GOLDEN HEROES

PLAYERS BOOK

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THE ROLE-PLAYING GAME OF SUPER-HEROES

CONTENTS

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INTRODUCTION

You will be role-playing a character in a Superhero adventure. This means that you will control the actions of, speak for, and develop the personality of a comic-book Superhero.

The *Scenario Supervisor*, or *SS* for short, will run the game and the characters not played by any of the other players. These are *non-player characters*. Your character is a *player character*.

The SS will present you and the other players with the situation that faces your characters. You must imagine yourself to be your character. What would they do? What would they say? How would they react? It is entirely up to you.

You will play your character in an adventure. Each adventure is called a *scenario*. You can then play the same character in further adventures, building up their personality and developing the character. This is a Campaign.

But first, you must find out what your character is like. How strong are they? How agile? What are their Superpowers and how did they get them?

...WITH ONE SIP OF **ROXOLID-3**, SKINNY LEWIS STRINGER BECAME: **MEGA-MAN!**

This book contains all the rules for generating your character and how to use their Superpowers. The *Combat* section explains the more common options that are open to your character. You can refer freely to anything in this book during play.

While generating your character, you will find references to other aspects of the game. These are fully explained later in the book in the relevant sections.

The SS will guide you in the generation of your character, but first you should become familiar with the dice as you will need to roll them several times in creating your own individual Superhero.

THE DICE

There are two kinds of dice provided with the game: the familiar six-sided dice and the not-so-familiar twenty-sided dice.

The convention for referring to dice in the rules is to abbreviate 'die' to a 'd' followed by a number which indicates the range to be generated by the die. Thus a six-sided die is referred to as a d6. When more than one die is to be rolled and their numbers totalled, the number of dice to be rolled is placed before the 'd'. Thus if three six-sided dice must be rolled and the results then totalled, this would be referred to as 3d6.

Sometimes another number must be added to or subtracted from the result. This is called a *Modifier* and is indicated by a + or − before the number to be added or subtracted. If there is no sign, then the number is to be added. Thus if a character had a *Modifier* of 2 to their *strike* die roll, they would roll the die and then add 2. Sometimes the die roll to be made already has a Modifier, this would be indicated as 3d6−2, say. This means that three six-sided dice are rolled, the results totalled and then 2 subtracted from this.

The two twenty-sided dice can be used to generate numbers ranging from 1-10; or 1-20; or 1-100, depending on how they are used. Thus, they may be referred to as d10; d20 or d100.

Each of the twenty-sided dice has the numbers 0-9 written on their faces, with each number appearing twice. The 6 and 9 are underlined so they can be told apart.

d10
When one is used as a d10, it is simply rolled and the number which comes up is read off: the 0 counting as 10!

d20
There are two different ways of using one of these dice as a d20. You could colour one set of 0-9 on the die in, say, black, and the other set of 0-9 in red. One colour is designated as the 'teens' and is the number shown plus 10. Thus if red were the 'teens' and a die roll resulted in a red 5, this would be 15. A black 5 would be 5. The black 0 is 10; and the red 0 is 20.

Alternatively, a d6 can be rolled along with the twenty-sided die. If the d6 comes up 4, 5 or 6, then 10 is added to the number shown on the twenty-sided die. If the d6 comes up 1, 2 or 3, then nothing is added to the number on the twenty-sided die. Once again the 0 counts as 10. Thus if you rolled a 5 on the d6 and a 0 on the twenty-sided die, this would be 10+10, 20! Although you are rolling two dice in this method, it is still referred to as a d20 as the number generated is from 1-20.

d100
Two twenty-sided dice must be rolled to generate a number from 1-100. This is referred to as a d100, or alternatively as a percentage roll. The two dice should preferably be of different colours, say green and red. One colour is designated as the 'tens', the other as the units. If the red die were designated as the tens, and the two dice rolled to get a 5 on the red die and a 2 on the green, then this would be 5 tens, 50, and 2 units, 52. Thus a red 7 and a green 4 is 74, etc. If the 'tens' die comes up 0, then it counts as *no* tens unless the other die is also a 0 in which case it counts as 100! Thus a red 0 and green 7 is just 7, but a red 0 and a green 0 is 100! Alternatively, the two dice can be rolled separately, the first being the 'tens' and the second the units.

Percentage Rolls
When a percentage chance is required, the d100 are rolled. If the result is *equal to or less than* the percentage chance, then whatever was being rolled for *has* occurred. So if your character has a 72% chance of doing something, you roll the d100. If the result is 72 or less, then your character has been successful. If the result is higher, then your character has failed.

Other Die Rolls
Sometimes the range to be generated is given rather than the die, for example 1-3 or 1-5. These indicate a die roll to be halved with halves rounded down. Thus 1-3 is a d6 halved and 1-5, a d10.

General
The SS will usually tell you what dice need to be rolled, depending on the situation.

You are now ready to embark on issue number 1 of **Golden Heroes**: *The Origins of a Superhero.*

THE BASIC CHARACTER

In *Golden Heroes*, each character has four *Attributes* which define them in game terms. These four Attributes are:

**EGO
STRENGTH
DEXTERITY
VIGOUR**

Each character is initially defined by a numerical value from 3 to 18 for each of these Attributes. To do this you will need the three six-sided dice, a copy of the Character Sheet (on page 17), and a pencil.

DETERMINING ATTRIBUTES

To determine the values for your character's Attributes, you will have to roll the three six-sided dice and total the results (3d6) for each Attribute in turn.

You should first roll 3d6 for your character's Ego. The total of the three dice gives your character's Ego value. Note this down in pencil in the designated space on your Character Sheet.

You should then do the same for each of the other Attributes in order.

You should only note these in pencil as the Attributes represent your character before they became a Superhero. When you generate your character's Superpowers, you may well find that these Attributes will change. You should also make all other notes in pencil in the appropriate spaces until your character has been completely generated.

EXAMPLE: Birth of a Hero
We'll call our character 'Arthur' for the time being. First, we roll 3d6 to determine the value of each of Arthur's Attributes:

EGO: We roll 3, 1 and 4; a total of 8.
STRENGTH: 6, 4 and 4; a total of 14.
DEXTERITY: 2, 4 and 5; a total of 11.
VIGOUR: 4, 3 and 4; a total of 11.

Thus Arthur has Ego 8; Strength 14; Dexterity 11; Vigour 11.

EGO

This is a measure of your character's will power. It determines how powerful your character's mental powers are, if any (*Magic, Psi Powers*, etc), and their ability to resist such things as brain-washing and hypnosis. Ego is used in *Magic* and *Mental Attacks*. These are explained in the *Combat* section.

STRENGTH

This is a measure of how strong your character is. A character with a Strength of 18 (or more!) will be effective in hand-to-hand combat and at lifting and carrying loads. A character with a Strength of 3 had better avoid any task which involves the excercise of brawn such as knocking down doors, carrying shopping, washing up or playing ping-pong.

A high Strength will give your character a bonus to any damage done in physical combat and may reduce the damage received. Similarly, a low Strength will reduce the damage the character can inflict in physical combat. These are detailed on the *Strength Effect Table* below. Your character's Strength may increase as the result of a Superpower, so do not note down any Modifiers yet.

Strength Effect Table

Strength	Damage Modifier	Damage Divider Modifier
60+	+1 per point above 15	HTK/+1; HTC/+3
40-59	+1 per point above 15	HTK/+1; HTC/+2
19-39	+1 per point above 15	HTK/+1; HTC/+1
16-18	+1 per point above 15	No Effect
6-15	No Effect	No Effect
5	−1	No Effect
4	−2	No Effect
3	−3	No Effect

The Damage Modifier affects the damage that your character inflicts in physical combat or with hand-hurled missiles (see *Combat: Damage*).

The Damage Divider Modifier increases your character's Damage Dividers. These reduce the amount of damage that is inflicted on your character (see *Combat: Damage*).

Details of the Strength required to tear apart, push, lift or throw various weights and objects are given in the section on *Combat: Options*.

DEXTERITY

This represents the manual dexterity of your character rather than their physical agility. A high Dexterity will make it easier to hit a target, *parry* an attack, catch thrown objects, etc.

A high Dexterity will give your character a bonus to *strike* an opponent in combat. Similarly, a low Dexterity will give your character a penalty on attempts to *strike* an opponent. These are detailed on the *Dexterity Effect Table* below.

Dexterity Effect Table

Dexterity	Strike Modifier
18	+3
17	+2
16	+1
6-15	No Effect
5	−1
4	−2
3	−3

The Strike Modifier affects your character's chances of *striking* an opponent and of *parrying* their blows (see *Combat: Strike Modifiers* and *Responses*).

VIGOUR

This is a measure of how fit and healthy your character is. If your character has a Vigour of 18, running a marathon or two would be a doddle. If your character has a Vigour of 3, simply going upstairs would probably wear them out.

Vigour is the determining factor in how much damage your character can take before being killed or knocked unconscious.

A high Vigour also gives a bonus to the rate at which your character recovers from injuries after combat. Similarly, a low Vigour gives a penalty to this recovery rate. The *Vigour Effect Table* below details these, but do not note down any Recovery Rate Modifier yet, as your character's Vigour may increase as a result of their Superpowers.

Vigour Effect Table

Vigour	Recovery Rate Modifier
26+	+3
21-25	+2
16-20	+1
6-15	No Effect
3-5	−1

The Recovery Rate Modifier affects the rate at which your character recovers from injury (see *Combat: Damage*).

DAMAGE

Next, you must determine your character's ability to absorb damage and injury. Damage is of two types: *Hits to Coma* and *Hits to Kill*.

Hits to Coma (HTC)

This represents the amount of shock damage (eg pain) that a character can take before passing out. To determine your character's HTC, roll 1 six-sided dice (1d6) for *each* point of Vigour that your character has and total the results. This total is your character's HTC. Note this down on your initial Character Sheet. The levels at which the character is *staggered* and *stunned* need not be noted yet as HTC may change as a result of Superpowers generated. The recovery of HTC and the effects of being *staggered*, *stunned* or knocked *unconscious* are covered in *Combat: Damage*.

Staggered

A character is *staggered* when reduced to one fifth, rounded down, of their normal HTC total.

Stunned

A character is *stunned* when reduced to one tenth, rounded down, of their normal HTC total.

Unconscious

A character is rendered *unconscious* when reduced to 0HTC.

Hits to Kill (HTK)

This represents the amount of physical damage (eg bloodloss) that a character can take before dying. To determine your character's HTK, roll 1d6 for *each* point of Vigour that your character has and total the results. This total is your character's HTK. Note this down on your Character Sheet. The level of HTK at which the character is *hospitalised* need not be noted yet as HTK may change as a result of Superpowers generated. Recovery of HTK and the effects of being *hospitalised* are covered in *Combat: Damage*.

Hospitalised

A character reduced to one tenth, rounded down, of their normal HTK total must be *hospitalised* in order to recover.

Dead

A character reduced to less than 0HTK is dead. If reduced to exactly 0HTK, the character is technically dead, but may be revived.

EXAMPLE: Birth of a Hero
Arthur has a Vigour of 11, so we must roll 11 six-sided dice for his HTC, and then do the same again for his HTK.

HTC: We roll 5,4,1,6,6,4,3,5,3,2,6; a total of 45.
HTK: We roll 6,5,4,3,3,6,2,3,2,5,3; a total of 42.

Thus Arthur has HTC 45; HTK 42.

MOVEMENT

This measures how far your character can move in real terms during 1 Frame (the basic game-time unit, see *Combat: Time*).

Your character's Movement depends on their physical Attributes (Strength, Dexterity and Vigour). Add your character's values for these Attributes and divide the total by 6, rounding fractions to the nearest whole number and halves up. This is your character's Movement and should be noted on your Character Sheet. It is the distance in metres that your character can move in 1 Frame.

Your character's Movement is *always* determined from your original die rolls for these Attributes plus any increase from any *Previous Training* (see Advantageous Backgrounds), even if the Attributes increase because of a Superpower.

Your character can *swim* at one fifth their normal Movement rate (rounding fractions to the nearest whole number).

EXAMPLE: Birth of a Hero
Arthur has Strength 14; Dexterity 11; and Vigour 11. These add up to 37. Dividing by 6 (and rounding the odd sixth down) gives 6. Thus Arthur has a Movement of 6. He can therefore move 6 metres in 1 Frame.

CREATING YOUR SUPERHERO

Once you have determined your character's Attributes, their Superpowers are generated.

Although the comic-books abound with hundreds of different heroes and villains, many of them have similar powers. What makes each hero unique is their combination of powers. For instance, many heroes have *Superstrength*, but they are not all the same. Some are raging, mindless behemoths; others are highly trained crime-fighters; while others get their *Strength* from a Power Suit. There's more to being *Superstrong* than simply being able to punch holes in walls!

POWER ROLLS

Power Rolls are used to determine a character's Superpowers. The SS will either allocate you a number of Power Rolls or allow you to generate a random number.

Whichever method your SS uses, the number of Power Rolls for your character should be noted down on your Character Sheet.

Random Determination of Power Rolls

To determine a random number of Power Rolls for your character, roll 2d6, halve the total, rounding halves up, and add 4.

> **EXAMPLE: Birth of a Hero**
> Arthur's Power Rolls are to be determined randomly. We roll 6 and 4, 10 halved to 5 plus 4 makes 9 Power Rolls for Arthur.

Using Power Rolls

Each Power Roll that your character has may be used in *one* of four different ways:

To determine an *Advantageous Background* for your character;

To roll a *Superpower* on the Superpower Generation Table;

To *upgrade* a Superpower already rolled;

Or to *enhance* Superpowers and skills.
(This option should only be used in a campaign game.)

ALLOCATING ADVANTAGEOUS BACKGROUNDS

An Advantageous Background gives some advantages due to events in your character's life before they became a Superhero.

First, if you want your character to have any Advantageous Backgrounds, you must decide how many, though you need not have any if you so wish. Each Advantageous Background uses up 1 of your character's Power Rolls. Note down how many you want and deduct that number from your Power Rolls.

The particular Advantageous Background(s) will be selected *after* you have determined your character's Superpowers to avoid any incompatibility.

The various *Advantageous Backgrounds* are detailed overleaf.

> **EXAMPLE: Birth of a Hero**
> Arthur has 9 Power Rolls. We decide to allocate one of them for one Advantageous Background, leaving us 8 to generate and upgrade Superpowers.

GENERATING SUPERPOWERS

After you have deducted the Power Rolls for any Advantageous Backgrounds that you wanted, you may use the remaining Power Rolls to generate your character's Superpowers. To do this, you roll 1d100 (as explained in the *Introduction*) to generate a random number from 1-100. Look up the number you have rolled on the *Superpower Generation Table* to find the Superpower determined for your character. Note the Superpower on your Character Sheet. This costs one Power Roll.

When a Superpower is rolled, the character immediately has Grade 1 of that power. With some powers there is only one Grade available; others might have two or more Grades. Other powers (*Magic* and Psi Powers) immediately cost another Power Roll if they are rolled. These are all noted on the Table.

Once you have generated one Superpower for your character, the remaining Power Rolls may be used to roll again on the Table for additional powers, each roll costing one Power Roll; to *upgrade* a Superpower already rolled; or to *enhance* a Superpower, if you are playing a Campaign game.

The Superpowers are detailed in the section on *Superpowers*.

Rolling the Same Superpower

If you roll a Superpower for your character that you have already rolled, the character immediately goes up one Grade in that Power. Thus, suppose you roll *Strength*; then your character has Grade 1 *Superstrength*. If you roll *Strength* again, your character will then have Grade 2 *Superstrength*.

If there are no additional Grades available in a Power you have already rolled, then ignore the die roll and roll again.

UPGRADING SUPERPOWERS

There are various Grades of some Superpowers. Each Grade represents a more advanced level of the particular Power. Once you have rolled a Superpower, you may *upgrade* it if their are further Grades available for that Superpower.

The *first* such upgrading costs 1 Power Roll, a second upgrade costs 2 Power Rolls, the third 3, etc. For example, you have already rolled *Cybernetics* twice, so you have Grade 2. You now wish to upgrade it to Grade 4, so it would cost 1 Power Roll to upgrade to Grade 3 and then 2 more Power Rolls to upgrade to Grade 4, using up a total of 3 Power Rolls. If you then wished to upgrade it to Grade 5, this would cost an additional 3 Power Rolls.

However, the higher you upgrade your character, the more difficult it will be to provide a rationale as to why your character is so powerful. The higher the Grade, the stronger the rationale for your character must be, otherwise the Supervisor make you downgrade your character. Rationales are explained in *Background & Rationale*.

ENHANCING SUPERPOWERS

In a Campaign, if your SS permits it, you may save some Power Rolls to convert to Day Utility Phases (DUPs). DUPs are described in the section on *Campaigns*, but briefly they represent the spare time a character has to train, practice, experiment and otherwise improve their skills and Superpowers.

Each Power Roll used for this purpose is converted to 10 DUPs.

SUPERPOWER GENERATION TABLE

Die Roll	Superpower
01-03	Agility*
04-07	Armour**
08	Chameleon Ability
09	Claws
10-12	Cybernetics***
13-20	Energy Attack**
21	Energy Immunity
22	Energy Reflection
23	Field Manipulation
24-28	Flight***
29-30	Force Field***
31	Growth
32-33	Health***
34-35	Heightened Senses***
36	Intangibility*
37	Intuition
38	Larger***
39	Invisibility
40-41	Leaping*
42-43	Magic** †
44-48	Martial Arts***
50	Mass Variation: Other
51	Mass Variation: Self
52-53	Precision*
54	Probability Manipulation
55-56	Psi Powers** †
57-58	Reactions
59	Replication
60-61	Shapechange
62	Shrink
63	Sidekick**
64-67	Skills***
68	Solidify
69-70	Speed***
71-76	Strength***
77	Stretch*
78	Stunner
79-80	Teleport**
81-84	Tough Skin***
85	Vehicle
86-87	Vigour***
88	Wallcrawling
89-94	Weapon Skill**
95	Weather Control**
96-00‡	Choose any Superpower, upgrade one already rolled by 1 Grade, or (*Experienced Players* only) devise a new power of your own.

 * One additional Grade available.
 ** Two additional Grades available.
 *** Three or more additional Grades available.
 †Immediately costs 1 additional Power Roll when first rolled. If you've no more Power Rolls left, ignore result and roll again.
 ‡If you wish to devise a new power, you must provide full details of its game effect to the Supervisor who may require you to modify it. In any event, you cannot introduce a new power until its effects are fully agreed by the SS.

EXAMPLE: Birth of a Hero
Having used 1 Power Roll for an Advantageous Background. Arthur has 8 Power Rolls left. We use one to roll on the Superpower Generation Table:

We roll 86. Arthur has Grade 1 *Vigour*.
We roll again: 62. Grade 1 *Shrink*
And roll again: 79. Arthur has Grade 1 *Teleport*.
We still have 5 Power Rolls left, so we decide to use 1 to upgrade Arthur to Grade 2 *Vigour*, leaving us 4 Power Rolls.
We roll again: 03. Grade 1 *Agility*.
Rolling again, we get 71: *Strength*. We decide to use another Power Roll to upgrade this as well, so Arthur has Grade 2 *Strength*.
We have just 1 Power Roll left. We decide to roll on the table. We roll 01. *Agility* again, so Arthur's *Agility* is automatically upgraded to Grade 2 by this roll.

Arthur thus has the following Superpowers:
Teleport ; *Shrink*; *Vigour* (Grade 2); *Agility* (Grade 2); and *Strength* (Grade 2).

DAVE ROLLS FOR HIS SUPER POWERS...

....FLIGHT, AGILITY, STRENGTH, ENERGY ATTACK, REACTIONS...

SAY! THAT SPELLS --

FASER THE LASER HERO!!

ADVANTAGEOUS BACKGROUNDS

Once you have generated the Superpowers for your character, if you allocated any Power Rolls to Advantageous Backgrounds, then you now either select or determine at random (depending on your SS) one Advantageous Background for each Power Roll allocated.

If your SS is using random determination, roll 1d10 on the Advantageous Background Table for each Power Roll that you allocated.

If a Background that you roll is totally incompatible with your character's Superpowers and Attributes, or a duplicate of one already rolled (with the exception of *Previous Training*), then ignore the result and roll again.

Previous Training is the only Advantageous Background that may be selected more than once for the same character.

ADVANTAGEOUS BACKGROUND TABLE

Die Roll	Advantageous Background
1	Brilliant Scientist - Chemical
2	Brilliant Scientist - Mechanical
3	Contacts - Criminal
4	Contacts - Government
5	Immortal
6	Position of Power
7	Previous Training
8	Rich - Industrialist
9	Rich - Inherited
10	Player's Choice

EXAMPLE: Birth of a Hero
We allocated Arthur 1 Advantageous Background. The SS decides on random determination, so we roll 1d10: a 6. Arthur is in a Position of Power which is not incompatible with his other powers. Exactly what he is, we will decide when we Rationalise the character.

RICH - INDUSTRIALIST

Your character is a rich businessperson in private life. The non-super identity of your character will feature regularly in the business pages of newspapers and magazines. You should decide exactly what form your character's business takes. Your character has an initial Financial Resource Level of 8.

RICH - INHERITED

Your character is one of the idle rich. The non-super identity will feature regularly in newspaper and magazine society and gossip columns. Your character spends no time working and thus gains an extra 1DUP per week. They have an initial Financial Resource Level of 8.

IMMORTAL

Your character is possibly the emissary of some mythological god, sent to earth in human guise to protect its inhabitants from evil; or an android or spirit, etc. For whatever reason, they are 'immortal' and will never die from natural causes (old age, disease, etc), though they can still die of unnatural causes.

POSITION OF POWER

Your character's non-super identity is in a position of power; possibly a high-up official, or the ruler of a small overseas kingdom, etc. The character starts with an initial Financial Resource Level of 6 and has aides who can carry out minor missions.

PREVIOUS TRAINING

Your character has engaged in some type of intensive training during their formative years. For each lot of Previous Training, your character may add 2 to any one, or 1 to any two of their four basic Attributes: Ego, Strength, Dexterity, Vigour. You should concoct the training to suit the Attributes improved and to fit in with the Rationale of your character. For example, if you wish to improve your character's Ego and Dexterity by 1 each, then you could decide that they spent some time studying with monks in a remote Himalayan monastery.

BRILLIANT SCIENTIST - MECHANICAL

Your character is a mechanical genius and is capable of totally innovative design and development work, such as designing gadgets and special equipment for superpowered heroes. Your character starts with an initial Material Resource Level of 8.

BRILLIANT SCIENTIST - CHEMICAL

Your character is capable of conducting innovative chemical/biological research and developing products to possibly enhance Superpowers or perhaps conduct experiments to 'cure' Superheroes of unwanted side-effects. Your character has an initial Material Resource Level of 8.

CONTACTS - GOVERNMENT

For some reason (possible a former career in the Secret Service, etc), your character has powerful contacts in the government and/or other official organisations. Your character starts with a Contacts Rating of 10.

CONTACTS - CRIMINAL

For some reason (possible a shady past now repented, or through friends, relatives or a Side-kick), the non-super identity of your character has strong connections on the street and in the underworld. Your character starts with an initial Contacts Rating of 10.

BACKGROUND & RATIONALE

At the moment, your character is a concoction of Superpowers and, possibly, Advantageous Backgrounds. But how did they get those powers? How do their powers work?

What is the history of your character?

This is where you must use your skill and imagination as a comic-book writer. You must concoct, possibly with the help of the SS, a plausible background for your character which explains how they got their Superpowers. You should attempt to explain as many of your character's powers as possible, for any which the SS deems are inconsistent are forfeited.

The Rationalisation is the most important aspect of character generation. It will determine exactly how your character's powers actually work, the character's strengths and weaknesses, their secret identity, etc.

You should draw up an outline sketch of your character's life to date, describing roughly how the powers were acquired and how they work. The SS will then check this, and determine any disadvantages inherent in the character using your Rationale as a basis.

You have total freedom in the Rationale to introduce any features not covered by Superpowers or Advantageous Backgrounds. You may choose to be an alien; have a scaled or furry skin (instead of a padded costume for Defence Class 5); have a tail or horns; etc, so long as it is logically in accordance with the powers that you are rationalising in your character. The powers may also be adapted slightly during Rationalisation. For example, if your character has *Armour* and an *Energy Attack*, the *Energy Attack* could be made a property of the *Armour* rather than of the character. Or alternatively, if your character has *Weather Control* and the *Electric/Lightning Energy Attack* and you decide that the character is really a tribal witch-doctor on the run from his tribe, the SS could allow you to modify the *Energy Attack* to do an extra die of damage on rainy days, so long as a die is lost on sunny days. Minor modifications such as these can add immeasurably to the individuality of your character.

While it is not necessary to have a fully detailed origin for your character, or even a clear description of how the powers work, both would give more flavour to your character.

EXAMPLE: Birth of a Hero

Arthur has the Superpowers: *Strength, Agility, Vigour, Shrink* and *Teleport,* and the Advantageous Background of Position of Power - all in all, a pretty weird concoction. A background and rationale must be devised around these to provide the origins for our character, so here we go:

Many parallel universes exist, of which the *Golden Heroes* universe is but one. There is another that is almost identical in every way; but one. It is microcosmic; a miniature version. In both universes, there existed an Arthur. In both he was an Olympic and world champion athlete (explaining his *Agility*) from a small foreign nation. In both, his worldwide reknown led to a post as Ambassador on his retirement from athletics. In both, he was kidnapped by terrorists trying to bring down his government. In both, he was held captive in a disused chemical works. And in both, the rescue attempts went wrong; the chemical works were destroyed in an all-engulfing explosion. But only in one, did Arthur die - in the world of *Golden Heroes*! In the miniature world, a one in a million chance fused rotting chemicals in the old vats with energies from the explosion to blast Arthur through the fabric of time and space into the *Golden Heroes* world. Consequently, on his true world, Arthur is thought to have perished in the blast: but in the *Golden Heroes* world, he is believed to have miraculously survived it! Thus, Arthur is a truly 'displaced' person.

One effect of his displacement through the time/space fabric was that Arthur's size was 'corrected' by cosmic forces so that he was normal size in his new home. Arthur was initially unaware of the displacement, but small differences in the two worlds and the gradual realisation that he had *Superstrength* and *Vigour* (due to his greatly enlarged size) made Arthur suspect the true situation.

In secret, he tried to return to his own universe. He discovered that the very fabric of time and space was still somehow wrapped round him, enabling him, with extreme concentration, to skip to his own universe and his true size, but the warped time/space fabric around him would yank him back almost immediately so that he reappeared in the *Golden Heroes* world in his true miniature size (effectively *Shrinking*). With further experimentation, Arthur discovered that he could 'skip' to other parallel universes, never to reach them but only to be bounced back to the *Golden Heroes* world by the distorted time/space fabric. With great effort, he found that he could control the 'rebounds' to arrive back in a different location from the one he left, effectively *Teleporting*.

Realising the potential of his new powers, Arthur has decided to use them against evil, especially terrorists. While remaining an Ambassador, Arthur has acquired an alter-ego. He has hidden the costume for this alter-ego in the void between the parallel universes, to which he can 'skip' when required.

We decide to call this character *The Skipper*, and we now need to rechristen Arthur. Since he's the Ambassador for a small foreign power, we'll call him M'shalla M'bualla, Ambassador of K'Wesoland.

SS's NOTE: From the character's origins, the SS decides that since The Skipper's *Strength* and *Vigour* are derived from the fact that the character is enlarged from his true size, these powers are not evident when the character has *Shrunk*. Also since high *Agility* is inconsistent with the increased *Strength* and size, then the character only has his natural *Agility* when *Shrunk* and Grade 2 *Agility* is beyond natural athletic prowess, so the character must be demoted to Grade 1.

Thus when *Shrunk*, the Skipper's attributes are as originally rolled (including HTC and HTK), but the character does have *Agility* Grade 1. When not *Shrunk*, the Skipper has *Strength* and *Vigour* (and HTC and HTK) but not the *Agility*.

Also, the SS rules that since the character *Teleports* into the *Shrunken* size and into and out of Superhero guise, these cost 1HTC and take 1 Action to perform (as for *Teleporting*) and that the character has only a Movement of 1 when *Shrunk* as detailed under that power, but with his *Agility* can still leap 4 metres and, the SS decides, also swing 4m on a line.

This an important and flexible aspect of the generation of your character. To give you an idea of the scope, apart from the example on this page, you will find several more examples on the following pages.

EXAMPLE RATIONALES

Since this aspect of character generation is extremely important, here are some further examples.

Below are 7 powers that have been rolled at random followed by the rationales for some of the various characters that could be formed from them, together with the suggested SS's assessment of the character.

The 7 powers are:
Armour
Electrical Energy Attack
Flight
Weapon Skill
Replication
Precision
Skill - Pilot

Wolf-Purge

Rick Mason was an airline pilot until he was discharged over an alleged smuggling incident. No longer able to work for major airlines, he became a pilot of fortune, flying small aircraft on dangerous or illegal jobs all over the world.

While flying across northern Scandinavia on a smuggling flight, a severe storm forced him to land. Once the storm had abated, he left the plane to seek help but stumbled upon what seemed to be an ancient viking burial chamber. There was an opening in the ancient structure and Rick, following his adventurer's nose, entered. Deep within, he located the central chamber, and there, in a plain stone sarcophagus, lay a skeleton along with an armour breastplate and a sword. Deciding that the artifacts were probably valuable, Rick took them. However, no sooner had he grasped the sword, than strange images clouded his mind. He saw viking hordes saluting him: 'Hail Wolf-Purge', they cried. 'Smiter of darkness, bringer of light!' Suddenly, the silence was shattered as the sword first glowed, then quivered in Rick's hand and emitted a glowing ball of lightning which crackled across the chamber and burst against the wall. The walls shook and rocks began to fall. Grabbing the sword and breastplate, Rick fled; just reaching the outside as the tomb collapsed. With the sword in his hand, Rick was overcome with a sense of good: the treasures must be used to smite the forces of darkness!

He spent time alone in the wilderness: he wore the armour breastplate: he practiced with the sword - the enchanted sword. It had a mind of its own. It filled him with good. It struck clean and true, magically homing in on vital spots and cleaving trees in one sweep. On the words of command, 'Bringer of Light', it would also discharge a ball of lightning.

One day while hunting, Rick slipped at the top of a rocky descent, but instead of tumbling, he discovered that the sword began to glow with electrical particles and lifted him. He then found that the sword would obey his thoughts and directions in flight. He practiced, and practiced. Then he decided that the time had come for him to return to civilisation to combat crime.

So it was that one day in a small village in Scandinavia, a figure clad in furs and armour descended from the sky carrying a glowing sword. The legend of Wolf-Purge was reborn.

The player has decided to forfeit Replication.

From the rationale, the SS makes the following conclusions. The Pilot Skill is from the character's background. The power of Armour is gained from the armour breastplate while all the other powers (Electrical Energy Attack, Flight, Weapon Skill and Precision) are properties of the sword. Thus the character only has the Superpowers when the breast-plate is worn and the sword held. Also, these would be relatively bulky, so the SS asks the player to detail how the character carries the items around when not in Superhero guise. After a bit of thought, the player decides that also plays the guitar a bit and so devises a guitar case with a false bottom that can accomodate both items.

Thus, when the character is not holding the sword or wearing the breast-plate, he has no powers other than Pilot Skill and his original personality will predominate. Thus there are two characters: Rick Mason small-time operator, who is not always within the law and and Wolf-Purge, warrior of the gods, smiter of darkness.

Deeman

Vic Kowalski was an ace fighter pilot in the Vietnam war. On his return to the US, he took up the post of chief test pilot with Advantanced Aerotechnics Amalgamated where his natural skills as a pilot came to the fore. Ultimately, he was to pilot the first flight of AAA's revolutionary Multi-Dimensional Fusion (MDF) powered space fighter. The MDF engine was designed to trigger nuclear energies in four parallel dimensions and channel them into our own dimension, thus generating a massive power supply from a relatively small fuel input. It was anticipated that the craft might achieve phenomenal speeds. However, during the test flight, things went terribly wrong. A small fault led to overheating which cracked the protective casing. Before Vic could cut to the alternative engine, he had been bombarded with dimensional forces: voices speaking in strange languages screamed in his head as he blacked out. Only the computer override saved his life as the craft was piloted automatically back to base.

After a lengthy recuperative period in which the doctors could find no physical damage, Vic returned to his work. However, it was not long before he realised that something within him had changed. Lucidly clear nightmare scenes of other worlds filled his head during sleep; strange voices in strange languages spoke in his mind. One night he awoke, sweating; he knew he was not alone in the room. He reached to turn on the light and eletricity sparked from his hand illuminating the empty room. The visitor was in his body.

This strange electrical being was only the first. Vic slowly realised that accident had formed a link between him and other beings in other dimensions, each of whom could visit our dimension in his body so that while he remained physically unchanged in appearance, he gained the power of that particular visitor. One of them had electrical powers which could be used with uncanny precision (presumably the being could somehow 'see' electro-magnetic fields, even though Vic couldn't); another could fly; another could form the air adjacent to his body into a lair of natural armour; and the fourth was a warrior skilled with a quarterstaff-type weapon. When one of these beings was within Vic, he had full control of their power.

Vic also found that with concentration, he could produce four other replicas of himself; one for each of the four dimensions to which he was somehow tied.

He took a long secluded holiday to test these powers. He found he could only call one being into his body at a time which took concentration, but once the bond was formed could switch between them relatively quickly. Vic realised that these powers should be used to combat evil and decided to assume the mantle of a Superhero.

Thus was born Deeman - the multidimensional hero.

The player has managed to incorporate all the powers in this character. Originally, the player tried to rationalise the character so that all four dimensional beings could be summoned at the same time enabling the character to have all the powers at the same time, but the SS ruled that four different beings in one body was too much. From the rationale, the SS also rules that it takes the character 1 Action to first summon one of the dimensional beings, but 1 Frame to change from one to another. Obviously, Deeman has only one power at any one time apart from the Electrical Energy Attack *which can be used with* Precision. *In normal guise as Vic Kowalski, the character's only powers are his natural Pilot Skill, the ability to summon one of the dimensional beings, and to* Replicate *his natural self.*

The SS tells the player to develop different personalities for the four dimensional beings, especially with regard to what extent Kowalski is in control. For example, the Armoured being could be a natural pacifist; the Weapon Skilled warrior hot-tempered and prone to violence; the electric being philosophical and disdainful of the material world; while the being with Flight could be altruistic and highly moral. Thus Deeman's personality would change with the power in use.

The player has introduced the company called Advanced Aerotechnics Amalgamated. The SS could use this as a background for long-term Campaign scenarios. Is the company what it seems? Was the test flight in order or was Vic used as a guinea pig? Who is behind the company? Maybe the company is a front for a team of Supervillains, so that they can develop equipment to help them in their criminal plots?

Mars

Tommy Morrow, first class air force pilot, one of the country's most famous astronauts; now a walking corpse, entombed for life in a metal body. His tragic story is known throughout the world.

Tommy, after many successful space flights was one of the first team to operate the new orbiting Space Station Alpha where scientific research, impossible in earth's atmosphere was carried out. The accident occurred during a virtually routine piece of external maintenance work. Tommy was outside the station wearing one of the specially developed Maintenance and Repair Suits, known as MARS for short. This afforded the astronaut armoured protection from small meteorites and was equipped with electro contact welders and maneouvrability jets for performing outside maintenance work.

On the fateful day, Tommy was electro-welding a power boom to one of the external relays. Nobody is sure of what happened, a possible malfunction of the manoeuvrability jets; a computer malfunction that allowed a power surge through the relay boom at the wrong moment; even a brush with a micro-black hole has been suggested. The result was that Tommy spun uncontrollably into the metal being welded. In a shower of silent sparks, the MARS somehow shorted with the power boom. Nobody heard Tommy scream.

When they found him, he was as good as dead. They took him into the Space Station where the smell of burnt flesh horrified the others. The MARS was intact but stubbornly resisted all attempts to remove it. Finally, kept alive by machines and cables, Tommy was shipped back to the air force hospital on earth where the full horror was revealed. Tommy's flesh had been welded to the inside of the MARS. There was no way it could be removed without killing him.

When Tommy, after many operations, finally revived, the news was broken to him. He was alive but entombed in the metal suit. A prisoner forever.

Tommy was awarded various medals, a disablement pension, and provided with special accomodation. Someday, the doctors hoped that he might be returned to normal by the development of some form of synthetic skin. Tommy, however, decided that in the meantime he might as well use his misfortune as a power to combat crime. The MARS is still capable of *flight*, the electro-welders operate as an *energy attack* in earth's atmosphere, and can be used with *precision* due to Tommy's special training in space maintence, and the suit still functions as protective *armour*. Tommy also has his natural skills as a *pilot*.

A bitter, lonely, aggressive man he now crusades as Mars, the man in the iron skin.

The player has decided to forfeit Weapon Skill and Replication.

From the Rationale, this character has no secret identity to conceal.

Since Tommy's powers of Energy Attack and Flight are part of the MARS, it must be powered by something. The SS asks the player for details of the power source. The player states that it is powered by a power pack that converts solar energy. Consequently, the SS rules that the character can operate normally in daylight, but at night has energy restrictions in that only so much power can be expended at any one time. The SS decides that at night the character's allotted dice for the Energy Attack represents the maximum total power expenditure over 5 Rounds and that any use of the other active power of the suit, Flight, takes one dice-worth of this power supply per Action of use. The suit will still, however, recharge at the end of each 5 Rounds, as described under Energy Attack.

The SS also notes that the MARS would obviously be equipped with breathing apparatus and Tommy could therefore operate in a vacuum or even underwater. However, this would be equivalent to the Superpower Health. Therefore, the SS rules that the breathing apparatus was external and was wrecked in the accident, but this could be fixed at some time as a development of the character.

And what would Tommy do if a surgeon claimed to have discovered a technique to return him to normal?

Mirrormaid

Norma Moore was a student in physics at Calthorpe University. Working late in the science labs one night, she was conducting some experiments in holography using lasers in conjunction with mirrors and prisms. She set up five different holograms of herself that she had made before, and using the mirrors and prisms, arranged them to coincide at the same point. She wasn't sure what the effect would be, it was purely a whim while she had the facilities at her disposal.

The result fascinated her. In a shimmering glow were five different images of herself. The effect was a live cubist sculpture of herself. Unable to believe the effect was pure illusion, she waved her hand through the image. Then plucking up courage, she also stepped onto the point of coincidence of the images but was disappointed as she could see only lights and the equipment from on the spot. She was just about to step to one side, when with horror she saw that the janitor's cat had somehow crept into the lab with her. It was stalking along the shelf above the laser itself. A glass container tumbled, shattering on the equipment. Fluid spilled into the machine. There was a blinding, blue flash as she vainly lunged toward the laser. She lost consciousness, tumbling headlong and bringing the mirrors and prisms crashing down around her.

When Norma came round, she wasn't sure if she had. Lying comatose on the floor around her were another five of her. Slowly they came round as she watched in disbelief. She closed her eyes and rubbed them. Then looked again. They were gone. She rubbed her head in amazement and closed her eyes again and thought about the five images. When she looked again, they were there again. Slowly she realised that they must be holographic projections, she touched one. It was flesh and blood. This was no hologram! It was real. She concentrated again and they disappeared and she knew instinctively that she would be able to reform then and reabsorb them at will. But what else had happened to her.

She stood up amid the shards of broken mirrors. The lights shone brightly on her as she moved to disconnect the laser. As she touched it, a blue spark leapt from her hand to the machine. She had discharged a small electical bolt. Somehow her body was reversing the laser process, converting light to concentrated electrical energy within her body.

Realising that she had somehow gained strange powers, she cleaned up the lab, and returned to her home. There she conducted more experiments. She discovered, that by concentrating, she had some kind of holographic perception that enabled her to mentally visualise the structure and shape of things with total precision; by using her electrical discharge abilities, she could somehow appositely ionise the air around her to provide lift and enable her, rather unsteadily to begin with, to float around; and picking up a hand mirror, she realised that she instinctively knew how to angle it to reflect at any chosen angle - it almost seemed like part of her.

After months of practice, she decided that her strange powers could be put to good use. Fashioning herself a costume and making a shield of highly polished steel, she ventured onto the streets as Mirrormaid.

The player has decided to forfeit Armour and Pilot Skill as they are inconsistent with the rationale. The player also decides that the character's Precision applies to the use of the Electrical Energy Attack. The Weapon Skill with the shield applies only when used in defence.

The character has Replication, Electrical Energy Attack, Flight, Precision and Weapon Skill with the shield. Since the character's power of Flight is a by-product of the Electrical Energy Attack power and this in turn is somehow generated from light, the SS rules that the character does not have these powers when there is no light (at night, for instance).

The SS also rules, from the rationale, that since the character absorbs light to generate electricity, that while firing electrical bolts or flying, no light reflects from her, making her appear totally black for that time. This is a minor side-effect for colour, so to speak. Also, with practice, the character might be able to use this side-effect to develop the ability to Hide in Shadows as a power enhancement. In such a case, the electrical energy generated while 'hiding' would have to be contained within the character and discharged later. Obviously, if this were developed, the SS would impose a time limit on 'hiding' or else the character might 'overload' with unforeseen results.

The Scarab

Rex Manors, famous archeologist, was investigating a newly discovered tomb that had been concealed for centuries by the desert sands of Egypt. On entering the burial chamber, Rex realised that it differed from previously discovered tombs. Hieroglyphics warned of the consequences of disturbing the corpse for the one interred here was believed to have had sorcerous powers. Nevertheless, Rex explored further. There was nothing out of the ordinary, until the floor suddenly caved in and Rex fell into a secret sub-chamber. The roof above also collapsed sealing the only way out. Rex, knocked unconscious by the fall, was to be trapped until the rescuers could reach him.

When he came to in the dark chamber, Rex groped around. He soon stumbled upon some ancient stoppered phials. He shook them. They contained liquid. He put them to one side. However, days passed. The rescuers were obviously having difficulty digging through the rubble. Rex, uncorked, one of the flasks and smelt the liquid. It didn't smell like embalming fluid. It was strange but not unsavoury. He corked it again. Time passed, hunger gnawed at his stomach. Finally, he uncorked a flask and sipped the contents. It tasted good. Drinking the contents, he checked the other flasks. They all contained the same liquid. He drunk more. Finally, feeling nourished, he slept.

He awoke to the sound of rescuers above. They must be near. After a while, the rocks above moved and a torch beamed down. Suddenly, the torch was dropped and the would-be rescuer fled, screaming. Rex, picked up the torch and looked around. There was nothing save the flasks, a carved box and himself...himself! He looked down. His body was cloaked in some dark, glimmering carapace. With horror, he felt his face. Huge bulbous eyes, antenna, a gibbering mouth. He panicked. Grabbing the remaining flasks and the box, he looked around for escape. The only way out was overhead. He tried to climb; without success. He jumped, lumberingly. The carapace on his back shifted, opened, lifted. Wings spread. He concentrated, slowly he rose to the space above. Once there, he fled along the narrow passages to the open air. There were people running around in panic. His erstwhile rescuer was screaming and pointing his way. Someone fired a rifle: a bullet pinged from his chitin armour. Without further thought, he spread his wings and flew off.

Hours later he landed by a deserted mountain lake and looked at his reflection in the still waters. He had somehow become half-man-half insect...a scarab, the sacred beetle of the Egyptians. He realised that he was still carrying a flask and the small casket. He examined the casket. The symbols told him that it had belonged to the Scarab King, an ancient lord of the region, feared for his great and mystic powers. He opened it. Inside were a scarab ring and a club like weapon the head of which was a scarab shaped stone.

Rex picked up the weapon, it rested easy in his grip. He put on the ring, it fitted snugly. He felt a strange power seep into him. His antenna, quivered with energy. The messages from the ultrasensitive antenna coupled with his insect eyes made things around him clearer. He could sense the shape of a nearby boulder, sense that there was a hairline crack in it, knew he could shatter it easily. Suddenly, a white flash crackled from his antenna. A bolt of pure energy struck the rock and it split cleanly in half. He shrank back in fear, what kind of awesome creature had he become? Confused and tired after his headlong flight, he slept.

On awakening, he was aware that he was normal again. The effect of the liquid had been temporary. Staggering to his feet, he headed back to the camp. The last flask in his hand. When he got back, he muttered some story about digging his way out through an ancient tunnel which caved in after him. The workers told him they thought he had been killed by some horrific creature they had found in the tomb. Rex decided that the dig should be abandoned for the time being to be on the safe side. Returning to his tent, he secreted the club and flask among his possessions.

Eventually he returned home.

Still mystified by what had happened, he had the contents of the flask analysed. He made more of the liquid. He felt drawn to sip some. Power surged through his body from the ring, he grew the armour and wings of the scarab. After a while, he returned to normal. He realised that the change did him no damage. Finally, he felt that he could be of use to society. He would become a Superhero. He had a small case made to contain the club and some capsules of the liquid. When danger threatened, Scarab would be ready.

The player has forfeited Pilot Skill *and* Replication. *However,* Armour *is actually rationalised as* Tough Skin, *and the character by means of the potion* Shapechanges *into the Scarab: superpowers that the player did not roll. The SS therefore recommends that the player must form a new Rationale keeping to the actual powers rolled.*

The player changes the origins of the character so that when trapped in the tomb, Rex discovered a hooded cape in the shape of the head and body of a scarab, the ring and the club. When the ring is rubbed, the cape and hood magically harden into a chitin armour with the lining becoming wings. The antennae still give the Precision *and* Electrical Energy Attack. *All powers are thus triggered and powered by the ring.*

Electron

Mick Morris, ace test pilot, was the son of the brilliant, crippled scientist, Professor Runyon Morris. One night, a gang of thugs broke into their home and kidnapped them both. They were both taken to a secret hideaway where the reason for their kidnap was made clear: Prof Morris was to be provided with a laboratory and all the equipment he required: the reason, to design and build a powered suit of armour specially designed to make the wearer a super-warrior. Threats to Mick's life were to be his motivation. Also Mick was required to help his father who was confined to a wheelchair.

Over a period of many months, the professor laboured at the task, always trying to delay the work without raising suspicion and trying to think of a means of contacting the outside world. But in vain. Whoever was the brains behind the gang had made arrangements to thwart his every move. Eventually, the suit was ready. It had an inbuilt electrical energy attack; could fly by means of jets; had an infra-visor with inbuilt microcircuits to provide the suit with acute precision which could be relayed to the wearer by means of an inbuilt talking computer; and could collapse into an easily portable size.

Mick guessed that now the two of them were no longer needed by the gang, they would be done away with. He came up with a desperate plan. He would wear the armour and attack the thugs when they next came to the laboratory. His plan might have worked if he'd had more time to practice with the suit. When the thugs next came, Mick was sufficiently powerful to defeat them, but not without a prolonged fight during which his father was shot dead by one of the gang.

Once he had defeated the gang, Mick called the police. Before they arrived, however, he hid the collapsable suit in his hold-all. He told the police simply that they had been kidnapped and that a Superhero called Electron had rescued them.

The police were a trifle sceptical about this new unknown Superhero. However, over the next few weeks they soon became convinced of his existence for this new armoured Superhero seemed to be waging a one-man-war against the underworld.

Mick was determined that the brains behind the killing of his father would one day be brought to justice. Electron was on the rampage.

The player has decided to forfeit the powers of Weapon Skill *and* Replication.

All the powers of the character are inherent in the suit of armour rather than the character himself. Since the suit is presumably powered by a power pack of some type, the SS asks the player to specify it.

The player decides that the suit is powered by an innovative, high-voltage, battery-type power pack developed by the character's father.

The SS rules that the power pack must be recharged at least once per day from a specified source and that if this is not done, then the suit will lose all power 1d10+30 hours after it was last recharged.

The SS also makes a note to develop a Supervillain who was the brains behind the kidnap. This will provide Electron with an arch-enemy since the villain will no doubt be trying to destroy Electron to regain the suit while Electron is trying to track him down. Also, will the Supervillain suspect that Mick Morris and Electron are one and the same person and try to track him down to reclaim the prototype battle-armour?

Circuitor

Brett Gavin was such a keen electronics student that he set up his own lab in the top of an old warehouse. He worked in his spare time to buy some second-hand and somewhat ramshackle equipment to conduct his own experiments. One night, Brett was experimenting on high voltage applications and power transmission with a complex rig of fine wiring and micro-circuits of his own devising. He was standing amid the circuitry when lightning struck the lab and caused an enormous surge of power through the equipment. There was an explosion. Brett was hurled bodily through the equipment and clear through a window. The force of the blast painfully embedded parts of the circuits and micro-chips in his flesh. As he fell, he sensed a strange power in his body: the implanted circuits seemed to be alive with electrical power drawn from the heavily charged air. Impulsively, he concentrated on this feeling. His downward plunge slowed until he found he was hovering. He concentrated more and began to glide in the direction he desired. He flew back to his lab and began to experiment with his new found powers. Somehow the circuits and micro-chips in his flesh could draw electrical power from outside sources. He found he could discharge this power in the form of a concentrated blast. The circuits were incredibly sensitive and somehow enabled him to perceive objects very accurately and use his energy blast with precision. And somehow, the circuits could charge and control ions in the air to form replicas of himself, etched in glowing electrical lines.

However, these circuits were permanently switched on and very vulnerable. Brett devoted his spare time to designing and building a lightweight armour with its own inbuilt circuits that would link with those in his flesh so that he could switch his powers on and off very easily while at the same time afford some protection. Once he had done this, Brett took to the streets as a Superhero to use his strange powers for the public's benefit. Circuitor had arrived.

The player has decided to forfeit Weapon Skill.

From the Rationale, the armour allows the character to switch his powers on and off, otherwise the character would be permanently 'on'. The SS therefore rules that when the character has his powers switched on, he emits a faint blue aura. Thus, because of this and from the Rationale, the character must continually wear the armour under his normal clothing. The character's secret identity would obviously be at risk if he lost his armour, or if it were detected under his clothes. The SS notes this so as to work awkward events into the Campaign. Will any other students try to coerce the character into playing any sports, etc? Also, a Supervillain with Electrical Field Manipulation might be an effective arch-enemy for this character.

The SS rules that the only Superpower that such replicas would have is the Electrical Energy Attack and that the energy that can be discharged over 5 Rounds by the character and the replicas combined cannot exceed the character's usual total.

The SS points out to the player that the armour should have some padded covering when the character is in normal guise, otherwise anyone even patting him on the back will become aware that he is wearing armour under his clothes.

The SS notes the character's interest in electrical science. Once the character starts work, therefore, he could become a lab technician and gain access to some higher Material Resources.

Lawmaster

Kai-Mon is an alien from the advanced technological planet of Sinon. A member of the elite Galactic Guardsmen, he has a roving commission to patrol and police distant galaxies to secretly protect any emerging civilisations from evil forces. Assigned to an extremely remote sector, he discovered only one emergent civilisation: that of the minor planet known by its inhabitants as Earth. Consequently, he made this planet his base for his tour of duty. Earthlings bore an uncanny resemblance to his own race, and Kai found that he could quite easily pass among them unnoticed.

After a time, he grew to like the life on the planet while realising that the greatest evil that threatened their civilisation was to be found in the Earthlings themselves. To perform his duties as a Guardsman, he therefore had to police the Earthlings for their own benefit. Not wishing to alert them to alien interference in their affairs, he adopted the guise of a Superhero of which there were many on this strange planet. As a Superhero, his Guardsman's armour and truncheon together with his own alien powers of an electrical energy attack, and flight wouldn't raise too many eyebrows. His natural alien powers and training as a star guard provided him with weapon skill with his truncheon and precision with its use. Also coming from an extremely advanced civilisation, he found the planet's flying machines very elementary and easily within his grasp to pilot.

Thus Kai, while performing his galactic duties on earth, became known to the people of that world as the Lawmaster, protector of the people.

The player has forfeited the Replication power, although with this type of Rationale it could just have easily been made one of the alien's inherent powers.

There are few disadvantages in the use of the character's superpowers with such a Rationale, although the armour and truncheon must be carried somehow when the character is passing in human guise. The SS asks the player to state how they are carried with the character when off duty. The player simply decides that the advanced technology of Kai-Mon's home world is sophisticated enough for the armour and truncheon to be lightweight and collapsable.

The SS also makes a mental note. All disadvantages with such characters lie in the Campaign Ratings. For example, what would happen if it became known that Lawmaster was an alien? Would the people of Earth turn against him?

The player must choose a secret identity, job, etc with care and play the character with caution to ensure that this doesn't happen. The SS must plan scenarios where the risk of this happening might occur. For example, the player in human guise is accidentally knocked from a high building, does he use his flight powers to save himself blatantly or does he attempt to disguise his powers?

The character obviously has superiors. What is their reaction to his private policing of one planet? Would he be called before a Galactic Guardsmen tribunal to be censured and stripped of rank and equipment? Are there renegades from his own planet who might threaten him, or might seek revenge on him? The character is an obvious base for several scenarios.
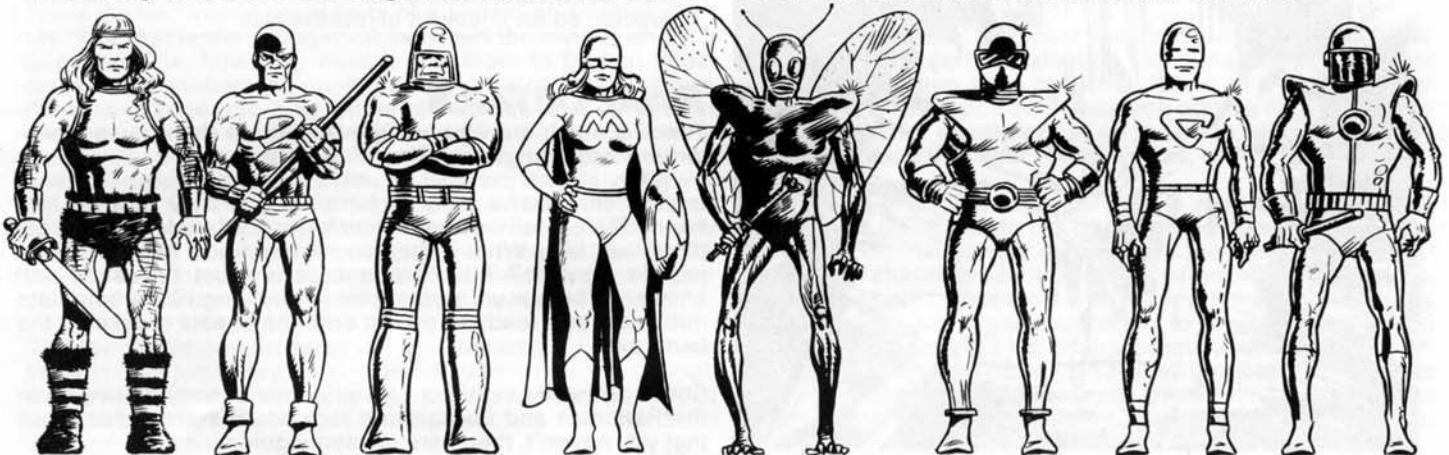
FINAL CALCULATIONS

Once you have generated and upgraded your character's Superpowers, devised a Background and Rationale, and forfeited any incompatible Powers, the details of the remaining Superpowers should be consulted in the section on *Superpowers*. Any changes to your character's Attributes should be noted on your Character Sheet along with any other notes and Modifiers detailed in the Superpower and Attribute descriptions.

You may still have some blank spaces on your Character Sheet, such as Defence Class. These are detailed in the section on *Combat*. Once you have read through that section and made any additional notes, you can enter all the statistics for your character permanently on your Character Sheet. There is an example of a completed Character Sheet onn page 16.

EXAMPLE: Birth of a Hero

Arthur's attributes before we rolled for Superpowers were:

EGO: 8 STRENGTH: 14 DEXTERITY: 11 VIGOUR: 11

After rolling on the Superpower Generation Table and Rationalising, Arthur has:

Strength (Grade 2): This gives Arthur an additional 1d10+10 points of Strength for each Grade. We roll a 5 and a 7 making 12, plus 20 is an extra 32 points of Strength. We amend Arthur's Strength on our Character Sheet to 46 (14 plus 32) when not *Shrunk* and the original 12 when *Shrunk*. We also note down that Arthur's Damage Bonus is now +31 when not *Shrunk*!

Vigour (Grade 2): This gives Arthur an additional 1d6+6 points of Vigour for each Grade. We roll a 4 and 1, making 5, plus 12 gives an extra 17 points of Vigour. So we note on our Character Sheet that Arthur now has a Vigour of 28 (11 plus 17) when not *Shrunk*, and the original 11 when *Shrunk*. Arthur also gains 1d6 HTC and 1d6 HTK for each additional Vigour point when not *Shrunk*.

HTC: As Arthur has 17 extra points of Vigour, we roll 17d6 for additional HTC. We roll: 6,4,2,6,6,2,1,2,5,6,2,6,4,2,3,4,2. A total of 63. Thus Arthur has 108 HTC (45 plus 63) when not *Shrunk* and 45 when *Shrunk*.

HTK: We do the same for HTK: 5,3,1,3,2,1,4,3,1,6,2,1,6,4,2,4,1. A total of 53. Arthur now has HTK 95 (42 plus 53) when *Shrunk* and 42 when *Shrunk*.

Arthur's statistics now read:

EGO: 8
STRENGTH: 46 (14) - *Superstrength* Grade 2; Damage Modifier: +31
DEXTERITY: 11
VIGOUR: 28 (11) (*Supervigour* Grade 2)
HTC: 108 (45)
HTK: 95 (42)
MOVEMENT: 6 (1 when *Shrunk*)
OTHER SUPERPOWERS: *Agility* (Grade 1) only when *Shrunk*; *Teleport*; *Shrink*.

EQUIPMENT

Your character may start with up to 3 items of equipment, in addition to their basic Superhero costume.

If you have rolled a Superpower for your character that requires a specific item of equipment, then the character gets that item as part of their starting equipment (*Armour*, Weapon for *Weapon Skill*, *Cybernetic Device*, costume of Unstable Molecules for *Stretch*, etc). If they gain less than three items in this way, then you may choose some other items to take their total to three.

Only characters who have a Superpower that specifies a weapon may have one (for example, *Weapon Skill*, *Stunner*, *Cybernetic Weapon*, etc). Superheroes do not charge around carrying Armalite Rifles! Only characters with *Weapon Skill* may have a shield as this is classed as a weapon.

Typical items are a rope and grapple, line slinger (adjunct to *Agility*), Suit Padding or Ultra-light Chainmail of Defence Class 5 (see *Combat: Defence Class*), a tracer for attaching to vehicles, a two-way micro-radio for contacting other people, etc.

As long as the equipment is reasonable and does give the benefits of a Superpower or Advantageous Background, your character can start off with virtually anything you want.

Superhero Costumes

The standard Superhero costume is made of fine, light, and extremely tough modern fibres. The costume is fire-resistant and well insulated, enabling the character to operate in low temperatures with ease. The standard costume has a Defence Class of 6 to reflect this (see *Combat: Defence Class*).

Some costumes are laden with Unstable Molecules which allow their wearer to utilise their Superpowers (eg *Shrink*, *Invisibility*, *Growth*, etc).

EXAMPLE: Birth of a Hero

From his powers and Background, Skipper has only his costume, so we can choose some other equipment. First we'll make his costume a padded one of Unstable Molecules so that he'll have a Defence Class of 5, and his costume can *Shrink* with him. Since he has *Agility* when *Shrunk*, we'll give him a line slinger to swing around on. That's two items. As to a third item, well, there's not much more that will suit the character, so we'll leave it at just the two.

FINAL DETAILS

There is much more to being a Superhero than being a two-dimensional conglomeration of Superpowers.

Is your character a hero or heroine? Are they right or left-handed? How tall are they? How heavy? What does their costume look like? What is their secret identity, if any, and what job do they do? All these questions must be asked and answered before your character is anything like a complete individual and ready to go out onto the streets to take on the bad guys.

Some of these questions you will have already answered in the Rationale and Background for your character. For those that you haven't, then here are some guidelines.

SEX, HANDEDNESS, HEIGHT & WEIGHT

You may freely decide the Sex, Handedness, Height and Weight of your character. If you, or the SS, wish, these may be determined at random as described below.

Note: If miniature figures are used to represent the characters during play, it is better if the sex, height and costume are chosen to suit the figure that you decide to use for the character. *Citadel Miniatures* produce a wide range of *Official Golden Heroes* figures.

SEX

To determine at random, roll 1d6. If the result is 3 or greater, then your character is the same sex as you are. A 1 or a 2 and your character is of the opposite sex.

If your character is alien, then there is no reason for the character to have a sex in the human context at all if you so wish.

HANDEDNESS

All Superpowered characters are presumed to be ambidextrous, able to fight equally well with either hand. However, they will have a dominant hand in which they will usually hold any weapon, etc. To determine the dominant hand at random, roll 1d20. A roll of 5 or less and the dominant hand is the left one; a roll of 6-20 and it is the right.

HEIGHT & WEIGHT

To determine at random, roll 3d6 and divide the total by 3 (rounding all fractions down). The result represents 'tenths' of a metre (eg, 5 equals .5m). If your character is male, then add the result to 1.5m for their height. If your character is female, then add the result to 1.4m for their height. Assuming that an 'average' hero 1.8m tall weighs 82 kilos, and an 'average' heroine 1.7m tall weighs 51 kilos, then the character's weight can be estimated bearing in mind their Superpowers (ie a *Superstrong* character might be heavier than average, a character with *Superagility* a bit lighter, etc).

COSTUME DESIGN

The design of your character's costume is up to you. However, your character's powers should be borne in mind. For example, a character with *Oriental Martial Arts* is not likely to wear a cape; a character who can *Hide in Shadows* wouldn't wear a luminous pink costume, etc.

The Character Sheet contains a space for you to sketch your character in costume if you wish.

SECRET IDENTITY

This is the 'real' name of your character, the one they use in everyday life. Keeping their real name secret is very useful. It means that your character can go home at night and sleep without having to worry about assassination attempts on themself or relatives, or fighting off news-hungry reporters or Superhero groupies. Most Superheroes prize being able to live as normal citizens and will guard their secret identity with a jealousy that borders on paranoia, not even revealing it to their closest friends.

There are two important aspects of maintaining a secret identity. The first is the changeover between the civilian and the Superhero (ie, how long does it take them to find an unoccupied and unobserved phonebooth?; how long does it take them to change into their Superhero duds?; etc). The exact changeover time is up to the SS to decide but the following factors should be borne in mind. Is the Superhero wearing their costume under their clothes?. How are they carrying any equipment? Do they have a Superpower which permits them to instantly shed clothing? Changing into costume will usually take valuable combat time, so you must explain to the SS exactly how the character changes into their Superhero gear so that the SS can determine how long it takes.

The second important facet is your character's civilian role. What is their job? They cannot start off with a highly-paid high status job or one requiring special skills. These sort of things are covered by Advantageous Backgrounds and the *Skills* Superpower.

If your character's job has not already been determined by an Advantageous Background, *Skill*, or in your Rationalisation, then you should now decide what it is. Their job should be something innocuous like a free-lance photographer or reporter; or even a bus conductor or dustman. They can get a better job later if they amass enough Status points as described in the *Campaign* section.

STYLE

It is up to you to develop a personality for your character which makes them a unique individual. Are they brash or boastful; or modest but competent? Do they have any particular hang-ups? All this and more is up to you. You must create the personality of their character during play. Providing your character acts like a hero, then anything goes.

THE GOLDEN HERO

Once all these aspects of your character have been determined and noted on your Character Sheet, and you have given them a name, your *Golden Hero* is ready to go out into the game-world and battle the forces of evil.
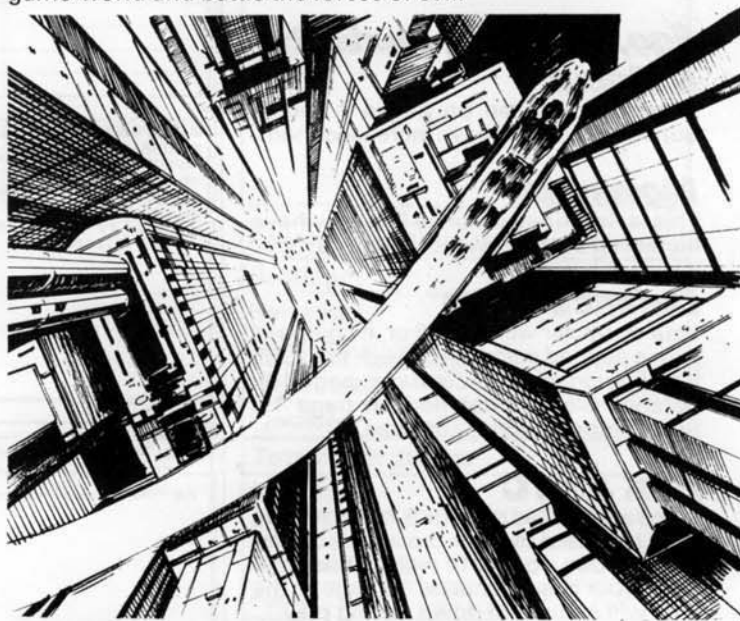
PLAYING YOUR CHARACTER

Your character will be involved in scenarios. Each scenario is like an issue of a comic book, except that you will control the actions of your character. The SS will have designed the scenario and will present you with the situation, it is then entirely up to you to tell the SS what your character is doing and saying at all times.

Initially, most scenarios will involve the commission of a crime and its (attempted?) prevention by the heroes. As you grow more familiar with the rules, your character and Superpowers, and the combat system, the SS will introduce more ambitious scenarios.

During the scenario, you must keep a record of what HTC and HTK your character has taken on your Character Sheet. You must also to keep tabs on other facets of your character depending on their powers. When you make a die roll to *strike* an opponent, for example, it is up to you to tell the SS of any Strike Modifiers that your character has, etc.

The usual time scale in a scenario is normal time. If your character is flying across the city, it would take them the time needed to do the journey at the speed they are flying. Meanwhile other characters could be doing other things in that time. This would only take a short time in play. For example, Firefly simply says he's flying across the city to check police files and will then fly back, while the others remain at their HQ conducting experiments. The SS will simply tell the players the results of their endeavours. However, in other situations, such as when your character confronts a villain, things really hot up and you move into *Combat Time*...

COMPLETING YOUR CHARACTER SHEET

The sections of the Character Sheet are listed below with details of where to find the relevant information. If your character's details vary depending on their powers or form, then those related to one form, etc, should be placed in brackets alongside the more usual one.

All relevant game information about your character onshould be recorded so that you can refer to it easily during play.

All statistics related to a Superpower are detailed in the description of the particular power in the *Superpowers* section.

Character

This is your Superhero's name, their secret identity (*Alias*) and your name (*Player*). *Secret Identity, Sex, Height, Weight* and *Handedness* are covered on page 15.

Ego, Strength, Dexterity & Vigour

These are detailed on pages 4 and 5; Superpowers may have increased them.

Movement

This is described on page 5. It may have increased as the result of Superpowers.

Defence Class

Your character will be DC6 or, if equipped with a padded costume or such like, DC5 (see *Equipment* and *Costume*, page 14). Defence Class is detailed on page 19. Some Superpowers improve DC.

HTK & HTC

These are detailed on page 5, but may have been increased by your character's Superpowers. Use a pencil to record those lost when your character takes damage as the total will go up and down during play.

DIVIDER
Damage Dividers are derived from: Strength (page 4); Defence Class (page 19); and some Superpowers. Damage Dividers are described on page 24.

RECOVERY RATE
This is is detailed on page 24. Modifiers to your character's Recovery Rate are derived from Vigour (see page 5), or a Superpower.

HOSPITALISED, STAGGERED, STUNNED
Record the levels at which your character is *Hospitalised, Staggered* and *Stunned* as detailed on page 5.

Dodge Modifier

Your character's basic Dodge Modifier depends on their Defence Class (page 19) and Superpowers. Dodge Modifiers are described on page 22.

Damage Modifier

Your character's basic Damage Modifier depends on Strength (page 4) and Superpowers. Damage Modifiers are described on page 24.

Frames per Round

Your character will usually have 4 Frames as detailed on page 18.

Strike Modifier

Your character's basic Strike Modifier depends on Dexterity (page 5) and Superpowers. Strike Modifiers are described on page 21.

Push-back Threshold

This is detailed on page 24.

Energy/Psi/Magic Points

If your character has the relevant Superpower, note the amount of such points and period over which they can be discharged.

Usual Attacks

Note your character's usual attack forms, WC (Weapon Class, see page 19), Damage inflicted and other relevant notes such as range. Superpowered attack forms are detailed in the Superpower descriptions; damage from Weapons (including fist/foot) is on page 25.

Superpowers

Note your character's Superpowers, Advantageous Backgrounds, and other details of their powers not recorded elsewhere, such as *Force Field* strength.

Equipment

List the equipment (see page 14) that your character carries on them.

Notes

Note any other information here, for example any training or activities being undertaken in a Campaign. Background and Rationale are best recorded on the back of the Character Sheet.

Campaign Ratings

Only note these for a Campaign. Unless predetermined by an Advantageous Background, the SS will tell you your character's ratings. Note them in pencil as they could change from scenario to scenario. All are detailed in the section on *Campaigns*.

Character: THE SKIPPER
Alias: M'Shalla M'Bualla   **Player:** Albie Fiore
Sex: Male   **Ht:** 1.9m   **Wt:** 85 kilos   **Handed:** R+

EGO:	STRENGTH:	DEXTERITY:	VIGOUR:
8	46 (14)	11	28 (11)

Movement:	Defence Class:	HTK: Divider: /2	HTC: Divider: /-
6m (1)	5	95 (42)	108 (45)

Dodge Modifier:	Damage Modifier:		
0 (+2)	+31 (-)		

Frames per Round:	Strike Modifier:		
4	0 (OPPONENTS) (-3)		

Push-back Threshold:	Energy/Psi/Magic Points:		
20 (10)	-	Recovery Rate: 1d6/Hr Hospitalised: 9 (4)	Recovery Rate: 1d6/Rnd Stag:21 (9) Stun: 10 (4)

USUAL ATTACKS:

	WC:	Damage:	Notes:
FIST/FOOT	2	2d6HTC; 1d6HTK-6	

SUPERPOWERS & Adv Backgrounds:
SHRINK
AGILITY (G1) ONLY WHEN SHRUNK
TELEPORT
STRENGTH (G2) -'+10' STAND FIRM
VIGOUR (G2)
POSITION OF POWER – AMBASSADOR FOR K'WESOLAND

EQUIPMENT:
PADDED COSTUME OF UNSTABLE MOLECULES
LINESLINGER (FOR WHEN SHRUNK)

NOTES:
CAN 'GROW' INTO COMBAT FOR +4 DAMAGE MODIFIER AND OPTION OF PUNCH DOING 1d6HTK/2d6+6HTC

VISITING PSYCHOTHERAPIST — 1DUP/WK COSTS 20GP/VISIT

CAMPAIGN RATINGS:

Backing:	3
Heroism:	3
Public Relations:	3
Identification:	2
Practice:	1
Total Public Status:	12
Methods:	3
Publicity:	3
Approachability:	2
Power Use:	1
Contacts:	5
Total Detective Points:	14
Conscience:	2
Success Rate:	0
Public Response:	2
Expression:	3
Security:	4
Total Personal Status:	11

Material Resource Level:	4
Financial Resource Level:	5 (LS: 8)
Spare Cash & Savings:	120 GP/Wk.

Character: _____

Alias: _____ **Player:** _____

Sex: _____ **Ht:** _____ **Wt:** _____ **Handed:** _____

EGO:	STRENGTH:	DEXTERITY:	VIGOUR:

Movement:	Defence Class:	HTK: Divider:	HTC: Divider:

Dodge Modifier:	Damage Modifier:		

Frames per Round:	Strike Modifier:		

Push-back Threshold:	Energy/Psi/Magic Points:		

| | | Recovery Rate: Hospitalised: | Recovery Rate: Stag: Stun: |

USUAL ATTACKS: WC: Damage: Notes:

CAMPAIGN RATINGS:

Backing:	
Heroism:	
Public Relations:	
Identification:	
Practice:	
Total Public Status:	
Methods:	
Publicity:	
Approachability:	
Power Use:	
Contacts:	
Total Detective Points:	
Conscience:	
Success Rate:	
Public Response:	
Expression:	
Security:	
Total Personal Status:	

SUPERPOWERS & Adv Backgrounds:

EQUIPMENT:

Material Resource Level:	
Financial Resource Level:	
Spare Cash & Savings:	

NOTES:

The eternal struggle between Good and Evil is symbolised in the world of comics by what is commonly known as a *slugfest*. Basically, it is the combat skills of the heroes and villains which decides whether society remains lawful or not.

Combat in *Golden Heroes* is made up of several applications of power such as energy bursts, psychic attacks, mystical spell combat, and good old-fashioned punching.

COMBAT TIME

Essentially, combat is split into short time periods representing a few seconds of action. The basic period is a *Round* in which both sides will be able to perform various combat activities.

Each character in the combat has a certain number of Frames in which to act.

A *Round* comprises *all* the Frames of *all* the characters involved; each Frame, as it were, representing a comic-book picture panel.

Round Start ➔ Round End

Virtually all superpowered characters get 4 Frames per Round

Minor Supervillains and some Thugs and animals get 3 Frames per Round

Most non-superpowered characters get 2 Frames per Round.
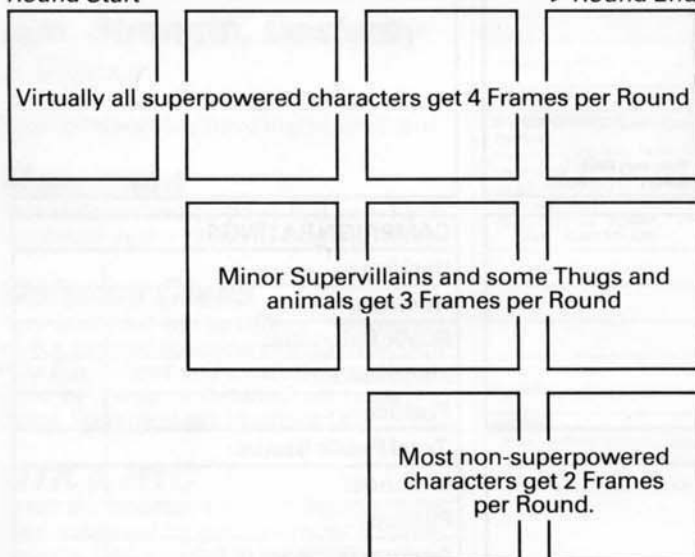
Round Start ➔ Round End

Your character has 4 Frames per Round.

Characters with only 2 or 3 Frames per Round use them in the last 2 or 3 Frames, respectively, of their sides turn. They can do nothing in the first Frame(s).

Actions

Some uses of Superpowers and other significant activites are defined in terms of *Actions*. An Action takes 2 *consecutive* Frames of the character performing the Action. The 2 Frames must not be interrupted by the Frames of any other character (eg when the character has an odd Frame because of *initiative*).
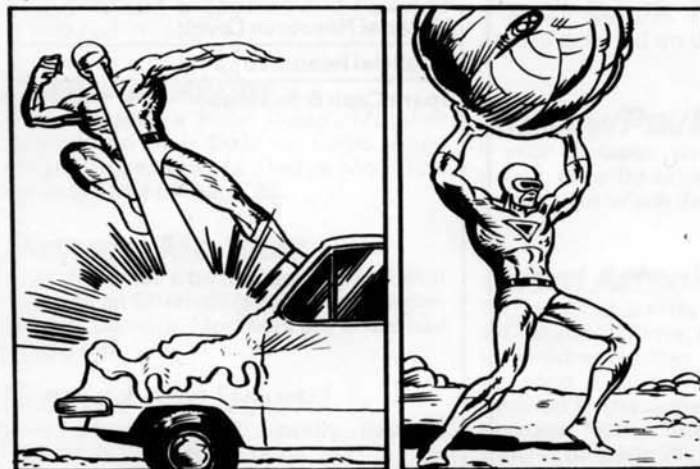
INITIATIVE

Each Round of Combat it must be determined which side gets to act first.

To do this, two ten-sided dice are rolled: one by the SS for the villains; the other by one of the players for their side. If the numbers rolled are equal, then both sides roll again. The side with the higher score is the winner and gets the *initiative*.

The winning side will receive a number of Frames in which they can act before the opposition can act. The number of Frames is determined by the *initiative* die rolls according to the rules in the *Supervisors Book*.

SURPRISE

Any character who is totally unaware of an opponent's *presence AND location* (cannot see or detect them in any way *and* has no knowledge of their location) when an attack is launched at them by that opponent, will be *surprised* by that attack.

A *surprise* attack, even if it misses, will then make the target aware of the attacker's presence, location or both depending on the circumstances.

Any character who is *surprised* by an attack cannot make any Combat Response to that attack.

SEQUENCE OF A ROUND

The side that wins the *initiative* acts first in the Frames won by the *initiative* die roll.

The opposition then uses all their Frames to perform their activities.

The winners then have the remainder of their Frames.

If the winners had an *initiative* of 1 or 3 Frames, the odd Frame may be delayed, by the whole side or any of the individuals in that side, if they so wish, until after the opposition have acted. 2 Frame periods cannot be delayed in this manner.

Thus the sequence of a Round can be seen to be in three parts: the *initiative*; the opposition's response; the *initiative* winners' remaining Frames (if any).

This sequence reflects the to-and-fro flavour of combat in the comic-books.

ACTIVITY TIMES

The combat time in Frames that it takes for various activities is as follows:

½ Frame Speed Move only	Only characters with *Superspeed* can use a ½ Frame. The ½ Frame can only be used for Movement, the character moving up to ½ their Movement. Thus, in 1 Action (2 consecutive Frames), a character with *Superspeed* could Move for ½ Frame; attack with a fist, taking 1 Frame; and then Move again for ½ Frame.
1 Frame Movement; One-handed Weapon; Simple Activity	Your character can: Move up to their Movement value; attack with fist/foot/One-handed Weapon; use any Superpower effect stated in the power description as taking 1 Frame; use any *Combat Option* stated as taking 1 Frame; or perform a simple activity such as lifting an object, shouting instructions, smashing open a door, etc.
1 Action (2 consecutive Frames Movement; Two-handed Attack; Use Superpower	Your character may: Move up to twice their Movement; use any *Combat Option*, Weapon type, Superpower,etc, not specified as taking 1 Frame (eg *Energy Attack*, *Magic Spell*, Missile or Two-handed Weapon type,etc).

Unless otherwise stated in the Superpower descriptions, or agreed with the SS, all uses of a Superpower take 1 Action.

LARGE COMBATS

When either side has more than one individual in it, the individuals in it may act in turn when it comes to their side's opportunity to act as determined by the *initiative* die roll.

Those Superpowered characters with the highest Dexterity are the first on their side to act; those with lower Dexterity, next; and any characters with only 2 or 3 Frames per Round, act last of all and then only in the correspondingly last Frames of their side's turn.

Characters with high Dexterity may delay their actions until after some others on their side have acted. This reflects teamwork, sometimes evidenced by more experienced heroes in the comic-books.

If a side has won by 1 or 3 Frames on the initiative, the decision of whether to delay or use the odd Frame immediately is up to the various individuals on the side. Some may act immediately, while others on their side decide to delay the Frame until after their opponents have acted.

DIFFERENT TYPES OF COMBAT

The combat sequence applies regardless of the type of Combat being fought, whether it is Physical, Mental or Magic.

All the things that you wish your character to do in the game is played out in terms of Rounds, Frames and *Actions*.
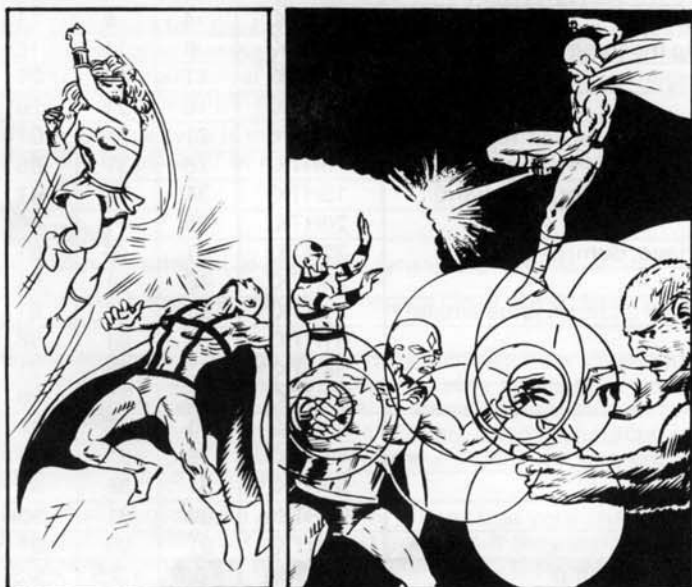
PHYSICAL COMBAT

Several factors have to be considered in Physical Combat. How good is the attacker at using the weapon involved? How easily is the target hit? How much damage does the attack do? How do varying circumstances affect the likelihood of a successful attack and the damage done? For simplicity, these factors have been identified and each is covered in turn below. They are incorporated in the various Combat Tables in the *Supervisors Book* which the Supervisor will use to adjudicate combat.

Defence Class

This is a measure of how many soft spots a character or object has at which the attacker can aim.

The lower the Defence Class, the fewer soft spots the character or object has and the harder it is to do them damage. This is represented by the Damage Dividers.

Also, the lower a character's Defence Class, the harder it is for them to *dodge*. This is represented by the Dodge Modifier.

What each Defence Class (DC) represents along with its Damage Divider and Dodge Modifier is detailed on the table below.

Defence Class Table

DC	Description	Damage Dividers	Dodge Modifier
1	Tough Skin Grade 4 (Invulnerability)	HTK/6; HTC/5	Cannot Dodge
2	Tough Skin Grade 3; Armour Grade 3	HTK/4; HTC/4	Cannot Dodge
3	Tough Skin Grade 2; Armour Grade 2	HTK/4; HTC/3	Cannot Dodge
4	Tough Skin Grade 1; Armour Grade 1	HTK/3; HTC/2	0
5	Ultra-light chainmail; padded costume; scaly/furry skin, etc	HTK/2; HTC/0	0
6	Standard Superhero/villain costume/skin	HTK/0; HTC/0	+1
7-10	Superhero/villain not in costume; thugs	HTK/0; HTC/0	+1
11-12	Non-superpowered individuals; thugs	HTK/0; HTC/0	Cannot Dodge

The Damage Dividers for DC1-4 are those detailed in the *Superpowers* section for *Armour* and *Tough Skin* and are not in addition to them.

Weapon Class

This is a measure of the efficiency/accuracy of the different attack forms and is rated on a scale of 0-5. What each Weapon Class (WC) represents is detailed on the table below.

Weapon Class Table

WC	Description
0	Non-superpowered characters with improvised weapons or none at all.
1	Non-superpowered characters with a weapon with which they have some expertise.
2	Superheroes/villains with an attack form that does not come into any other category (eg fist).
3	Various superpowered attacks as detailed in the power descriptions (eg *Martial Arts* Grades 1/2, *Energy Attacks*)
4	Various superpowered attacks as detailed in the power descriptions (eg *Weapon Skill; Oriental Martial Arts* Grade 3)
5	Power Improvement for Advanced Players (rare)

Weapon Classes of the various superpowered attacks are given in the *Superpower* descriptions. If none is given then the attack is Weapon Class 2.

PHYSICAL COMBAT OPTIONS

Apart from deciding whether to Move or which attack form to use (fist, foot, weapon, *Energy Attack*, etc), there are many other options open to your character. The most common are detailed here, but your character may attempt anything that you consider feasible in the situation.

Pushing, Lifting and Throwing

The table below gives the Strength required to *push*, *lift* or *throw* various objects. The objects are graded by Size.

PUSHING

This is simply pushing an object to one side. The Strength given applies to immobile objects in that Size group. If the object is mobile (eg a stationary car without the brakes on), then the Strength required to *push* it to one side is half of that normally required.

If the character has Strength enough only to *push* the object, it can only be shoved to one side.

If the character has Strength enough to *lift* it, then it can be *pushed* along at half the character's Movement rate.

If the character is strong enough to *throw* the object, then it can be *pushed* along at the character's full Movement rate.

The initial *push* to move an object takes 1 Frame.

LIFTING

The table gives the Strength required to *lift* an object or person clear of the ground.

If the character has Strength only to *lift* the object, they can carry it at half their normal Movement rate.

If the character has Strength enough to *throw* the object, then they can carry it at their normal Movement rate.

Lifting an inanimate object takes 1 Frame.

Lifting an unwilling sentient creature takes 2 Frames - 1 Frame to *grab*, for which a *strike* roll is necessary, and 1 Frame to *lift*.

THROWING

Lifting and *throwing* an object or being that is unable to resist (eg it is *surprised*, bound, unconscious, willing, etc) which the character has the Strength to *throw* takes 2 Frames (1 Frame to *lift* and 1 Frame to *throw*). No *strike* roll is required to *grab* the object/being.

With larger objects, more than one target may be *struck* by the thrown object. This depends on the Size of the object, and the position of the targets.

Grabbing and *throwing* a being able to resist takes 4 Frames: 1 Frame to *grab*, for which a successful *strike* must be made, 1 Frame to *lift* and 1 *Action*, since the being is presumed to be struggling, to *throw*. The victim *grabbed* may immediately respond (see *Combat Responses*). If they do so by successfully *grabbing* their attacker, the *throw* cannot be made.

Destroying & Tearing Objects Apart

The table below also provides the information for *destroying/ disabling* and *tearing off* parts of inanimate objects. (The living creatures on the table are only examples of size for *lifting* and *throwing*.)

To *destroy/disable* the whole object, the HTK shown must be inflicted.

To *destroy/disable* or *tear off* part of an object, the HTK for smaller objects also indicates the HTK that must be delivered to a larger object to *tear off* or *destroy/disable* a part of the larger object that corresponds in size to the smaller object. For example, a character wishes to tear a piece the size of a steam train off of an aircraft carrier. 28HTK must be inflicted to do this.

The Coup-de-Grace

Once an opponent is *unconscious* or *stunned* and helpless (see *Combat: Damage*), it is possible to deliver a *Coup-de-Grace* from which they will not recover for several hours enabling your character to pursue the rest of the gang, or to discretely slip away before the police and press arrive.

You must state that your character intends to administer a *Coup-de-Grace* before striking the blow. The *Coup-de-Grace* takes 1 Action to deliver.

PUSHING, LIFTING, THROWING & TEARING APART TABLE

SIZE	WEIGHT RANGE	EXAMPLE	DESTROY/ TEAR OFF	Push	Lift	Throw
0	Less than 1 kg	Stone, Paperweight	1HTK	1	1	2
1	1-4 kg	Brick, rock, chair	2HTK	1	2	4
2	5-25 kg	Typewriter, bicycle, TV set, table	4HTK	2	4	6
3	26-80 kg	Cooker, fridge, moped, (average person)	6HTK	4	6	11
4	81-195 kg	Motorbike, safe, upright piano, washing machine	8HTK	6	11	16
5	196-445 kg	Speedboat, caravan	10HTK	11	16	21
6	446-1000 kg	Sports car, small helicopter, satellite	12HTK	16	21	26
7	1001-2150 kg	Saloon car, light aircraft	14HTK	21	26	31
8	2151-4650 kg	Limousine, van, space capsule	16HTK	26	31	36
9	4.651-10 tonnes	Interceptor-fighter, coach, truck, rescue helicopter, (elephant)	18HTK	31	36	41
10	10.1-21.5 ton	Strike fighter, lorry, bulldozer	20HTK	36	41	46
11	21.6-46.5 ton	Passenger jet, heavy lorry, railway carriage, dumper truck	22HTK	41	46	51
12	46.6-100 ton	Tank, diesel locomotive, bomber	25HTK	46	51	56
13	101-215 ton	Heavy bomber, steam locomotive, hovercraft ferry, (blue whale)	28HTK	51	56	61
14	216-465 ton	Jumbo jet, coaster	31HTK	56	61	66
15	466-1000 ton	Minesweeper	34HTK	61	66	71
16	1001-2150 ton	Frigate, submarine	37HTK	66	71	76
17	2151-4650 ton	Destroyer, rocket	40HTK	71	76	81
18	4651-10000 ton	Cruiser, cargo vessel	45HTK	76	81	86
19	10001-21500 ton	Heavy cruiser, cargo liner	50HTK	81	86	91
20	21501-46500 ton	Battleship, passenger liner	55HTK	86	91	96
21	46501-100000 ton	Aircraft carrier, oil-rig, spaceship	60HTK	91	96	101
22+	+100000 ton/Size	Supertanker (Size 24: 300000-400000 ton), starship	+10/Size	+5/S	+5/S	+5/S

Charge into Combat

Any superpowered character may *charge into combat*. This gains +1 on damage for that initial attack only.

Alternatively, certain Superpowers permit a character to *dive, swing, leap,* or *somersault into combat* for a Damage bonus as detailed under the relevant Superpower.

All *charges, swings, dives, etc, into combat* require a Move of at least 4 metres in the preceding Frame or Action and the bonus thus acquired only applies to the first attack launched in the ensuing melee.

At the culmination of a *charge, leap, swing, etc, into combat*, a fist or foot attack can be made doing 1d6HTK plus 2d6+6HTC damage plus any Damage Modifiers (eg for Strength, the *charge into combat*, etc). This blow can be struck in 1 Frame, but the next Frame must be spent recovering.

Grappling

This is an attempt to *grab* and restrain the target in a bear-hug.

Grapples take 1 Action and constitute a *grab* by both hands simultaneously. A *strike* must be made for both hands separately. Both are always rolled, regardless of whether the first fails. Both hands must successfully *grab* for the *grapple* to succeed.

Grapple attacks are the WC of the character's fist attack.

Successful *grapples* can do real or 'hypothetical' damage. You must state which your character is attempting to inflict as they require different holds. To switch from a *grapple* inflicting real damage to one inflicting 'hypothetical' damage will require a complete change of hold and necessitate new *strike* rolls as when the *grapple* was first initiated.

Grapples inflicting real damage do 1d6HTC and 1d6-6HTK plus any Damage Modifier for Strength.

Grapples inflicting 'hypothetical' damage enable you to restrain the victim without inflicting any real damage on them. The 'hypothetical' damage is as for real damage, but Damage Modifiers can only be applied to HTC. Instead of being deducted from the victim's HTC, it reduces their chances of *striking* and performing other actions.

Both types of *grapple* can be maintained. A *strike* roll is required an is successful on anything other than a roll of 1 which is still a Critical Miss.

GRAPPLE WITH WEAPON

Some weapons can *grapple*, for example, a bull-whip.

For a *grapple* by a weapon, a *strike* must be made as normal for the weapon, if this succeeds, then a *grab* by the weapon can be made at the same WC as the character's attack with the weapon. If both succeed, then the *grapple* has been successful.

Damage is as normal for the weapon plus 1d6HTC for the *grapple*. Damage Modifiers count on the weapon damage but not on the *grapple* damage. If the *grapple* is maintained, only 1d6HTC of 'hypothetical' damage is inflicted per Action. Damage Modifiers for Strength cannot be added.

If this *grapple* type is maintained, the attacker can attempt to *drag* the target over or rip something from their grasp.

Grabs

A *grab* is an attempt to grasp the target with one hand.

Grabs take 1 Frame and are the Weapon Class of the character's fist attack.

Grabbing sentient beings able to resist will require a successful *strike*. Grabbing objects or beings unable to resist is done automatically requires no *strike*. In some circumstances, for instance the object is in someone's grasp, or your character is attempting to *grab* hold of a window cill while falling, etc, a *strike* roll will be required.

Note that a successful *grab* simply means that your character has grasped whatever was being *grabbed*. If they were *grabbing* something held by another character, they would still have to wrench it from their grasp.

RESOLVING PHYSICAL COMBAT

Once you have decided how your character is attacking, the SS will note the Weapon Class of the attack and the Defence Class of the defender. For your attacks, you must roll 1d20 to determine whether the attack *strikes*. This is called the *strike* roll.

The Strike Roll

To make your *strike* roll, you roll 1d20 and then add or subtract any Strike Modifier that your character has for that attack.

You announce the total to the SS. The SS will cross-index the Weapon Class of your attack with the target's Defence Class on the Combat Table in the *Supervisors Book*. This will determine the number that you need to equal or exceed on your *strike* roll. The SS will then state whether your attack has been successful or not.

If the attack is successful, then Damage is done to the target (see *Combat Damage*) unless they respond in some way (see *Combat Responses*).

Critical Hits & Critical Misses

If your character makes an unamended *strike* roll of 20 (that is without any Strike Modifier), a *Critical Hit* has been made.

If your character makes an unamended *strike* roll of 1, then your character suffers a *Critical Miss*.

CRITICAL MISS

If your superpowered character rolls a Critical Miss, then you must roll 1d10. The SS will then consult the Critical Miss Table in the *Supervisors Book* and tell you the effect on your character.

CRITICAL HIT

If your superpowered character rolls a Critical Hit against a superpowered opponent, you must roll 1d10. The SS will then consult the Critical Hit Table in the *Supervisors Book* and tell you the effect on your opponent.

When a Critical Hit is scored, the victim must specify their *Combat Response*, if any, before the d10 is rolled for the effect of the Critical Hit. If the Critical Hit modifies their response, then this is taken into account. Otherwise, if the Combat Response results in no damage whatsoever being sustained from the attack, then the Critical Hit is also avoided and has no effect.

Whenever a non-superpowered character is struck by a Critical Hit, they are automatically rendered *unconscious* or killed depending on whether the attack does more HTC or HTK.

Strike Modifiers

As well as any Strike Modifier gained from Dexterity (see *Dexterity*) and/or Superpowers (as detailed in the *Superpowers* descriptions), your character may gain additional Strike Modifiers depending on circumstances.

These are detailed below:

Circumstance	Modifier to Strike Roll
Attacker is behind foe*	+2
Attacker is above foe*	+1
Opponent unaware of attack	+2
Opponent restrained/grappled	+4
Opponent in cover	−1 to −10 (depending on extent of cover)
Normal vision obscured (by smoke, etc)	−3
Missile attack at extreme range	−1 per fifth of normal range increase to maximum of −5.

* The attack is from either above or behind. It can never be both.

With the exception of the two marked with *, all Modifiers are cumulative. For example, a character with a Dexterity of 18 who attacked from behind and the foe was unaware of the attack would get +3 (Dexterity bonus) +2 (from behind) +2 (foe unaware): a total Modifier of +7!

COMBAT RESPONSES

There are various Combat Responses a superpowered character may make to an attack, though the character may choose to use none.

Only superpowered characters may make a Combat Response.

A character cannot make any Combat response if they were *surprised* by the attack.

Most Combat Responses use up the character's future Frames in advance. However, your character can only use up a maximum of their remaining Frames for the current Round and all their Frames for the next.

Your character may only elect to use one of the following types of Combat Response at any one time, though in certain circumstances as described under *Common Sense*, additional responses may be allowed.

Free Responses

All superpowered characters may make up to four Combat Responses in one Round against any Weapon Class 0 or Weapon Class 1 attacks at no cost in future Frames. Any additional responses to such attacks in the Round will cost 1 future Frame per additional response. The response times given in the details of the Combat Responses apply only to attacks other than Weapon Class 0 or 1.

Dodge

In between a blow *striking* your character and the Damage it does being determined, you may announce that your character is *dodging*.

A *dodge*, whether successful or not, takes as long to perform as the attack being *dodged*. Frames used to *dodge* are used in advance and are deducted from your character's future Frames.

To *dodge*, you roll 1d6 and add your character's Dodge Modifier. The higher your total, the better. The SS will then cross-refer the result with the Weapon Class of the attack being *dodged* on the *Dodge Table* in the *Supervisors Book* and tell you the result.

The possible results are:
    Total Failure
    Glancing Blow: both HTC and HTK damage are halved (with
      halves rounded down).
    Glancing Blow: (as above); *or Successful Dodge* which
      takes an *additional* future Frame.
    Successful Dodge: No damage is sustained.

Characters with Defence Class 1-3 cannot *dodge*.

DODGE MODIFIERS

Dodge Modifiers are gained as a result of Defence Class (see *Combat: Defence Class*) or as a result of a Superpower as detailed in the descriptions of the individual powers.

There may be other modifiers to the *dodge* roll which will be determined by the SS depending on the circumstances (for example, *dodging* large hand-hurled missiles).

Parry (Catch)

In between a blow *striking* your character and the damage it does being determined, you may announce that your character is *parrying*. This means that they will attempt to *strike* the oncoming attack with an attack form of their own. A *catch* is simply a *parry* of a missile attack by using a fist attack.

It takes as long to *parry* an attack as the attack itself takes. The Frames to *parry* are used up in advance and are deducted from the future Frames of the character, regardless of whether the *parry* is successful or not.

The success of the *parry* is determined by making a *strike* roll for the attack form being used to *parry*. Any Strike Modifiers are counted as normal (see *Resolving Physical Combat: Strike Modifiers*). The SS will cross-index your mode of *parry* with the attack type on the *Parry Table* in the *Supervisors Book*. This will give the score that you must equal or exceed with your *strike* roll to successfully *parry*.

A missile attack form cannot be used to *parry* a melee attack (eg a punch cannot be *parried* by firing an arrow!).

Energy Attacks (and similar) and Heavy Projectiles can only be *parried* by an *Energy Attack* or *Weapon Skill* with a Shield using the Shield in either Defence Mode or as a missile.

A *parry* using a melee attack form does not prevent *push-back* (see *Damage: Push-back*).

SUCCESSFUL PARRY OF MELEE ATTACK

If a melee attack is successfully *parried*, then the character *parrying* rolls the damage as normal for the *parry* as though it were an attack. The total for HTC and HTK is then combined. This grand total is then deducted from the damage for the *parried* attack, being subtracted from HTK first and then any remainder from HTC. Any damage not *parried* is sustained by the character.

> EXAMPLE:
> Solaris *dives into combat* and successfully *strikes* Firefox with his staff (a Two-handed Concussive attack). Firefox elects to *parry* using her *Oriental Martial Arts* Grade 2. She rolls an 11. The SS tells her that this has been a successful *parry*. The damage for Solaris' attack is rolled (2d6+6HTC and 1d6HTK +5 for the dive which Solaris elects to make HTC). For HTC, a 5 and 2 are rolled making 7+6+5, 18HTC; and for HTK a 5 is rolled. Firefox now rolls the damage her Grade 2 *Oriental Martial Arts* would normally inflict (2d6+6HTC and 1d6HTK). She rolls 2 and 3 for HTC making 5+6, 11HTC; and 6 for HTK. A grand total of 17. These are then deducted from the damage for Solaris' attack starting with the 5HTK. These are negated leaving 12 to be deducted from the 18HTC. Thus Firefox sustains only 6HTC from the attack thanks to the *parry*. However, since Solaris' attack took 1 Frame, Firefox has used up her next Frame in advance by *parrying*.

SUCCESSFUL PARRY OF MISSILE ATTACK BY MELEE MODE (CATCH)

If the successful *parry* of a Missile Attack is made by using a melee mode, then the damage is reduced as above.

If the attacker had hurled a large solid object (for example, the corner of a building) and the target successfully *parries*, and in doing so does more *HTK* than the entire hurled object can take, then it shatters and does no damage whatsoever, *OR*, if the character *parried* with a fist attack form, they can elect to have *caught* the hurled object so long as their Strength is sufficient to *throw* the object (see *Combat Options: Throwing*). If the object is not shattered (or caught), then the defender's *parry* damage is deducted from the damage the attack would inflict as normal.

If the Missile Attack is a large hand-hurled missile, eg a railway carriage, the target may attempt to *parry* only the section that would hit them by using the HTK of the *parry* to *destroy* the part that would hit them. Depending on circumstances, they may then avoid any damage whatsoever. The size of the hole they blast is determined by the HTK inflicted by the *parry* according to the *destroy* column on the *Object Table* (see *Combat Options: Lifting, Throwing & Tearing off*).

If the thrown object is a sentient being, it may be caught by a successful *parry* using a fist attack as above.

SUCCESSFUL PARRY OF MISSILE ATTACK BY MISSILE MODE

If a Missile Attack is successfully *parried* by Missile Mode, then the target takes no damage whatsoever (ie, the missile has been diverted from its course or exploded in mid-air).

However, if the Missile Attack is a hand-hurled Missile, the above only applies if the *parry* is made with an equal or larger sized hand-hurled missile. If not, then the *parry* is resolved in the same manner as for *Parry of Missile Attack by Melee Mode* above.

Autoparry

A *parry* may be made with an object (for example, a paving slab). This is an *autoparry*.

If your character chooses to put such an object between them and *any* attack, including *Energy Attacks*, then the attack is automatically *parried*. This means that the object will absorb a certain amount of the damage before it is destroyed. Your character will sustain any remainder of the attack's damage.

An *autoparry* does not prevent *push-back* (see *Damage: Push-backs*).

Response to Grab

Any normal Combat Response can be made to a *grab*, for example, *dodge, parry,*, etc.

Response to Being Lifted and Thrown

If an opponent successfully attempts to *lift* and *throw* your character, your character may respond immediately with any attack form, any appropriate Response to the *grab*, or by attempting to *grab* the opponent.

If you attempt to *grab* the opponent, you must make a *strike* roll. If your *grab* is successful, your character cannot be thrown.

A *grab* response takes 1 Frame which is used up in advance and is deducted from your future Frames.

An attack response uses up the appropriate number of Frames in advance, depending on the attack type. This response will only prevent the *throw* if it *stuns, staggers* or *hospitalises* the opponent, knocks them *unconscious* or causes *push-back* (see *Damage: Push-backs*).

Response to Grapple

Your character can attempt any of the normal Combat Responses against the initial *grab* attempts.

Once your character has been successfully *grappled*, however, they can only *dodge* or *resist*. The *grapple* is broken if a successful *dodge* is made.

If your character *resists*, then you roll 1d6 and add your character's Damage Modifier for Strength. The total is subtracted from the damage, real or 'theoretical', that the *grapple* would inflict. If the *grapple* does no damage as a result of this, then the hold is broken. If the *grapple* is being inflicted by a weapon, the character can *resist* in the same manner against the *grapple* and against attempts to drag them over or rip something from their grasp.

A victim who can *Fly* or Move carrying the weight of the *grappler*, may still do so.

Standing Firm

Only characters with Superstrength, *or similar*, can adopt this option which reduces the likelihood of any push-back *(see* Damage: Push-backs).

After a *strike* has been scored on the character, but before the damage dice are rolled, the character may elect to *stand firm*. This then increases their Push-back Threshold by +5 per grade of *Strength* as detailed in the *Superpowers* section.

Standing firm takes no time and therefore uses up none of the character's Frames.

Characters with a Superpower equivalent to *Superstrength*, for example, a *Cybernetic Strength Simulator*, can also adopt this option at the discretion of the SS, depending on the exact nature of their power and how it works.

Judo Throw

Only characters with Martial Arts *who elected to take the Judo Throw option may use this Combat Response.*

The Judo Throw may only be accomplished if the character attempting it has just been attacked by a melee attack form, but *before the strike roll* for that attack is made.

To attempt the Judo Throw, you must declare your character's intentions and then make a *strike* roll to *grab* hold of your opponent. If this *strike* is successful, then your character has *grabbed* the opponent and the actual Throw may be attempted.

Once the opponent has been grabbed, you then roll 1d6 and add any Strike Modifier due to Dexterity (ie +1 per point above 15). The SS then checks your score on the *Judo Throw* table in the *Supervisors Book* and tells you the result of your throw. The higher your character's grade of *Martial Arts*, the better the result is likely to be.

The possible results are:

> Throw fails (only possible if your character is *MA* Grade 1)
> Opponent is thrown and loses next Frame
> Opponent is thrown, loses next Frame and takes 2d6HTC and 1-3HTK.
> Opponent is thrown, loses next 2 Frames and takes 2d6HTC and 1-3HTK.

The entire Judo Throw takes 1 Action (1 Frame to *grab* the opponent and 1 Frame to Judo Throw them).

Using Superpowers

Your character can only use their Superpowers as a Combat Response to avoid damage from an attack if they have practiced it as a Superpower Refinement in the Campaign game (see *Campaigns: Refinements of Current Powers*).

This is not a *dodge* or *parry*, but the specific use of a character's Superpower in combat to avoid damage.

EXAMPLE: Birth of a Hero
The Skipper might wish to use his Teleport to momentarily disappear on the same spot, allowing incoming bullets to pass through without the Skipper being hit.

To avoid an attack in this way, you must roll 1d6 and add the IPP Rating of the Superpower Refinement and 1-3 (both are determined by the SS). If the total is 7 or more then the Combat Response was successful.

Depending on the exact circumstances, most such Combat Responses will usually use up 2 Frames in advance and avoid all damage if successful.

Common Sense

Various other Combat Responses will occur to you depending on the circumstances. It is up to the SS to determine how likely your character is to succeed. The most obvious example would occur if your character were knocked off the top of a building by a *Superstrong* punch. As a Combat Response between being hit and falling, your character could try to catch hold of the edge of the building. The SS must evaluate your character's chance of success, usually by specifying a *strike* roll to be made, with or without Modifiers, to reflect the difficulty of the response.

If a character is successful in making a Combat Response of this nature, it will usually cost the character 2 future Frames depending on the type of response and the circumstances.

It is impossible for these rules to cover every possible Combat Response. It is up to the SS to interpret any new ones that you may come up with.

DETERMINING DAMAGE

Whenever a successful *strike* is made, damage is done to the target. Damage is usually done to both HTK and HTC.

The amount done depends on the type of attack and is determined by die rolls. The damage inflicted in HTK and HTC is then deducted from the target's scores for these.

The damage inflicted by the various superpowered attacks is detailed in the *Superpower* descriptions. Others attacks are classified together with the damage they inflict and examples in the *Weapons* section.

Effect of Defence Class

Any character or object with a Defence Class of 1-3 takes neither HTC nor HTK damage from *any* WC0 or WC1 attacks or from attacks with bullets and knives.

Any character or object with a Defence Class of 4 takes no HTK damage from *any* WC0 or WC1 attacks or from attacks with bullets or knives.

Damage Modifiers

In addition to the damage inflicted by the weapon/attack, your character may have Damage Modifiers as stated in their Superpower and Attribute descriptions (eg +1 per Strength point above 15; a high-speed *dive into combat* with *Flight*, etc).

All Damage Modifiers are cumulative and may be added to HTC or HTK damage or divided between the two in any way at your discretion.

A Bonus (but not a Penalty) may only be partly used or not added on at all if you desire your character to 'pull their punches'.

Damage Dividers

Some Superpowers and the better Defence Classes give a *Damage Divider*. This reduces the damage received as follows.

First, the HTC and HTK damage the character should take is determined, including any Damage Modifiers. The total HTC damage is then divided by the target's *HTC Damage Divider*. Similarly, the HTK damage is divided by the target's *HTK Damage Divider*. All fractions are rounded *down*. The result is the damage actually taken in each area.

A Damage Divider only applies if it is a total of 2 or greater. If the Damage Divider is 1 or 0, then it has no effect.

Any *Energy Attack* (or similar) reduces both the target's HTC and HTK Damage Dividers by 2.

PUSH-BACKS

The basic Push-back Threshold is 20HTC. Some characters have a higher threshold level due to a Superpower (eg *Growth* and *Taller*). Any blow which *strikes* the character and does more HTC damage than the character's *push-back* threshold, or would have done if it had not been *parried* or affected by Damage Dividers, will drive the victim backwards.

For every 5HTC, or part thereof, above the character's threshold done by the blow, the victim is driven back 2 metres. If the victim is driven back into a solid obstruction, such as a wall, then they take a further 1d6HTC damage and may even be knocked clean through the obstruction.

There is also a chance that the victim may fall over and lose their next Frame.

An attack that causes *push-back* can cause characters to fail in feats that they can normally perform with no chance of failure. For example, characters with *Agility*, or *Wallcrawling* could be knocked from their perch.

INJURIES

Characters are injured if they suffer any HTC or HTK damage. Loss of HTC points is far less serious than loss of HTK points as shock damage is recovered far faster than physical damage.

HTC Injuries
RECOVERING HTC POINTS

Your character recovers any HTC points lost at the rate of 1d6 (plus/minus any Recovery Rate Modifier derived from their Vigour) per Round of inaction.

STAGGERED
If your character's HTC are reduced to one fifth of their normal total, then they are *staggered*.

A *staggered* character moves at half their normal Movement rate and attacks at −2 to *strike* until they have recovered.

STUNNED
If your character is reduced to one tenth their normal HTC total, they are *stunned*.

A *stunned* character cannot move and any attacks they may attempt are carried out at −5 to *strike*. They may get only 2 Frames per Round until they have recovered.

UNCONSCIOUS
If your character is reduced to 0HTC, then they are *unconscious* and remain so until they have recovered more than one twentieth their normal HTC total.

If your character is reduced to less than 0 HTC, their total is recorded as a negative amount. They recover at their normal rate until their HTC total reaches 0. At this point, you must roll 1d20 each Round. Once you roll *less* than your character's Vigour, your character can continue to recover normally. Until the roll is successful however, they remain on 0HTC.

Characters reduced below 0HTC can absorb a further amount of HTC damage equal to their Vigour. Any HTC damage inflicted over and above this becomes HTK. Heroes must consequently be careful to 'pull their punches' against weakened opponents.

AIDING RECOVERY
The recovery of HTC can be increased by the use of smelling salts, immersion in cold water, a tot of brandy, etc. Such aids add 2d6HTC immediately but can only be used once per recovery.

HTK Injuries
RECOVERING HTK POINTS

A character recovers HTK points lost at the rate of 1d6 (plus/minus any Recovery Rate Modifier derived from their Vigour) per hour of inaction.

HOSPITALISED
If your character's HTK are reduced to less than one tenth of their normal total, then the character must be *hospitalised* in order to recover.

Once in hospital, your character will recover 1HTK per day until they reach one tenth of their normal total after which they recover at the normal rate.

In a Campaign, *hospitalised* characters cannot gain any DUPs while in hospital.

TECHNICALLY DEAD
If your character is reduced to exactly 0HTK, they are *technically dead*, but may be revived by a kiss of life, electric shock treatment, etc, if it is administered rapidly.

DEAD
If your character is reduced to less than 0HTK, they are *dead!*

AIDING RECOVERY
Immediate first aid will cure 1d6 of HTK damage for any *injured*, *hospitalised*, or *technically dead* character. This must be administered by someone who is familiar with First Aid, for example a doctor, nurse or character with skills as a Surgeon.

WEAPONS

Only characters whose Superpowers specified a weapon may have one (eg *Weapon Skill, Cybernetic Weapon, Stunner*, etc).

Any character may hurl an object during combat so long as their Strength is sufficient (see *Combat Options: Throwing*).

Weapons are divided into different categories: *Concussive, Penetrative* and *Projectile* weapons. *Concussive* and *Penetrative* weapons are sub-divided into *One-handed, Two-handed* and *Hand-hurled. Projectile* weapons are all mechanically fired and are sub-divided into *Light* and *Heavy*. Each grouping does standard damage for that type, but individual weapons may carry a *dodge* penalty, be *parried* differently or affect Damage Dividers. The categories are listed below with the standard damage and some typical examples of each type, along with any notes on *dodging, parrying* or Damage Dividers. Any weapons not listed will be allocated to a type by the SS as required.

Special Notes on Weapons

Any weapon chosen for your character should be in keeping with the spirit of the comic-books. Superheroes do not run around armed with machine-guns or bazookas!

SHIELDS

Shields are weapons which can also be used in defence. Thus they can be used in three modes: melee, missile, and defence.

If a character has *Weapon Skill* with a shield in defence mode, any attacker *strikes* with a Modifier of −2 so long as the shield can reasonably be said to be in the way. (For example, the shield would not logically be in the way if the attack were from behind.) This Modifier is automatic regardless of whether the character elects to *parry* the attack or not.

SPECIAL WEAPONS

Some weapons have a range but are not missile weapons, for example, a bull-whip. Such weapons can only *strike* at targets no further away than 1½ times the range and no nearer than ½ their range.

LIGHT PROJECTILE WEAPONS

These weapons cannot be used in melee unless they are suitable.

No Damage Modifier (for Strength, etc) is gained on such light missiles.

Projectiles from a hand-drawn weapon (bow and arrow, etc), have a normal range of 40 metres. For each 5 points of Strength above 15 of the firer, the normal range is increased by 2 metres.

HAND-HURLED MISSILES

Hand-hurled missile weapons which are also balanced for melee (eg billy-clubs or shield), or those which are not designed or ideally suited to be thrown, have a range of 10 metres. Hand-hurled missile weapons designed to be thrown (eg boomerangs, spears, etc), or are aerodynamically suitable, have a normal range of 20 metres. For each full 5 points of Strength above 15 of the thrower (or, with objects *size* 4 or greater, for each full 5 points of Strength over and above that required to *throw* them), 2 metres may be added to the thrower's normal range.

EXTREME RANGE

All missile and projectile attacks can be used at extreme range (up to twice the normal range) with a Strike Modifier of −1 per fifth, or part thereof, of the normal range increase.

EXAMPLE: Birth of a Hero

Skipper has a Strength of 45 (*Strength* Grade 2). He wishes to pick up and throw a motorbike. From the Object Table, he needs a Strength of 21 to do this, which he has in abundance. He has 24 Strength points over and above this and so his normal range will be increased by 2 metres for every 5 points of this; an additional 8 metres in all. So his normal range would be 10 metres (a motorbike is not designed for throwing!) plus 8: 18 metres. If he attempted to throw it 30 metres, this would be an increase of four fifths of the normal range and would therefore suffer a Strike Modifier of −4.

DAMAGE FROM HAND-HURLED MISSILES

Damage Modifiers for Strength, etc, only apply to hand-hurled missiles weighing 1kg or more. Anything lighter, and the damage Modifier does not apply.

Weapon Types (NOTE: One-Handed Weapons take 1 Frame to *strike*. All other weapon types take 1 Action.)

CONCUSSIVE WEAPONS

One-Handed Concussive (Damage: 2d6HTC; 1d6−6HTK)

Examples	Special Notes
Fist/Foot	None
Cosh/Club/Blackjack	None
Shield	None
Weapon Haft	None
Gun/Rifle Butt	None
Bull-whip	Range 4m; −2 to *strike*; can *grapple*

Two-Handed Concussive (Damage: 2d6+6HTC; 1d6HTK)

Examples	Special Notes
Sledgehammer	None
Quarterstaff	None
Baseball Bat	None
Large Object used as Club	None

Hand-Hurled Concussive (Damage: 2d6+3HTC; 1d6HTK)

Examples	Special Notes
Any Object	All hand-hurled missiles do the
Billy Club	above damage: Damage Modifiers
Shield	(for Strength, etc) only apply to
Discus/Boomerang	those weighing 1kg or more.

PENETRATIVE WEAPONS

One-Handed Penetrative (Damage: 1d6HTC; 2d6HTK)

Examples	Special Notes
Knife/Dagger	None
Claws	None
Fangs	None
Ice-Pick	None
Hand-Axe	None
Broken Bottle	None

Two-Handed Penetrative (Damage: 1d6HTC; 2d6+3HTK)

Examples	Special Notes
Sword/Cutlass/Scimitar	None
Large Axe	None
Pickaxe/Scythe	None
Spear	None

Hand-Hurled Penetrative (Damage: 1d6HTC; 2d6+3HTK

Examples	Special Notes
Knife/Dagger	All hand-hurled missiles do the
Broken Bottle	above damage: Damage Modifiers
Throwing Axe	(for Strength, etc) only apply to
Spear/Javelin	those weighing 1 kg or more.

PROJECTILE WEAPONS

Light Projectiles (Damage: 1d6+3HTC; 2d6+3HTK)

Examples	Special Notes
Pistol	None
Shotgun/Rifle	None
Arrow/Crossbow Bolt	None
SMG/Assault Rifle	*Dodge* at −1
Laser	WC2; *dodge* at −2; *parry* as *Energy; Attack*; −1 to both Damage Dividers.
Blaster	WC2; *parry* as Energy Attack; −2 to Damage Dividers. Damage can vary.

Heavy Projectiles (Damage: 2d6+3HTC; 3d6+3HTK)

Examples	Special Notes
Bazooka	All Heavy Projectile Weapons are
Rocket	*dodged* at −3; *parried* as *Energy*
Shell	*Attack*; and reduce both Damage Dividers by 2. These attacks are usually WC2 at least.

VEHICLES

The SS will decide the rate of Acceleration and Maximum Speed for any vehicle. The Acceleration is the distance in metres that the vehicle's Movement can be increased by each Round until the Maximum Speed is reached. The vehicle can then Move at that Movement each Round. A vehicle is thus described in the form Acceleration/Maximum Speed.

The speed would be subject to the road and traffic conditions as described by the SS.

Note that Vehicle Movement is per Round. The distance can be subdivided depending on how many Frames per Round the driver has.

OTHER DAMAGE

The damage inflicted by falls, falling objects, and vehicles driving into characters will be determined by the SS according to circumstances.

BUILDINGS

The various components of buildings have HTK dependent on the type and structure of the building. The most common elements are the doors and walls.

Doors & Walls

Doors and walls will have HTK allocated to them by the SS, and possibly even a Defence Class. To smash through a door or wall, its HTK must be destroyed.

MAGIC ATTACKS

Your character can only make a Magic Attack if they have the Superpower *Magic* and only when the particular Spell requires it. They may, however, be the target of such an attack.

When your character is involved in a Magic Attack, either as attacker or target, you must roll 1d20 and add your character's Ego value to the result. The target also rolls 1d20 and adds their Ego value. If the attacker's total is greater, then the attack is successful.

MENTAL ATTACKS

Your character can only make a Mental Attack if they have a Superpower which requires one to be made (eg *Psi Powers*) and only when a successful Mental Attack is required for the use of the particular power. They may, however, be the target of such an attack.

A Mental Attack is made in exactly the same way as a Magic Attack (above), except that in some cases the target may *resist*.

Resisting Mental Attacks

A conscious target may elect to *resist* a Mental Attack. This must be stated before the dice are rolled. When *resisting*, the target gains +5 on their die roll but must use up their next 2 Frames in advance because of the concentration involved.

CAMPAIGNS

The preceding sections contain all the information that you need to play your character in a scenario. It is possible to play **Golden Heroes** as a series of completely unrelated scenarios, but, after a while, this may pall. Even if you are permitted to play more than one character, you will soon become fed up with being unable to develop your character who does nothing more than walk the streets looking for criminals to apprehend and take part in one-off slug-fests.

If you enjoy the one-off comic-book stories, then no doubt you will enjoy playing one-off scenarios. However, if you like your comics to fit into a self-coherent framework or universe, you will need to play **Golden Heroes** as a Campaign.

A Campaign is simply a series of scenarios that link together. The relationship between the scenarios might be that they involve thwarting a particular Supervillain or team of Supervillains in their various ploys to take over or destroy the world, and so on. Whatever the plot lines of the scenarios, it is important to remember that the principle links between each scenario in a Campaign are your actual characters.

In a Campaign, you will play the same character from one scenario to the next. This will allow you to develop and build up your character. Therefore, you will have to give some thought as to how your character spends their time between scenarios. Their secret identities, jobs and private lives will become a vital and integral part of the game.

In the following sections, you will find notes on these other aspects of your character. These will give you some guide as to the life your character leads, what their finances are, how they might be able to improve their powers and how the public reacts to them.

The SS has systems for adjudicating these in the *Supervisors Book*. It is not necessary for you to know how these systems work as they depend almost entirely on how you role-play your character and how you decide that they spend their time.

CHARACTER DEVELOPMENT

The most important thing when playing in a Campaign is the development of your character. The following pages provide notes on the systems by which characters develop, both as Superheroes and in terms of their personal life.

You must remember that your character is really two personalities: the Superhero and the ordinary, everyday secret identity of the character.

How you choose to role-play your character will determine the development most of the time, but events in the Campaign may also have an influence. It is up to you to role-play your character in a responsive way, depending on the situation. For example, if the character's mother has been kidnapped by a Supervillain, then the character is going to be pretty upset about this and might do something rash. You must role-play your character as you feel they would react to the situation.

Also, you should not forget that there are other (non-player) characters attached to your character. These should should be developed as well, though to a lesser extent, to help build up the world in which the characters live. You should help the SS in this. In a Campaign, you must flesh out your character. Are their parents alive? Where do they live? Does your character have a wife/husband or girl/boyfriend? Who are their close friends, their workmates, etc? The more information that you give the SS about your character, the more interesting the Campaign will be.

During the Campaign, you will have the most influence over the development of your character. Your character can concentrate their efforts on getting a better job, making their life more comfortable, or whatever else you feel that the character would be doing.

The following section details the Campaign Ratings. These are other areas in which your character must be rated. They can be used as a guide as to how your character may improve in a Campaign and will reflect any developments.

THE DAY UTILITY PHASE

In order to survive in the modern world, your character must devote some time each day to ordinary activities such as sleeping, eating, working, socialising and so on. For game purposes, each character is assumed to spend approximately the same time on such pursuits and this time is written off as being unimportant to the campaign. After all, the comics rarely give detailed accounts of the hero's day at the office.

All in all, therefore, your character will have only a limited amount of time which they can devote to heroics. *Day Utility Phases* (DUPs) represent the actual amount of time each character has per day to devote to such activities. As with combat *Rounds*, the exact length of a DUP may vary from day to day. Depending on circumstances, a character might be able to devote anything from a few minutes to half a day to fighting crime. On average, however, a DUP represents a handful of hours each day.

The scenarios played in each week occupy a certain number of DUPs for the characters involved. Any remaining DUPs can be devoted to other pursuits such as training, improving powers, developing scientific gadgets, anything that might improve any Campaign Ratings, etc.

DUPs are primarily the system by which your character can develop and improve.

At the end of each scenario, or series of closely linked scenarios, the SS will tell you how many spare DUPs your character has. Either then, or at worst before the next game session, you must inform the SS exactly how your character intends to spend those DUPs.

Allocation of DUPs

Once DUPs have been allocated to your character, you must decide how your character is spending them. They may be devoted to improving powers, ratings, detective ratings, status scores, or developing gadgets, patrolling, etc. These activities are described in the following sections.

You must tell the SS how your character intends to go about this, and the SS will evaluate the results. You should give general instructions as to what your character is doing, and the SS will then use them to work out what benefits and improvements your character gains, in what respect, and when they are gained.

CAMPAIGN RATINGS

Campaign Ratings are further attributes and characteristics that are required to flesh out your character. They may fluctuate from scenario to scenario depending on how you have been role-playing your character; the situation in the scenario; and how you have devoted any DUPs.

Initially, the SS will give you ratings for your character based on your Rationale. The SS will determine these from the rules in the *Supervisors Book*. During the Campaign, the SS will inform you of any change in these ratings.

You should use them as a guide to how your character could improve and as an indication of how to role-play your character's reactions in some situations.

Campaign Ratings are important since they affect the development of the individual characters. Most of them can be increased or decreased depending on your character's performance, but may also be influenced by events outside of your control. While your character is out saving the world, life will continue: a parent or loved one might be killed, a friend might stumble on your secret identity, etc. It is up to you to role-play your character's response, using any appropriate ratings as a guideline as to how your character is being affected and what you might be able to do about it.

FINANCIAL RESOURCES

What equipment your character can buy to supplement their starting equipment, what sort of medical care they can afford, how easily they can repair damaged equipment, and so on, is determined by what Financial Resources are available to them.

Financial Resource Level is rated on a scale of 1-10.

The monetary system in **Golden Heroes** is *Golden Pounds*. One *Golden Pound* is equivalent to one pound sterling. This is simply to enable you to easily realise the cost of any item that you might want for your character by relating it to the normal cost of that item. For example, a new TV might cost 400 Golden Pounds. However, it must be emphasised that money is a minor part of the game, and this system is designed so that you can handle this aspect quickly and simply. You should not become overconcerned with the finances of your character.

To begin with, the SS will determine the Financial Resource Level for your character depending on their Rationale and Background. The tables on this page give you a guide to the sort of life they are living.

EXAMPLE: Birth of a Hero
According to the player's Rationale, the Skipper is in reality M'shalla M'bualla, Ambassador of K'Wesoland. Since the player has said that K'Wesoland is a small foreign power, the SS decides that the character's initial Financial Resource Level is 5. This reflects the character's salary, as such. However, the character's life style, in this instance, would not be dependent on his salary but would be provided as part of the job. The SS, therefore decides that although the character has a Financial Resource Level of 5; his life style is equivalent to Financial Resource Level 8 in terms of facilities provided by his embassy.

Life-Style

The type of life your character leads obviously depends on their Financial Resource Level. The table below gives the sort of clothes, dwelling place, communications and transport that a character with the appropriate Financial Resource Level would naturally have available to them. They represent the sort of thing your character already has, and their use would involve no outlay from their Spare Cash. Obviously, a character has access to all those of lower Financial Resource Levels.

In some instances, a character may have a life-style that reflects a different Financial Resource Level since it is supplied as part of the character's job rather than from the character's own Financial Resources, as in the example above. In these instances, the SS will allocate the character a Financial Resource Level *and* a Life-Style Level.

Financial Resource Level Table

Financial Resource Level	Description	Spare Cash
1	Starving - always in debt	−10
2	On the breadline	0
3	Marginal	10
4	Average	30
5	Comfortable	120
6	Well-to-do	600
7	Eminent	3600
8	Affluent	25,200
9	Wealthy	201,600
10	Tycoon	1,814,400

Spare Cash & Saving

The Spare Cash figure represents the amount in *Golden Pounds* (*GP*s) that your character has spare each week *after* all living expenses, normal travel, etc, have been paid for.

A figure of up to ten times the Spare Cash can be raised for a one off transaction, ie, your character cashes some bonds, hocks a watch, or works overtime. When doing so, your character must devote 1 DUP (see *Day Utility Phases*) for each additional amount equal to the character's base Spare Cash.

If your character has no spare DUPs, then they cannot raise any extra cash. Obviously, characters with a Spare Cash of 0 or −10GP cannot raise any cash.

Your character may also save any Spare Cash left after any expenditure over and above their normal living expenses. It takes 1 DUP to withdraw any savings.

Obviously, your character can raise money by a mix of saving and raising cash.

EXAMPLE: Birth of a Hero
M'shalla, alias the Skipper, has a Financial Resource Level of 5 which means that he has 120GP of Spare Cash each week. He urgently needs to raise an additional 600GP. This is 5 times his base amount of Spare Cash per week, therefore he would need to devote 5 DUPs in one week to raising it. Presumably, cashing in some savings bonds.
  If he did not have any spare DUPs, he could simply cut out any additional expenditure and save the Spare Cash for each week. It would then take him 5 weeks to save the 300GP he needs.

Life-Style Table

Financial Resource Level	Dwelling	Transport	Communications	Wardrobe
1	Gutter/doss house	Foot	Grapevine	Rags
2	Hostel	Public transport	Letters	What they stand up in
3	Shared rented room	Bicycle	All postal services	Cheap working clothes
4	Own rented room	Moped	Telephone	Cheap casuals
5	Rented flat	Motorbike/second hand car	Long-distance telephone	Off-the-peg suits
6	Private flat/small house	Average new car/taxis	International telephone	Superior suits
7	Large private house	Limosine	Telex	Made-to-measure suits
8	Large private town house	Chauffeur-driven limosine	Standard with scrambler	Special design
9	Mansion	Private jet	Private with scrambler	Haute couture
10	Private estate	Private yacht, helicopter, etc	Private satellite system	Personal designer

Purchases

Your character may use their Spare Cash to make purchases, repair equipment, pay for the use of Material Resources, etc.

Whenever your character wishes to make a purchase of any everyday item, the SS will decide its cost and your character can buy it from their Spare Cash, or, if it is too expensive, save up for it or boost their Spare Cash by devoting DUPs to it.

In those instances where your character's gear needs repair, and special equipment or access to a Material Resource Level is required, an outline table of approximate costs is given below. The SS will determine the ultimate cost depending on the circumstances.

SPECIAL PURCHASE GUIDELINES

The following table indicates the cost of a one-off use of the different Material Resource Levels (see *Material Resources*) and repairs to gear.

One-off Use of Material Resource Level	Repairs to Gear	Cost (GP)
Materials: Level 2	Costume rips	10
Materials: Level 3	New costume	30
Materials: Level 4	Ammunition replacement	120
Materials: Level 5	Equipment rennovation	600
Materials: Level 6	Repairs to special vehicle	3,600
Materials: Level 7	Replace special vehicle	25,200
Materials: Level 8	Repair special building	200,160
Materials: Level 9	Replace special building	1,814,400

The price for a one-off use of a Material Resource Level represents the cost of the equipment *or* the cost of technicians with the specialist knowledge to use that level of Material Resources. Thus if your character had the knowledge to use a Material Resource Level of 7, but had no natural access to facilities of that level, the amount indicated is what it would cost them to buy access to those facilities. Similarly, if your character had neither the knowledge of nor access to a Material Resource Level, it would cost them the indicated amount for the access and the same amount again for the technicians to carry out the work.

UPKEEP

Some purchase might require expenditure in upkeep. For example, your character has a Financial Resource Level of 4 and decides to buy a second-hand car for 300 GP after saving up for 10 weeks; this would would involve them in additional expenses thereafter. Therefore your character's Spare Cash allowance each week will drop once they have bought the car to reflect the weekly expenses of running a car over and above what they would normally spend on transport. The SS will determine by how much your character's Spare Cash is to be reduced for the upkeep.

MATERIAL RESOURCES

Your character's Material Resource Level represents the facilities that your character already has or has access to *and* the actual character's technical know-how.

The SS will use it to determine how successful a character is going to be, or the costs involved, in building new special items/equipment to enhance their Superpowers (see *Improving Superpowers*.

The SS will use it to determine how successful a character is going to be, or the costs involved, in building new special items/equipment to enhance their Superpowers (see *Character Improvement: Creating Devices*).

Material Resources are rated on a scale of 1-10.

Usually a character's Material Resource Level will represent both the facilities that they have available and their know-how. However, depending on the Background and Rationale of the character, there may be instances where the character has greater knowledge than the facilities available to them or vice versa. In these instances, the character will be given two separate Material Resource Level ratings by the SS. One to indicate the equipment that they know how to use and the other to indicate the facilites that they have available to them. A guideline to what each Material Resource Level represents is given on the table below.

Material Resource Level Table

Material Resource Level	Description
1	None
2	A few simple tools (eg, screwdriver, hammer)
3	Complete basic tool set
4	Specialist (electric drill, electric saw, etc)
5	Basic scientific in one area
6	Basic scientific in several areas
7	Elaborate scientific in one area
8	Elaborate scientific in several areas
9	Institutional resources (eg power station)
10	Multinational (eg NATO early warning system

The table indicates the facilities which the character has available at no cost, and/or the level of Resources that they have the knowledge to utilise themselves. Any use of a Material Resource Level above their own will cost the character money, as indicated under *Purchases*.

Where one or several areas are indicated, these should be specified by you according to the Background and Rationale of your character.

EXAMPLE: Birth of a Hero
There is nothing in the Skipper's Background and Rationale to indicate anything special in this area. However, since he has a Financial Resource Level of 5, he starts with a Material Resource Level of 4. He has an electric drill, etc, and, presumably, a workspace in his garage at home.

However, in some circumstances, he may have access to specialists in his home country or through his embassy. This would not be for the development of any special gadgets for the Skipper, but only for work that could ostensibly be explained as part of his job as ambassador, for example, getting a secret message unscrambled or decoded, or having a soil sample analysed. The SS would determine the likelihood of this when needed.

PUBLIC STATUS

This is an indication of how popular your character is with the general public, how likely the authorities are to co-operate with your character, etc.

Public Status is measured on a scale of 5-30.

The SS will rate your character in five different areas which have relevance to their Public Status. These are then totalled to find your character's Public Status Rating.

The five different areas which the SS will evaluate are:

Backing

If the character is known to have the backing of the government or some large and respected commercial organisation, they are more likely to be accepted and trusted by the populace.

The ratings are:
1 - No backing
2 - Backing of local community group/authority
3 - Known to get on with police, etc
4 - Full backing of police, government department or large and respected commercial organisation
5 - Known to operate with complete government approval

Heroism

This is a measure of how close your character comes to the 'heroic' ideal as enshrined in the comic-books.

The ratings are:
1 - Anti-hero
2 - Vigilante
3 - Slightly suspect
4 - Regular hero
5 - A real goody-two-shoes

Public Relations

This reflects how much effort your character puts into making the public feel at ease. Do they help old ladies across the street; visit schools to give lectures on road safety; etc?

The ratings are:
1 - Hates the public and makes it obvious
2 - Ignores the public altogether
3 - Stand offish
4 - Shows general concern for the public
5 - Bends over backwards to give the right impression

Public Identification

This represents to what degree the public identify with your character.

The ratings are:
1 - Obviously not human (alien, mutant, android, etc)
2 - 'Different'
3 - Average
4 - One of the gang
5 - The person-next-door

Practice

This is the most important aspect of Public Status. Every adventure must have a Practice value from 1-10 assigned to it by the SS. The Practice value reflects the difficulty of that adventure and how likely the public are to hear about it. The adventure might span one or more scenarios.

Your character's Practice Rating will vary according to the following guidelines. If the Practice value of the scenario is *higher* than your character's current Practice Rating and the SS adjudges your character to have been *successful* in resolving that scenario, then the two are added together and halved for your character's new Practice Rating. If the Practice value is *lower* than your character's current Practice Rating and the SS adjudges your character to have been *unsuccessful* in resolving the scenario, then the two are averaged for the character's new Practice Rating. Halves are retained. Thus a character may have a rating of 6½. Any other fraction is rounded up or down to the nearest whole number.

Failure in an adventure with a higher Practice value than the character's rating or success in one with a lower Practice value will not affect your character's Practice Rating.

FINAL PUBLIC STATUS

Once all five areas have been rated, add the five ratings together to give a total ranging from 5-30 for your character's Public Status. The public reaction to the character is indicated by the table below.

Public Status	Public Reaction
5-10	Who?
11-15	Disliked/Resented
16-20	Accepted/tolerated
21-25	Popular
26-29	National figure
30	Legendary

The SS will use your character's Public Status to determine how likely the police and public are to co-operate, how likely Thugs are to flee at the sight of the character, etc.

DETECTIVE POINTS

These reflect how good your character is at investigating crimes, following up on leads, and so on. The more Detective Points your character has, the more likely they are to discover the vital piece of information which will lead to the secret hide-outs of Supervillains, etc.

Detective Points are rated on a scale of 5-30.

The SS will rate your character in five different areas which are important in the tracking down of criminals and the solving of crimes.

The five different areas to be evaluated are:

Methods

This reflects how your character goes about solving crimes.

The ratings are:
1 - Makes no effort in this area
2 - Occasionally looks for clues, questions witnesses, etc
3 - Average
4 - Conscientiously searches for clues, questions witnesses, etc.
5 - Does everything possible

Publicity

This is a reflection of how much attention the media pay to your character. The more the newshounds are following them, the less likely your character is going to be able to work secretly in detecting villains. Once again, this is rated on a scale of 1-5.

The ratings are:
1 - Every action receives a blaze of publicity
2 - Regularly reported in the news
3 - Average
4 - Only mentioned in exceptional circumstances
5 - Totally unknown

Approachability

This is a measure of how likely people with titbits of information are to offer them to your character. The more normal and human your character appears, and the more accessible they are, the more likely they are to receive information. This is rated from 1-5.

The ratings are:
1 - Shunned by everyone
2 - Occasionally approached by desperate individuals
3 - Average
4 - Receives fairly steady supply of information
5 - Gets hot tips from all over the place
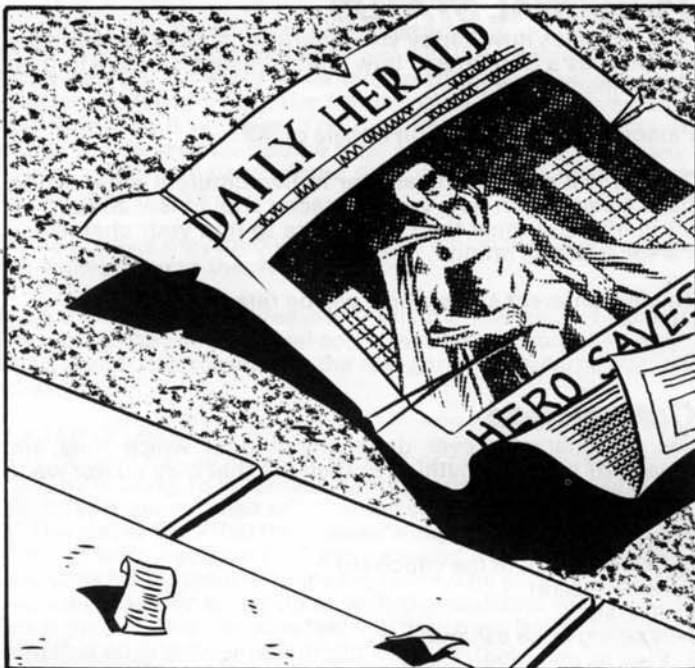
Power Use

Does your character have any Superpowers that would be useful in detective work and how effectively are they used?.

The SS will rate your character from 1-5 by assessing the usefulness of your character's powers and how effectively your character is using them in this area.

Contacts

This is *the* most important factor in solving crimes. The more Contacts your character has, the more likely they are to get relevant information and to know who to go to for it. This area is rated from 1-10, but it usually takes a lot of hard work to reach and maintain a rating of 10.

The ratings are:
1 - No contacts whatsoever
2 - Occasionally gets minor tips from one unreliable source
3 - Few minor contacts of variable degrees of reliability
4 - Few reliable minor sources
5 - Average - Several reliable sources of minor information
6 - Sources for almost all minor information and occasional major source
7 - Complete sources for minor information and several major contacts of varying reliability
8 - Several reliable major sources
9 - Many reliable major contacts within authorities or criminal world
10 - Has a total 'in' with either authorities or criminal world

FINAL DETECTIVE POINTS

Once the SS has rated your character in all five areas, add the five ratings together to give a total ranging from 5-30 for your character's Detective Points. The SS will use this rating as a guide to how likely your character is to recognise or know of villains and Thugs, how likely they will be able to trace their hide-out etc.

What the Detective Points indicate is shown on the following table.

Detective Points	Standing	Effects
5-10	Streets?	Waits for villains to come to them
11-15	Above it all	Depends on the media for information
16-20	Average	Follows up the odd lead
21-25	Worldly	Usually know what's going on in the underworld
26-29	Streetwise	Usually one step ahead
30	One of the gang	Knows who's who and what's what in the underworld

PERSONAL STATUS

This indicates how happy your character should be with their prowess as a Superhero; how well adjusted they are to their role in life; and so on.

Personal Status is rated on a scale of 5-30.

The SS will rate your character in five different areas which have a bearing on how your character should feel about their lot in life. You must then total these to find your character's Personal Status rating.

The five different areas which will be rated are:

Conscience

Has the character ever done anything of which they are ashamed? Is there anything in their life that they do not want others to know?

The ratings are:
1 - Real skeleton in the cupboard
2 - Minor secret
3 - Average
4 - Nothing to be ashamed of
5 - Pure as the driven snow

Expression

How good is your character at letting their hair down and getting all their worries off their chest? Do they have any close friends or family to confide in? Do they bottle up their feelings? Are they lonely? The Expression rating reflects all these aspects of a character's life and is rated from 1-5.

The ratings are:
1 - Total hermit with no friends or relatives
2 - Secluded introvert
3 - Average
4 - Out-going with plenty of close friends/relatives
5 - Totally well-adjusted

Public Response

This reflects the effect on your character of the public's reaction to them.

The ratings are:
1 - Spat on and vilified
2 - Mistrusted
3 - Average
4 - Popular
5 - Cheered wildly

Security

This is the most important aspect of your character's Personal Status and is rated from 1-10. It reflects their mental state and how secure they feel.

The ratings are:
1 - Paranoid/fatalist
2 - Extremely nervous and insecure
3 - Pessimist
4 - Why does everything always happen to me?
5 - Average
6 - Always looks on the bright side
7 - Quiet confidence
8 - Optimist
9 - Very confident
10 - Total self-confidence; believes no harm can befall them!

Success Rate

This is a reflection of how successful your character is in their crime-fighting activities.

This rating can range from 0 to 5 as it is simply the number of scenarios, out of the last five that your character took part in, in which the SS adjudges that they were successful.

FINAL PERSONAL STATUS

Once the SS has rated all five areas, add the five ratings together to give a total ranging from 5-30 for your character's Personal Status.

You should use this rating as a guideline as to how to role-play and develop your character. For example, if your character is jinxed, they might be nervous, depressed, insecure and possibly even develop some paranoid fears; while a confident character should be played as such, never giving up even in the worst situations.

The Personal Status ratings and their probable effects on your character are listed in the table below.

Personal Status	State of Mind	Effect on Character
5-10	Jinxed	Private life a mess
11-15	Uncertain	Private life unstable
16-20	Secure	Normal
21-25	Confident	Private life enjoyable
26-29	Total confidence in methods and principles	Feel that they can perform the impossible
30	Egomaniac	On top of the world

CHARACTER IMPROVEMENT

There are few comic book characters who have not improved their powers and abilities quite considerably since their inception. It is only fair, therefore, that you be given the option of increasing your character's powers and abilities. There are several ways of doing this, but most require hard work, time and money from your character. No character can expect to improve unless they work at it.

Improving Ratings, Attributes & Resource Levels

If you wish your character to devote spare time (DUPs) to such things, then your character can gain an increase in some of their Ratings, Attributes or Resource Levels.

It is entirely up to you to decide what your character is doing in their spare DUPs that might possibly benefit one or more ratings that you wish to improve. The notes on the individual ratings in the previous section should give you some idea of what actions might benefit what ratings. However, some ratings can only be altered by the way you role-play your character in individual scenarios or by other factors as indicated below.

HEROISM, PRACTICE & SUCCESS RATINGS

These can only be changed by your character's performance in particular scenarios.

PUBLIC RESPONSE & APPROACHABILITY RATINGS

These ratings are, generally, dependent on your character's Public Status rating and will not usually change unless that does.

MATERIAL RESOURCES

Material Resource Levels can only usually be gained by paying for them with Spare Cash.

OTHER CAMPAIGN RATINGS

Most other ratings can be improved by allocating DUPs to actions that you consider might be of benefit. These could be anything from lecturing in road safety in schools, hiring a private detective, having psychoanalysis, patrolling the streets, attending evening classes, to going out and having a good time. In fact, anything that you care to think up that you feel might help. You must tell the SS what your character is doing with their DUPs, and the SS will determine any benefits.

OTHER IMPROVEMENTS

You may devote DUPs to improvements in other areas, such as weight-training to improve Strength or special training to improve Dexterity, attempts to improve Financial Resources, practicing while on patrol, or anything else you might consider appropriate.

You must announce how your character is occupying any DUPs with regard to this. The SS will then secretly assess which ratings are likely to be increased, depending on what your character is doing, the likelihood of any improvement, and how long it will take. You may find that some improvements in this area take some time to be achieved, and if any improvement is gained, some time might have to be spent intially to maintain it.

Some practice may involve extra costs which the SS will determine according to the circumstances.

Note that attributes increased in this manner cannot exceed the highest possible natural score for that attribute (18). Anything above this comes into the category of a superpower, eg *Strength*.

EXAMPLE: Birth of a Hero
The Skipper has an Ego of 8. He wishes to improve this Attribute by visiting, in his secret identity, a psychotherapist. The SS rules that each visit will cost the character 20GPs.

The player finds that the Skipper's Expression and Security Ratings both increase by 1 after a while. However, after 20 sessions his Ego still remains the same. The player begins to wonder whether to continue with the sessions, but the SS adds that the Skipper does feel that they have been of benefit and that an improvement might be just around the corner.

EXAMPLE 2:
Anthony Starling, alias the indestructible Firefly, is on the Board of Directors of Swanlake Industries Inc. He has a Financial Resource Level of 8. He wishes to move up to the position of Managing Director (Financial Resource Level of 9). He does this by devoting DUPs to setting up a series of dummy companies which buy up all the loose Swanlake stock to give him a majority holding, if not an overall majority. Simultaneously, he starts wooing the daughter of the other major stock-holder in the hope of gaining support for Starling's take-over.

MAINTAINING RATINGS, ATTRIBUTES & RESOURCE LEVELS

Once your character has gained a new Rating or Attribute, some time and effort must be devoted to maintaining it to keep it at the new level. They must devote 1DUP per week for a number of weeks equal to the new rating score.

In addition, if the rating is one which affects scenarios, you should make the new rating obvious in the way that you play your character in those scenarios. If your character has just improved their Contacts Rating, for example, you should waste no opportunity in attempting to use those Contacts in the next scenario.

Creating Devices

Your character may invent and build new devices which are consistent with, or adjuncts to, any device or power that they already have. They can also pay for this to be done for them. A character with the appropriate skills may create a device for another character if they want.

However, only characters with an *Advantageous Background* as a scientist of the appropriate kind is capable of totally *innovative* research work (ie beyond the realms of known science). Material Resource Levels and any *Skills* only mean that your character might be capable of making it once it has been invented.

You must specify the details of the device required and the SS will assess how much it will cost and how long it will take to develop and build.

Once this has been done, so long as your character can afford it (determined by their Financial Resource Level) and is capable of developing and building it (determined by their Material Resource Level), then they can go ahead and build it.

The development of any device will normally take place in various stages such as research, design, prototype, production and testing. You may decide to omit any testing, but there will be a chance that the device will fail in action.

If your character possesses the completed design for a device, the blueprints must be kept somewhere safe to prevent enemies acquiring them and reproducing the device.

Once an item has been successfully completed,tested and produced only the production stage is usually required to reproduce that item.

The SS will also inform you what Material Resource Level is required to develop the device. If your character's Material Resource Level is high enough, they may do the work themselves. However, if your character cannot or does not wish to do the work personally, they may hire a suitable technician or scientist to do the work, this will cost Spare Cash. The SS will inform you as to how much the device is likely to cost if made in this manner.

Also, if scientists are hired, your character must be present for all testing stages and half the design stages. This means the allocation of the appropriate number of DUPs. If the character wishes to keep the blueprints, and to keep the technicians quiet, the technicians must be paid double.

B.M.

Physical Developments

This covers new Superpowers gained through training and practice. In general, the only new powers that can be gained in this way are those that could be described as *physical* abilities (no new *Energy Attacks*, mutations, etc). For example, a character with *Agility*, *Martial Arts* and *Animal Senses* could feasibly develop *Precision*.

You must tell the SS what your character is attempting to develop, how they are going about it, and how many DUPs they are devoting to it.The SS will then assess how likely the development is, how long it will take to develop, and will tell you of the cost of hiring any special equipment that might be needed for practice.

> **EXAMPLE 1:**
> Rockfist has *Superstrength*, *Larger* and *Tough Skin*. He wishes to develop powers in *Martial Arts: Pugilism*, naturally enough. The SS assesses the likelihood of this.
> Each week, the player states that Rockfist will devote 2DUPs to Patrolling and 2DUPs to Training in Pugilism. The SS tells him that the training facilities will cost 10GP per DUP of training: 20GP per week. Rockfist can afford this and so continues to train. After a few months he discovers that he has become quite proficient at *Pugilism*.

> **EXAMPLE 2:**
> Starqueen has *Psi Powers* and a *Personal Force Field*. For reasons of her own, she wishes to develop skills as a *Gymnast*. The SS assesses the likelihood of this.
> She decides to spend 1 DUP visiting schools in her area, 1 DUP, 1 DUP patrolling and 2 DUPs training in gymnastics in the first week. The SS states that the cost of the training facicities are 10GP per DUP. She can afford this, however, after consistently devoting 2 DUPs per week to training for two months, the SS informs her that she can only notice a slight improvement. She wonders whether she is really cut out for this sort of thing, as an improvement will obviously be a long, hard, and expensive, haul.

Refinements of Current Powers

This is probably the best way for your character to improve their powers. It covers such things as engaging multiple opponents with an *Energy Attack*, developing other uses and side-effects for your powers, using *Strength* to grapple and restrain rather than punch, improving *Probability Manipulation* or *Psi Power Transmutation* ratings, using *Speed* to improve Defence Class, or improving *Dodge Modifiers*, *Strike Modifiers* in *Parries*, or *Strike Modifiers* in combat, etc, by using combinations or refinements of your character's existing powers.

You must tell the SS specifically the details of the power improvement desired. The SS will then assess the likelihood, and how long it might take.

You must also specify how your character intends to do this and how many DUPs they are devoting to it. Your character may practice a Power Refinement while engaged in other appropriate activites, but you must state how they are to be combined.

However, your character does not actually gain the refinement, and cannot use it in scenarios, until the SS has stated that the refinement has been gained.

Since this type of training deals with the powers that your character already has, it is assumed that they already have the equipment needed to train with that power. Thus Power Refinements cost no money to develop.

Once your character has successfully acquired the Power Refinement, they must practice it for at least 1 DUP per week for a certain period in order to fix the improvement in their mind. If your character fails to practice for one of the weeks, they will temporarily lose the knack of using the refinement and must allocate 2 DUPs to practice the following week or else they will have to start the entire practice period again.

EXAMPLE 1:
Protector wishes to use his shield to bowl people over rather than just impact them. He has *Weapon Skill* with the shield and *Agility* so this might be a relatively easy refinement to gain.

EXAMPLE 2:
Windlord wishes to use his wings to develop a powerful wind equivalent to the wind that can be summoned by *Weather Control*. This is almost like a new power and will probably take some time to develop.

Special Cases

You may find in the course of a scenario that your character is trapped in some extreme predicament which means their death is imminent. In these instances, you may attempt to use one of your existing powers in a new way (exactly as detailed in *Refinements of Current Powers*). You must state exactly how you are attempting to save yourself, and the SS will assess your chance of immediate success. If you are successful in doing this, then you will have to devote all your DUPs to maintaining and practicing this new development until the SS informs you that it has become a permanent addition to your powers.

Your character might gain other powers and side-effects as a result of the machinations of some Supervillain. If any such instance should occur, you must devote all your character's DUPs to adjusting to this until the SS tells you otherwise.

HERO POINTS

Somewhere along the line, the SS may inform you that your character has gained some *Hero Points*. These may be added to or subtracted from any die roll that your character has just made or that an opponent has just made against you, at your discretion. Each *Hero Point* may only be used once per scenario. Thus if your character has 4 *Hero Points*, you could affect four die rolls by +1 or −1; one die roll by +4 or −4; or any combination inbetween. This reflects the ability of a true comic-book hero to perform really heroic acts because of their faith in what they are doing.

Once your character has gained Hero Points, they will have that number each scenario until the SS informs you otherwise.

BOUNTY HUNTERS

You may announce that your character is going to be a Bounty Hunter (ie they are going to capture crooks and hand them in for the reward money). However, it will only be of real financial benefit to those with high Detective Points as they are more likely to hear about and trace various crooks.

All characters who elect to be Bounty Hunters will suffer an immediately drop in their Backing, Heroism, and Public Identification Ratings, causing a drop in their Public Status, since Bounty Hunters are generally disliked.

It should be emphasised that comic-book Superheroes are rarely bounty hunters.

CONCLUSION

These rules are just the basic framework, it is up to you to flesh out your character fully, developing and improving them. You are completely free do devise new combat options and responses based on your character's Superpowers, new gimmicks, side-effects, etc. Anything goes. This is only issue 1 of **Golden Heroes**. The rest is up to you!

GENERAL NOTES

The descriptions given here are in the same order (alphabetical) as on the *Superpower Generation Table*.

Usually there is a general description followed by the details of the various Grades of the power. When a power is rolled, the character has Grade 1 of that power. Higher Grades are obtained by rolling the same power again or by upgrading the power using Power Rolls. Where no Grades are given, the power described is Grade 1 and no other Grades are available.

Some powers have been left vague in places to allow you and the SS to place your own interpretations on them during the rationalisation of your character. This permits greater individualisation of your *Golden Heroes*.

AGILITY

The character is unnaturally *agile*. They can walk tightropes, leap from tall buildings and use flagpoles to slow their fall, swing through the skies on a thread, etc. All things being equal, there is no chance of a character with Agility failing to accomplish any such feat.

Grade 1
The character can leap 4 metres without touching the ground in 1 Frame.

The character can also use some kind of aid (eg a lineslinger) to swing from building to building. One swing can cover a distance equal to twice their Movement taking 1 Frame, or four times their Movement taking 1 Action.

The character gains a Dodge Modifier of +2.

The character may *Swing* or *Leap into Combat* gaining a +2 Damage Modifier for that initial attack only. The swing or leap must constitute at least 4 metres. At the end of the swing or leap, a fist/foot attack can be delivered in 1 Frame which does 1d6HTK and 2d6+6HTC. However, the next Frame must be spent recovering.

Grade 2
As for Grade 1, *except*:

In 1 Action, the character can leap up to 8 metres without touching the ground, or make a series of 4 metre leaps up to their full Movement value for that time.

The character has a *Dodge* Modifier of +3.

ARMOUR

The character has protective equipment of some kind (usually a suit) which is made from a strong or resilient material (often metal). It reduces the amount of damage done to its wearer.

Grade 1
The character has Armour which gives a Defence Class of 4.

The Armour prevents all HTK damage from *any* WC0 or WC1 attacks or *any* damage from attacks with bullets or knives.

The Armour gives the character Damage Divider Modifiers of HTK/3 and HTC/2.

Grade 2
The character has Armour which gives a Defence Class of 3.

The Armour prevents any damage whatsoever from all WC0, WC1, bullet and knife attacks.

The Armour gives the character Damage Divider Modifiers of HTK/4 and HTC/3.

Grade 3
As Grade 2, except that the Armour gives a Defence Class of 2 and Damage Divider Modifiers of HTK/4 and HTC/4.

CHAMELEON ABILITY

Any character with this power can merge their body colour with that of their background by changing their hue, shade or pattern. A character with this power requires a costume of de-stable molecules.

If the character is in combat near a surface and adopts the same colouring and pattern as that of the background, their opponents attack with a Strike Modifier of −2 unless they have some means of detecting the character.

CLAWS

These are talons, claws or blade-like weapons which are either held in, attached to, or grow out of the hands and/or feet of the character.

Claws *strike* as fast as fists, that is once per Frame, and do 2d6HTK and 1d6HTC damage.

Claws are obviously more favoured by Supervillains than Superheroes.

CYBERNETICS

Characters with this power have a Cybernetic Device of some kind which has special properties. The possible properties are described below.

Advanced Players may design their own devices as long as the SS agrees with their effects.

Grade 1
The character has one Cybernetic Device determined at random by rolling 1d10 on the table below.

Grade 2
The character rolls twice on the table.

Grade 3
The character rolls three times on the table.

Grade 4 and Above
The character gets one additional die roll on the table for each additional Grade.

Cybernetic Device Table

Die Roll	Device
1	Bionic Arm
2	Computer Brain
3	Cybernetic Weapon
4	Glider Device
5	Hologram Projector
6	Hypnosis Device
7	Power Simulator
8	Power Booster
9	Cybernetic Controller
10	Player's Choice

Note: Some Devices may be *upgraded*: once a Device has been rolled, additional rolls may be used to upgrade that device or to roll again on the table. One upgrade of a Device costs one of the die rolls for the Device Table. Duplicated die rolls automatically upgrade the relevant Device if possible.

Description of Devices

BIONIC ARM

This gives the character Superstrength (as Superpower: *Strength*) but in that arm only.

Additional Grades can upgrade the Strength or make both arms bionic.

COMPUTER BRAIN

This gives the ability to perform complex calculations and to memorise information. The player may ask the SS to repeat old data on request.

Also for every Frame spent on analysis before *striking*, the character gets a +1 Strike Modifier, up to a maximum of 5.

Additional Grades give an additional +1 per Grade to the Strike Modifier per Frame of analysis, still to a maximum of +5.

CYBERNETIC CONTROLLER

This is a Device, typically a helmet, that allows the user to communicate with and control a specific type of creature/animal. The number of that type of creature that can be controlled depends on the size and attacking capabilities of the creature(s). En masse, the controlled creatures can only deliver the equivalent of a One-Handed Concussive or Penetrative attack. Thus, typically, the Device might allow control of 1 Wolf, or 1 Eagle, or several small birds, or an army of ants. The player must specify the type of creature to suit the character. the creature may even be an alien life form, as long as it conforms to the above requisites.

When under control, all controlled creature(s) have only 2 Frames per Round and can only follow simple instructions. Communication is both ways, so that the character is aware of what the creature perceives from its natural senses.

The next additional 'Grades' doubles the numbers of the creature that can be controlled, or allows control of a creature that can deliver the equivalent of a Two-Handed Concussive or Penetrative attack.

For each additional 'Grade', the number of creatures is increased by the base number.

CYBERNETIC WEAPON

The player decides the nature of the weapon so as to suit the character's other powers. Heroes will generally have a concussive type weapon.

Any Cybernetic Weapon does the normal damage for its type with an additional +5HTK and +5HTC. If it is a throwing weapon, it will return to hand in 2 Frames.

Additional Grades mean that a second weapon may be taken, eg a throwing weapon and a hand weapon.

GLIDER DEVICE

This Cybernetic Device, typically a cape, allows the character to glide at 10 metres per Frame provided they started with some initial momentum or height. After 20+4d10 continuous Frames of Gliding however, the character must either gain height in some way, a thermal air current for example, or land.

The character may *Dive into Combat* gaining +2 Damage Modifier for that initial attack only. The dive must constitute a Move of at least 4 metres. At the end of the dive, the character may deliver a fist/foot attack which does 1d6HTK and 2d6+6HTC damage and takes 1 Frame. However, the next Frame must be spent recovering.

Although slower than flying, Gliding Devices are small, quiet, and easy and cheap to maintain.

An upgraded Device would have some automatic method of maintaining or achieving height.

HOLOGRAM PROJECTOR

This can project a 3-D image of anything that the user has had time to prepare a holographic image of. The images are typically about the size of 5 humanoid figures, or a car, and can be projected anywhere within a range of 6 metres.

Additional Grades can project moving images, double the size of projected images, or increase the range by 6 metres per additional 'Grade'.

HYPNOSIS DEVICE

This Device operates in the same manner as the Superpower: *Magic, Hypnosis Spell* in all regards except that it costs no Magic Points to initiate or to maintain. The 'Ego' of the Device for the Mental Attack is 10.

Additional Grades increase the 'Ego' of the Device by 2 per 'Grade'.

POWER BOOSTER

This is a Device that boosts another Superpower that the user has. It may upgrade that power by one Grade, or experienced players may choose to add 'colour' to an existing power. For example, a character with *Weapon Skill* who uses a sword could have a cybernetic 'shocker' built into the hilt that delivers an additional 1d6HTC, or a Bowman might have special arrows such as 'Stun' or 'Gas' arrows.

POWER SIMULATOR

This Device simulates another Superpower for the user. The Superpower simulated is rolled at random on the Superpower Generation Table. A Device is then chosen to provide the Superpower rolled. For example, if *Strength* is rolled the device could be Power Armour or an Exoskeleton; or *Chameleon Ability* might be provided by a Fibre-Optic Suit, etc.

Additional Grades either upgrade the simulated power or provide another power rolled at random at the player's choice.

ENERGY ATTACK

Characters with this power are able to discharge energy in a way which is harmful to their enemies. Roll 1d10 on the Energy Attack Table below to determine the type of Energy Attack that the character has.

Advanced Players may devise their own Energy Attack type, but any side-effects must be agreed with the SS.

All Energy Attacks have a normal range of 20 metres and an extreme range of 40 metres. They are all Weapon Class 3.

All successful Energy Attacks reduce both the target's Damage Dividers by −2 against the damage from the attack.

Energy Attack Table

Die Roll	Energy Attack
1	Cold/Ice
2	Heat/Flame
3	Electricity/Lightning
4	Sonic/Ultrasonic
5	Plasma
6	Vibration
7	Nuclear
8	Light/Laser
9	Cosmic
10	Player's Choice or other

Grade 1

The character can do up to 15d6 damage over 5 Rounds. The damage for each individual attack must be divided between HTC and HTK so that there is no more than 2 dice difference between them.

No more than 10d6 can be discharged in any one Action, so the most powerful Energy Attack the character could make would be 6d6 to HTK or HTC, and 4d6 to the other. The character must specify the power of the attack and how the dice are to be allocated before rolling to *strike*.

After 5 Rounds, the character automatically recharges back to 15d6 of potential power for the next 5 Rounds.

Grade 2

As Grade 1, but the character has 1d10 more dice of Energy to discharge over the 5 Rounds. The d10 should be rolled immediately, and the result recorded. This is the additional power that the character always has.

The character may also elect to have the *Energy Immunity* Superpower of the same type as the character's Energy Attack at the cost of one additional Power Roll.

Grade 3 (Experienced Players Only)

As Grade 2, but with an additional trick or gimmick.

In addition to the gimmick, if the character already has Energy Immunity, Energy Reflection of the same energy type may be taken at the cost of one additional Power Roll.

Some possible gimmicks are:

1: Area Effect

The Energy Attack can be formed to cover certain specified areas of nine 2mx2m squares. 1-3 (½d6) of the following patterns are gained per Grade above 2. The back of the last square is at the 20 metre range mark and the arrow indicates the direction of fire:
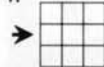
i: ii:
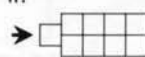
iii: iv:
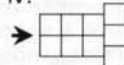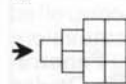
v: vi:
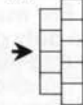
Note: The depth of the area along the line of fire is subtracted from the range.

All targets in the area are engaged equally unless there is an object or other target between them and the firer which is not *struck*, successfully *parries* the attack, or can take all the damage without dropping. Only one *strike* is made and applies to all targets, thus if they have different Defence Classes, some may be *struck* and others missed. Similarly, the damage is rolled once only, and applies to all those sucessfully *struck*. Any targets behind one that is not *struck*, successfully *parries* the attack, or can absorb all the damage are shielded.

For example, Visor fires a type iii area effect blast along a line of thugs. Visor rolls to *strike* once and scores enough to hit any 1 thug. As none of the thugs can take all the damage, none of the rear ranks are shielded by those in front, so they all drop.

Area Effect (i) can represent a blast area, if desired, with damage originating from the centre square.

2: Quick-Blast

Attacks of up to 7 dice take only 1 Frame.

3: Manifestations

The character can produce helpful side-effects and manifestations depending on the type of energy, for example an ice chute to speed movement.

4: Push-Back

The attack causes a Push-Back on a damage threshold of 5 less than normal.

5: Dual Blast

One additional target within 6 metres may be engaged. Energy expenditure cannot exceed 10 dice as normal and all dice used must be split. For example, Visor fires a 4 dice HTC and 2 dice HTK blast at two foes. Visor splits the blast to do 2 dice HTC and 1 die HTK to each foe. Each attack is rolled separately.

6: Extra Range

The normal and extreme range of the character's attack is doubled.

7: Improved Weapon Class

The character's Energy Attacks are Weapon Class 4.

8: Improved Damage

The attack reduces the target's HTK *and* HTC Damage Divider by 3 against the damage received from the attack.

9: Hi-Power Blast

The character can discharge up to 15d6 in any one action.

10: Location

The character can emit energy from different parts of the body such as eyes and hands.

ENERGY IMMUNITY

The character's body or equipment gives immunity to one type of Energy Attack and cannot be harmed in any way by such Energy. Players roll 1d10 on the Energy Attack Table to determine the type of Energy.

ENERGY REFLECTION

The character may reflect a certain type of Energy back to its source. Roll 1d10 on the Energy Attack Table to determine the type of Energy that the character can reflect.

If the character is attacked by that form of Energy, and elects to *parry*, it is done automatically and the character takes no damage from the attack. In addition, the Energy is reflected back at the attacker as long as the character knows the source of the attack. A successful *strike* roll means that the reflected Energy Attack has struck its source. *Parrying* the attack takes 1 Action and the reflection takes an additional 1 Frame to reach its source.

FIELD MANIPULATION

With concentration, the character can detect displacement within certain fields and can cause minor fluctuations within them. This can give the character various 'minor' powers or side-effects. For example, a character with Magnetic Field Manipulation could detect the approach of a sizable amount of metal.

The type of Field Manipulation is determined at random on the table below.

Grade 1
The character can manipulate 1 field determined by rolling 1d6 on the table below.

Further Grades (Experienced Players Only)
An additional Grade would give greater control over the Field Manipulated. The SS should determine the effectiveness of such control.

Field Determination Table

Die Roll	Field
1	Dimensional
2	Electric
3	Gravity
4	Magnetic
5	Molecular
6	Temperature

Description of Fields

DIMENSIONAL

The character can control Dimensional Fields within 20 metres causing objects and people to appear two-dimensional, or even multi-dimensional, and creating false perspective.

All within the area of effect become *disorientated*. Disorientated characters receive a Strike Modifier of −4 and when attempting to Move, do so in a random direction. The character is exempted from this effect but must exert full concentration to maintain the effect. One other character may be exempted from the effect.

ELECTRIC

The character can 'control' electrical devices within 20 metres causing them to malfunction, cease or to operate under the character's guidance. For example, the character could take control of an enemy robot, etc.

If there is an electrical source within range, the character may cause it to 'short' to any target doing 1d6HTK and 1d6HTC as an Electrical Energy Attack, needing no *strike* roll.

GRAVITY

The character can affect the Field of Gravity within a range of 20 metres. Gravity may be increased or decreased in one specific location of 4 square metres (a 2 metre square). For example, the gravity could be reduced where the character is standing so that the character could leap straight up to a desired height. Increased gravity could cause structures to crumble under their own weight.

For each full Action of concentration, the current Gravity Field in the selected area can be either halved or doubled. To maintain the chosen gravity in the selected area takes full concentration.

Any character caught in an area of double gravity has only half their normal number of Frames per Round.

At four times normal gravity, anyone caught in the area cannot move or act and will black out (effectively falling to 0HTC) unless they roll 1d20 and score equal to or less than their Ego value.

The same applies at eight times normal gravity, except victims add 10 to their die roll for blacking out.

Any increase in the gravity beyond this and anyone in the area automatically blacks out.

Once concentration stops, gravity will return to normal at twice the rate it was increased. Victims who had blacked out will regain consciousness (back to previous HTC) once gravity is back to normal.

MAGNETIC

Within a range of 20 metres, the character can influence the Magnetic Field to a certain degree.

Loose metal objects, up to 25 kg in weight, may be drawn toward an enemy doing a total of 2d6HTC damage with no *strike* roll needed but taking 1 Action to perform. Similarly, metal objects, up to 25 kg in weight, may be repelled by the character but if they are repelled so as to try to hit an opponent then, in this instance, a *strike* roll must be made.

Characters may also repel themselves from metal surfaces, in effect *Leaping Grade 1*, etc.

Minor feats may be accomplished in 1 Frame.

MOLECULAR

The character can manipulate the fields of attraction between molecules in a specific object within a 6 metre range.

Only molecules of inanimate objects can be affected. Living beings or innanimate molecules within a living being cannot be affected (eg the air in a being's lungs, or the cybernetic component of an enemy's body).

The character *can* cause small amounts of gas or liquid to solidify, can form a shield of solid air decreasing their Defence Class by 1, solidify air or water enabling them to walk on the air or water, etc.

The character can similarly destabilise small objects or parts of larger objects: a door, or part of a wall, could be destabilised to dust, for example. The character can perform such minor feats in 1 Frame. Part of a beam could be destabilised so that a section falls on an enemy. Such attacks take 1 Action to perform and inflict a maximum damage of 2d6HTC.

TEMPERATURE

The character can manipulate the temperature field within a chosen 2 metre square within 20 metre range.

The temperature can be increased so as to dehydrate a creature, or lowered to freeze it, for 2d6HTC damage per Action that the effect is maintained. Full concentration is required to maintain the effect and no other actions may be performed during that time. Damage Dividers, DC and Force Fields are no protection against this attack and full damage from the 2d6HTC always accrues. Only Energy Immunity against the relevant attack offers protection.

FLIGHT

The character can fly by some means that should be chosen to be compatible with the character's other powers.

The character can usually fly carrying anything that their Strength allows them to *lift* (see *Combat Options: Lifing*), but this depends on the Rationale of how the character flies and will be adjudged by the SS.

The character can fly at any distance above the ground depending on prevailing circumstances (height of breathable atmosphere, etc).

Grade 1
The character can fly and manoeuvre at a rate of 15 metres per Frame in combat situations. In long, relatively straight flight, they can accelerate by 1 metre per Round to a maximum speed of 17 metres per Frame (approximately 112 kilometres per hour).

The character can do a *High Speed Dive into Combat* gaining a +5 Damage Modifier for that attack only. The dive must constitute a Movement of at least 4 metres. At the end of the dive, a fist or foot attack may be delivered doing 1d6HTK and 2d6+6HTC damage taking 1 Frame. However, the next Frame must be spent recovering.

Grade 2
As for Grade 1, except the character can fly and manoeuvre at a rate of 20 metres per Frame in combat situations. In long, relatively straight flight, they can accelerate at a rate of 2 metres per Round to a speed maximum of 30 metres per Frame (approximately 200 kilometres per hour).

Grade 3
As above, except the character can fly and manoeuvre at a rate of 25 metres per Frame in combat situations. In long, relatively straight flight, they can accelerate at a rate of 40 metres per Round to a maximum speed of 185 metres per Frame (approximately 1200 kilometres per hour - just breaking the sound barrier).

Grade 4
As above, except the character can fly and manoeuvre at a rate of 30 metres per Frame in combat situations, accelerate by 80 metres per Round, and can achieve escape velocity.

FORCE FIELD

These are areas of energy created by the character in some way to ward off attacks.

Grade 1
The character has one type of Force Field determined at random by rolling 1d6 on the table below.

Grade 2
The character has two types of Force Field determined by rolling 1d6 twice on the table below, rolling again in the event of duplications.

Additional Grades
(Experienced Players Only)
For each additional Grade, the character may have one additional type of Force Field, determined at random. Ignore duplications and roll again.

Force Field Determination Table

Die Roll	Force Field Type
1	General Force Barrier
2	Personal Force Barrier
3	General Force Wall
4	Personal Force Wall
5	Personal Force Shield
6	Player's Choice

Description of Force Fields

GENERAL NOTES

A individual character's particular Force Field is *always* of the same power, determined as described under the types below. The result should be noted on the Character Sheet as the power of that character's Force Field.

All Force Fields only protect from Physical Combat attacks (that is attacks that would inflict HTK and/or HTC damage). Other attacks (some *Magic Spells* and *Psi Powers*, etc) may pass through in either direction.

A character with a Personal type Force Field and *Energy Attack* may launch the attack from within the Force Field. Personal type Force Fields do not prevent *Push-back*.

All Force Fields are Defence Class 10 when attacked.

Any excess HTK damage and HTC damage from an attack that destroys a Force Field is dissipated and has no further effect.

GENERAL FORCE BARRIER

This can take 3d6HTK damage and any amount of HTC damage. If the HTK damage done to the Barrier in one Action exceeds its HTK, the barrier is destroyed immediately and will have no effect on any further attacks. Any lesser damage done to it is recovered automatically between Actions.

Once the barrier is destroyed, the character must concentrate for 1 full Action to be able to reform it.

The General Force Barrier can be created anywhere within 6 metres. It will cover an area of about 8 square metres and can be shaped into a rectangle or slightly curved. Greater distortions are possible with training. Concentration must be maintained as it will disappear as soon as the character stops concentrating. The character may do nothing else while maintaining a General Force Barrier.

PERSONAL FORCE BARRIER

This is as the General Force Barrier except that it comes into existence about 2cm from the character and moves with them. It takes 1 Action to create or switch off, but requires no concentration to maintain.

PERSONAL FORCE SHIELD

This absorbs the first 4d6 points of damage of an attack. The 4d6 are deducted from HTK first, any remainder is then subtracted from HTC. Force Shields are never destroyed. They come into existence 2cm from the character and move with them. They require 1 Action to create or switch off, but can be maintained without concentration.

GENERAL FORCE WALL

This can take 5d6HTK before being destroyed. Until then, it completely protects those inside from HTC and HTK attacks. All the HTK damage to destroy it must be done in 1 Action as the wall can regenerate lesser damage between Actions.

Once the General Force Wall is destroyed, the character cannot regenerate it for a period equal to 1 hour for each HTK that the Force Wall has.

The General Force Wall can be created anywhere within 6 metres and covers an area of about 8 square metres. It can be shaped into a rectangle or slightly curved. Greater distortions are possible with training. Concentration must be maintained as it will disappear as soon as the character stops concentrating. The character may do nothing else while maintaining a General Force Wall.

PERSONAL FORCE WALL

This is as the General Force Wall except that it is formed about 2cm from the character and moves with them. It takes 1 Action to create or switch off, but requires no concentration to maintain.

GROWTH

The character may grow, at will, to up to twice their normal height and mass in 1 Action.

In giant form, the character has 1d6 more Strength and 1d6 more Vigour points, and thus an extra die of HTK and HTC for each additional point of Vigour. Also, the character's movement is increased by 50%. These increases should be diced initially and recorded on the Character Sheet. They are the permanent statistics for that character when in giant form.

All damage done to the character in giant form are deducted from the additional HTC and HTK for giant form first. Shrinking and then regrowing will not heal those wounds. These will heal in the normal manner as described under *Combat Damage: Injuries*. Thus if the character has an additional 23HTK in giant form and takes 15HTK damage, shrinking and regrowing will still leave them with only an additional 8HTK in giant form, though their HTK in normal form are still intact.

The character may *'Grow' into Combat*, gaining +4 Damage Bonus for that attack. A fist attack may be delivered at the conclusion of this doing 1d6HTK and 2d6+6HTC and taking 1 Frame. However, the next Frame must be spent recovering.

In giant form, the character gains a Modifier to their Push-back Threshhold of +5.

This power requires a costume of destable molecules.

HEALTH

The character has unnaturally good or unusual health or recuperative powers.

Grade 1
Roll 1d6 on the table below to determine the nature of the character's power.

Additional Grades
For each additional Grade, the character has an additional Superhealth type rolled at random on the table. Duplications are ignored and the die rolled again.

Health Type Table

Die Roll	Type
1	Disease/Radiation Immunity
2	Environmental Survival
3	Fast Recovery
4	Regeneration
5	Toxin Immunity
6	Player's Choice

Experienced Players
Experienced players may devise their own variations as long as the SS is in agreement with their effects.

Description of Health Types

DISEASE/RADIATION IMMUNITY
The character is immune to diseases and radiation. Particularly virulent and alien strains will have a minor effect, but only on the first time that they are encountered.

ENVIRONMENTAL SURVIVAL
The character has the ability to survive in an unusual environment by the nature of their breathing. This should be chosen to suit the character's other powers.

For example, a character could be able to hold their breath for long periods (compatible with *Strength*, etc) and/or possibly resist vacuum or high pressure (compatible with *Tough Skin*, etc); breathe in rarified air and/or have no need for air whatsoever (compatible with higher Grades of *Flight*; breathe underwater; etc.

FAST RECOVERY
The character has an unnaturally fast Recovery Rate. Instead of recovering at the normal rate, the character regains HTC at the rate of 1d6 (plus/minus any Modifier due to their Vigour) per Action and HTK at the rate of 1d6 (plus/minus any Modifier due to their Vigour) per half-hour of inaction.

REGENERATION
The character recovers HTK damage at the rate of 1d6 per Action of rest.

TOXIN IMMUNITY
The character is immune to poison. Exotic and alien poisons have a reduced effect, but only the first time they are encountered.

HEIGHTENED SENSES

One or more of the character's senses is developed to an unnatural degree or has some additional property.

Grade 1
Roll 1d10 on the table below to determine the nature of the character's Heightened Sense.

Additional Grades
For each additional Grade, the character has one additional type rolled at random on the table below. Duplications are ignored and the die rolled again.

Heightened Sense Table

Die Roll	Type
1	Animal Senses
2	Animal Senses
3	Enhanced Sense*
4	Enhanced Sense*
5	Radar Senses
6	Choose or Special†

* Roll 1d6 on Sense Subtable 1.
† Roll 1d10 on Sense Subtable 2.

Sense Subtable 1

Die Roll	Type
1	Hearing
2	Sight
3	Smell
4	Taste
5	Touch
6	Choose or other

Sense Subtable 2

Die Roll	Special Sense
1	Infra-red Vision
2	Microscopic Vision
3	Sense Emotions
4	Sense Energy
5	Sense Energy Fields
6	Sense Field Manipulation
7	Sense Life
8	Sense Magic
9	Sense Psionics
10	Player's Choice or other

Experienced Players
Experienced players may devise their own variations, for example a heightened sense of balance, as long as the SS is in agreement with their affects.

Description of Sense Types

ANIMAL SENSES
The character has normal senses, but they are all very acute. The character can follow a spoor, hear a twig crack at 50 metres or spot a leaf moving in a thick bush. Such a character is virtually impossible to surprise and therefore can never be caught unawares by an attack.

RADAR SENSE
This is similar to the sonar ability of bats. It permits the character to perceive anything within 40 metres in a 180° arc (ie, they can scan in front or behind, but not both at the same time). Although the ability will allow the character to operate normally and strike with no penalty in pitch darkness or against Invisible opponents, etc, it is not infallible. Like vision, it can 'overlook' people or objects in plain view if they are motionless and and the character is not concentrating. It can also be 'scrambled' by some sound-based Energy Attacks.

HEARING
A character with Superhearing can do things such as hear a fly breathing 10 metres away, providing there are no loud distracting noises nearby. Characters can be identified by their distinctive heartbeats, villains can be kept track of in the dark or smoke, etc. When fighting enemies in a disadvantageous position due to vision deficiencies (dark, Invisible, Chameleon Ability, etc), the Superhearing halves the normal strike penalty for that situation (fractions rounded down).

SIGHT
This is in effect Telescopic Vision. The character can see anything which is not beyond the horizon in great detail, so long as the view is not obstructed.

GLEN|ORAN '84

SMELL
A character with Supersmell can identify friend from foe by their smell, can track villains by scent, tell where people have been and who they have met within the last 24 hours by the scent on their clothes, detect the presence of poisons and toxic gasses, etc. Basically, anything a highly trained bloodhound can do, only better.

TASTE
The character has an extremely sensitive sense of taste. They can detect poison in a substance before swallowing it, tell how many grains of salt are on a piece of food and even identify chemicals by taste alone.

TOUCH
The character has enhanced touch. They can 'read' a newspaper by touch or feel microscopic cracks in surfaces, etc.

INFRA-RED VISION
The character can 'see' in circumstances where normal sight would be useless, by means of heat emission from objects and people. The character could keep track of enemies in the dark, or through smoke, detect characters who have the Skill to Hide in Shadows or have Chameleon Ability or Invisibility, etc. In these instances, the character would not suffer the strike penalty for that situation when attacking such characters.

Infra-Red Vision also acts as a limited form of X-Ray vision in that people close behind light cover (bushes, doors, etc) within 10 metres in line of sight, can be detected.

Note that characters with Infra-Red Vision may be temporarily 'blinded' in certain circumstances, for example by a powerful heat source.

MICROSCOPIC VISION
The character can see minute particles in great detail close up. They can also 'see' basic structural flaws in the external material of objects, robots, Cybernetic Devices, etc. When attacking an opponent in this category, so long as 1 Action has been spent examining the target in microscopic detail, the character scores a critical hit on a 19 or 20.

SENSE EMOTIONS
The character can sense the immediate surface emotions of any creature within 20 metres.

SENSE ENERGY
Within 100 metres, the character can sense the use of one specific energy type rolled at random on the Energy Type table in Energy Attacks.

SENSE ENERGY FIELD
The character can sense the layout (only) of any energy field within 20 metres, for example, the layout of electrical wiring in a device or room. Naturally, a magnetic field would change its pattern with any interference, so the character could sense the change, but not the cause.

SENSE FIELD MANIPULATION
The character can sense the use of Field Manipulation within 100 metres. The type of Field Manipulation that can be sensed should be rolled at random on the Field Manipulation table (see Field Manipulation).

SENSE LIFE
The character can sense any life forms within 100 metres, or in a specific area within that range. The number and exact position can be sensed regardless whether they are concealed, Invisible, etc. In these instances, the character would not suffer the strike penalty for that situation apart from when the target is behind cover.

SENSE MAGIC
Within 100 metres, the character can sense any use of Magic and any magic spell in operation.

SENSE PSI POWERS
The character can sense the use of Psi Powers or a psionic device within 100 metres.

INTANGIBILITY

Characters with this power can become ghostly and wraithlike, but remain fully visible. While intangible, they can walk through walls and are virtually unaffected by physical attacks (those inflicting HTC and/or HTK). A character with this power needs a costume of destable molecules.

Grade 1

While Intangible, the character is considered to have Damage Dividers of 11 for both HTC and HTK, but takes no damage whatsoever unless the attack is of a type capable of reducing their Dividers.

Grade 2

The character, while fully Intangible, cannot be harmed by any attack doing HTK or HTC damage.

The character can completely, or partially, re-solidify inside solid objects and beings, but has such control over the process that they themselves take no damage. When attacking a being in this way, the victim takes 1 to 3d6 HTC or HTK at the attacker's choice (reflecting the degree to which they solidify or the amount of themselves that they solidify in their victim). This attack needs a *strike* against Defence Class 6 to succeed and takes 1 Frame. The victim then takes the damage automatically for each subsequent Action that the attack is sustained with no further *strike* roll necessary unless the attack is broken.

Each initial attack and the subsequent automatic attacks may be *dodged* but not *parried*. If a *dodge* is successful, the victim moves away, or the attacker is successfully *struck*, then the attack is broken. The attacker must make a new *strike* to reinstitute the attack as above.

For each successive Action that a 'resolidification attack' is sustained, there is a 20% cumulative chance that the attacker has become tangible enough to be *struck*. They can become Intangible again *immediately* by either rolling to *strike* again with the 'resolidification attack' or moving (becoming Intangible normally takes 1 Action). For example, Wraith has *struck* Demonwolf with a 'resolidification attack' and maintained it for 3 Actions. He is thus 60% likely to have become tangible enough to be hit. He rolls 1d100 and gets 38; he *is* tangible enough to be *struck* by an attack. He can become Intangible again, on his next Frame(s), by rolling to *strike* again or moving.

INTUITION

This is a subconscious warning mechanism. It will warn the character of any imminent danger to themselves. The character will never be *surprised* by any attack and can always effect a Combat Response, if they so wish.

Intuition can also be used to give a 'hunch' as to whether an action will have an effect that will be harmful to the character, for example, which wire should be cut to defuse the bomb? Is the car booby-trapped? Intuition only gives a general warning: nothing specific.

INVISIBILITY

Characters with this power can become totally *Invisible* at will. It takes 1 Frame to do this, but once done, the character may remain Invisible for as long as is desired without concentration. Becoming visible again takes 1 Frame.

While Invisible, the character cannot be seen by normal vision but can be detected in other ways (*Superhearing, Supersmell, Infra-Red Vision, Detect Life* touch, etc).

Attacks made at an Invisible character suffer a Strike Modifier of −4 but can only be even attempted if the approximate location of the Invisible character is known (instructions from a character who can detect them because of the reasons above; the origination point of attacks; or confined space; etc). Characters who can detect Invisible characters suffer a lesser Strike Modifier depending on their power.

A character with this power needs a costume of destable molecules.

LARGER

The character is permanently large or giant-size. They can be either *larger* (broader and heavier) or *taller*, which can be decided freely when the character is Rationalised. In either case, they are stronger and can take more damage than normal people.

Grade 1

If the character is *taller*, then they are 50% taller than their original height and 30% heavier. They have 1d6+2 more Strength points, 1d6+2 more Vigour points and consequently an additional die of HTC and HTK for each additional Vigour point that they gained due to their size.

Such characters have a longer stride than normal and move 50% faster than their original Movement rate.

If the character is *larger*, then their weight is increased by 50%. They gain Strength and Vigour as above but do not get any Movement increase. However, they gain +5 on their Push-back Threshold.

Additional Grades

Each Grade represents a 50% increase in height (or weight if *larger*) over the previous Grade. For each additional Grade, the character receives 1d6+2 Strength and 1d6+2 Vigour plus HTC and HTK as above.

Taller characters increase their Movement by 50% per Grade and gain a +5 on their Push-back Threshold per Grade above 1; *larger* characters gain +5 on their Push-back Threshold per Grade.

LEAPING

The character can leap huge distances. This may be because of their great *Strength* or skill, or because of some equipment of some kind. The exact nature should be chosen by the player to be compatible with the character's other powers.

Headroom is disregarded in the distances given for leaps as it assumed that the character could achieve much the same distance by one powerful low trajectory leap or a series of low trajectory leaps. (If required, the height attained on a maximum distance leap is approximately one quarter the distance).

When leaping to gain height or reach a higher level, characters can attain a maximum height equal to half the distance they can leap by leaping straight up. Lower heights can be reached anywhere within the leaping range less twice the height desired.

Grade 1

In 1 Action, the character can leap a distance equal the distance they could normally move in that time without touching the ground.

The character may *Leap into Combat* gaining a +2 Damage Modifier for that initial attack. The leap must constitute a move of at least 4 metres. At the end of the leap a fist or foot attack may be made which does 1d6HTK and 2d6+6HTC and takes 1 Frame. However, the next Frame must be spent recovering.

Grade 2

As for Grade 1, except the character can leap a distance equal to twice their normal Movement rate multiplied by their Strength. Thus, for example, a character with a Strength of 20 and a Movement of 5 metres could leap up to 200 metres. The time taken for the leap is half the time it would take the character to travel that distance on foot.

The first and last Actions of such a leap are engaged with taking off and landing. During the other Frames of the leap, the character may engage in other activities.

When Rationalising the character, it should be noted that athletic prowess alone is not sufficient reason for a character to have this Grade of *Leaping*, the character would need *Speed, Strength, Cybernetics*, etc.

MAGIC

When Magic is rolled as a Superpower, it immediately costs 1 additional Power Roll.

Most true sorcerers and adepts adopt a neutral attitude towards their art. Like many scientists, they study for the sake of study. Some, however, who have studied the dark Forces and ancient evil mysteries, become corrupted and seek to bring chaos and anarchy to the mortal plane. In order to balance these few evil adepts, certain good magicians find themselves torn from their studies in order to use their powers to help bring peace and harmony to the world. As their aims often coincide with those of the so-called Superheroes, they often co-operate with them to great mutual advantage.

Magicians manipulate sorcerous energies, Like *Energy Attacks*, these come in discrete measurable amounts. Magicians of the various Grades have a certain amount of Magic Points with which to cast their spells.

Grade 1

The Magician has 15 Magic Points to cast over 5 Rounds after which they are recharged back up to 15. No more than 10 Magic Points may be expended in any 1 Action.

The character has 3 spells determined randomly by rolling 1d10 three times on the table below. The first spell rolled is the character's *Speciality* spell.

Grade 2

The character has 15 plus 1d10 Magic Points (roll immediately to determine that character's Magic power) that may be used over 5 Rounds, after which the character is recharged to their original total. No more than 10 Magic Points may be expended in any one Action.

The character has four spells generated randomly by rolling a d10 four times on the table below. The first spell rolled is the character's *Speciality* spell.

Grade 3 (Experienced Players Only)

As Grade 2, but with some gimmick. For example, two *Speciality* spells, or 1d10 more Magic Points, or a blast using in excess of 10 Magic Points in one Action, or a new spell can be devised (effects to be agreed by the SS), etc.

Speciality Spell

The magician's Speciality Spell can be cast at half the normal cost of that spell.

Spell Determination Table

Die Roll	Spell
1	Astral Projection
2	Conjuring
3	Energy Strike
4	Enhancement
5	Hallucinations
6	Hypnosis
7	Information
8	Mystic Shield
9	Restraint
10	Player's Choice

In the event of duplications, roll again.

Description of Spells

GENERAL NOTES

All Spells take 1 Action to cast and the effects of the Spell occur in that Action. Unless otherwise stated, all spells last for the duration of the scenario or until they are dispelled by the caster or another mage (see below).

Those Spells that require Maintenance take 1 Frame per Round to Maintain unless otherwise stated.

No Spell works unless the sorcerer gives it a name and says that name whenever the spell is cast. For example, Dr Moon may cry, 'Let the *Flames of Doom* scorch your evil hide!' as he casts his Energy Strike Spell.

Some spells require a successful *Magic Attack* to be made. This is detailed under *Combat*.

Dispelling Spells

Any mage can dispel their own spell at any time at no cost or effort.

Some spells can be *dispelled* by another mage. If a mage has a particular spell, then they can also cast a *dispel* (or in one instance the opposite) of that particular spell. To cast a *dispel* of a spell that has been cast by another mage, the appropriate *dispel* must be cast at a cost equal to the original cost of the spell being *dispelled* and a successful *Magic Attack* must also be made, the Ego value for the spell to be *dispelled* being the Ego value of its caster. The Magic Points involved are always expended, regardless of whether the *dispel* is successful or not. Only the following spells can be *dispelled*: conjuring, enhancement, hallucinations, hypnosis, magic shield, and restraint. *Conceal information* may be cast by a mage with *information*. This may be *dispelled* as above.

ASTRAL PROJECTION

This spell allows the magician's spirit to leave the body and move on its own. The spirit form can move though objects and moves at double the magician's normal Movement rate. The spell costs 5 Magic Points. and lasts until the spirit returns to the magician's body.

While in *astral* form, the magician can see everything that the time is taken to look for, and can cast spells up to 5 Magic Points in value. The magician's *astral* form is very hard to detect — any character must roll their Ego value or less on 1d100 to detect an *astral* form.

While the magician's *astral* form is out wandering, the mortal body is comatose and totally defenceless.

CONJURING

The magician can *conjure* a creature of average Attributes and with HTK and HTC dependent on the Magic Points used in casting the spell. For each Magic Point, the creature has 1d10 of HTK or HTC.

Creatures summoned have a Movement rate of 4 metres per Frame and get 2 Frames only per Round. They are Defence Class 10 and their attacks are Weapon Class 0. The spell requires no maintenance, but unless the creature has *Individual IQ*, the mage must devote 2 Frames per Round to instructing it. If this is not done, it stops whatever it was doing. The creature remains for 1 hour, or until slain or banished by the mage.

The mage may have more than one summoned creature in existence at the same time. Instructions must be given as above for each creature unless two or more are to follow the same instruction.

When a creature is summoned, it can have any of the additional features listed below. This costs an additional 2 Magic Points per feature which are chosen by the mage when casting the spell. No one creature can have two of one particular feature.

Claws/Fangs

The creature has claws or fangs which do 2d6HTK and 1d6HTC damage and which take 1 Frame to *strike*.

Tough Skin

The creature has skin of Defence Class 6.

Strength

The creature has Strength of 25 with the consequent Damage Modifier of +10 and can *lift, throw*, etc.

Flight

The creature can fly at a rate of 8 metres per Frame.

Speed

The creature can move at a rate of 6 metres per Frame, and has 3 Frames per Round.

Individual IQ

The creature can follow simple instructions given in 1 Frame until the instruction has been carried out.

Weapon

The creature is armed with a Two-Handed Concussive or Penetrative weapon and *strikes* at Weapon Class 1.

ENERGY STRIKE

This spell results in an Energy discharge similar to an *Energy Attack*. It has a normal range of 20 metres (extreme range 40 metres) and does 1d6 of HTK or HTC per 2 Magic Points used. The damage can be entirely HTC or HTK or split between the two; whatever the caster desires.

The number of dice and how they are split must be specified before the spell is cast.

Energy Strike is Weapon Class 3 but any damage it inflicts is unaffected by Damage Dividers.

NOW, MY CREATURE, FORM...

FORM, AND DO MY WILL!

ENHANCEMENT
This costs 5 Magic Points to cast and must be maintained at a cost of 5 Magic Points for each Round that the spell is maintained.

When the spell is cast, and for as long as the spell is maintained, it bestows upon the mage, or any individual of the mage's choice within 20 metres, one abilities below. The spell may be cast more than once on an individual, but in this case the *enhancements* cannot be the same as one the character already has in operation at that time (for example, one character cannot have two batches of *strength* concurrent, but could have *strength* and *flight* or two different characters could each have *strength*. Each casting, must be cast separately and maintained separately. The particular *enhancement* is chosen by the mage on casting. The *enhancements* are:

Speed
The target gains *Superspeed Grade 1*.

Invisibility
The target becomes Invisible (as the *Invisibility* Superpower).

Flight
The target gains *Flight Grade 1*.

Combat Skill
The target gains *Oriental Martial Arts Grade 2*.

Strength
The target's Strength is increased by 1d6+6.

Regeneration
The target regenerates any HTK lost at the rate of 1d6 per Action of rest.

HALLUCINATIONS
The magician can produce perfect illusions in the eyes of any onlookers. A purely visual or auditory illusion costs 3 Magic Points to cast and remains until the caster dispells is. Visual illusions with small noises cost 7 Magic Points to cast and total visual illusions complete with loud, clear, distinct sounds cost 10 Magic Points.

The *hallucination* can be produced anywhere within 20 metres. Should the mage wish to produce them at a greater distance, the additional cost is 1 Magic Point per additional 20 metres distance.

The *hallucination* conjured up will not move or react unless the magician is concentrating on it fully. If an opponent hits an illusion, the blow will pass straight through, revealing its true nature although such a blow does not dispell the illusion.

HYPNOSIS
By use of *hypnosis*, the magician can dominate the will of another creature. The spell requires eye-to-eye contact and costs 10 Magic Points to cast. A Magic Attack must be made immediately after casting the spell. If the Magic Attack is successful, then the *hypnosis* will be successful, taking a further 1d6 Actions to take effect during which time neither the caster nor victim may act.

Hypnotised people will do anything that their masters tell them as long as it is not totally against their principles. The trance can be broken by another *hypnotist*, or by a blow of 20HTC or more.

Hypnosis requires no maintenance, but must be renewed once per hour. The renewal costs 10 Magic Points, and a successful Magic Attack is required otherwise the victim has broken the trance.

INFORMATION
This costs 10 Magic Points to cast and does one of the following of the caster's choice:

Reveal Owner
This gives a mental picture of the owner of any item that the spell is cast on.

Reveal Contacts
This gives a mental picture of all who have touched the item the spell is cast on within the last 24 hours.

Reveal Visitors
This gives a mental picture of all who have visited the place where the spell is cast within the last 24 hours.

Reveal Name
This enable names to be matched to mental pictures in the caster's mind or to photographs in the caster's possession.

Reveal Truth
This determines if someone is telling the truth or not.

Reveal Facts
This provides general information currently available, for example in a phone book, a register or accounts, etc.

MAGIC SHIELD
There are two forms of this spell. The Mage may opt for either type when the spell is cast but only one type may be in operation at any one time.

Mystic Shield
At the cost of 2 Magic Points, the *shield* protects the magician, or one specified person within 10 metres, giving a Strike Modifier of −1 to any attacks on the protected individual.

For each additional 2 Magic Points spent on casting, the mage may either protect one additional person within 10 metres or affect the Strike Modifier by an additional −1.

The *shield* is stationary. Should the mage desire it to be movable, this costs an additional 2 Magic Points.

Mystic Wall
This functions as a *General Force Wall* (see *Force Fields*) with 1d6 of HTK per 4 Magic Points expended.

SPANG! PING! TANG!

RESTRAINT
The *restraint* can be of any strength from 1-10, chosen by the caster when casting the spell. Each point of strength costs 1 Magic Point. The spell can be cast on any one individual within 20 metres.

If the target has a 100% or better chance of breaking the *restraint*, the spell will have no effect on them whatsoever. If the target has a 70% or better chance of breaking free, then the spell will automatically *restrain* them for their next 1 Frame after which they may attempt to break free, each attempt taking 1 Frame. If the target has less than a 70% chance of breaking free, the spell automatically *restrain* them for their next 2 Frames after which they may attempt to break free, each attempt taking 1 Action.

The victim's percentage chance of breaking free is calculated as follows:

% Chance = 100 + Victim's Strength − [10xrestraint strength] +10 for each useful Superpower of the victim (eg *Flight, Leaping,* etc)

The victim rolls 1d100. If the result is equal to or less than their calculated percentage chance of escaping, then they have broken free.

MARTIAL ARTS

The character is specialised in hand-to-hand fighting techniques. There are two types: *Oriental Martial Arts* and *Pugilism*.

At the cost of one additional Power Roll, a character with this power may gain the *Judo Throw* (see *Combat Responses*).

Grade 1
The player rolls 1d6. An odd number and the character has Grade 1 Oriental Martial Arts; an even number and the character has Grade 1 Pugilism.

Grade 2
The character may progress to Grade 2 in the type already determined or gain Grade 1 in the other type.

Additional Grades
For each additional Grade, the character may take one extra grade of either type.

Oriental Martial Arts

The character is skilled in Karate, and the like.

Grade 1
Attacks with a fist or foot are Weapon Class 3 and do damage of 1d6HTC and 2d6HTK *or* 1d6−6HTK and 2d6HTC at the player's option, stated before the blow is delivered.

Grade 2
As Grade 1, but the blow can do damage of 1d6HTK and 2d6+6HTC *or* 2d6+3HTK and 1d6HTC, at the player's option.

The character also gains a Dodge Modifier of +1.

Grade 3
As Grade 2, but the attacks count as Weapon Class 4.

Pugilism

The character is trained or experienced in 'slugging it out'. Many characters who brawl in the streets develop Pugilism skills sooner or later.

Grade 1
Attacks with a fist are Weapon Class 3 and do damage of 1d6−6HTK and 2d6HTC.

In addition, the character can deliver a *Sunday Punch*, taking 1 Action. This gains Strike Modifier of +2 and does 1d6HTK and 3d6+12HTC damage. The character can only deliver one *Sunday Punch* per opponent and is expected to give a battle-cry when doing so, for example *'It's Clobberin' Time!'*.

Grade 2
As Grade 1, but an ordinary fist attack does 1d6HTK and 2d6+6HTC.

MASS VARIATION (OTHER)

The character has the ability to increase (but not decrease) the mass of objects and people. For each full Action of concentration, the target's mass will double. The range is 6 metres. If the target is intelligent, a successful Mental Attack is needed but the target cannot *resist* (see *Combat: Mental Attacks*).

At double their normal mass, the victim has half their normal number of Frames per Round, but gains a Damage Modifier of +10 in hand-to-hand combat and 5 to their Push-back Threshold.

At four times normal mass, the victim can neither move nor act in any way and will black out (fall to 0 HTC) unless they roll 1d20 and score equal to or less than their Ego value. They gain a further +5 on their Push-back Threshold.

The same applies when the victim is eight times their normal mass, except they add 10 to the die roll for blacking out and another +5 to their Push-back Threshold.

At 16 times normal mass, the victim blacks out automatically.

Once concentration stops, mass will return to normal at twice the rate it was increased. Victims will regain consciousness (back to previous HTC) once their mass is back to normal.

MASS VARIATION (SELF)

The character has the ability to increase or decrease their own mass.

If mass is increased, taking 1 Action, the character's has half their normal number of Frames per Round, but they gain a Damage Modifier of +10 in hand-to-hand combat. They also gain +5 on their Push-back Threshold.

If mass is decreased, taking 1 Action, the character may traverse fragile walkways or perform similar feats. The character will do the minimum possible damage in any hand-to-hand combat and their Push-back Threshold is reduced to 10.

PRECISION

his is the unerring ability to choose the right spot to *strike* in combat, and instinctively grasp the geometry of any objects around. For example, by just looking at a building, the character would know the rough lay-out of rooms, where the entrance was likely to be, etc.

Grade 1
The Precision Power applies to only one attack form that the character has. This should be noted on the Character Sheet.

For every 1 the character subtracts from their *strike* roll, to be decided *before* the die is rolled, the target's *dodge*, *parry*, or any other Combat Response roll suffers a Modifier of −1.

In addition, if the Precision attack is ranged (energy or missile), then the character may angle the attack so as to try to strike more than one opponent by bouncing off walls, opponents, etc, depending on the circumstances.

The character also scores a Critical Hit on a 19 or 20.

Grade 2
As Grade 1, but the character gets a +5 Damage Modifier for the Precision attack.

Also, for every Frame spent 'sizing up' the target, the character gets an additional Damage Modifier of +5. For example, a character who 'sizes up' for 4 Frames before delivering a blow would get +25 damage on that blow.

PROBABILITY MANIPULATION

There are two types of this power: *Conscious* and *Unconscious*. Roll 1d6 to determine which form of the power the character has. An odd number means the character has *Conscious Probability Manipulation*, an even number means *Unconscious Probability Manipulation*.

Conscious Probability Manipulation

The character can cause small amounts of good or bad luck. For example, when rolling a d6, the character could attempt to will it to come up 6 every time (NOTE: this is the actual character rolling a die in the scenario, not, say, a combat die roll in the **Golden Heroes** game). Similarly, if a thug levelled a gun at the character, the character could attempt to cause the gun to jam, etc.

To alter probability in this way takes 1 Action. The SS will calculate a rating to reflect how easy the chosen action would be for the character to cause. The rating will be from 0-10; 0 being impossible for the character to cause. This rating is multiplied by the character's Ego value to give the percentage chance of the piece of luck occurring. The player rolls 1d100, if the score is equal to or less than the percentage chance, then the piece of luck has occurred.

The factors affecting the rating are: the area or numbers of objects/people that are to be affected; the degree to which probability is being warped; and whether the manipulation is to be *controlled* in detail or not. *Control* means that the character is not just trying to cause, say, an opponent to slip over but cause them to slip over in a specific direction. The detail must be specified, but precisely *controlled* manipulation is harder to achieve.

Unconscious Probability Manipulation

The character is naturally lucky. The power is permanently in operation and requires no thought, concentration or time. The character has a permanent luck percentage of 1d6 divided by 2 (halves rounded down) and multiplied by the character's Ego value. This 'luck percentage' should be noted down on the Character Sheet.

The character cannot cause anything in particular to happen, but whenever they would normally receive damage or fall victim to some mishap, they roll 1d100. If the result is equal to or less than their luck percentage, then whatever should have befallen them does not happen for some reason (eg the character slipped over at the vital moment, and the bullet whizzed past their ear).

The character's luck roll also applies in other areas. For example, if detecting, the character, if 'lucky', stumbles on the vital clue, etc.

PSI POWER

When Psi Power is rolled, it immediately costs 1 additional Power Roll.

Psychics were long thought to be magicians, since their powers do resemble magic to the uninitiated. Nowadays, however, science is able to distinguish, in principle at least, between the paranormal and the supernatural. That is, it can differentiate between the manipulation of power from unknown sources in this dimension (sources like the human mind) and the manipulation of power from beyond the known universe.

Psi Powers produce paranormal effects using the mind of the psychic as a source for the energy they manipulate. There are many different forms of psychic ability.

Each psychic has a number of Psi Points depending on Grade. The individual's Psi Powers are rolled at random on the table below.

Grade 1
The psychic has 15 Psi Points to expend over 5 Rounds after which they are recharged back up to 15. No more than 10 Psi Points may be expended in any 1 Action.

The character has 3 powers determined randomly by rolling a d10 three times on the table below. The first power rolled is the character's *Speciality* power.

Grade 2
The character has 15 plus 1d10 Psi Points (roll immediately to determine that character's Psi Point value) that may be used over 5 Rounds, after which the character is recharged to their original total. No more than 10 Psi Points may be expended in any one Action.

The character has four powers generated randomly by rolling a d10 four times on the table below. The first power rolled is the character's *Speciality* power.

Grade 3 (Experienced Players Only)
As Grade 2, but with some gimmick. For example, two *Speciality* powers, or 1d10 more Psi Points, or able to use in excess of 10 Psi Points in one Action, or a new power can be developed (effects to be agreed by the SS), etc.

Speciality Power
Psychics can use their Speciality Power at half the normal cost for in Psi Power Points that power. The Speciality Power is always the first power rolled.

Psi Power Determination Table

Die Roll	Spell
1	Control
2	Hallucinations
3	Mind War
4	Precognition
5	Psi Blast
6	Telekinesis
7	Telempathy
8	Telepathy
9	Transmutation
10	Player's Choice

In the event of duplications, roll again.

Description of Psi Powers

GENERAL NOTES
Unless otherwise specified, each power takes 1 Action to use.

Some powers require a successful Mental Attack to be made. This is described under *Combat: Mental Attack*.

CONTROL
This allows the psychic to take control of another's body. The psychic must touch the body to be dominated (a successful *strike* against Defence Class 6), or already have successfully established a *telepathic* link (see *telepathy*), and then make a successful Mental Attack. If both these are successful, they have taken control of the target's body and may control it as if it were part of their own. If the target was already under the control of another psychic, then the Mental Attack is made against the Ego of the controlling psychic rather than that of the target. The controller may cause the victim to use any of their abilities of which the controller is aware (they cannot read the victim's mind), but the controlled body gets only 2 Frames per Round. Control must be renewed every hour and whenever the psychic attempts to control another victim. It is broken if a blow of 20 HTC or more is struck to the victim, or if the body is commanded to do something which will obviously cause it severe damage, for example, leaping from a cliff.

The number of victims a psychic can control at any one time is determined by dividing the psychic's Ego value by 6 and rounding down to the nearest whole number, with a minimum of 1.

Control costs 10 Psi Power points each time it is used, and a further 1 Psi Power point per victim per Round to maintain.

HALLUCINATIONS
This works in exactly the same manner as the *Magic* spell *hallucinations*, except that Psi Power points are expended instead of Magic points and the psychic must concentrate on it fully otherwise it disappears.

The hallucination created can be a creature capable of attack. However, it has a maximum attack equivalent to a two-handed weapon and any successful *strike* must be followed by a successful Mental Attack otherwise no damage is inflicted. Only HTC damage inflicted by the hallucination is taken by the target. No HTK damage can be suffered.

MIND WAR
This allows the psychic to throw a mental bolt which will affect the abilities of another psychic within 20 metres. It requires a successful Mental Attack to be made. If the Mental Attack is successful, the target loses 1 Psi Power Point for each 1 point by which the attacker's Mental Attack score exceeded the target's. Mind War costs 1 Psi Power point to use. The attacker may expend more Psi Power points when hurling the bolt, adding 1 to their Mental Attack score for each additional point used. Any psychic whose Psi Point total is reduced to 0 as the result of a Mind War attack (only!) on them, or has zero Psi Power points when a successful Mind War attack is made on them, falls unconscious (effectively 0HTC) until they regain their Psi Power points.

PRECOGNITION
If the psychic sits motionless and concentrates to the point of going into a coma, they can see a short way into the future. This will cost 10 Psi Power points and will only reveal the likely course of events over the next few Rounds.

At the SS's discretion, a 'long-range' forecast of the future can be attempted, but this takes longer and requires absolute silence and tranquility.

PSI BLAST
This allows the psychic to throw mental bolt which will hurt a non-psychic within 20 metres, that it is directed against. A successful Mental Attack is needed for the bolt to strike the target. The bolt does 2d6HTK or 2d6HTC, at the psychic's discretion, per 2 Psi Power points allocated to it. The damage is not affected by Damage Dividers.

TELEKINESIS

This is the ability to move objects/people within 20 metres by thought alone. The psychic can move only one object at a time. The psychic must expend 1 Psi Power point for each 10 kilograms, or part thereof, that the object weighs when moving it by telekinesis. The rate at which the object can be moved is found by dividing the psychic's Ego value by three (rounding fractions to the nearest whole number). This gives the distance in metres that the object can be moved in 1 Frame. For example, a thug weighs 75 kilos: in 1 Action a psychic of Ego 13 could lift him 8 metres from the floor at the cost of 8 Psi power points.

If the psychic uses the ability to affect an opponent's attack by spoiling their aim, etc, it costs 1 Psi Power point for every −1 caused to the opponent's *strike* roll. So if the psychic used 3 Psi Power points for telekinesis against a thug firing a shotgun, the thug would have a −3 Strike Modifier.

TELEMPATHY

This is the ability to detect and influence the emotions of others. For 3 Psi Power points, and a successful Mental Attack against *unwilling* targets, the psychic can scan the current feelings of one person within 20 metres. The psychic will detect nervousness, fear, confidence, love, hate, anger, etc.

For 5 Psi Power points, and a successful Mental Attack against *unwilling* targets, these emotions can be influenced. An emotion may be strengthened or weakened, but not turned into an opposite. Thus nervousness could be turned into fear, or confidence into fool-hardy courage, but love could not be turned into hate or vice-versa.

TELEPATHY

This is the ability to read the *surface* thoughts of a person's mind. It requires a successful Mental Attack to succeed against unwilling targets and has a range of 20 metres. It costs 2 Psi Power points per Action to use, regardless of whether the Mental Attack is successful or not.

The information gained should be decided by the SS, but will generally be of a trivial sort. For example, where the next shot is aimed, which way the escape is planned, etc.

Deeper and more detailed scans can be made at the SS's discretion, but these require time, concentration, physical contact and the victim's co-operation. They will also cost more Psi Power points.

A psychic may also transmit a telepathic message of 6 words or less, or a mental picture, to up to 6 people simultaneously. The range is 20 metres and requires a successful Mental Attack against unwilling targets. It needs 2 Psi Power points to be expended per person contacted.

TRANSMUTATION

This power allows the character to transmute one substance or object into a different one. The psychic must announce the transmutation being attempted. The SS will assign to it a factor of from 0-10 reflecting the likelihood of such a transmutation being successful: 0 being impossible for the character to perform and 10 being easy. This factor is then multiplied by the psychic's Ego value to give the percentage chance of the transmutation occurring. The player must then roll this chance or less on 1d100 to succeed in the transmutation.

The factors the SS will take into consideration to calculate the rating are: the size of the object to be transmuted; any similarities or disparities in size, function, shape and material between the original object and what it is to be transmuted into; the rarity or uniqueness of the original or final item; and whether the transmutation is to be permanent or temporary. The player must state whether the attempted transmutation is to be permanent. Temporary transmutations last for 2d6 Rounds.

For example, turning a pin into a nail might have a rating of 9 (small similar objects of similar materials); whereas turning a skyscraper into giant cactus would have a rating of 0 (this kind of thing involving totally dissimilar huge objects would be impossible).

The Psi Power points are expended regardless of whether the transmutation was successful.

The power costs 6 Psi Power points to use and has a range of 20 metres.

REACTIONS

Characters with this power react so fast to whatever avoiding actions their opponents make that all opponents suffer a Modifier of −1 to their *dodge* roll or *any other* Combat Response roll.

Characters with this power also gain a Dodge Modifier of +1.

REPLICATION

Characters with this power can produce up to five replicas of themselves per day.

Depending on the Rationale of the character, such replicas may have some of the original character's Superpowers and usually have the same HTC, HTK and Attribute scores as the original but Attribute scores of replicas are limited to a maximum of 20. If this limitation involves Vigour, then the HTC and HTK for for replicas must be rolled and noted on the Character Sheet when the character is first generated. All replicas have the same HTC and HTK. Replicas have only 2 Frames per Round.

The character is in constant telepathic communication with the replicas. If a replica is destroyed, or not re-absorbed into the character's body at the end of the day (in which case it will dissipate), the character cannot then form a replacement for one month and loses one fifth of their total HTC and HTK until such time.

SHAPECHANGE

The character can exist in more than one bodily form and can change between them using an unusual metamorphic ability. There are two types of Shapechange ability: *Freeform* and *Specific*. Roll 1d6 to determine which type the character has. An odd number means the character has Freeform, an even number means Specific.

Freeform Shapechange

Characters with this type of Shapechange can transform into *any* living creature that is approximately the size and shape of a human being. They do not gain any special characteristics or advantages from the change but keep their own *normal* Attributes (ie those of the original non-superpowered Basic Character), senses, Movement, attacks, etc, and retain no Superpower other than Shapechange, no matter what or who they change into.

This form of Shapechange is really little more than advanced *Disguise Skill* (see *Skills*) as the character can Shapechange into a doppelganger of any person, indistinguishable from the original. However, they must have good knowledge of or be able to see the person they are copying.

It takes 1 Action to change shape from one form into another. A costume of destable molecules is required to transform into the clothing, etc, of any person being copied.
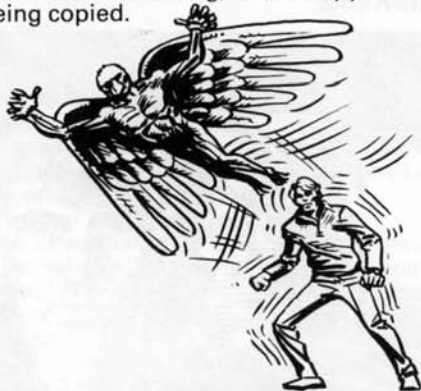
Specific Shapechange

The character has one or more specific shapes into which they can change other than their normal human form. The exact number of shapes is limited and each form has its own attributes and powers. This is often used to change from an ordinary unpowered human into some form Superpowered being.

The character can have one form with all the character's Superpowers, or the Superpowers split between different forms. Thus the limit on forms is the number of Superpowers that the character has other than Shapechange. The different forms must be specified initially for the character. Thus a character with *Shapechange*, *Strength* and *Flight* might have an ordinary human form with no Superpower other than the ability to Shapechange into a bird of some kind with *Flight*, and, say, a gorilla that has *Strength*. Or the character could have one other form of some being that has both *Flight* and *Strength*. This must be decided when the character is Rationalised.

SHRINK

The character has the ability to reduce in size to the size of an insect. In this form, the character is virtually invisible and will be overlooked by enemies until the character attacks or is detected in some way. Opponents may then attack the character but suffer a Strike Modifier of −3 due to the character's small size.

Any damage done by the character is the minimum possible and the character's Movement is reduced to 1 metre per Frame while shrunk unless they have any Superpowers or abilities that would operate normally while shrunk. This should be specified in the character's description when the character is Rationalised.

When shrunk, the character's Push-back Threshold is reduced by 10.

The character, by reversing the Shrink process, may *'Grow' into Combat* gaining a Damage Modifier of +4 for that initial attack only. At the end of the 'grow', they may deliver a fist attack doing 1d6HTK and 2d6+6HTC and taking 1 Frame. However, the next Frame must be spent recovering.

SIDEKICK

The character has a Sidekick of some description who is the character's ally and helper.

The nature of the Sidekick should be determined during Rationalisation depending on their powers. They can be anything from human to alien. For example, if the Sidekick had *Flight*, then it could be a bird of some type; if it had *Animal Sense*, then it could be an animal of some sort.

Grade 1

The character has a Sidekick who has no special powers but is otherwise diced up as for a Superhero (ie Strength, Ego, Vigour, Dexterity, HTC and HTK, and Movement). The character can normally contact the Sidekick, and vice versa, at all times by means of some device or other, telepathic link, etc, depending on the nature of the sidekick.

The Sidekick has 2 Frames per Round.

Grade 2

The Sidekick is a minor Superhero and has 1 Superpower, rolled at random on the Superpower Generation Table, or 1 Advantageous Background, rolled at random.

Alternatively, instead of rolling a Superpower, the player may allocate to the Sidekick one of the character's Superpowers that would otherwise be forfeited when the character is Rationalised.

The Sidekick has 4 Frames per Round.

Grade 3

As for Grade 2, but the Sidekick has 2 Superpowers or Advantageous Backgrounds, or 1 of each, rolled at random on the appropriate tables or allocated as above.

SKILLS

This covers a wide range of skills that the character may have acquired during a chequered career. Many heroes in the comics have such minor skills, often linked to an Advantageous Background.

Grade 1

The character has one Skill determined at random by rolling 1d10 on the Skill Determination Table below.

Additional Grades

For each additional Grade, the character acquires one Skill determined at random by rolling 1d10 on the Skill Determination Table. Duplications are ignored and the die rolled again.

Skill Determination Table

Die Roll	Skill
1	Computer Knowledge
2	Disguise
3	Escapology
4	Gymnastics
5	Hide in Shadows
6	Locksmith
7	Pilot
8	Surgeon
9	Vocal Skills
10	Player's Choice

Other Skills

Experienced players can freely invent their own Skills, the effects of which must be agreed with the SS. It should be remembered that Skills fall short of Advantageous Backgrounds. Thus, a character with Skills as a Scientist would be capable of following advanced procedures and ideas but would not be capable of the advanced innovative research work that characters with the Advantageous Background could do.

Description of Skills

COMPUTER KNOWLEDGE
The character is highly skilled in computers and can write or change programs, and given time and equipment, can gain access to any computer system.

DISGUISE
The character can impersonate other people with varying degrees of success. If the subject being copied has been studied and is of approximately the same height, build and sex, the character could normally impersonate them with 100% success. This chance is reduced by 10% for every factor which would adversely affect the disguise (speaking to someone who knows the original subject's voice, difference in height, weight or age, etc.) and increased by 5% for every factor in favour of success (poor light, speaking to a casual acquaintance of the original subject, etc).

ESCAPOLOGY
This is often known to characters from a circus or show business background, and sometimes to those who were once in an Intelligence Agency. There is no binding, chain, lock, trap or chamber which can keep the character restrained. *Given time*, the character can escape from virtually any cell or binding. They have the escapological prowess of Houdini (and then some!). They can regurgitate keys, open locks with their feet, etc.

HIDE IN SHADOWS
A character with this skill will automatically be overlooked by enemies when standing in the dark or in shadow unless the character attacks or the enemies have some means of detecting them. Anyone relying on normal vision to *strike* such a character in the dark or shadows does so with a Modifier of −3.

GYMNASTICS
A character with this skill is a natural gymnast. They are so good that it would make the Olympic champion green with envy. They can walk tightropes with no chance of falling, swing from building to building via flagpoles and ropes, etc.

The character gains a Dodge Modifier of +1.

The character may *Swing* or *Somersault into Combat* gaining a Damage Modifier of +2 for that initial attack only. The somersault or swing must constitute a move of at least 4 metres. At the end of the somersault or swing, a fist or foot attack may be delivered doing 1d6HTK and 2d6+6HTC damage and taking 1 Frame. However, the next Frame must be spent recovering.

LOCKSMITH
The character can open any lock in no time at all and with the minimum of equipment.

PILOT
The character is a highly, skilled pilot and can perform all sorts of manoeuvres in normal aeroplanes, helicopters, etc. With unfamiliar flying machines, they are almost certain to be able to control them given time to familiarise themselves with the controls. In short, if it flies, they can pilot it.

SURGEON
The character is a highly skilled, accomplished and innovative surgeon. All operations can be performed, although major ones would require the proper facilities, which the character would have available at his HQ. Minor operations can be performed successfully under the most severe conditions.

VOCAL SKILLS
The character can reproduce perfectly any audible sound or voice but not sonic attacks, unless they also happen to have that power. With study of the vocal patterns of the person to be imitated, anyone can be impersonated on the phone or in situations where the listener cannot clearly see the speaker.

The character also has the skill of ventriloquism and can throw their voice up to 10 metres without any loss of clarity or any chance of failure.

SOLIDIFY
Characters with this power can concentrate so that their body becomes hard and impervious to all physical damage (anything inflicting HTK and/or HTC damage).

It takes 1 Action to solidify the body in this way and, once this is done, the character cannot move at all. To remain solid requires concentration and can only be maintained for a number of Rounds equal to the character's Ego value. Once a character has 'unsolidified', they cannot resolidify for 5 Rounds.

SPEED
A character with Speed moves faster than most people can think.

Grade 1
The character can move and manoeuvre at up to twice their original Movement rate in combat situations. In long, relatively, straight movement, they can reach a maximum speed of 3 times their original Movement rate.

If they so wish, they are always the first on their side to move or act regardless of Dexterity. They are still bound by the roll for Initiative at the start of the Round.

They still only have 4 Frames per Round but they do have the option of breaking down their Movement into ½ Frames. Thus in 1 Action (2 consecutive Frames), a character with Speed could move for a ½ Frame toward an enemy, punch them (1 Frame) and move away for another ½ Frame, making the 2 Frames for the Action.

The character may *Charge into Combat* gaining a Damage Modifier of +4 for that initial attack only. The charge must constitute a move of at least 4 metres. At the end of the charge, the character may deliver a fist or foot attack doing 1d6HTK and 2d6+6HTC and taking 1 Frame. However, the next Frame must be spent recovering.

The increased Speed only applies to ground based Movement. Speed is not cumulative with the extra speed gained by flying, though characters with Speed and *Flight* can still split their Movement into ½ Frames while flying.

The character also gains a Dodge Modifier of +3.

Additional Grades
As Grade 1, but for each additional Grade, the character doubles their Movement from the previous Grade. Thus Grade 2 is 4 times the character's original Movement for manoevring in combat with a maximum travelling speed of 6 times, Grade 3 is 8 and 12 times, etc.

It should be noted that to travel at speeds of greater than 8 times their original Movement (on average, about 270 kilometres per hour), the character would have difficulty breathing unless they had the appropriate *Superhealth*.

No matter what Grade the character has, Movement can never be split to less than the ½ Frame option.

STRENGTH

The character has Strength to a degree undreamt of by normal mortals.

Grade 1

The character gains 1d10+10 points of Strength. The character gains the Damage Modifier of +1 for each Strength point above 15 and, possibly, Damage Dividers as described in *Character Attributes — Strength*.

The character has the *Combat Response* option of *standing firm* (see *Combat Responses*). When *standing firm*, they add 5 to their Push-back Threshold.

Additional Grades

As Grade 1, for each additional Grade, the character gains 1d10+10 Strength points and corresponding Damage bonus and any Damage Dividers.

For each additional Grade, the character gains +5 on their Push-back Threshold when they institute the *stand firm* Combat Response.

STRETCH

Characters with this power have the ability to deform their body in some way.

Grade 1

The character can Stretch both arms and legs up to 6 metres and can deform their body so that Concussive attacks do less damage. If such a character elects to *dodge* a Concussive attack, then any HTK and HTC damage from that attack is divided by 2. Glancing blows are calculated before the damage is divided in this way.

Grade 2

As Grade 1, but the character can deform their entire body to an extreme degree. They lose 1HTC for every 5 metres over 20 metres that they Stretch.

STUNNER

This is primarily a weapon that fires an energy beam. Some characters have these built into their *Armour* or weapon (if they have *Weapon Skill*), etc.

Grade 1

The Stunner fires an energy beam equivalent to an *Energy Attack*, Modifying the target's Damage Dividers by +2 each.

It is Weapon Class 3 and has a range of 20 metres. Stunners do 3d6HTC damage whenever they strike.

OR

The Stunner is built into some other weapon such as a Whip or Tentacle that remains in contact with the target once it has *struck*. It will continue to do 3d6HTC damage each subsequent Action after it has first *struck* until the victim successfully *dodges* or moves away (if possible). The attack is *parried* as for the weapon type rather than an *Energy Attack*.

TELEPORTATION

Characters with this power can instantly 'transport' themselves and anything they are carrying from one place to another in the blink of an eye. This is tiring and can be risky. The exact cost depends on the Grade of Teleportation that the character has.

Grade 1

The character loses 1HTC for every metre Teleported. If the character wishes to carry any passengers or objects of equivalent weight, the cost doubles up for every passenger carried (that is double for the first passenger, quadrupled for 2 passengers, 8 times for 3 passengers, etc). In addition, the character takes half this amount in HTK as well, and any passengers take half the amount in HTC.

Teleporting straight up costs double the usual amount of HTC.

Teleporting 'blind' (ie into an area which the character cannot see and of which they have no knowledge) is risky. There is a 1% chance for every 2 metres Teleported that they will materialise partially in something and take 5d6HTC and 5d6HTK damage. If the character knows the area being Teleported into, or it is clear, there is no risk. Similarly, if the area is full of solid matter, the character will die.

Grade 2

As Grade 1, except that the character loses 1HTC for every 2 metres Teleported up to a maximum cost of 20HTC points for any distance over 40 metres. Maximum range is 800 metres.

Grade 3

As above, except that the character loses 1HTC for every 4 metres Teleported up to a maximum of 15 HTC for any distance over 60 metres. Maximum range is 3000 metres.

TOUGH SKIN

The character has a superhard skin which gives a better than normal protection from life's hardships. It may be orange, green, metallic, leathery, bricklike, glowing, or even look perfectly normal. The player should decide bearing in mind the character's other powers and Attributes.

Note that a Tough Skin of Grade 2 or better precludes the character from athletic abilities and from having Agility.

Grade 1

The character has Tough Skin giving Defence Class 4 with the corresponding Damage Dividers of HTK/3 and HTC/2.

Grade 2

The character has Tough Skin giving Defence Class 3 with the corresponding Damage Dividers of HTK/4 and HTC/3.

The character cannot *dodge*. However, they take no HTK damage from any WC0, WC1, bullet and knife attacks.

Additional Grades

For each additional Grade, the Defence Class is decreased by 1. A Tough Skin of Defence Class 1 (Grade 4) is the best that can be had and is generally known as Invulnerability.

The character also has the Damage Dividers for that Defence Class.

Characters with a Tough Skin of Defence Class 2 or better cannot *dodge*. However, they take no damage whatsoever from WC0, WC1 and bullet and knife attacks.

In general, the lower the Defence Class, the more unusual looking the character's skin will be, though this is not a hard and fast rule.

VEHICLE

The character has a special Vehicle of some kind of the player's choice. If the Vehicle is specially armed, or has any special gadgets, these should be noted in the description.

The character starts with a basic Vehicle and can have as many gadgets/weapons as the player wishes *BUT* each one counts as one of the character's Superpowers. Thus if the character has a *Laser Energy Attack*, the character could have a Laser Cannon in the Vehicle which delivers the *Energy Attack*, but cannot then have an *Energy Attack* themself: the weapon in the Vehicle counting as the character's *Energy Attack* power.

VIGOUR

The character is Superfit or Supertough.

Grade 1
The character gains 1d6+6 Vigour points. The character's new total should be noted on the Character Sheet immediately. Also the character gains 1d6 of HTC and 1d6 of HTK for each of these additional Vigour points.

Such a character could run hundreds of miles without resting, hold his breath under water for hours, etc.

Additional Grades
For each additional Grade, the character gains 1d6+6 Vigour points together with the corresponding increase in HTC and HTK as above.

WALLCRAWLING

The character can walk on walls and ceilings without hand-holds and, in normal circumstances, with no chance of falling.

This can be done by using suction pads, through adhesive secretions through the fingertips, or by manipulating the local gravity field, etc. The exact method should be decided by the player, bearing in mind the character's other powers and/or equipment.

WEAPON SKILL

The character is skilled in the use of one particular weapon of the player's choice.

The character may only have one of the options of the Grade.

Weapon types are detailed in the *Combat: Weapons* section.

Grade 1
The chosen weapon, whether a melee or missile type, does the normal damage for the weapon type, and *strikes* in the normal time for that weapon. In one mode of use only (either Melee or Missile, chosen when the character is first generated), the character's attacks with the weapon are Weapon Class 4.

A Shield has three modes of use: Defence (*parry*), Melee and Missile. If the chosen weapon is a Shield, then the first mode chosen *must* be Defence.

Grade 2
As Grade 1 but with a Damage Modifier of +2 in the chosen mode if the weapon is a One-Handed type, or +5 if it is a Two-Handed type. *OR* the chosen weapon can be used in two modes, *striking* at Weapon Class 4 in both modes.

Grade 3
As Grade 1 but with a Damage Modifier of +5 in the chosen mode for One-Handed Weapons, or +10 for Two-Handed Weapons. *OR* the chosen weapon can be used in two modes, *striking* at Weapon Class 4 and with Damage Modifiers as detailed in Grade 2 in both modes. *OR*, if the chosen weapon is a Shield, then it may *strike* as Weapon Class 4 in all three modes.

Additional Grades
(Experienced Players only)
Further Grades are available through training, but should be agreed with the SS. For example, a character might develop skills with a second weapon (eg Sword and Shield), etc.

WEATHER CONTROL

The character has the ability to influence and control the weather.

Grade 1
The character can control winds. A gale can be summoned within a 20 metre radius. Anyone caught within it moves at half speed and fights at with a Strike Modifier of −2.

The gale takes 1 Action to summon and the character must concentrate for 1 Frame per Round thereafter to maintain it. If not maintained, the gale dies in 1 Action.

If there is already a natural gale blowing, the character can reverse the process and stop the gale. Stronger winds can be reduced accordingly.

Grade 2
The character can cautiously manipulate all weather phenomena. A gale can be summoned as above, except that for every extra Frame spent maintaining it, those within it have their Movement rate reduced by 1 metre and receive a further Strike Modifier of −1.

A fog can be summoned as for the gale, but this has the effect of blinding instead of slowing. Those within it, with normal vision, receive a Strike Modifier of −2.

A tornado can be formed. It acts as a 1d6 *Personal Force Shield* (see *Force Fields*).

A rainstorm can also be summoned which can dowse fires, etc.

The character can only have one of these effects in operation at any one time.

All these effects are for weather in the open air. The character could not make it rain, for example, inside a room.

If any of the above conditions are prevailing naturally, then the character can reverse the procedure, stilling winds, clearing fog, etc.

Grade 3
The character has total command of the weather and can use any or all of the above effects without restraint.

All Superpowers and subpowers of Superpowers are printed in italics.

WHAT

SUPERPOWERS

DO FOR

GET TO GRIPS

WITH YOU

IN ONE
ACTION-PACKED
VOLUME

COMBAT

CREATE YOUR OWN
SUPERHERO

PLAYERS

GOLDEN HEROES

PLAYERS
BOOK

GAMES
WORKSHOP