi to give himself immense strength. Spending 3 SP, he gives himself 3 additional points of Power, or 4 points total (equivalent to the strength of four men). This allows him to tear the stones directly from the mortar, and to quickly make a hole large enough to pass through.

Example: It's the evil Necromancer's birthday, and as he blows out the candles, his servant Igor bursts out of the cake holding the master's favorite gift: a rotting corpse! The Necromancer is delighted, and decides to animate the corpse right away. He spends 5 SP to give the Zombie 2" of Movement, 1d6-2 Skill, and 1d6 Armor. He then spends 3 SP so the Zombie will stay animated for 3d6 turns. Finally, he spends 3 SP to give the Zombie a Power rating of 3, which allows the Zombie to toss the Necromancer up in the air and catch him again - the Necromancer's favorite game! Unfortunately, thanks to a couple of unlucky die rolls, the animation wears off sooner than expected, and the Zombie collapses and drops the Necromancer right on his pointy head.

SP.2.7 Move Object

Move Object *1 SP per 1d6b", or 1 SP per 1d6" for objects weighing less than 1 Blok*

A unit who wishes to move objects supernaturally must spend SP to buy Blok-inches of acceleration or deceleration. If a Skill Roll is called for (for instance, a unit is trying to hit enemy soldiers with flying debris), use the Skill Rating of the unit creating the effect, with a UR of 3 plus the weight of the objects in Blox, and treat Damage as with a regular Collision (4.3.6: Collisions). Objects weighing less than one Blok can be moved as far as if they weighed one Blok.

Example: RocketMan Dan's has 5 SP set aside to generate 5d6 Blok-inches of rocket-powered acceleration every turn. RocketMan Dan weighs one Blok, so he can accelerate or decelerate his flight by 5d6" per turn. Today, however, he is carrying Doris Dane, ace reporter, in order to give her an aerial view for the morning traffic report. Despite constant dieting, Doris also weighs in at one Blok. When RocketMan flies around

while carrying Doris, he is moving a total of 2 Blox of weight, so he can accelerate or decelerate his flight by 5d6/2 (five dice divided by two) inches per turn.

SP.2.8 Communicate/Know

Knowledge *1 SP*

A unit can use SP to transmit information from one place to another. He might transmit a message from himself to another unit, he may sense information from a distant point, or he may act as a conduit to transmit information from a distant point to another unit (in this case, he pays Range SPs for the distance from himself to each target separately). Regardless of the amount of information, it costs 1 SP to transmit it.

> Example: The psychik Sergeant Jeff has been kidnapped and is being held prisoner in an enemy compound. However, his squad thinks that he has been killed and has decided to destroy the compound in revenge. As the missiles begin striking the compound, Jeff uses telepathy to let his squad leader know he's alive and to begin organizing a rescue attempt. After paying for Range between himself and the squad leader, Jeff pays 1 SP to initiate telepathic contact.

> Example: Pete the JetEye is leading a Rebel supply convoy through an uncharted forest when he suddenly feels that he's being watched. He spends 4 Area SP to extend his senses 4d6" in every direction, and 1 SP to Know what is in that area. It turns out that the convoy is surrounded by a number of small, furry forest creatures who seem friendly despite packing crude spears and bows. These furry creatures prove no match for the Rebels' blasters, and the supply convoy is able to resume its journey after a brief firefight.

SP.2.9 Create/Uncreate Matter

Create/Uncreate *1 SP per Blok of mass, or 1 SP for objects weighing less than 1 Blok*

A unit can use SP to create any object that it can instantly imagine. This limits the use of this power to fairly simple objects, such as a sword or hammer, rather than more complicated objects with moving parts or electronics, such as a laser rifle or food processor. A created object exists only long enough for a single action, unless the unit spends SP to give the created object Duration.

SuperPowered units can use SP to instantly uncreate matter that has been supernaturally created. A unit cannot uncreate naturally occurring matter unless the unit is some kind of god and has divine authority over that matter.

> Example: Angelica 2000, a SpaceAge BodyGuard, has one outstanding advantage: the ability to create weapons and armor from pure energy that last only an instant. When she and her client are attacked by Ninja Assassins, spears, swords, and axes appear in her hands at the instant she swings or stabs at an opponent, or parries an opponent's attack. Each such action costs her 1 SP. Despite her skill, one of the Ninjas gets past her, throwing a knife directly at her client. The client is cowering two inches away from Angelica, so Angelica pays 1 SP for 1d6" of Range, and 1 SP to create a suit of Plate Armor on the client. Unfortunately, she rolls a 1 on the 1d6 for Range, so the PlateArmor appears a full inch away from the client, failing to intercept the deadly blade.

> Example: Ralph the Earth Wizard is being chased by a fierce Ogre. Suddenly, a great chasm opens up in front of him, blocking his way! Quickly, he creates a stone bridge across the chasm. He spends 10 SP to Create 10 stone Blox in the form of a bridge. He does not have to spend any SP on Range because the bridge is created right under his feet. He spends an additional 1 SP to make the bridge last 1d6 turns, long enough for him to cross it and reach the other side. When the Ogre begins crossing the bridge, Ralph turns around and Uncreates the bridge for 10 SP. The Ogre finds that it suddenly has nothing to stand on and falls bellowing into the chasm.

SP.2.10   Influence Thought

Influence *1 SP per 1d6 Influence*

A unit can use SP to hypnotize or control a living being, or to create deceptive Illusions in an intelligent mind. Influencing thought in this manner, and especially using Illusions, is risky for any group of players, since there are possibilities for arguments and abuse by everyone involved. It may be best to disallow Influence and Deception SP until a group of players have a few games under their belts and have developed a certain level of fraternity and trust.

When using Influence SP, a SuperPowered unit spends SP to purchase a certain number of Influence Dice. The target units must make a Skill Roll against these Influence Dice; this roll is called a Resist Influence Roll. If a target's Skill Roll is equal to or higher than the Influence Dice, the target resists the Influence; otherwise it falls victim to the Influence and must act accordingly.

Illusions can be tricky because they require some role-playing from the target player. There is no way to predict how he might have his units respond to a perceived Illusion. Even when his units are completely deceived, the player will be fully aware of the Illusion, and he may take unfair advantage of his knowledge and make his units respond unrealistically. Therefore the success of Illusions in a BrikWars game depend largely on the sportsmanship and integrity of the players on whose units they are cast. When playing with dishonorable opponents, avoid using Illusions, and always keep the Hammer of Discipline close at hand.

An Illusion has no reality of its own, existing solely in the minds of the units on which it is cast. The Illusion cannot cause direct physical effects, but they can affect the decisions of units under their influence. If a unit fails the initial Resist Influence Roll, it believes in the Illusion and must act accordingly. Other non-believing units may try to convince him that he is being deceived, but words alone will not be enough to convince him, at best only delaying him in indecision. Only if there is some demonstration of the Illusion's non-reality (running through an Illusory wall, standing unharmed in an Illusory fire, climbing stairs hidden by an Illusion, etc.) does the victim have a chance to Disbelieve the Illusion, getting a second chance on his Resist Influence Roll with a +1d6 Skill Bonus. If he fails this second roll, his mind finds some way to refute the evidence and justify its position, either by modifying the illusion or abandoning logic.

If a unit succeeds on a Resist Influence Roll when resisting an Illusion, it is aware of the Illusion but not fooled by it, and it will not be fooled by that Illusion on any subsequent turn.

> Example: Sir Frank and Sir Bill, two chivalrous Knights, are escaping the mountaintop castle of the wicked Queen Bev. As they approach a high mountain pass overlooking a forbidding cliff, Bev sends a flying Monkey minion to intercept them. From a nearby hidden vantage point, the Monkey begins weaving evil magik. It spends SP on Range and Area to reach the two Knights, and two Illusion SP to buy 2d6 Influence Points with which to befuddle them. The Monkey creates an illusion of a rock outcropping extending below them from the face of the cliff, at the end of which lies a beautiful Princess in chains, begging the Knights to jump down and rescue her. Sir Frank rolls a 5 on his his 1d6 Skill to resist the Illusion; the Monkey rolls an unlucky 4 on his 2d6, and Sir Frank resists the deception. Sir Bill on the other hand rolls a 3 against the Monkey's roll of 11, and is fooled. Sir Bill immediately prepares to leap down and rescue the Princess, despite Sir Frank's protests. Before Sir Bill can act, Sir Frank decides to disprove the illusion by throwing a large stone at it. The stone passes cleanly through the Princess and the rock outcropping and falls into the bottomless gorge, and Sir Bill gets a second chance to resist the Illusion with a +1d6 Skill Bonus. Unfortunately, Sir Bill rolls a 7 on 2d6 against the Monkey's roll of 9, and he sees the boulder bounce off the Princess' face, causing her to wail and weep bitterly. Outraged, Sir Bill delivers a punishing kick to Sir Frank's chivalrous groin.

A specific Illusion that can be tricky to handle is Invisibility. Inanimate objects and units can be made Invisible by a clever Illusion. A unit under the Influence of an Illusion may make an additional Resist Influence Roll at +1d6 if bumping into an Invisible object, if attacked by an Invisible unit, or if the Invisible unit does something to call attention to itself (shouting, picking up a large object where people can see it, leaving footprints in snow, etc.). While some Invisibility Illusions can also mask sounds made by units or objects, Invisibility traditionally affects vision only and an Invisible unit can be tracked by the sounds it makes as it walks or

runs around. A unit within a few inches of a moving Invisible unit can make a Skill Roll against a UR equal to the number of inches between them to try and detect it by sound. Players may even decide to apply NearMiss rules to this Skill Roll (3.1.2: NearMiss Rules) in order to give an attentive unit at least a general idea of an Invisible enemy's location.

If a SuperPowered unit creates an Illusion with Duration, the targets of the Illusion make a Resist Influence Roll at the beginning of every turn. A target needs to succeed in resisting the Illusion only once; the Illusion is dispelled and the Duration ends immediately.

The second way to use Influence is to attempt to control a living creature. To do so, a SuperPowered unit chooses a target and the action he wants the target to perform, and spends Influence SP to buy Influence Dice with which to overpower the target's will.

Some Supernatural commands are easier to resist than others:

Obvious Actions–Resisted as Normal (Skill × 1)

Actions that a unit might probably have taken anyway are resisted as normal. Examples of Obvious Actions include convincing a dog to eat a doughnut, inspiring a lazy security guard to take a nap, or directing an alcoholic to buy himself a beer.

Trivial Actions–Resisted at Skill × 2

Preventing a unit from taking an action that the unit does not feel is important, or causing a unit to take an action whose consequences do not seem dangerous to the unit, is resisted at two times Skill. Examples of Trivial Actions include sending an unsuspecting guard to distract another by telling a particularly long joke, or instructing a casual passer-by to pull a series of innocent-looking levers.

Risky Actions–Resisted at Skill × 3

An action that endangers people, animals, or important objects is resisted more easily, but the bonus depends on how much the target cares about the potential victims. For victims that the target cares nothing about, the target resists the Influence at Skill times three. One example would be to lead an idle Trooper to take a few Bazooka pot-shots at the local Civilian population.

Dangerous Actions–Resisted at Skill × 4

Actions that endanger victims that the target does care about are resisted at four times Skill. One example would be to cause a Pilot to hesitate for a turn before flying his HoverTank in to back up an allied squad of pinned-down Troopers.

Perilous Actions–Resisted at Skill × 5

Actions that endanger the target itself, or will almost certainly kill or destroy victims that the target cares about, are resisted at five times Skill. One example would be to convince a crewman in a StarShip's engineering bay to shut down life support for the bridge.

Suicidal Actions–Resisted at Skill × 10

Actions that seem certain to kill the target itself are resisted at ten times Skill. Examples include directing a ZooKeeper to jump into a pit full of wild Dimmies, or leading a LumberJack to test the effectiveness of his ChainSaw on his own midsection.

How strongly a given unit will resist a given command must be a judgment call made by the player controlling the unit, and the player's decision may lead to arguments if not handled carefully. This is one of the reasons it may be best to disallow Influence SP.

Example: Ubi-Doob Shinubi is out joyriding in a DirtSpeeder with some friends when he is pulled over by an Imperial BlitzTrooper. The BlitzTroopers are conducting a planet-wide search for some stolen Robots, which happen to be sitting in the back seat of the DirtSpeeder. Ubi-Doob uses the power of the Farce to convince the BlitzTrooper that these are not the droids he is looking for, a Trivial Action since it does not involve any apparent danger to the Trooper. Ubi-Doob spends 1 SP for the Range between himself and the BlitzTrooper, and 2 SP for 2d6 Influence. The Trooper attempts to resist this suggestion with a Resist Influence Roll of 2d6 (his Skill of 1d6 times two). He rolls a five to Ubi-Doob's 8, and fails to resist. Ubi-Doob then uses the Farce to convince the Trooper to send them on their way before he changes his mind. This is much easier, since the Trooper might have done that anyway: Ubi-Doob spends one SP on Range and 1 SP for 1d6 Influence, and the Trooper rolls 1d6 (Skill times one). Ubi-Doob succeeds again with a roll of 6 to 2. However, his passengers are so impressed with Ubi-Doob's abilities of persuasion that they convince him to go back and keep playing with the BlitzTrooper, making him stand on his head, bark like a dog, strip off his armor, and do a naked BlitzTrooper dance.

A SuperPowered unit can give its Influence Duration in order to gain lasting control of a target or targets. Each action commanded requires a separate Influence Roll. If the target successfully resists any action, the Influence is broken and the Duration ends immediately.

A unit can use SP to defend against an enemy unit's Influence. When calculating Range, he may choose to target either the enemy or the enemy's target. When targeting the enemy, every SP spent decreases the Influence by 1d6. When targeting the target of the Influence, every SP adds 1d6 to the target's Skill, which is then multiplied according to the type of Influence being resisted.

SP.2.11   Portal

Portal 1 SP per Blok of Mass

A unit can use SP to teleport objects from one place to another, or to create a Portal from one location to another. The unit must first pay SP for the Range between himself and the starting point, and between himself and the destination point. If he is creating a Portal with Duration, he must pay Area SP for the size of the Portal. He then pays Portal SP to pay for the maximum mass that can be transported in one turn.

Example: The absent-minded Marvin the Magician has wandered out into traffic, directly into the path of a speeding motorcycle! Noticing the motorcycle just in time, Marvin casts a quick spell. Rather than teleporting himself to safety, Marvin decides to teleport the motorcycle and its rider. When the motorcycle is one inch in front of Marvin, Marvin teleports it to one inch behind himself. He pays 1 SP for the Range from himself to the starting point (1"), and 1 SP for the distance between himself and the destination point (1"). He then pays 3 SP for the mass of the motorcycle and its driver (3 Blox total), for a total cost of 4 SP. The motorcycle is successfully teleported to the other side of Marvin, and continues zipping along in the same direction at the same speed. However, the driver of the motorcycle is so surprised and confused that he fails his Piloting Roll and drops the bike into a large bush.

If a unit teleports a moving object, the object continues moving at the same speed and in the same direction wherever it arrives. If the unit would like to change the speed of the teleported object in transit, he must pay Move Object SP (at 1 SP per 1d6b").

Example: Marvin has made it to the train station, but got distracted reading the ingredients list on his packet of honey-roasted peanuts and has missed his train. He dashes out to the train platform in a panic, and runs after the train that is already chugging off. The rear train car is 8" away, and the train is already moving at 10"

per turn. Marvin is running at 5" per turn after the train. He decides to try and teleport himself into the rear car - a risky choice, since he only has 6 SP to spend. He does not have to spend any SP on Range to the starting point, since he is teleporting himself. He weighs 1 Blok, so he spends 1 SP to teleport himself. He buys 3d6" of Range to the destination point, which costs him 3 SP, plus 1 additional SP to Pass Obstacles since the target location is inside the train. He rolls a lucky 15 on his 3d6, enough to put him squarely in the middle of the car. That leaves 1 SP to add 1d6" of Movement, in order to try and match velocities with the interior of the train car. The train is moving 5" faster than Marvin, but unfortunately he only rolls a 1 on his 1d6, so when he arrives in the train car he is effectively flying backwards inside the train car at 4" per turn. Unexpectedly, two attractive stewardesses are standing in the back of the rear train car, and Marvin lands right top of them - an unexpected bonus!

An object cannot be teleported into a space that can't contain it, or into a material more solid than water (such as solid rock or a minifig's chest).

SP.2.12 Lend SP

Lend SP *2 SP per +1 SP*

Units trying to create a single extremely powerful effect can 'team up' and pool their SP. This is less efficient than trying to create effects by themselves, but they can achieve more powerful effects together than they could separately.

When a SuperPowered unit would like to aid a second SuperPowered unit with a Supernatural effect, the unit must first pay for Range between themselves and the target unit, and then 2 SP for every 1 SP they would like to add to the SP available to the target unit. The lent SP must be of a compatible type with the effect achieved (e.g., a Water Wizard would not be able to lend SP to a unit trying to create a fireball). Units cannot give Duration or Area to loaned SP; the SP are only good for a single target unit attempting a single effect.

Example: Flynn is a SoftwareEngineer who has found a way to digitize himself and enter the world inside his computer. The first time this happened was a complete accident, and caused all kinds of trouble. This time, he's brought two of his 'User' friends with him, to play video games. As they are wandering around inside the computer, they come across the old debris of a crashed Tank Enforcer program. Flynn wants to put the Tank back together and re-animate it, but he only has 10 SPs of User Power, which isn't enough. His friend Laura has 8 SPs; she lays a hand on Flynn's shoulder and spends all 8 SPs to give Flynn an additional 4 SPs. Flynn's friend Doug has only 5 SPs, and is too lazy to walk the 2" of distance over to where Flynn and Laura are standing. He spends 1 SP to cover the Range between himself and Flynn, and his remaining 4 SP to give Flynn an additional 2 SP. Flynn now has 16 SP to play with, which is enough to attempt repairs on the Tank. Thanks to some lucky rolls, he manages to repair the Tank with only a few minor bugs.

SP.2.13 Flexibility

Flexibility *1 SP*

Units sometimes try to create effects that are only 'sort of' in their repertoires. If there is some argument over whether or not a unit is really the right type to create a certain kind of supernatural effect, the unit should spend 1 SP in order to get a little Flexibility. The added SP cost reflects the fact that it is harder for the unit to create that effect because he is not entirely familiar with it. If other players think that it would take more than 1 SP for the unit to be Flexible enough to create that effect, then forget it, that effect is beyond the unit's ability.

Example: Brigitte the Telepath encounters a superintelligent alien computer on her way to the supermarket one morning. She would like to initiate a telepathic dialogue with the computer, but there is some argument over whether the computer's biomechanical sentience counts as a 'living mind' which can be contacted by telepathy. Brigitte spends one extra SP on Flexibility, and everyone is satisfied. The computer telepathically informs her of some valuable coupons in the morning paper which she had overlooked.

SP.3 Supernatural Equipment

There is an ancient tradition among Supernatural units of wearing ostentatious outfits and carrying silly-looking Supernatural equipment. The purposes of this tradition are three. First, it sets the Supernatural units apart from their Natural and Subnatural counterparts. Second, the clothes and objects absorb and augment the Supernatural units' powers and abilities. Thirdly, they keep the Supernatural units from forgetting that they have Supernatural abilities, which is a more common problem than merely Natural individuals might suspect.

Every Supernatural unit must wear or carry at least one 'special' piece of equipment or clothing, so that it is obvious to everyone which units are Supernatural. A JetEye, for instance, will carry a LightSaber; the Avatar of the Gods of Texas must wear a magikal ten-gallon hat. Often, if a Supernatural unit is killed (or mugged), another unit who later picks up his supernatural equipment will gain a measure of his power.

Creating supernatural equipment is quite simple; SP can be purchased for an item the same way they are for any regular unit. The SP become available to whichever unit picks up or wears the item.

Special capes, hats, and jewelry are most commonly associated with Supernatural Powers, and there are several dozen types available as PBBs. It is also quite simple to make unique designs, accessories, and outfits out of construction paper. Depending on the Aspect of the power in use, certain colors and designs are traditional:

Color or Pattern	Supernatural Aspect
Red	Fire
Blue	Water or Air
Brown	Healer, Earth, or JetEye
White	Healer, Air, or Ice
Black	Syph (Dark JetEye), Evil, Death
Green	Plant, Nature, Illusion
Yellow	Speed, Energy
Purple	Influence, Enchantment
Orange	Chaos
Grey	Animation, Control, Psychik
Dragon	Fire or Dragon
Snake	Water, Reptile, or Nature
Bat	Evil or Death

There are no limits to the types of equipment items that can be Supernaturally empowered; magik swords and other enchanted weapons are very popular. One item that is critical to a large number of Supernatural units is the magik Wand.

Classification: Wands (magikal bludgeons)

Weapon	TL	2H	CP	Range	−CMP"	Damage
Magik Wand	0	—	1	CC	2	1d6−1 Stun
Wizard's Staff	1	X	1	CC	2	1d6 Stun
Magik Lance	2	X	2	CC	3	1d6+1 Stun

Wands are simply high-quality clubs and staves, with the advantage that they can effectively extend the range of any magik spell. When determining the Range of a magikal effect, instead of measuring the Range from the Wizard to the target, a player may instead measure the Range from the end of the Wand to the target, possibly saving an inch or two. Furthermore, if a Wizard can touch or strike the target with the Wand as the spell is cast, it is as if the Wizard were touching the target himself, relieving him of any need to spend SP on Range at all.

Quick Reference Tables

Buying SP

Aspect SP	5 CP per SP
Indexed Ability SP	2 CP per Ability, 3 CP per SP
Single Ability SP	3 CP per SP

Using SP

Range/Area	
Range	1 SP per 1d6 inches
Area Radius	1 SP per 1d6 inches, squared
Area Arc	1 SP per 15 degrees
Pass Obstacles	1 SP
Duration	1 SP per 1d6 turns
Damage	
Regular Damage	1 SP per 1d6 Damage
Stun Damage	1 SP per 1d6 Stun
Fire Damage	2 SP per 1d6 Damage
Poison	2 SP per 1d6 Poison
Explosion Damage	3 SP per 1d10 Explosive
Skill	1 SP per 1d6 Skill
Movement	
Ground Movement	1 SP per +1d6"
Swimming	1 SP per +1d6"
Flight	2 SP per +1d6"
Hover Flight	3 SP per +1d6"
Power	1 SP per 1 Power
Move Object	1 SP per 1d6b"
Knowledge	1 SP
Create/Uncreate	1 SP per Blok of mass
Influence Thought	1 SP per +1d6 Influence
Portal	1 SP per Blok of Mass
Lend SP	2 SP per +1 SP
Flexibility	1 SP