CHAMPIONS

THE SUPERHERO ROLE PLAYING GAME
BY STEVE PETERSON AND GEORGE MACDONALD

HERO GAMES

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Dedications

This game is the product of many people, and we wish to thank the
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printing suggestions.

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certainly have been impossible (or at least unreadable).

                    'Nuff Said!

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Welcome to the superpowered world of CHAMPIONS. Here Superheroes and Supervillains are real and battle for the destiny of the human race. CHAMPIONS allows anyone to become a Superhero and fight for justice. With these rules, and your pencils, paper, and imagination, you can recreate the fanciful world of the comic books and pulp adventure novels. CHAMPIONS is not a game for the weak at heart. It takes guts, intelligence, and imagination to survive. It will be worth it.

ROLEPLAYING

A role playing game is fundamentally different from the usual game that people play, like chess or poker. When playing chess or poker the object is to win, to beat your opponent. The object of a role playing game is to have fun and be creative while interacting with your friends.

A good analogue of a role playing game is a play. A play has a director who helps set up the background of the play for the actors and has some control over how the actors will react in the play.

When playing a role playing game, one character will assume the part of the director. This person, called a Game Master (GM), will decide the story line of this particular adventure. The Game Master will describe to the players the settings they find themselves in. The players will assume the role of the characters that they have created. The players will make up dialogue on the spot, trying to talk and act as their characters would. The Game Master will act out the roles of all of the people the players will encounter. Obviously, the Game Master will have to be quick and creative.

The storyline or plot of the game should be very flexible and responsive to the decisions of the players. No two adventures will be the same, because of the different directions that the characters can take. The Game Master should be willing to integrate the player's ideas and responses into the game. Ideally, a role playing game involves continuous feedback between the players and the Game Master.

Do not let the apparent complexity of these rules discourage you. The rules are designed to reflect real life (as seen in comic books) and they should enhance the interaction between the players and the Games Master. The rules are simply a tool so that everyone can understand the actions of the characters. After playing the game a few times the mechanics will seem second nature and everyone will be able to concentrate on role playing.

PLAYING MATERIALS

To play CHAMPIONS, the following materials are necessary:

> A copy of CHAMPIONS
> Paper and pencil for each player
> At least 3D6 (3 dice)
> A ruler or tape measure

The following materials are very useful, but not absolutely necessary:

> At least 3D6 (3 dice) per player
> Copies of the character sheets
> A sheet of 25 mm (1") hex paper
> 25 mm lead miniatures (or counters) to represent characters

GLOSSARY OF TERMS

Active Points: Refers to a power bought with a limitation. The Active points are the amount of points of effect a power has. See Real Points, Power Points.

Agent: A member of an organization in the game. An agent has more training than a normal person, but is not as powerful as a superhero.

Attack Roll: The roll a character must make to hit an opponent in combat. The character must roll his Attack Roll or less on 3D6 to hit his opponent.

Brick: A character in the game whose main attribute is a high Strength.

Character: A person in the game, the entity which the players or Game Master constructs. A character has a name, a set of characteristics, skills, powers, and a personality defined by the person controlling the character.

Characteristic: A single defining feature of a character, represented by a number. Example: Strength is a Characteristic.

Cost: The amount of Power Points necessary to purchase a power, skill, or characteristic.

D6: A six sided die, the kind used to play craps. To refer to the sum of more than one six sided die at a time the following notation will be used: 1D6=1 die, 2D6=2 dice, 3D6=3 dice, etc.

DCV: Defensive Combat Value. A number representing how hard an object is to hit in combat.

Disadvantages: A problem that a character is built with in order to gain additional Power Points used in buying powers, skills, and characteristics.

ECV: Ego Combat Value. A value used when determining an Attack Roll for mental combat.

Energy Projector: A character whose major attribute is a ranged attack.

Figured Characteristics: A characteristic that is based in part on another characteristic. The following are figured characteristics:

Physical Defense	Recovery
Energy Defense	Endurance Pips
Speed	Stun Pips

Game Master: The person who directs the game and interprets the rules when playing.

GM: Abbreviation for Game Master

Half Move: A portion of a character's action for a phase. A character may move 1/2 his total inches and still attack.

Hex: Standard area in the game, a six sided area 1 game inch and 2 real meters across.

Human Mass: For all purposes in the game, a person is considered to weigh 100 kilograms.

Inch: The standard unit of length in the game. 1 inch in the game is equal to 2 meters in real life.

Killing Dice: Dice that are rolled to represent the damage done by a killing attack. The total rolled is the number of BODY done to the character. The number of STUN done by a killing attack is equal to 1D6-1 times the BODY done. Normal defenses do not apply against killing attacks, only resistant defenses.

Limitation: A restriction on a power. Limitations are taken on a power when a character is built. Taking a limitation on a power reduces the cost of a power.

Martial Artist: A character whose major ability is hand to hand combat without a massive Strength.

Normal Dice: The most common way to determine damage in CHAMPIONS. The total of the dice is the amount of STUN done to the target. Each 1 counts for 0 BODY, each 2-5 counts for 1 BODY, and each 6 counts for 2 BODY. Normal defenses count against Normal attacks.

NPC: Non-Player Character. A character whose actions are controlled by the Game Master.

OCV: Offensive Combat Value. A number that represents how easily an attacker can hit an object in combat.

Pips: Refers to the value of a characteristic. A character with an END of 40 has 40 Endurance Pips.

Player: A person playing CHAMPIONS, assuming the role of a character and reacting to situations presented by the Game Master.

Power: One of the abilities that a character may possess. Powers may not normally be learned by a character who does not already possess a similar power.

Power Points: The points used to purchase characteristics, skills, and powers. A character starts with 100 points and may acquire more by taking disadvantages.

Range Modifier: A number that represents how much an Attack Roll degrades at range. A range modifier is expressed in inches.

Scenario: A particular situation invented by the Game Master for the characters to act within. A scenario might include several NPCs breaking into a bank. The characters would have to react to this situation.

Segment: The smallest unit of time in the game. Each segment is approximately 1 second long.

Skill: An ability a character may buy with Power Points. Skills may be learned later by a character.

Slot: Referring to a power called Multipower. A Slot is one of the powers within a Multipower, one of the places where the character may allocate his power reserve.

Superhero: A character with skills, powers, and characteristics beyond the bounds of ordinary men, who uses his abilities to fight injustice and help mankind.

Supervillain: A character with skills, powers, and characteristics beyond the bounds of ordinary men, who uses his abilities for personal profit and destruction.

Turn: A unit of time in the game. 1 Turn is composed of 12 segments and is 12 seconds long in real time.

Value: The number defining a characteristic.

BUILDING A CHARACTER

CHAMPIONS is designed so that you can build the character that you want to play. Each character is given 100 Power Points to start with. The character may take certain disadvantages to increase this total. All powers, skills, and characteristics are given a Power Point cost. The character simply spends his Power Points on the powers, skills, and characteristics he wants to have.

Building a character consists of three major steps:

1) Determine what sort of character you wish to play. This conception of your character may change slightly as you build him, but should be the basis for all further decisions about what the character is like.

2) Choose the powers, skills, characteristics, disadvantages, and limitations that will represent the character in game terms. Make a general note of how much you wish to spend on each power, skill, and characteristic, along with how many points you expect to gain from disadvantages and how much you expect to save from limitations.

3) Balance the point costs and the total points available. Often a character will have to be built at slightly below a player's initial conception. Characters such as these can grow into the player's conception as the character gains Experience Points.

CHARACTER CONCEPTION

Building a character requires that you have some idea what you would like before you start. There are three easy starting points for a character conception:

1) Abilities: The player may have some ideas what kinds of powers, skills, and characteristics he wants the character to have (such as being very strong, throwing energy bolts, flying, etc.).

2) Name: The player might have a special name in mind for a character. Often a name will suggest certain abilities and skills (Ogre: Strength, Starburst: Energy Blast, etc.).

3) Costume: Using the character outlines, a player might come up with a costume that suggests something about the character (such as a character's shield, ability to fly, gun, etc.)

No matter where a character conception comes from it should lead to a well rounded character. The best conceptions are those whose powers, skills, characteristics, disadvantages, limitations, name, costume and personality all fit together logically.

When putting a conception together there are certain questions the player should ask about how the character is turning out. These questions center around the character's capabilities in an average adventure. The following is a list of general categories of abilities. A well-rounded character should have some ability in most of the categories:

Mobility: Ask how your character gets around during an adventure. Does the character fly, glide, run fast, teleport, have a fast car, etc. Often a character can hitch a ride with another hero, but they are not always willing or able to help the character. It can be very embarassing to have to hail a cab to chase a villain.

Offense: If the villain does not simply surrender when the character shows up there may be an altercation. During such an altercation, a character might find it very helpful to have a way of fending off, or even disabling his opponent. A character should not be all offense, but may feel very impotent without some kind of damaging attack.

Defense: Once a battle is joined it may be disturbing for a character to fly in from a great distance, wow the crowd with his mega-blast, and then be cut down by a small child with a thrown rock. A character defense can be as simple as a high DCV so as not to get hit often, a high defense, a Force Field, or a high enough Speed to put down your opponents before they can fire.

Flavor: Every character should have something that sets him apart from all other super characters. A character may have a small power only used in emergencies, or a power advantage that sets his Energy Blast apart from everyone elses'. Sometimes all a character needs is a classy special effect that has no direct effect on the game, but adds flavor and realism.

Part of a character's conception that can help define many of a character's disadvantages is the character's origin. The character may have gained his powers at the expense of a villain (thus giving the character a good reason to be Hunted) or during an accident where something terrible happened (giving a rationale for a Psychological Limitation). A proper origin can be the springboard for many adventures and the player should carefully select his character's origin. The following is a list of some possible origins that a character might have:

Character is an alien from another world.
Character was exposed to radiation in nearly any form.
Character is a product of intensive training (a part of many origins).
Character built his powers himself (character may be a scientist or engineer).
Character found ,or was given, a super serum.
Character was exposed to magic (has a magic focus, magic powers, or had a magic accident)
Character was accidentally exposed to chemicals, gasses, or strange alien devices
Etc.

A large part of a character's conception can be centered around the character's Secret Identity (or lack of Secret Identity). If a character does not have a Secret Identity, the player must figure out what the character does between adventures. If the character does have a Secret Identity, then that identity should be consistent with the character's origin and history. Remember that often superheroes assume their superhero identity to get away from the problems in their Secret Identity.

THE BASIC CHARACTER

The basic character is defined by eight primary characteristcs, and six figured characteristics. Each characteristic has a base value, and a cost for increasing that base value by one point. A normal person is considered to have the base value for each characteristic, on the average. A CHAMPIONS character starts out with those base characteristics, plus 100 Power Points to spend, plus any additional points he may obtain through taking Character Disadvantages. The basic character is shown below.

Base Value	Characteristic	Cost
10	Strength	x1
10	Dexterity	x3
10	Constitution	x2
10	Body Pips	x2
10	Intelligence	x1
10	Ego	x2
10	Presence	x1
10	Comeliness	x1/2

The following characteristics are figured from the primary characteristics.

Base Value	Characteristic	Cost
2	Physical Defense	x1
2	Energy Defense	x1
2	Speed	x10*
4	Recovery	x2
20	Endurance Pips	x1/2
20	Stun Pips	x1

The Cost is the amount of Power Points necessary to increase the characteristic by 1 pt. Thus, 1 pt. of Dexterity would cost 3 Power Pts.
* The cost of Speed is dependent on the Deterity of the character. See Explanation of Characteristics : Speed.
Once the character has determined the final Values of his primary characteristics, he uses the following formulas to determine the base Value of his figured characteristics.

Physical Defense = (Strength/5)
Energy Defense = (Constitution/5)
Speed = 1 + (Dexterity/10)
Recovery = (Strength/5) + (Constitution/5)
Endurance Pips = 2 x (Constitution)
Stun Pips = Body Pips+(Strength/2)+(Constitution/2)

Once the base values for the figured characteristics are determined, the character may increase those values from there, using the listed point cost.
A character may also reduce his characteristics below the base value given, thus gaining points according to the costlisted. Thus, a character who reduces his Body Pips to 9 will gain 2 pts. A character may reduce any or all of his primary characteristics, but only ONE figured characteristic may be reduced.

Explanation of Characteristics

Strength (STR): This characteristic represents the character's raw physical power. Strength determines the damage a character does in hand-to-hand combat, how much the character can lift, carry, throw, etc. Strength also adds to the base value of Physical Defense, Recovery, and Stun Pips. A character is considered 2x as strong for every +5 pts. of STR. 1 pt. of STR costs 1 Power Point.

Dexterity (DEX): This characteristic represents the character's coordination and agility. A character's Combat Value is based on his Dexterity. Certain Skills are partially based on DEX, and a character's base Speed is calulated from his DEX. 1 pt. of DEX costs 3 Power Points.

Constitution (CON): This characteristic represents how tough and healthy a character is. Constitution keeps a character from being stunned too easily in combat, and adds to the base value of Energy Defense, Recovery, Endurance Pips, and Stun Pips. 1 pt. of CON costs 2 Power Points.

Body Pips (BODY): This characteristic represents how much damage a character can take before being killed. Body Pips add to the base value of a character's Stun Pips. 1 Body Pip costs 2 Power Points.

Intelligence (INT): This characteristic represents the ability to assimilate and process data. Intelligence increases the character's Perception Rolls and certain Skills. 1 pt of INT costs 1 Power Point.

Ego (EGO): This characteristic represents a character's mental power and strength of will. Ego determines a character's base Ego Combat Value, for use in mental attacks. Ego also helps a character in tests of willpower. 1 pt. of EGO costs 2Power Points.

Presence (PRE): This characteristic shows how forceful and charismatic a character is. Presence allows the character to impress or overawe people, and allows him to resist the effects of another person's high Presence. 1 pt. of PRE costs 1 Power Point.

Comeliness (COM): This characteristic represents how beautiful or handsome a character is. 1 pt. of COM costs 1/2 Power Point.

Figured Characteristics

Physical Defense (PD): This characteristic represents how tough a character is against physical attacks. A character's PD is subtracted from the STUN and BODY damage done by a normal physical attack. Physical Defense has a base value of (STR/5), and may be increased 1 pt. for 1 Power Point.

Energy Defense (ED): This characteristic represents how tough a character is against energy attacks. A character's ED is subtracted from the amount of STUN and BODY damage done by normal energy attacks. Energy Defense has a base value of (CON/5), and may be increased 1 pt. for 1 Power Point.

Speed (SPD): This characteristic represents how many actions a character may perform in a turn. Speed has a base value of 1 + (DEX/10). Each additional Speed point costs 10 pts. Speed is the only value in the game that does not round off in favor of the character.

Example: A character with a DEX of 18 has a base speed of 1 + (18/10) = 2 8/10 which rounds to 2. If a character wishes to increase his Speed he must buy the r emaining fraction of a Speed point. Each 1/10 of a Speed point costs 1 pt.

Example: The character above must buy 2/10 of a speed point to have a speed of 3. The character pays 2 pts. and has a speed of 3. Each additional Speed point costs 10 pts.

Example: The character with the DEX 18 wishes to be Speed 4. His base speed is 2 8/10. He pays 2 pts. to go to speed 3 and 10 pts. to go to speed 4. The character spends 2 + 10 = 12 pts.

Recovery (REC): This characteristic represents how fast a character comes back from being exhausted or knocked out. Recovery has a base value of (STR/5) + (CON/5). Each additional pt. of REC costs 2 Power Points.

Endurance Pips (END): This characteristic represents how long a character can expend energy. Anytime a character uses a power, moves, or uses his STR, hexpends some of his END. END has a base value of 2 x (CON). Each additional Endurance Pip costs 1/2 Power Point.

Stun Pips (STUN): This characteristic represents how much damage a character can take before being knocked out. STUN has a base value of BODY + (STR/2) + (CON/2). Each additional Stun Pip costs 1 Power Point.

Strength Chart

Strength	Lift	Damage	KDamage	Jump	Example
-20	1.6kg	-----	-----	--	Football
-15	3.2kg	-----	-----	--	
-10	6.4kg	-----	-----	--	Shotput
-5	12.5kg	-----	-----	--	
0	25kg	0D6	+0	0"	Large TV set
5	50kg	1D6	+1	1"	
10	100kg	2D6	+1/2D6	2"	Normal man
15	200kg	3D6	+1/2D6	3"	
20	400kg	4D6	+1D6	4"	Big motorcycle
25	800kg	5D6	+1D6	5"	
30	1.6ton	6D6	+1 1/2D6	6"	Small car
35	3.2ton	7D6	+1 1/2D6	7"	Truck
40	6.4ton	8D6	+2D6	8"	
45	12.5ton	9D6	+2D6	9"	Jet Fighter
50	25ton	10D6	+2 1/2D6	10"	
55	50ton	11D6	+2 1/2D6	11"	Patrol Boat
60	100ton	12D6	+3D6	12"	
65	200ton	13D6	+3D6	13"	Passenger jet
70	400ton	14D6	+3 1/2D6	14"	
75	800ton	15D6	+3 1/2D6	15"	Fishing Trawler
80	1.6kton	16D6	+4D6	16"	
85	3.2kton	17D6	+4D6	17"	
90	6.4kton	18D6	+4 1/2D6	18"	Navy Destroyer
95	12.5kton	19D6	+4 1/2D6	19"	
100	25kton	20D6	+5D6	20"	Battle Cruiser

kg = Kilogram   ton = 1,000 kg   kton = 1,000 tonnes.
Jump = running broad jump distance
KDamage = added damage if character has Killing
Attack (hand-to-hand).

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This chart was simplified somewhat for ease of presentation. Some of the examples are approximations. The Strength Chart follows a pattern that can be extended for even greater Strengths. For those of you who like exact numbers, the specific formulas are:

$$(STR/5)$$
Lift = 25 kg x 2
Damage = 1D6 per 5 pts. of STR
Jump = 1" per 5 pts. of STR
KDamage = +1D6 per 20 pts. of STR

Throwing Distance

The distance that a character may throw an object is determined by the weight of the object, the character's STR, and whether or not the object is balanced. The GM decides the weight of the object, and the minimum STR needed to lift that object is found on the Strength Chart. The character subtracts that STR from his STR, and the number left is the amount of STR used to throw the object. The character then looks up the amount of STR used to throw the object on the Throwing Distance Chart. The chart will show how far the character can throw the object if it is balanced or unbalanced.

Balanced objects are such things as girders, balls, manhole covers, roughly spherical rocks, cooperating characters, etc. Unbalanced objects are such things as cars, motorcycles, noncooperating characters, etc.

Throwing Distance

Extra Strength	Balanced Object	Unbalanced Object
0	0"	0"
5	10"	2"
10	20"	4"
15	30"	6"
20	40"	8"
25	50"	10"
30	60"	12"
35	70"	14"
40	80"	16"
45	90"	18"
50	100"	20"

etc.

If the object is thrown straight up, the distance is halved (x1/2).

ROUND OFFS

Often when using the formulas for generating figured characteristics the numbers do not come out evenly. In the case of a number with a fractional remainder always round the number to the nearest whole number. When the fractional remainder is 1/2, the number should be rounded in the character's favor, either up or down.

Example: Energy Defence is figured from the formula ED = CON/5.
If a character has a CON of 20 his ED=20/5=4
If a character has a CON of 22 his ED=22/5=4.4 which rounds to 4.
If a character has a CON of 23 his ED=23/5=4.6 which rounds to 5.

USING THE CHARACTER SHEET

Included as the center 8 pages of the rules are 8 Character Sheets. These sheets should be separated from the rules and cut apart down the center. The players have permission to photocopy the Character Sheets for their own use.

When building a character, the players can use the character sheet to help keep track of the characteristics, powers, and skills of a new character. There are spaces on the Character Sheet for all of a character's characteristics, powers, skills, and disadvantages.

Once the character has been built, the player may fill in the remaining spaces on the Character Sheet. The formulas for all of the different spaces on the Character Sheet are listed on the sheet. The character should fill in his CV, ECV, DEX roll, INT roll, and EGO roll. There are also 12 numbers representing the 12 segments of a turn. The character should mark those segments where he gets to perform an action.

The Character sheet should include all of the information necessary to play the character under normal conditions. All of a character's combat information (such as damage, levels, defenses, etc. should be noted on the sheet. The player should note the effects of all of the character's powers, and all of the Skill Rolls for the character's Skills. If all the characters have complete Character Sheets the adventure will move along faster. The object of all of this preparation is to be able to run an adventure without using the rules, only the Character Sheets.

The Character Sheet includes an outline which allows the player to draw his character. The player can draw his character's costume in pencil around the outline. Any parts of the outline that interferes with the costume can be removed with a sharp knife. Simply scrape along the line you wish to remove with the knife. Once the costume is correct in pencil the costume may be inked in with Fineline Felt tip markers. The drawing may be left blank or colored in. A good costume helps define a character and can add a lot of flavor to an adventure.

SKILLS
Skills are abilities that characters can learn. Skills are defined as having a chance to be performed successfully. The character normally must make a Skill Roll to perform a skill successfully. The character should roll 3D6. If the total of the dice is less than or equal to the Skill Roll, than the skill has been performed successfully. Any listed modifiers to a Skill Roll are modifiers to the Skill Roll number, not to the dice (Stealth on an 11 or less with a +2 to the roll is Stealth on a 13 or less). Unless specified by the GM, Skills should not be made part of a Multipower or Elemental Control. Each skill is listed below with its effects and cost.

ACROBATICS: This skill gives the character the ability to perform rolls, tumbles, flips, etc. like a circus acrobat. A character may perform Acrobatics on a roll of 9+(DEX/5) or less for 10 pts. The character gets +1 to his Acrobatics Roll for every +2 pts. A successful Acrobatics Roll will allow a character to land on his feet after being Knocked Back so that the character does not take any damage from impacting against the floor. Acrobatics takes a 1/2 move to perform. A successful Acrobatics Roll adds +2 to a character's DCV. A character may not add the +2 DCV from Acrobatics to the DCV bonus from doing a Dodge Maneuver.

Cost: 10 pts., Base Roll 9+(DEX/5), +1 per 2 pts.

CLIMBING: This skill gives the character the ability to climb walls, trees, buildings, etc. as long as there are handholds. A character may Climb successfully on a roll of 9+(STR/5) or less for 5 pts. The character gets +1 to his Climbing Roll for every +2 pts. Base Climbing speed is 2" per phase. The character gets +1" per phase for every +2 pts.

Cost: 5 pts., Base Roll 9+(STR/5), +1 per 2 pts. Base speed 2" per phase, +1" per 2 pts.

COMPUTER PROGRAMMING: This skill gives the player the ability to extract information from unfamiliar computer systems. The character may get information out of an unfamiliar computer on a roll of 9+(INT/5) or less for 5 pts. The character gets +1 to his Computer Programming Roll for every +2 pts. An unfamiliar computer may be reprogrammed by rolling 1/2 or less of the normal Computer Programming Roll.

Cost: 5 pts., Base Roll 9+(INT/5), +1 per 2 pts.

DETECTIVE WORK: This skill gives the character the ability to find clues and track people or things. The character may find special clues or follow a trail on a roll of 9+(INT/5) or less for 5 pts. The character gets a +1 for every +2 pts. The character will get specific clues as to the position or persons involved in a situation by rolling 1/2 or less of the normal Detective Work Roll.

Cost:5 pts. Base Roll 9+(INT/5), +1 per 2 pts.

DISGUISE: This skill gives the character the ability to disguise himself to look like someone else. The character may successfully Disguise himself on a roll of 9 + (INT/5) or less for 5 pts. The disguise is so good that even suspicious characters must make Perception Rolls at -5 to spot the disguise by rolling 9+(INT/5) or less. The character gets a +1 that may either be used to add to his own Disguise Roll or subtract from other character's Perception Rolls for every +2 pts. Only characters who are actively suspicious may attempt to spot disguises. Disguise includes not only the ability to change one's appearance, but the ability to change one's voice and mannerisms.

Cost: 5 pts. Base Roll 9+(INT/5), +1 per 2 pts.

FIND WEAKNESS: This skill gives the character the ability to find a weakness in the defenses of a target. The character may reduce his target's appropriate defense by half on a roll of 11 or less for a base 10 pts. The character gets a +1 on the Find Weakness Roll for +5 pts. If the Find Weakness is made at range, it takes a range modifier of -1 per 3". Attempting to Find Weakness takes a half move. A character may attempt to Find Weakness on a target as often as time allows. Each additional effect is cumulative (second time defense is x1/4, third time defense is x1/8, etc.). If the character ever fails to Find Weakness on a target he may make no further Find Weakness attempts on that target. Each subsequent attempt to Find Weakness has a cumulative -2 chance to Find Weakness (second try -2, third try -4, etc.). Find Weakness only works for one of a character's type of attacks (Punch, Energy Blast, etc.) and only works for the character who has the Find Weakness. The target defends against all attacks from other characters normally. The Weakness may change from combat to combat, so each time the character gets into combat, he must Find Weakness all over again. Weakness may be found in all types of targets, including Force Fields, Walls, etc.

Cost 10 pts. Base Roll 11 or less, +1 per 5 pts. -1 per 3", one attack only.

Lack Of Weakness: This skill represents a character's ability to toughen himself so that it is harder for an opponent to Find Weakness. Whenever an opponent attempts to use the skill "Find Weakness", he must subtract the character's Lack of Weakness value from his Find Weakness Roll. The character gets a Lack of Weakness value of 5 for 5 pts. The character gets a +1 to his Lack of Weakness value for +1 pt.

Cost 5 pts. −1 to Find Weakness roll per 1 pt.

LUCK: This skill represents that quality which helps events turn out in the character's favor. The GM may have a character make a Luck Roll when the character is totaly overwhelmed in combat, when an opponent is escaping, when a character has no idea of how to find what he is looking for, or any other time that outrageous fortune could come to the player's aid. To perform a Luck Roll, a character rolls 1D6 for every 5 pts. of Luck that has. Each 6 that is rolled counts as 1 level of Luck. The GM should then decide what (if anything) lucky happens to a character. The more levels of Luck that the character rolled, the luckier the character should be. The following is a chart giving some general guidelines to follow when determining the effects of Luck:

LEVELS OF LUCK   POSSIBLE EFFECTS

1   The Character might find a clue, or gain information, the character's opponent could be momentarily distracted, or impeded, giving the character a momentary advantage.
2   The character could accidntally happen upon someone important or stumble across someone he was looking for. The character's opponent could be actively inconvenienced by a weapon's malfunction or a stalled getaway vehicle.
3   The character might be saved by the most miraculous of coincidences. The character may stumble upon Mister Big accidentally, or have a terminal fall broken by a huge pile of rubber pads that just happen to be in the right place. Incredible coincidence is possible.

The GM should never let Luck rule a situation and has full control over when, how often, and how much Luck will help a character.

Cost 5 pts. per 1D6. Maximum 15 pts.

MARTIAL ARTS: Martial Arts includes any form of advanced hand-to-hand fighting technique, from Boxing to Kung Fu. Martial Arts allows a character to use the more efficient Martial Attacks on the Combat Maneuvers Table (See Combat Maneuvers). Martial Arts cost a character as many power points as the character has STR. The character may increase the damage multiple of all of his Martial Attacks by +x1/2 at a cost of 1/2 STR in points.

Cost: STR in pts. +x1/2 damage for +1/2 STR. Minimum Cost: 10 pts.

MISSILE DEFLECTION: This skill represents the ability to parry incoming ranged attacks. A character may deflect a ranged attack by rolling 9+(DEX/5) or less for a base 10 pts. The character gets a +1 to his Missile Deflection Roll for +3 pts. Any type of ranged attack may be deflected except Ego Attacks, attacks with no normal defense, and attacks that are not perceived by the deflector. Missile Deflection takes a 1/2 move to execute. A character may not deflect a projectile that weighs more than 1/2 what the character could lift with his STR. If a character

is fired at, and it is not his phase to act, he may abort his next action and attempt to Missile Deflect. If a character aborts his next action, his turn is simply skipped when his next phase comes up, and the character is considered to be Missile Deflecting during that phase. Once a character is Missile Deflecting, he may attempt to parry all ranged attacks fired at him. Each Missile Deflection Roll after the first attack is made at a cumulative −2 penalty (second deflection −2, third deflection −4, etc). Missile Deflection normally requires an implement of some kind (a shield, wrist band, billy club, etc). The character does not get the "Focus" limitation on Missile Deflection because of this implement.

Cost: 10 pts. Base Roll 9+(DEX/5), +1 per 3 pts.

SECURITY SYSTEMS: This skill represents the character's ability to detect and defeat Security Systems such as alarms, locks, and scanners. The character may defeat a system on a roll of 9+(INT/5) or less for a base 5 pts. The character gets a +1 to his Security Systems roll for +2 pts. Security Systems is a broad category, including electronic and mechanical locks, traps, and alarms.

Cost 5 pts. roll 9+(INT/5), +1 per 2 pts.

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SKILL LEVELS: These represent the character's ability to perform better with his powers and skills. Each Level represents a +1 bonus when using a power or skill. The cost of a Level is dependent upon how many different ways that skill can be used. The chart below describes the three categories of skills:

COST	TYPE OF LEVEL	UTILITY OF LEVEL
3 pts.	Specific Level	+1 with one power, skill, or attack.
5 pts.	General Level	+1 with a class of powers, skills, or attacks.
10 pts.	Overall Level	+1 with any skill, power, attack, or action.

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The +1 bonus for a level may only be applied to one aspect of a power or skill at a time. The character should declare what aspect a Skill Level is applied to every phase when in combat.

Example of Skill categories:
Specific Level: Energy Projection, Punch, Shield, Flight, Defense in Melee, etc.
General Level: Martial Arts, Guns, Movement, Defense, Ego Powers, etc.
Overall Level: Any action the character wishes to perform.

Example of the use of Skill Levels in combat: A character has a 3 pt. level with his punch. This gives the character a +1 bonus when punching. The character may increase his OCV by 1 when punching, his DCV by 1 when punching, or his DCV vs. an opponent's "Block" maneuver when punching. The character may only have his bonus in 1 aspect at a time. If the character had several Skill Levels with his punch, then he could apportion the bonusses between OCV, DCV, and DCV vs. Block as he wishes so long as the total bonusses do not exceed the number of levels that the character has.

Example: A character has a 3 pt. Skill Level with Energy Blast. He may increase his OCV by 1 when firing or increase his Range Modifier by 1 (from -1 per 3" to -1 per 4").

STEALTH: This skill represents a character's ability to hide himself in shadows, move silently, and generally avoid detection. The character may attempt to avoid detection on a roll of 9+(DEX/5) or less for 5 pts. The character gets a +1 to his Stealth Roll for +2 pts. If a character successfully makes a Stealth Roll, then any character attempting to find him does so should make a Perception Roll at -5. Stealth does not affect Radar, Sonar, and IR or UV vision. Conditions around a character may make it easier or harder to make a Stealth Roll or change the Perception roll modifier.

Cost: 5 pts. Base Roll 9+(DEX/5), +1 per 2 pts.

Swinging: This skill represents the ability to swing great distances from a line at great speed. A character may swing 1" for every 1 pt. the character has in Swinging. In order to swing, the character must have some place to attach a swing line. The maximum distance a character may Swing is equal to the maximum height that the character can attach a swing line. When a character Swings he declares an attachment point for his swing line and his swing path. The swing path may not be longer than the character's Swing distance nor longer than the attachment point is high. To Swing, a character must have an implement (a swing line). The implement does not count for the "Focus" Power Limitation (see Limitations).

Cost: 5 pts. Swing 1" per 1pt.

POWERS
Powers are special abilities that characters have. Powers are not normally learned, but are acquired by design or accident. The powers are listed below with their effects and their cost.

ARMOR: This power allows a character to buy fully resistant points of defense. Each 1 pt. of fully resistant defense (either PD or ED) costs 2 pts. Armor defense points act versus the BODY and STUN from normal or killing attacks. The Armor must be determined as PD or ED when the power is bought. Power costs no END to use.

Cost = 1 pt. of resistant defense for 2 pts.

CHARACTERISTIC DEFENSE: This power allows a character to resist the effects of Characteristic Drain or Characteristic Transfer. The character gets 1 pt. of Characteristic Defense for every 1 pt. spent. When Characteristic Drain or Characteristic Transfer is used against the character he subtracts his Characteristic Defense from the enemy attack. Any remaining points of Drain or Transfer are applied normally according to the particular power.

Example: A villain attempts to drain 13 pts. of Strength from a hero. The hero has 10 pts. of Characteristic Defense. The hero subtracts his Characteristic Defense from the attack: 13 - 10 = 3. The villain has drained 3 pts. of Strength from the hero.

Cost = 1 pt. of Characteristic Defense for 1 pt. Minimum Cost 5 pts. Power costs no END to use.

CHARACTERISTIC DRAIN: This power allows a character to temporarily subtract from the value of an opponent's characteristic. The character may drain 1D6 of an opponent's characteristic for 10 pts. times the cost multiple of the characteristic.

Example: To drain 1D6 of STR costs 10 x 1 = 10 pts. To drain 1D6 of REC would cost 10 pts. x 2 = 20 pts.

The characteristic to be drained must be chosen when the power is purchased. This power only affects the drained characteristic, not any characteristics figured from the drained characteristic. Normally, the drain only lasts for one of the drainer's phases; for every +5 pts. spent on the power, the drain lasts one additional phase. The effects of multiple drains on one character are cumulative.

Cost = 1D6 for 10 pts. times cost multiple of characteristic to be drained. Minimum cost = 10 pts. Power has no range.

CHARACTERISTIC TRANSFER: This power allows the character to temporarily subtract points from an opponent's characteristic and add those points to his own characteristic. The character may transfer 1D6 points of an opponent's characteristic to his own characteristic for 15 pts. times the cost multiple of the characteristic.

Example: The character wishes to transfer 1D6 of an opponent's DEX to his DEX. This costs 15 pts. times 3 = 45 pts.

The characteristic that the points are taken from is determined when the power is purchased. The points always transfer to the same characteristic that the points were taken from. The transfer normally lasts for one of the transferrer's phases. For every +5 pts. the transfer effect lasts for one extra phase. Any characteristics figured on transferred characteristics are not altered (i.e., Stun Pips don't change when Strength is transferred).

Cost = 1D6 for 15 pts. times cost multiple of transferred characteristic. Minimum cost = 15 pts. Power has no range.

CLINGING: This power allows a character to cling to walls and sheer surfaces, and to move upon them as if they were level. While clinging, the character may exert a 10 STR for every 5 pts. in this power. Characters use 1" of ground movement to move 1" across a surface, and 2" of ground movement to move 1" up a wall. A character who uses more than the STR allowed by his pts. in Clinging will fall off the surface. A character may always use his full STR to do damage while Clinging, regardless of his points in Clinging.

Cost = 10 pts. for ability to exert up to 20 STR, +10 STR for 5 pts. Minimum Cost = 10 pts.

DAMAGE RESISTANCE: This power allows the character to use his PD and/or ED versus killing attacks. The character uses half of his PD or ED versus killing attacks according to the following table:

1/2 Defense versus	Cost
Hand-to hand killing attacks	5 pts.
Hand-to hand and ranged killing attacks	10 pts.
Energy killing attacks	10 pts.
All killing attacks	15 pts.

Hand-to hand killing attacks include such things as knives and claws. Ranged killing attacks includes such things as bullets and shell fragments. Energy killing attacks would be lasers, etc.

The character with Damage Resistance uses 1/2 his defense versus the BODY done by a killing attack, and he is allowed his full defense versus the STUN done by a killing attack.

Example: A character with a PD of 15 has Damage Resistance versus hand-to-hand and ranged killing attacks. An agent with an autocarbine shoots the hero, doing 7 BODY and 21 STUN. The hero subtracts 1/2 his PD of 15 from the BODY done by the attack: 7 - 8 = -1, so no BODY damage was done to the hero. The hero subtracts his full PD from the STUN done by the attack: 21 - 15 = 6. The hero takes 6 STUN.

Damage Resistance may be purchased twice, thus allowing the character to use his full defense versus killing attacks.

Cost = 5 pts. for hand-to-hand killing attack resistance, 10 pts. for hand-to-hand and ranged killing attack resistance, 10 pts. for energy killing attack resistance, and 15 pts. for all killing attack resistance. Power costs no END to use.

DANGER SENSE: This power gives a character a sixth sense about danger, alerting him to surprise attacks, traps, and things that could be harmful to him. The character gets a base 11 or less chance on 3D6 to sense danger for 10 pts. The Danger Sense chance is +1 for every 3 pts. spent. Normally, Danger Sense just gives the character the "feeling" of being in danger. If the character reacts he is allowed his full Defensive Combat Value versus an attack. If a character rolls less than or equal to 1/2 his Danger Sense Roll the true position and type of danger are known well enough for the character to launch an attack at full Offensive Combat Value.
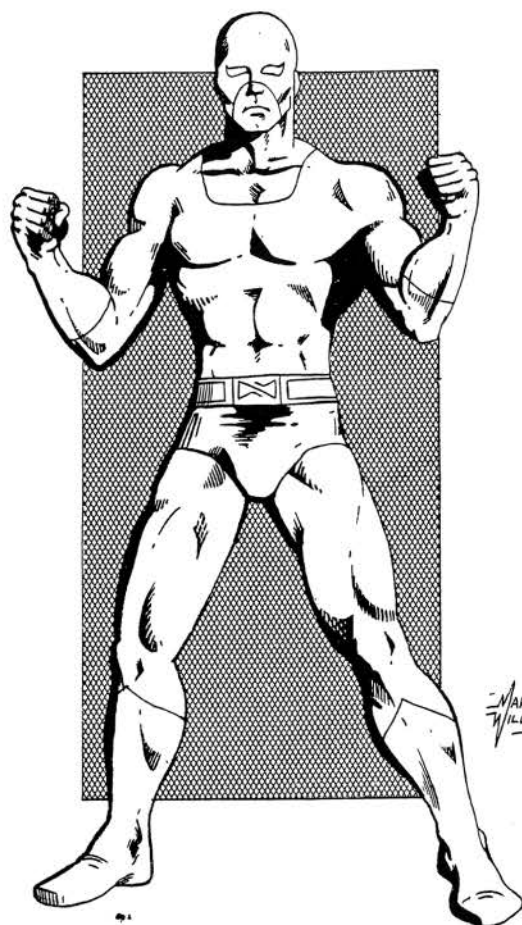
Cost = 10 pts. for base 11 or less roll, +1 to roll for every 3 pts. Power costs no END to use.

DARKNESS: This power allows the character to create an obscuring darkness in an area around the character. An area 2" in radius can be made equal to full darkness for 10 pts. Darkness acts as night, with a base sighting modifier of -3 and a range modifier of -1 per 1" range. The Darkness may be made impervious to normal sighting for +5 pts. The Darkness may be made impervious to Ultraviolet and Infrared Vision for +5 pts. The Darkness may be made impervious to Radar for +5 pts. and impervious to X-ray Vision for another +5 pts. The radius of the Darkness may be expanded by +1" for every +5 pts.

Cost = 10 pts. for 2" radius Darkness. Impervious to normal sight, +5 pts. Impervious to Ultraviolet and Infrared vision, +5 pts. Impervious to Radar, +5 pts. Impervious to X-ray vision, +5 pts. +1" radius for +5 pts.

DENSITY INCREASE: This power allows a character to become stronger and physically tougher by increasing his density. Density Increase adds to the character's STR, CON, PD, ED, and BODY without changing the character's appearance. The character gains the following qualities for every 10 pts. in Density Increase:

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+5 STR
+5 CON
+3 fully resistant PD
+3 fully resistant ED
+1 BODY
-1" of knockback
2x normal mass

A character's added STR, CON, and BODY do not affect his figured characteristics. The STR added by Density Increase does not add to the distance a character may leap.

Cost = 10 pts. for +5 STR, +5 CON, +3 fully resistant PD and ED, +1 BODY, and -1" knockback, and 2x mass. Minimum cost 10 pts.

DESOLIDIFICATION: This power allows a character to become insubstantial, to walk through walls and ignore attacks. When this power is used the character is immune to all normal physical, energy, and mental attacks. The character is also immune to such things as Characteristic Drain. The character may move through walls and other solid objects at the rate of 1 Body Pip of wall per 5 pts. in power per phase.

Example: A person with 40 pts. in Desolidification would move through 8 Body Pips of wall per phase.

When a character is Desolidified, he may not affect the physical world in any way, and he may launch no attacks. Two characters that are both Desolidified affect each other normally.

Cost = 40 pts. Move through 8 Body Pips of wall, +1 Body Pip of wall for +5 pts. Minimum Cost = 40 pts.

EGO ATTACK: This power allows a character to attack directly into another character's mind, bypassing normal defenses. After making an Attack Roll based on Ego Combat Value, the attacker rolls 1D6 of damage for every 10 pts. in Ego Attack. The target subtracts his Ego Defense (if any) and takes any remaining damage. Ego attacks are STUN only , have no effect on inanimate objects and do no knockback. Ego attacks require that the attacker has a clear line of sight to the target, and the attack has no range modifier.

Cost = 1D6 damage for every 10 pts. Minimum cost = 10 pts. No range modifier, requires line of sight.

EGO DEFENSE: This power allows the character to resist some of the effects from Ego Attack, Mind Control, Mental Illusions, Mind Scan and Telepathy. The character gets his INT/5 + the number of pts. spent as an Ego Defense. Example: a character with an 15 INT buys 5 pts. of Ego Defense. His Ego Defense is therefore 15/5 = 3, 3 + 5 = 8. When the character is attacked by one of the powers listed he subtracts his Ego Defense from the points of damage done by the attack, or from the points of effect from the attack.

Example: A character with Ego Defense is attacked by Mind Control. The Mind Control is rolled, and has 35 pts. of effect. The character's Ego Defense is 8. The points of effect of the Mind Control would be 35 - 8 = 27.

Cost = 1 pt. for +1 Ego Defense, base Ego Defense INT/5. Minimum Cost = 5 pts. Power costs no END to use.

ELEMENTAL CONTROL: This power allows a character to buy several related powers at a reduced cost. The character creates a power reserve and defines three powers to operate under this reserve, each at 1/2 the number of points in the reserve. Thus, a character would define a 60 pt. reserve with three powers that worked out of the reserve. Each power would operate at 30 pts. If a character wants more than three powers to operate out of the point reserve, the cost is (pts. in power reserve)/5 per each extra power.

Example: A villain puts 60 pts. of power in a reserve. His three powers are grouped under the title control of air and winds. His powers are Flight (wind riding), Energy Blast (concentrated air blasts, a physical attack), and Force Wall (defined as a wall of wind, all the defense points are in PD.). The powers all operate at 30 pts. of power, and the villain can use all of them at the same time at that power level if he wishes to expend the END necessary. The villain then decides to add another power to his Elemental Control, Telekinesis (defined as focussed winds). Adding this power to the Elemental Control costs 60 pts./5 = 12 pts. The total cost of the Elemental Control is now 60 ps. + 12 pts. = 72 pts.

Each power under an Elemental Control is considered separately in terms of power limitations and power advantages. The active total of the powers under the Elemental Control does not have to be the same. A character may also increase the points in one of the powers of the Elemental Control separately, the extra points are added to the power's base number of pts.

Example: The villain decides to increase his points in Energy Blast by 10 pts. For 72 pts. + 10 pts. = 82 pts. the villain now has 30 pts. in Flight, 40 pts. in Energy Blast, 30 pts. in Force Wall, and 30 pts. in Telekinesis.

The Reduced Endurance Cost power advantage may be purchased based on the point reserve in the Elemental Control. The Endurance Cost Reduction then affects all of the powers in the Elemental Control.

Examples of Possible Elemental Controls:

Ego Powers:
Ego Attack
Mental Illusions
Mind Control

Telekinetic Powers:
Telekinesis
Telekinetic Shield (bought as Force Field)
Telekinetic Fist (bought as Energy Blast, physical attack)

Weather Powers:
Fog (bought as Darkness)
Whirlwinds (bought as Energy Blast, area effect)
Wind Riding (bought as Flight)

Ice Powers:
Ice Ram (bought as Energy Blast, physical attack)
Ice Armor (bought as Armor)
Ice Slide (bought as Running, special effect: slides along ground)

Cost = 2x point base. 3 powers at point base. +total cost/5 for +1 power.

ENERGY BLAST: This power allows the character to attack at range with bolts of energy. The character states his target and makes an Attack Roll. The character then rolls 1D6 for every 5 pts. in Energy Blast as a normal attack versus the character (see sections on Determining Damage and Taking Damage). Energy Blast should be defined when the power is bought as to what type of energy it is (see section on Special Effects). Energy Blast may be defined as a STUN only attack. The Energy Blast must be defined when it is purchased as to whether the attack does knockback or not. The maximum range for Energy Blast is 5 x pts. in inches.

Cost = 1D6 for every 5 pts. in Energy Blast. Minimum Cost = 10 pts. Maximum Range = 5 x pts. in inches. Range Modifier is -1 for every 3".

ENHANCED SENSES: These powers all give the character to sense things beyond the range of normal human senses. We feel that the senses are related in some ways, so the cost is reduced if the character buys several Enhanced Senses. The two most expensive Enhanced Senses are bought at the listed cost. The next two most expensive Enhanced Senses are bought at 1/2 times (x1/2) the listed cost. Any further Enhanced Senses are bought at 1/4 times (x1/4) the listed cost. Enhanced Senses do not cost END to use. Multiple buys of the same Enhanced Sense do not count toward the reduced cost sequence.

Enhanced Vision: +1 to sight Perception Roll, +1" to Range modifier for sight Perception Roll. Cost = 3 pts.

Infrared Vision: Character sees heat patterns and traces. Allows normal sighting at night, but the character cannot make out details, only outlines. Cost = 5 pts.

Ultraviolet Vision: Character sees at night as well as he does during the day, no night modifiers are taken. Cost = 10 pts.

Telescopic Vision: Allows the character to define a point at a distance, and sight to that point as if it were 1/10 the distance away. Cost = 15 pts.

Microscopic Vision: Allows the character to view things at close range at 10x magnification. Cost = 10 pts.

X-ray Vision: Allows the character to make normal spotting rolls through walls and light substances, will not penetrate lead, high energy fields, or dense substances. Cost = 20 pts.

N-ray Vision: Allows the character to make normal spotting rolls through any material not specifically prohibited by the GM. Cost = 30 pts.

Enhanced Hearing: +1 to hearing Perception Roll, +1 to range modifier on Hearing Perception Roll. Cost = 3 pts.

Ultrasonic Hearing: Allows the character to hear very high and very low frequency sound. Enables the character to spot Active Sonar. Cost = 10 pts.

Parabolic Hearing: Allows a character to define a point at a distance and hear as if the point were 1/5 the distance away. Cost = 15 pts.

Active Sonar: Allows the character to find objects with a successful Hearing Perception Roll. The character knows where the objects are as well as if he could see them. The character also emits ultrasonic sounds. Cost = 20 pts.

Passive Sonar: Acts as Active Sonar except the character does not emit any sound. Cost = 25 pts.

Discriminatory Smell: Allows a character to make a Smell Perception Roll to identify smells. Cost = 5 pts.

Tracking: Allows the character to track by scent with a successful smell Perception Roll. Cost = 15 pts.

Radio Hearing: Allows a character to hear normal AM, FM, and Police band signals. Cost = 3 pts.

High Range Radio Hearing: Allows a character to hear up and down all the radio communications bands. The character may search for a specific frequency on a roll of 9 + (INT/5) or less. Enables the character to spot Radar. Cost = 10 pts.

360 Degree Vision: Allows a character to make a sight Perception Roll against any point around the character. Cost = 20 pts.

Radar Sense: Allows a character to spot with a base Perception Roll, with a range modifier of -1 per 10". A Radar sighting does not give details, merely general outline. A character with Radar Sense is a Radar Emitter. The range modifier for Radar Sense doubles (2x) for every +5 pts. Cost = 20 pts. 2x range modifier for every +5 pts.

ENTANGLE: This power allows a character to immobilize an opponent or create a barrier. The character must make a normal ranged Attack Roll versus the target. The character then rolls 1D6 for every 5 pts. in Entangle. The dice are read as normal dice looking for the BODY total (see Determining Damage). The total number of BODY equals the strength of the Entangle. To break an Entanglement the character must equal or exceed the amount of BODY the Entangle has, either through STR, Energy Blast, or other method of doing damage. A character who is Entangled cannot move and generally has his arms and legs pinned. Entanglement may also be used to create a "wall" in one hex (to create an Entangle over an area, use the Area Effect Power Advantage), depending on the nature of the Entanglement. An Entanglement could be such things as webbing, ice bonds, turning the ground to mud, an energy field, etc. Entanglement has a range of pts. x 5 in inches.

Cost = 1D6 of Entangle for every 5 pts. Minimum Cost = 10 pts. Range = 5 x pts. in inches. Range modifier = -1 per 3".

EXTRA LIMB: This power allows the character to possess a usable extra limb (example: a prehensile tail or an extra arm). The limb acts as any other limb in combat with the character's normal STR and DEX. This power does not allow the character extra attacks in a phase.

Cost = 10 pts. for each Extra Limb. Minimum Cost = 10 pts. Extra Limb costs no END, but using STR with the Extra Limb incurs the normal END cost.

FASTER THAN LIGHT TRAVEL: This power allows a character who flies to travel faster than light when in space. The character may fly faster than light in space for a cost of 10 pts. A character may only travel faster than light in space, never in atmosphere. To compute how fast a character may travel faster than light, determine how many inches the character may fly in a full turn and use exactly his Recovery in Endurance Pips. This is the character's maximum sustained Flight speed. The character may travel as many light years in a day as he has inches in sustained Flight. The character's speed in light years per day doubles (2x) for every +5 pts.

Cost = FTL travel for 10 pts., 2x FTL speed for +5 pts.

FLASH: This power allows a character to produce a blinding flash. The character makes an Attack Roll, and then rolls 1D6 for every 10 pts. in Flash. The character totals the amount of BODY done by the dice, and every character within a 1" radius for every 10 pts. is blinded 1 phase for every "Body pip" done. The attack does no STUN or BODY damage, but merely blinds. The character gets +1D6 of Flash in a +1" radius for every 10 pts. Blinded characters act at a Combat Value of 0 unless they have some form of compensatory Enhanced Sense (such as Sonar). Characters who are prepared for a Flash attack (cover their eyes, turn their head, etc.) are not Flashed. Flash does not work in a Darkness field. Flash has a range of 5 x pts. in Flash.

Cost = 1D6 of Flash in a 1" radius for 10 pts. Minimum Cost = 20 pts. Maximum Range = 5 x pts. Range modifier = -1 per 3".

FLASH DEFENSE: This power lessens the effect of Flash upon a character. The character subtracts 1 phase from the number of phases he would be blinded by the Flash for every 1 pt. invested in Flash Defense.

Cost = -1 phase Flashed for every 1 pt. Minimum Cost = 5 pts. Power costs no END to use.

FLIGHT: This power allows the character to fly. The character may fly at 5" per phase for every 10 pts. in Flight. The character gains +1" of Flight for every +2 pts. spent. Climbing, diving, turning and noncombat Flight speed are covered under Movement.

Cost = 2 pts. for evry 1" of Flight. Minimum Cost = 10 pts. END cost is 1 END for every 5" of Flight.

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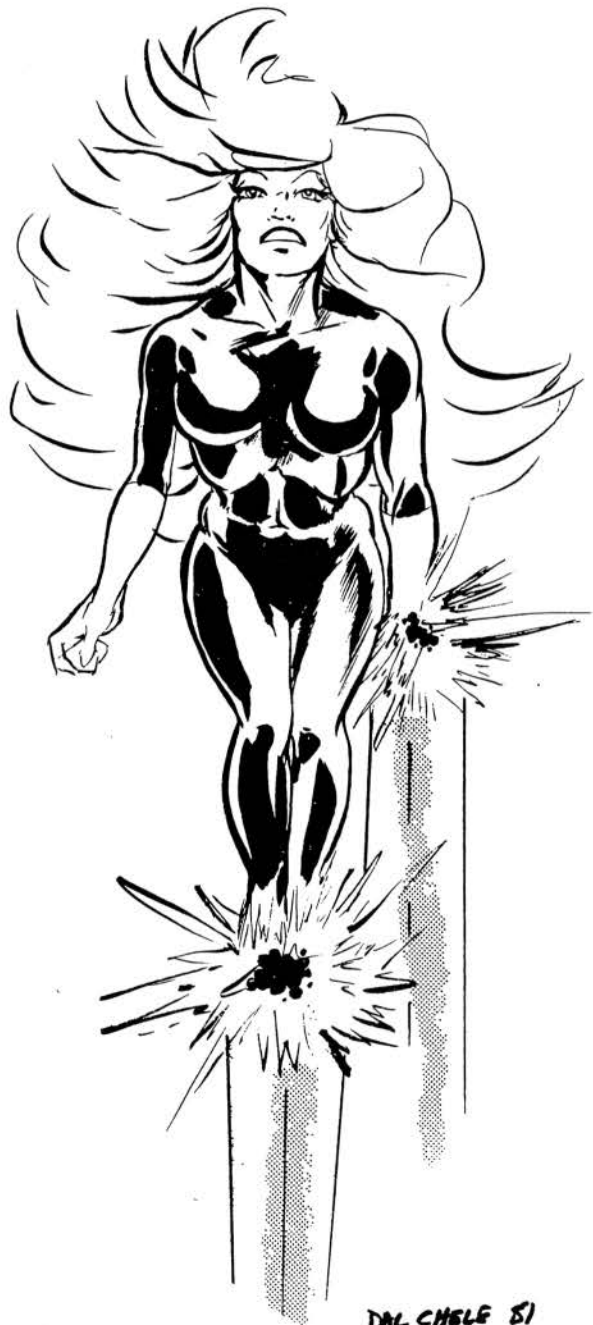
FORCE FIELD: This power allows the character to create around himself a field of energy that absorbs damage. This Force Field protects the character with 10 pts. of fully resistant defense for every 10 pts. of the power. The character gains +1 resistant defense point for every +1 pt. invested. The character must decide when buying the power what portion of his Force Field will act versus physical attacks and what portion will act versus energy attacks.

Example: Our hero puts 20 pts. in Force Field. He decides that at full power, the Force Field will acts as +8 resistant PD and +12 resistant ED. The character subtracts 8 BODY from any physical killing attack or normal attack, and subtracts 12 BODY from any killing or normal energy attack. The character adds his PD to the +8 PD for the Force Field when subtracting STUN from all physical attacks. Likewise, the character adds +12 to his ED versus the STUN from all energy attacks.

The ratio of points in PD and ED decided when the character buys Force Field remains constant at all times.

Example: Our hero with 20 pts. of Force Field decides it will act as +8 PD and +12 ED at full power. If the hero decides to run his Force Field at half power, the Force Field would add +4 PD and +6 ED.

Cost = +1 resistant defense for every +1 pt. Minimum Cost = 10 pts.

FORCE WALL: This power acts as a Force Field except that a Force Wall covers a circle of hexes at range. This field protects with 5 pts. of fully resistant defense for every 10 pts. invested. This field protects a circle with a radius of up to (pts. in Force Wall/10"). Like Force Field, the proportion of the Force Wall that adds to PD and ED must be specified when the power is bought. The range from the caster to the center of the Force Wall may be up to (pts. in Force Wall) in inches.

Cost = +1 pt. resistant defense for every 2 pts. Minimum Cost = 10 pts. Radius = (pts. in Force Wall/10"). Range = pts. in Force Wall in inches.

GLIDING: This power allows the character to glide through the air. The character may glide 8" per phase for every 10 pts. The character may glide +4" for every +5 pts. To achieve gliding speed the character must drop 1" in altitude for every 1" of gliding speed. From a standing start the character is considered to start with a velocity and altitude equal to his upward leap in inches. Gaining altitude is under the GM's control. Gaining altitude slowly is easy under normal circumstances.

Cost = +4" of Gliding for every 5 pts. Minimum Cost = 10 pts. Gliding costs no END

GROWTH: This power allows a character to increase in size, thus increasing his STR and other characteristics. Growth increases a character's STR, BODY, PRE, PD, ED, ground movement, and climbing speed. Growth decreases a character's DCV and knockback. The character has the following changes for every 10 pts. in Growth:

Character is 1 meter (3 feet) taller
+5 STR
+2 BODY
+5 PRE
+1 PD
+1 ED
+2" of ground movement
+1" climbing movement
+1 OCV in hand-to-hand combat
-1 DCV
-1" when knocked back
2x normal mass

The characteristics gained from Growth do not count towards the figured characteristics.

Minimum Cost = 10 pts.

INSTANT CHANGE: This power allows a character to instantly change from secret identity to superhero form. The character may also change back instantly. The character may change back into the clothes he was wearing for 5 pts. The character may change back into any set of clothes he wishes for 10 pts. Power costs no END to use.

INVISIBILITY: This power allows a character to become invisible. A character becomes invisible to normal sight for 20 pts. Characters that are invisible cannot be found with normal sight Perception rolls, but may be found by hearing Perception rolls if the invisible character makes noise. Characters who are invisible leave a fringe around them at short range where the light bends around the character. An invisible character may be spotted with a normal sight Perception roll at a range of 1" or less. Also, normally invisible characters can be seen with Infrared, Ultraviolet, X-ray or N-ray Vision, or with Radar. A character's Invisibility may be improved to cover these parts of the spectra. The character is invisble to Infrared Vision and Ultraviolet Vision for +5 pts. The character is invisble to X-ray Vision for +5 pts., and N-ray Vision for and additional +5 pts. The character is invisible to Radar for another +5 pts. Finally, for an additional + x1/2 cost the character does not have a fringe effect. So, to have a character that is completely invisible would cost 20 + 5 + 5 + 5 + 5 = 40 pts., and without the fringe effect that would cost 40 + (40/2) = 60 pts. total.

Cost = 20 pts. for Invisibility, +5 pts. for invisibility to Infrared and Ultraviolet Vision, +5 pts. Invisible to X-ray Vision, +5 pts. Invisible to N-ray Vision, +5 pts. Invisible to Radar, + x1/2 cost no fringe effect.

Minimum Cost = 20 pts.

KILLING ATTACK (hand-to-hand): This power allows a character to attack in hand-to-hand combat with a killing attack like a knife or laser sword. The character rolls 1D6 killing attack for every 15 pts. invested. The character may add 1/2D6 for every 10 pts. of STR he uses with his killing attack. The character may define his attack as physical or energy damage. Killing Attack costs no END, but the STR used with Killing Attack costs normal END.

Cost = 1D6 Killing Attack for every 15 pts. Minimum Cost = 15 pts. No Range.

KILLING ATTACK (Ranged): This power allows the character to project a Killing Attack at range that acts like a bullet or laser. The character rolls 1D6 Killing Attack for every 15 pts. invested. The attack may be thrown up to a range equal to 5 x pts. in Killing Attack. The character must define whether the killing Attack is physical or energy damage. Killing Attacks ignore normal defense and are only stopped by Damage Resistance and Force Fields.

Cost = 1D6 Killing Attack for every 15 pts. Range = 5 x pts. Minimum Cost = 15 pts.

LIFE SUPPORT: This power allows a character to operate in unfriendly or deadly environments without harm. The following table shows the point cost for various types of Life Support. Each category of Life Support includes all those above it on the chart (i.e., 30 pts. of Life Support includes survival in all environments listed). Power costs no END.
Cost
    5 pts...Character may breathe underwater
    10 pts...Character does not have to breathe, immune to inhaled gas
    15 pts...Character is immune to gasses absorbed throught the skin
    20 pts...Character may survive in space or under high pressure
    25 pts...Character need not eat or excrete
    30 pts...Character may survive under conditions of extreme heat, cold, radiation, etc. although he still takes damage from attacks of these natures due to shock

MENTAL ILLUSIONS: This power allows a character to project illusions directly into an opponent's mind. After making an Attack Roll based on Ego Combat Value, the character defines what illusion he wants the target to see. The character then rolls 1D6 for every 5 pts. in Mental Illusions, subtracts the target's Ego Defense (if any), and the remainder is compared to the target's INT according to the following chart.

Mental Illusion total is greater than:
1 x target INT........Target sees illusion
2 x target INT........Target perceives illusion with all of his senses
3 x target INT........Target takes STUN from illusory attacks
4 x target INT........Target may take both STUN and BODY from illusory attacks

The particular illusion can have an effect upon how real the target considers it. A well conceived illusion that fits well into the surroundings and events of the scenario is worth +1 level of effect (move down the chart one line). A poorly worded or absurd illusion is worth 1 or even 2 levels less (move up the chart one or two lines). The maximum amount of dice that a target may take from an illusory attack is equal to the points in Mental Illusion divided by five.

Cost = 1D6 of Mental Illusions effect for 5 pts. Minimum Cost = 10 pts. Range is line of sight, no range modifier.

MIND CONTROL: This power allows a character to control the actions of another character. After making an Attack Roll based on Ego Combat Value, the attacking character rolls 1D6 for every 5 pts. in Mind Control. The target's Ego Defense (if any) is

subtracted from the total of the dice and the remainder is compared to the defending character's EGO according to the following chart.

Mind Control roll is greater than:

    1 x target EGO........Target will perform actions he is inclined to do anyway.
    2 x target EGO........Target will perform actions he wouldn't mind doing.
    3 x target EGO........Target will perform actions he is normally against performing.
    4 x target EGO........Target will perform actions he is violently opposed to doing.

The action that the attacker wishes the target to perform must be specified before the attack is rolled.

So long as the attacker keeps spending END the target will continue to react to the first command given to him. Each time a new command is given to the target, or the target comes into a situation which triggers one of the target's Psychological Limitations, the attacker must reroll his Attack Roll and his Mind Control Roll.

Cost = 1D6 for every 5 pts. Minimum cost = 10 pts. Range is line of sight, no range modifier.

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MIND SCANNING: This power allows a character to search an area with his mind in order to find a single mind. The character first defines how big an area he wishes to search. This area may be of any size. Then an Attack Roll based on Ego Combat Value is rolled, modified by the number of people in the area being scanned. The Attack Roll is modified according to the following chart.

Number of people being scanned	Modifier
1	0
2	-1
4	-2
8	-3
16 (bar)	-4
32	-5
64 (theater)	-6
125	-7
250 (small building)	-8
500	-9
1000 (large building)	-10
2000	-11
4000 (small town)	-12
8000	-13
16000 (medium town)	-14
32000	-15
64000 (large town)	-16
125,000	-17
250,000 (small city)	-18
500,000	-19
1 million (medium city)	-20
2 million	-21
4 million (large city)	-22
8 million	-24
16 million (megalopolis)	-25
32 million	-26
64 million (small country)	-27
125 million	-28
250 million (large country)	-29
500 million	-30
1 billion (continent)	-31
2 billion	-32
4 billion (world)	-33

If the total modified Attack Roll is less than 3, than the area to be searched is too big and must be reduced until the Attack Roll is a minimum of 3. The character may buy +1 to Attack Roll only fof the purpose of the scan for 3 pts.

Once the Attack Roll is made, the character then rolls 1D6 for every 5 pts. in Mind Scan. The target's Ego Defense (if any) is subtracted from the total and the remainder is compared to the target's EGO according to the following chart:

Mind Scan total is greater than:

1 x target EGO.......General position of target is known

2 x target EGO.......Target's exact position in area is known

3 x target EGO.......Character may use any other mental powers (Ego Attack, Mind Control, Mental Illusions, or Telepathy) on the target with a normal Attack Roll.

The character need only expend END to maintain his knowledge of the target's position from then on. Mind Scan does not work on inanimate objects.

Cost = 1D6 Mind Scan for 5 pts. Minimum Cost = 10 pts. +1 to Attack Roll for every +3 pt. Line of sight is not necessary, and there is no range modifier.

MULTIPOWER: This power allows the character to have several different powers that draw from a common point reserve. The character first sets aside a point reserve, then chooses which powers will draw off of this point reserve.

Example: Our hero decides to set up a Multipower. He sets aside a point reserve of 50 pts. He then decides that he wishes to have Flight, Energy Blast and Force Field in his Multipower. Our hero now decides from phase to phase how the 50 pt. reserve is divided among those three powers. He may place all 50 pts. in Flight, and therefore there are no pts. in Energy Blast or Force Field. He may put 10 pts. in Flight, 10 pts. in Force Field and 30 pts. in Energy Blast. The point reserve may be divided any way the character chooses each phase as long as the pts. do not add up to more than the point reserve.

The character pays for each power (hereafter called a "slot") in his Multipower. The cost for each slot is equal to the number of active points that may be put into the slot divided by 5. Cost of slot = (maximum active pts. in slot/5)

The cost of a slot in the Multipower example above would be 10 pts. If the character wished to have a lower limit on the amount of points in one of the slots, he would pay less. If the character wished to restrict his Flight slot to a maximum of 30 pts. instead of the full 50 pts., the cost would only be 30/5 = 6 pts. A character may also define one or more of his Multipower slots as "fixed". The amount of points that may be put into a fixed slot (also called an ultra) is decided when the power is bought. The cost of a fixed slot is equal to the number of pts in the slot divided by 10. Cost of a fixed slot = (pts. in slot/10)

The hero of the example might decide to make his Force Field an ultra, fixed at 30 pts. Thus whenever the hero decides to use his Force Field, he must put 30 pts. of his reserve into Force Field, no more, no less. The slot only costs him 3 pts. instead of 6 pts.

Power limitations may be applied to Multipowers. If the limitation applies to a slot within the Multipower, then the limitation serves to increase the amount of active points in that slot (and therefore increases the cost of that slot). If the limitation is applied to the whole Multipower, then the limitation reduces the cost of the point reserve and the slots.

Example: Our hero has a suit of powered armor with several powers built into it. The hero puts Flight, Force Field, and Energy Blast in a Multipower. The point reserve is 30 pts. The hero wants his Energy Blast to be flexible, so he has a standard slot with a maximum of 30 pts. in the slot, which costs 30 pts./5 = 6 pts. for his Energy Blast slot. The hero decides that his Flight slot is variable to 30 pts., so that slot costs him 30/5 = 6 pts. He decides that he only needs the Force Field 3 times a day, so he buys that slot with the Charges limitation. That limitation gives him a +1 bonus (see Limitations), so there are (1+1) x 30 pts. = 60 active pts. in that slot. The hero figures that he won't need to vary the points in his Force Field slot, so he makes that slot fixed at 60 pts. The cost is then 60 pts./10 = 6 pts. The total cost of the

Multipower is 30 pts. for the point reserve plus 6 pts. for the Energy Blast slot, 6 pts. for the Flight slot, and 3 pts. for the Force Field slot. The total cost of the Multipower is 30 + 6 + 6 + 3 = 45 pts. The entire Multipower is bought with the Focus limitation (see Limitations), giving a +1/2 bonus in this case. So the entire Multipower only costs 45/(1 + 1/2) = 30 pts.

Characteristics and skills may not be placed in Multipowers without special permission from the GM. The character should have an excellent justification for the GM to allow a characteristic or skill to be put into a Multipower.

Cost = 1 pt. for every 1 pt. in the power reserve, active pts. in slot/5 = cost of slot, active pts. in slot/10 = cost of fixed slot. Minimum power reserve = 10 pts.

REGENERATION: This power allows a character to recover BODY faster than the normal rate of 1/10 REC in BODY per day. The character with Regeneration will regain one Body Pip each time he recovers for every 10 pts.

Cost = recover 1 BODY each recovery for 10 pts. Minimum Cost = 20 pts. No END cost.

RUNNING: This power allows a character to run faster than the 6" per phase normally allowed. The character gains +1" of ground movement for every +2 pts. spent.

Cost = +1" of ground movement for every +2 pts.

SHRINKING: This power allows a character to decrease in size, becoming more difficult to see and to hit. The character may shrink to 1/2 size for every +5 pts., adding +2 to his DCV and -2 to all other character's sight Perception Rolls. The character also has -2" ground movement and +3" to any knockback

that occurs to the character, and 1/8 normal mass.

Cost = +2 DCV, -2 sight Perception Rolls by others, -2" of ground movement, +3" of knockback, 1/2 size, and 1/8 mass for every +5 pts.

STRETCHING: This power allows the character to stretch parts of his body, attack at range and reach for things at long distances. The character may Stretch 1" in combat for every 5 pts. invested. The character's Stretching distance is doubled out of combat. Attacks made at range have a range modifier of -1 for 3", first 3" at -0.

Cost = +1" of stretching for every 5 pts. (2" noncombat stretch). Minimum Cost = 10 pts.

SUPERLEAP: This power allows the character to leap great distances. A character may normally leap 1" forward for every 5 pts. of STR, and 1" upward for every 10 pts. in STR. (see Movement). A character may leap 2x his normal distance for every 10 pts. in Superleap. A character must always leap in a straight line.

Cost = 2x distance for every 10 pts. Minimum Cost = 10 pts.

SWIMMING: This power allows a character to swim faster than the 2" normally allowed. The character gains +1" of Swimming for every +2 pts. spent.

Cost = +1" of Swimming for every +2 pts.

TELEKINESIS: This power allows a character to manipulate objects at a distance with his mind. The character may use up to a STR of 10 at a range of 10" for every 10 pts. This STR may be used as if the character were holding the object. A "Grab" maneuver may be used with Telekinesis with a range modifier of -1 per 3". Fine work may be accomplished with Telekinesis with a roll of 9 + (pts. in Telekinesis/5). The -1 per 3" range modifier applies to the fine work roll also.

Cost = 10 pts. of STR for 10 pts. Range = pts. in Telekinesis.

TELEPATHY: This power allows a character to read minds or to communicate with another character. First the character declares whether he is trying to read the target's mind or is attempting to communicate with the target. Then an Attack Roll is made based on Ego Combat Value, and the character rolls 1D6 for every 5 pts. in Telepathy. The total is compared to the target's INT according to the following chart.

Telepathy roll is greater than   Accuracy

    1 x target INT may read surface thoughts
    2 x target INT may read deep, hidden thoughts
    3 x target INT may read into target's memory
    4 x target INT may read into target's subconcious

The character using Telepathy need only expend END each phase to remain in contact. If the telepath attempts to read past a target's psychological limitation, or deeper into the target's mind, he must make a new Attack Roll and Telepathy Roll.

Cost = 1D6 for 5 pts. Minimum Cost = 10 pts. Range is line of sight, no range modifier.

TELEPORTATION: This power allows a character to disappear from one point and appear at another, without traveling in between. The character may Teleport 15" to a spot he can see for 30 pts. The character may normally only Teleport himself and his costume, but for each +5 pts. the character may Teleport 2x normal human mass (100 kilograms).

Example: For +5 pts. in Teleport the character could Teleport himself and some other character he was touching. For +10 pts. the character could Teleport himself and 3 other people he was touching.

The character may prepare 1 extra phase and Teleport 2x his normal distance for +5 pts. A character may Teleport to any spot he can see as long as it is within his range. The Teleporter may memorize a location for +1 pt., and Teleport there without that place being in his sight, but only if the spot is within his range. A character may not Teleport into a solid object. A character may Teleport 1/2 his full distance and attack for +10 pts.

Cost = 30 pts., +1" for every +2 pts., 2x mass for +5 pts., 2x distance for +1 phase and +5 pts., 1 location for +1 pt.

TUNNELLING: This power allows a character to move through the ground by creating a man-sized tunnel. The character may tunnel at 1" for every 5 pts. of power. When the character creates a tunnel, he may either leave the tunnel behind him, or close the hole behind his back.

Cost = 1" per phase for every 5 pts. Minimum Cost = 10 pts.

POWER ADVANTAGES

Many characters will want powers similar to the ones listed, but with modifications. Modifications that raise a power's total effectiveness are called Power Advantages. Each Power Advantage has a multiplier that is used to compute the total cost of the power plus its advantages. The total active cost of a power is computed using the following formula.

Total Cost = Base Cost of Power x (1 + total multipliers)

Example: A character wishes to buy 30 pts. of Energy Blast with the Power Advantage: Area Effect (radius). The multiplier for that advantage is +1. The formula would be:

Total Cost = 30 pts. x (1 + 1) = 60 pts.

Thus, the character would pay 60 pts. for the power. He would still have 6D6 of Energy Blast, but he would pay his END cost based on the active point total, so his END cost would be 12.

The Advantages

AREA EFFECT (hexes): This Advantage allows powers that normally affect only one target to affect all targets in an area. The character may affect a number of hexes equal to 1/5 the amount of Active pts. in Area Effect. All the hexes must be adjacent to at least one other hex. The hexes may form a line, circle, triangle, square, or other simple shape. The character determines a target hex. The character must roll an Attack Roll vs. a DCV of 0, with a range mod

of -1 per 3". If he fails, the Area Effect centers on an adjacent hex. Roll 1D6 to determine which hex. All characters within the area of effect take the listed effect. No Attack roll is necessary. Multiplier = +1.

AREA EFFECT (radius): This advantage allows powers that normally affect only one target to affect all targets in a circle. The area is 1" in radius for every 10 Active pts. in the power. The character declares a target hex where the effect will center, and rolls an Attack Roll as detailed in Area Effect (hexes). The power is otherwise like Area Effect (hexes). Multiplier = +1.

ARMOR PIERCING: This Advantage allows an attack to act against one half (x1/2) of the defense it normally acts against. The damage for an Armor Piercing attack is rolled normally, but only 1/2 of the target's defense is subtracted from the damage.

Example: A villain fires an Armor Piercing Energy Blast at a hero with an ED of 15. The hero subtracts only 8 from the BODY and STUN done by the attack, instead of 15.

Multiplier = +1/2.

ATTACK WITH NO NORMAL DEFENSE: This advantage allows a STUN only attack that ignores normal defenses. Attacks with no normal defense are not stopped by PD, ED, Force Field, Armor, etc. The defender takes the full amount rolled on the dice as STUN. When a character purchases Attack with No Normal Defense, he must define a reasonably common power as the defense. If the defender has this defense, then the attack is totally ignored. Some possible attack types and their suggested defense are listed below:

Type of Attack	Defense
Gas Attack	10 pts. in Life Support
Poison Dart Attack	Force Field, Armor, or Damage Resistance
Solidification Attack	Force Fields
Hypnotic Attack	Ego Defense

There are other possible attacks, but they must all be STUN only and have a reasonably common defense. Multiplier = +1.

BASED ON EGO COMBAT VALUE: This advantage allows the Attack Roll of a power to be based on Ego Combat Value rather than on normal Combat Value. Powers based on Ego Combat Value take no range modifiers. Any powers that would be modified by defenses (such as Energy Blast, Characteristic Drain, etc.) are modified by the target's Ego Defense. All Ego based attacks should be STUN only, except with the special permission of the GM. Multiplier = +1.

EXPLOSION: This advantage allows a damage power to act as an explosion. The character defines a target hex for the center of the explosion. He then rolls his Attack Roll for the target hex as detailed in Area Effect. The full effect of the base power occurs in the target hex. The damage done by the attack is -1D6 for every 1" distance from the target hex. The largest D6 is always subtracted from the total first.

Example: A 5D6 Energy Blast Explosion goes off. The character rolls 1,3,3,5,6 for his damage. The target hex takes 1+3+3+5+6 = 18 STUN and 0+1+1+2 = 5 BODY. Someone 2" away from the target hex would take 1+3+3 = 7 STUN and 0+1+1 = 2 BODY.

Multiplier = +1/2.

INVISIBLE POWER EFFECTS: This advantage allows a power to work invisibly. Normally, any power that affects another character is quite visible, and the source of the effect is obvious (see Special Effects). This advantage allows a power to work without visible effects, and the source of the power remains inobvious. Characters with Infrared, Ultraviolet, X-ray or N-ray Vision can see normally invisiblwe attacks. Fully invisible attacks cannot be seen by any character. Multiplier = +1/2 for normally invisible, +1 for fully invisible. This Advantage does not increase the END cost of the base power.

POWER AFFECTS DESOLIDIFIED OBJECTS: This advantage allows a power to affect a character who is Desolidified, as well as normal objects or characters. Multiplier = +1/2 This Advantage does not increase the END cost of the base power.

RANGE: This Advantage allows powers that normally only work on contact to be used at range. Combat powers take a standard -1 per 3" range modifier. Multiplier = +1/2. This Advantage does not increase the END cost of the base power.

REDUCED ENDURANCE COST: This Advantage allows a character to use a power at 1/2 the normal END cost. To reduce the END cost of a power costs 1/4 the points in the power as an additional cost. Reduced Endurance Cost may be taken several times on the same power. When the END cost is 1/2 Pip or below, the power is considered to be at zero END cost.

Example: A character with 40 pts. of Invisibility wishes to reduce the END cost,which is 8 pips for using all 40 pts. The END cost is cut to 4 pips (8 x 1/2) for 10 extra pts. (40 x 1/4). The character wishes to reduce the END cost still further, so he pays 10 more pts., and the END cost is now 2 pips. The character now has 40 pts. of Invisibility that costs 2 Endurance pips to use, for a total cost of 40 + 20 = 60 pts.

Cost: Each 1/2 END cost requires 1/4 x points in power additional points. No END cost for Reduced Endurance Cost.

USABLE ON OTHERS: This advantage allows a power that is normally only usable on yourself to affect others.
Examples: Invisibility, Enhanced Senses, Regeneration, etc. The character must make an Attack Roll on the target to use his power on them. This advantage does not mean that the power is usable at range (buy Power usable at Range). The target has full control over the use of the power, but the owning character may cut off the power at any time. The character owning the power pays the END cost. Multiplier = +1/2. This Advantage does not increase the END cost of the base power.

POWER LIMITATIONS

Power Limitations are used to highlight the particular effects of a power and to lower the cost of the power to the character. Often power limitations are very important to the character's conception. The GM should be wary of characters that have gratuitous limitations and players should be certain that each limitation represnts their character correctly.

To determine the cost of a power with a limitation, first total up the Bonuses the power's Limitations are worth. Then use the formula below to find the real cost of the power:
    Real Cost = Active Cost / (1 + Total Bonus)
The Real cost is the number of Power Points the character must expend to buy the power.
The Active cost is the number of points that the power is considered to have when figuring END cost and power effect.
The Total Bonus is the total of the listed Bonusses for each of the different Limitations that the power has.

Example: A character buys 40 pts. in Flight, with the Limitation that he has an obvious, accessible Focus (Boot Jets). This Limitation is worth +1/2 Bonus. Putting these numbers into the formula, the Active cost is:
40 / (1 + 1/2) = 26 2/3 which rounds to 27 pts. The character then pays 27 power points for the Flight power.
Example: A character wishes to build an energy pistol. The pistol does 6D6 normal damage which is 30 pts. of Energy Blast. The pistol only has 10 shots, which is worth +1/4 Bonus and is an obvious accessible Focus which is worth +1 Bonus. Putting these numbers into the formula, the Active cost is:
30 / (1 + 1 1/4) = 13 1/3 which rounds to 13 pts.

ACTIVATION: This limitation represents when a power only works some of the time. The character must roll the listed number or less on 3D6 each phase he wishes to use the power. The character must expend the END necessary to use the power even if it does not activate. If the character makes his Activation Roll, then he may use his power freely that phase, and may gain any benefits from its use. The character must continue to make Activation Rolls every phase he wishes to use the power. The chart below shows the Activation roll and the Bonus

Activation Roll	Bonus
8 or less	+2
11 or less	+1
14 or less	+1/2

ALWAYS ON: A power that the character can never turn off is worth a +1/4 bonus. The power must be bought to 0 END cost with the Reduced Endurance Cost Power Advantage. The GM must define that there is some disadvantage to the character's having the power always on.

ENDURANCE BATTERY: A character may set up a seperate END pip reserve for a particular power. The character should determine the maximum (without pusing) amount of END pips the power will cost to use. Then the character should refer to the chart below and mulitply the END cost by the Battery Multiple to get the total number of END pips the battery contains. The END pips in an Endurance Battery may only be used on the power for which they were bought. END pips in a battery may be used in all ways like normal END pips when it comes to pushing a power. The chart below gives the Battery Multiple and the Bonus for various levels of Endurance Battery.

Battery Multiple	Bonus
x1	+1 1/2
x2	+1
x4	+1/2
x8	+1/4
x12	No Bonus

Endurance batteries normally recharge after a period of a day or so. An Endurance Battery may be made rechargeable in a shorter period of time by reducing the Battery Multiple one step (such as taking only x2 for a +1/2 Bonus battery that is rechargeable). The Endurance Battery may then be defined as recharging at 1 END pip a turn, or recharging instantly when brought to a special power sorce (such as when brought to massive electrical power, hydrogen plasma, ect.).

FOCUS: This limitation represents a power that works through some sort of device. Foci are defined as being either obvious or inobvious and either accessable or inaccessable. An obvious Focus is a device that an observer can tell is responsible for a characters ability to use a power. An inobvious Focus is a device that allows a character to use a power but does not let an observer know that the device is responsible. An accessable Focus is one which an opponent can remove or make useless in combat. Normally, an accessable Focus can be removed with a Grab maneuver or easily incapacitated. An inaccessable Focus is one which can only be removed or incapacited given much time and work out of combat. The chart below lists the various types of Foci and the Bonus for each.

Focus Description	Bonus
Inobvious, Inaccessable	+1/4
Inobvious, Accessable	+1/2
Obvious, Inaccessable	+1/2
Obvious, Accessable	+1

A Focus is either defined as replaceable or unreplaceable. A device that the character could build again, given time and money, is replaceable. Replaceable Foci are breakable and have 1 Body Pip for every 5 active points of power usable through the Focus (see Breaking Things). Foci that are not replaceable should not be breakable.

INCREASED ENDURANCE COST: This limitation represents a power that costs a character more END than normal to use. Normally, powers cost 1 END pip per 5 pts. of power used. The character gains a bonus if his power costs a multiple of the normal END pip cost. The chart below shows the multiple of normal END cost and the Bonus.

Endurance Multiple	Bonus
x1 1/2	+1/2
x2	+1
x3	+2
x4	+3
x5	+4

Strength at multiple END cost does not count towards figured characteristics.

LIMITED POWER: This is the most general of the limitations. Limited power includes any Power Disadvantage you can think of that is not already covered by other limitations. The chart below shows the Power Limitation and the Bonus.

Power Limitation	Bonus
Power has no Range (only works with powers that normally have a range)	+1/2
Power or Skill costs END (only works with powers or skills that normally cost no END to use)	+1/2
Power only works in Hero identity	+1/4
Power is based on another power (Smaller point cost power is based on higher point cost power so that the smaller power only works when the larger power is on. Only smaller power gets Bonus.)	+1/2
Power only works in a given situation (Bonus is based on how often the situation occurs)	+1/4 to +2
Example: Power only works in darkness	+1/2
Example : Power only works in water	+1
Example: Power only works in an intense magnetic field	+2
Etc.	
Power does not work in a given situation (Bonus is based on how often the situation occurs)	+1/4 to +2
Example: Power does not work in darkness	+1/2
Example: Power does not work in water	+1/4
Etc.	

LIMITED USES: This represents those powers that only can be used a limited number of times per day. A power that has limted uses does not cost END to use. If the character wants a power with Limited Uses to use END pips, then he gets an additional +1/2 Bonus. The number of Limited Uses is the number of times a day a power may be used. The chart below lists the number of uses a power gets and the Bonus.

Number of Uses	Bonus
1	+2
2	+1 1/2
3	+1
4-6	+1/2
7-10	+1/4
11-15	No Bonus

The following chart may help when using Power Limitations. To use the chart, merely find the Active points in the power across the top, and the total Limitation bonus along the side. The intersection is the Real point cost to the character.

Active Point Cost

	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
+1/4	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
+1/2	3	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67
+3/4	3	6	9	11	14	17*	20	23	26	29	31	34	37	40	43	46	49	51	54	57
+1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
+1 1/4	2	4	7	9	11	13	16	18	20	22	24	27	29	31	33	36	38	40	42	44
+1 1/2	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
+1 3/4	2	4	5	7	9	11	13	15	16	18	20	22	24	25	27	29	31	33	35	36
+2	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
+2 1/4	2	3	5	6	8	9	11	12	14	15	17	18	20	22	23	25	26	28	29	31
+2 1/2	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	26	27	29
+2 3/4	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
+3	1	2	4	5	6	7	9	10	11	12	14	15	16	17	19	20	21	22	24	25

Character Disadvantages

A character is composed of weaknesses, as well as strengths. Disadvantages for the character are important to the total conception, as well as providing the character with more points.

The GM should be aware of the character's disadvantages, and take advantage of them. A disadvantage shouldn't be overemphasized (example: every villain has the weapon the character is vulnerable to), just brought into play often enough so that the character is aware of it. Disadvantages can be put to good use by a GM who needs an idea for a gaming session (Hunteds are excellent for this).When taking more than one disadvantage of the same type (i.e., several Hunteds, several Vulnerabilities), successive disadvantages are worth less, according to the following table.

```
1st Disadvantage...............x1 pts.
2nd similar Disadvantage.......x1 pts.
3rd similar Disadvantage.......x1/2 pts.
4th similar Disadvantage.......x1/2 pts.
5th similar Disadvantage.......x1/4 pts.
6th similar Disadvantage.......x1/4 pts.
any more similar Disadvantages...x0 pts.
```

Example: A character takes three Hunteds: a 25 pt. Hunted, a 20 pt. Hunted, and a 15 pt. Hunted. The two most expensive Hunteds are given full pts., and the third Hunted is worth x1/2 pts. Thus the character gets 25+20+8(15/2 rounds to 8)= 53 pts.

BERSERK: A character with this disadvantage tends to go berserk during periods of stress or in combat. Berserk characters do not know friend from foe, and automatically attack whoever is in front of them, until the target is knocked out or killed (whichever comes first). The Berserk character will then attack the nearest moving character in his sight. Berserk characters will use their most effective offensive power at full damage while Berserk.

A character with "Berserk" must also specify a set of circumstances other than combat under which he will go berserk (at the sight of blood, a woman's scream, etc.). A character with Berserk specifies how easily the character goes Berserk, how easily the character recovers from Berserk, and under which circumstances the character checks to see if he goes Berserk. The points a character gets for Berserk are detailed below.

Chance to Go Berserk	Pt. Bonus
8 or less	5 pts.
11 or less	10 pts.
14 or less	15 pts.

Chance to Recover from Berserk	Pt. Bonus
14 or less (base chance)	0 pts.
11 or less	+5 pts.
8 or less	+10 pts.

Circumstances to go Berserk	Pt. Bonus
Uncommon circumstance	–5 pts.
Common Circumstances	0 pts.
Very Common Circumstances	+5 pts.

The GM decides whether a circumstance is Uncommon, Common, or Very Common.

Every phase that a character is in combat, or in a circumstance where he can go Berserk, he should roll his chance to go Berserk. Once he goes Berserk, a character may attempt to recover every phase. The character gets a free extra attempt to recover from Berserk whenever he runs out of END, knocks out or kills an opponent, or has someone attempt to snap him out of his Berserk (sometimes a dangerous task).

DEPENDENT NPC: A character with this disadvantage has a non-player character friend or loved one who gets in the way and gets into trouble a lot, requiring the character to protect or save them. The character should define how competent the NPC is and how often the NPC gets involved in scenarios. The points for a Dependent NPC are given by the following chart.

The NPC gets involved:	Pt. Bonus
Infrequently (8 or less).........	+5 pts.
Occasionally (11 or less)........	+10 pts.
Frequently (14 or less)..........	+15 pts.

The GM should determine at the beginning of the scenario whether or not the Dependent NPC will be involved in the scenario. The roll is given as a guideline.

The character also gains points if the NPC is less competent than normal, according to the following chart.

The NPC is: Pt. Bonus
Competent (A normal person, with about +20 pts. in characteristics and skills) ......+0 pts.

Normal (A normal person, no extra points, but possibly some points are shifted around) .....+5 pts.

Incompetent (A normal person with -20 pts. in characteristics) ......+10 pts.

The Dependent NPC should be someone very close to the character. The character will take extra care to make sure that the NPC is not harmed by involvement in scenarios.

> Example: A character has a weak old Aunt Mary, who tends to get involved in scenarios frequently. The point bonus would be: (Frequently involved, Incompetent person) 15 + 10 = 25 pts.

HUNTED: A character with this disadvantage is hunted by some person or group in the campaign. The character may or may not know he is Hunted, at the player's discretion.

The points a character gets for being Hunted depends on the quality and number of the hunters, and how actively they are looking for the character. The point values are listed in the chart below:

Hunter is a single person...................5 pts.
Hunter is a small group (less than 4 villains, or less than 40 people) ....10 pts.
Hunter is a large group (4 or more villains, more than 40 people) ....15 pts.

These definitions of group size are very general, and should be modified according to the power of the organization.

Hunter has advanced weapons, and/or highly trained personnel (Agents) ....+5 pts.
Hunter has superheroes or supervillains included....................................+10 pts.
Hunter is a superhero or supervillain (group)......................................+15 pts.

The chance for a Hunter to show up in each game session is a base 8 or less. The GM secretly rolls this chance at the beginning of the adventure, and if he rolls an 8 or less the hunter should show up sometime during the course of the adventure. This chance to show up is meant as a general guideline for the GM, and should not constrain the GameMaster. If a character is Hunted more actively, he gains more points as shown below.

Hunter is after character full time (11 or less).........+5 pts.
Hunter is after character fanatically (14 or less)......+10 pts.

All hunteds must be agreed upon by the GM, and all hunters sho uld be already created by the GM.

The player (perhaps with the GM's help) should determine why he is being hunted by that particular individual or group. The Hunters may be involved with the character's origin or some part of his early (non-played) career. The Hunters may wish to kill the character, discover the source of the character's power, take revenge on the character for some act, retrieve something the character has taken, etc. The hunters are normally villains, but the character may be wanted by the police for questioning, or sought after by a government agency (FBI, CIA, or OSI) for any of the above reasons. Characters do not get points for individuals or groups that begin hunting the character after the character has started play.

PHYSICAL LIMITATION: A character with this disadvantage has a physical problem which hampers him, such as lack of hands, blindness, etc. The amount of points given for a physical limitation is determined by how often the limitation gets in the way and by how damaging the limitation is. The relative intensity of these qualities is governed by the GM. Points are awarded as follows:

How Often Limitation Affects   Pt. Bonus
Infrequently...........................5 pts.
Frequently.............................10 pts.
All the time...........................15 pts.

Limitation impairs the character: Pt. Bonus
Slightly...............................+0 pts.
Greatly................................+5 pts.
Fully..................................+10 pts.

Examples: No Hands (All the Time, fully impairing)=25 pts.
Unable to walk (frequent, fully impairing)=20 pts.
Blindness (all the time, fully impairing)=25 pts.
Lack of Depth Perception,and Peripheral Vision on one side : missing one eye (infrequent, slightly limiting)=5 pts.
Characters with Physical Limitations often have powers that compensate for their limitations.

PSYCHOLOGICAL LIMITATIONS: A character with this disadvantage has a psychological quirk about a given thing or situation. The character reacts unusually to this thing or situation, usually with fear or hatred. The character defines how often his limitation occurs and how damaging it is. The character gets points according to the following chart.

Frequency of Ocurrence	Pt. Bonus
an uncommon situation	5 pts.
a common situation	10 pts.
a very common situation	15 pts.

Once the situation occurs, the Psychological Limitation affects the character's choice of targets in combat or his reaction to a character out of combat. If the reaction is even stronger, the character gains more points according to the following chart.

Character takes irrational actions concerning the situation...........+5 pts.

Character becomes totally useless in the situation due to total collapse or frantic retreat ....+10 pts.

Once the situation has ocurred, the character must react as his Psychological Limitation dictates for at least one phase. Then, the character may attempt to shut away his fears through strength of will. If the character makes an EGO Roll of 9 + (EGO/5) or less, than the effect of the psychological limitation is one category less on the chart. The GM should feel free to modify this roll up or down considering the exact situation the character is in.

Psychological Limitations should be used to define the major outlines of the character's personality. The GM should not allow frivolous or silly Psychological Limitations (fear of mice, hatred of disco music, etc.).

Examples of Psychological Limitations:
Code Against Killing: Common Situation, Total Commitment.........10 + 10 = 20 pts.
Claustrophobia: Uncommon situation, irrational actions............5 + 5 = 10 pts.
Overconfidence: Very common situation, irrational actions........15 + 5 = 20 pts.

The amount of points for these examples could of course vary due to the intensity of the limitation, which varies from character to character. The "irrational actions" that Overconfidence leads to would be jumping 10 supervillains at once, taking on an army, etc.

PUBLIC IDENTITY: A character with this disadvantage has no possible underground or secret identity. His face is known and recognized nearly everywhere. The character should be on 24 hour alert, as the authorities, supervillains, and autograph seeking fans can always find him. A Public Identity is worth a 10 pt. bonus.

A character with neither a Secret Identity or a Public Identity is considered to have a private life, but a fair number of people know that he is a superhero. His identity is also fairly easy to discover with a little work.

SECRET IDENTITY: A character with this disadvantage has a well kept identity as a normal person. He leads a life as a normal person, with a job, friends, house, etc. until he changes into his superhero form. A character with this disadvantage will go to great lengths to protect his secret. The character feels (often, quite correctly) that if he was known to be a superhero, his family and friends would be in constant danger from supervillains. A Secret Identity is worth a bonus of 15 pts.

SUSCEPTIBILITY: A character with this disadvantage takes damage from objects or effects that are harmless to most people. The character defines how often the damaging object or effect is encountered, and how much damage the character will take from it. The points a character gets for Susceptibility are given by the following chart.

Object or Effect is:	Pt. Bonus
Uncommon	+5 pts.
Common	+10 pts.
Very Common	+15 pts.

Character Takes:	Pt. Bonus
1D6 per phase (base effect)	+0 pts.
2D6 per phase	+5 pts.
3D6 per phase	+10 pts.

A Susceptible character takes STUN and BODY damage with no defense every phase they are subject to the effect of the Susceptibility. Some examples of Susceptibility are:

Character takes 2D6 damage in full sunlight = (Very Common, 2D6) 15 + 5 = 20 pts.

Character takes 3D6 damage from glowing meteorites = (Uncommon, 3D6) 5 + 10 = 15 pts.

UNLUCKY: A character with this disadvantage has improbable, unlucky things happen to him. The GM should ask the character to make an Unluck Roll when the character is winning easily in a fight, depending on a sure thing, taking a simple task for granted, etc. The GM should be careful not to overemphasize this disadvantage, as Unluck can be most frustrating and annoying. The character rolls 1D6 for every 5 pts. of Unluck. Each "1" that appears on the dice counts as one level of Unluck. The more levels of Unluck, the more intense the effects should be. The following chart gives some suggested effects for Unluck.

1 level of Unluck.......Character might slip and be put at a combat disadvantage, or one of his minoior gadgets might malfunction. The character could be delayed in transit by traffic jams, nasty air traffic controllers, newsmen, etc.

2 levels of Unluck......Bystanders might get between the character and his target, normally friendly people might be unwilling or unable to help the character, one of his major gadgets might malfunction, etc.

3 levels of Unluck......Character might suddenly have the table turned on him in a fight by falling debris, another enemy might show up, a downed enemy is revived by spectacular coincidence, etc.

Unluck is not just a roll. It should affect the character in minor ways whenever a character is winning or on top of a situation. A character may be Lucky when losing and Unlucky when winning (resulting in a very confused character). Maximum 15 pts. of Unluck.

UNUSUAL LOOKS: A character with this disadvantage is startling, unusual or just plain hideous. The character decides how often people will react poorly to his looks (run away, refuse to help, mistake him for a villain or a demon, etc.).The points a character gets for Unusual Looks are given on the following chart.

People react poorly to the character: Pt. Bonus
on an 8 or less............................⁀+5 pts.
on an 11 or less...........................≠10 pts.
on a 14 or less...........................+15 pts.

Normal superhero costumes are not considered as Unusual Looks. A costume would have to be particularly horrifying or bizarre to qualify as Unusual Looks.

VULNERABILITY: A character with this disadvantage takes more damage from a particular attack than other characters. The character determines (with the help of the GM) how common the attack is, and what multiple of normal damage he takes. The points a character gets for a particular Vulnerability are given in the following chart.

The Attack is: Pt. Bonus
Uncommon...................................+5 pts.
Common (A group of Uncommon attacks).........+10 pts.
Very Common (A group of Common attacks)......+15 pts.

A character takes 1 1/2x STUN damage from the attack. A character may take 1 1/2x BODY damage from an attack for the same point bonus. If a character takes 2x STUN damage from an attack, the point bonus is 2x the amount listed.

The frequency of a certain type of attack will vary from campaign to campaign. If almost all the agents in your campaign have blasters, then blasters are a Common attack. Examples of Vulnerability:

Character takes 2x STUN from Sonics: (Uncommon attack, 2x STUN) 5 x 2 = 10 pts.

Character takes 1 1/2x STUN from Punches: (Common attack, 1 1/2x STUN) 10 pts.

Character takes 1 1/2x STUN from physical Killing Attacks: (Very Common, 1 1/2x STUN) 15 pts.

CHARACTER EXAMPLES

At first the character building system may seem a bit imposing. The following section consists of several characters, built step by step. The players can refer to the examples when creating their own heroes.

Example 1: In this case, the player started with the abilities he wanted the hero to have. He decided to play a a character with Martial Arts and some other skills. A search through the skills and powers section turned up the following list of desired abilities:

```
10 pts. Acrobatics
 5 pts. Detective Work
10 pts. Gliding
 ?      Martial Arts
 5 pts. Stealth
```

Now, the character needs some characterisitics.

Value	Char.	Pts.	Notes
20	STR	10	A good STR, 4x normal
25	DEX	45	Very high DEX, gives a good CV
20	CON	20	A good CON
10	BODY	0	normal
20	INT	10	High INT, adds to Detective Roll
10	EGO	0	normal
15	PRE	5	A little impressive
12	COM	1	A handsome character
14	PD	10	A good PD, helps against punches
10	ED	6	A fair ED, but not too tough
6	SPD	25	Very high SPD
12	REC	8	A good REC
40	END	0	Enough END to last a while
30	STUN	0	A fair amount
		Total = 150 pts.	

Now the player goes back to his list of abilities, and can put in the cost of his Martial Arts since the cost = STR. The character now costs 150 pts. for characteristics, and 50 pts. for abilities, for a total of 200 pts. The character needs some disadvantages to pay for his powers, so a search through the Character Disadvantages turns up the following list:

15 pts. Secret Identity
30 pts. Hunted by VIPER (large group, 11 or less)
20 pts. Psychological Limitation: Code against Killing (14 or less)
20 pts. Hunted by the CIA (8 or less)
15 pts. Psychological Limitation: Hatred of Killing Attacks (11 or less)

100 pts. total

The character has a fairly cohesive set of disadvantages. He now has 100 pts. as a base plus 100 pts for disadvantages for a total of 200 pts. As Crusader has 200 pts. in characteristics, powers and skills, he is even. The player has developed an origin around his disadvantages and powers: The character was trained by the CIA, and assigned to infiltrate VIPER. The organization found out he was a CIA agent, and brainwashed him into becoming an assassin for them. He killed one victim, but the psychological strain broke the conditioning. However, both the CIA and VIPER are now looking for him. The character's Code against Killing and his hatred of Killing Attacks all stem from the brainwashing and his reaction against it. The player decides to call his character Crusader. The following character sheet shows how the character is laid out.

Example 2: This character is a villain, and the GM designed him around a name: Ogre. The name suggests someone strong and ugly. The GM decides to base the character around STR as his major ability. So, the following characteristics are generated.

Value	Char.	Pts.	Notes
60	STR	50	A very high STR
18	DEX	24	A medium DEX
30	CON	40	A high CON
15	BODY	10	A high BODY, Ogre is big
5	INT	-5	A low INT
10	EGO	0	normal
20	PRE	10	Ogre is big and impressive
6	COM	-2	A low COM, Ogre is ugly

CHARACTER SHEET for CHAMPIONS: The Superhero Roleplaying Game

Value	Characteristic	Cost	Pts
20	Strength.........x1	10	
25	Dexterity........x3	45	
20	Constitution.....x2	20	
10	Body Pips........x2		
20	Intelligence.....x1	10	
10	Ego.............x2		
15	Presence.........x1	5	
12	Comeliness.......x½	1	
14	Physical Defense..x1	10	
10	Energy Defense....x1	6	
6	Speed............x10	25	
12	Recovery.........x2	8	
40	Endurance Pips...x½		
30	Stun Pips........x1		

Base Physical Defense = (STR/5)
Base Energy Defense = (CON/5)
Base Speed = 1 + (DEX/10)
Recovery = (STR/5) + (CON/5)
Endurance Pips = 2 x CON
Stun = BODY + (STR/2) + (CON/2)
Combat Value = (DEX/3)
Ego CV = (EGO/3)
Perception Roll = 9 + (INT/5)
INT Roll = 9 + (INT/5)
DEX Roll = 9 + (DEX/5)
EGO Roll = 9 + (EGO/5)

Name: **CRUSADER**

Ego CV: **3** Combat Value: **8**
Levels:

END:
STUN:
BODY:
Phases: 1 ② 3 ④ 5 ⑥ 7 ⑧ 9 ⑩ 11 ⑫

Pts	Powers	END
10	ACROBATICS 14 OR LESS	
5	DETECTIVE WORK 13 OR LESS	
10	GLIDING - 8" (GLIDER WEBS UNDER ARMS)	
20	MARTIAL ARTS	
5	STEALTH 14 OR LESS	

50 Powers Total
150 + Characteristics Total
200 = Total Points

INT Roll: **13** DEX Roll: **14** EGO Roll: **11**
Perception Roll: **13**
Movement: **6" RUN / 8" GLIDE**

Attack	Off.	Def.	Damage
Punch	+0	+0	x1
Haymaker*	+0	-5	x1½
Kick*	-2	-2	x1½
Block	+0	+0	--
Dodge	--	+3	--
Grab	-1	-2	--
Move By	-2	-2	x½ + V/5
Move Through#	-V/5	-3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	-2	+1	x2
Martial Block	+2	+2	--
Martial Dodge	--	+5	--
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker takes ½ damage

Disadvantages	Pts
SECRET IDENTITY	15
HUNTED BY VIPER (LARGE GROUP, 11 OR LESS)	30
PSYCHOLOGICAL LIMITATION;(CODE AGAINST KILLING, 14 OR LESS)	20
HUNTED BY CIA (LARGE GROUP, 8 OR LESS)	20
PSYCHOLOGICAL LIMITATION;(HATRED OF KILLING ATTACKS, 11 OR LESS)	15
Disadvantages Total	100
Experience Spent+	0

Experience Earned: Total Points= **200**

23	PD	11	Very high PD
18	ED	12	High ED, Ogre is tough all around
4	SPD	12	A medium SPD
18	REC	0	High REC
60	END	0	High END
60	STUN	0	Very high amount of STUN

Total = 162 pts.

Ogre is really tough so far, and a few powers would help. A search through the powers list turns up:

10 pts.   Damage Resistance (hand-to-hand and ranged Killing Attacks)
10 pts.   Superleap
15 pts.   Reduced Endurance Cost: STR (x1/2 normal END cost)
35 pts. cost for powers.

Now for some disadvantages to help pay for all of these characteristics and powers.

Value	Characteristics Cost	Base	Pts
___	STR.............x1	10	___
___	DEX.............x3	10	___
___	CON.............x2	10	___
___	BODY............x2	10	___
___	INT.............x1	10	___
___	EGO.............x2	10	___
___	PRE.............x1	10	___
___	COM.............x½	10	___
___	PD (STR/5).......x1		___
___	ED (CON/5).......x1		___
___	SPD 1+(DEX/10)...x10		___
___	REC (STR/5)+		
	(CON/5)....x2		___
___	END (CONx2)......x½		___
___	STUN (BODY)+(STR/2)		
	+(CON/2)....x1		___

Characteristics Cost: ___
Powers Cost+ ___
Total Cost= ___

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	--	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	--	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages	100+ Pts
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

Experience	Disadvantages Total: ___
	Experience Spent+ ___
	Total Points= ___

CHAMPIONS
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NAME: _____
Secret ID: _____
Player: _____

Pts	Powers	END
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___

= Powers Cost

OCV (DEX/3): ___
DCV (DEX/3): ___
ECV (EGO/3): ___

Levels: ___

PD: ___ ED: ___
END: ___

PHA
1
2
3
4
5
6
7
8
9
10
11
12

STUN: ___

BODY: ___

Move: ___

INT Roll (9+INT/5): ___
DEX Roll (9+DEX/5): ___
EGO Roll (9+EGO/5): ___
PER Roll (9+INT/5): ___

Value	Characteristics	Cost	Base	Pts
___	STR.............x1		10	___
___	DEX.............x3		10	___
___	CON.............x2		10	___
___	BODY............x2		10	___
___	INT.............x1		10	___
___	EGO.............x2		10	___
___	PRE.............x1		10	___
___	COM.............x½		10	___
___	PD (STR/5)......x1			___
___	ED (CON/5)......x1			___
___	SPD 1+(DEX/10)...x10			___
___	REC (STR/5)+			___
	(CON/5)....x2			
___	END (CONx2)......x½			___
___	STUN (BODY)+(STR/2)			___
	+(CON/2)....x1			

Characteristics Cost: ____
Powers Cost+ ____
Total Cost= ____

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	--	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	--	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages	100+	Pts
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___
_____		___

Experience	Disadvantages Total: ____
	Experience Spent+ ____
	Total Points= ____

CHAMPIONS
THE SUPER HERO ROLE PLAYING GAME

NAME: _____
Secret ID: _____
Player: _____

Pts	Powers	END
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___

= Powers Cost

OCV
(DEX/3): ____
DCV
(DEX/3): ____
ECV
(EGO/3): ____

Levels: ____

PD: ___ ED: ___
END: ___

PHA
1
2
3
4
5
6
7
8
9
10
11
12

STUN: ____

BODY: ____

Move: ____

INT Roll
(9+INT/5): ____
DEX Roll
(9+DEX/5): ____
EGO Roll
(9+EGO/5): ____
PER Roll
(9+INT/5): ____

Value	Characteristics Cost	Base	Pts
	STR.............x1	10	
	DEX.............x3	10	
	CON.............x2	10	
	BODY............x2	10	
	INT.............x1	10	
	EGO.............x2	10	
	PRE.............x1	10	
	COM.............x½	10	
	PD (STR/5).......x1		
	ED (CON/5).......x1		
	SPD 1+(DEX/10)...x10		
	REC (STR/5)+		
	(CON/5)....x2		
	END (CONx2)......x½		
	STUN (BODY)+(STR/2)		
	+(CON/2)....x1		

Characteristics Cost:____
Powers Cost+____
Total Cost=____

CHAMPIONS
THE SUPER HERO ROLE PLAYING GAME

Pts	Powers	END

= Powers Cost

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	--	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	--	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages	100+ Pts

OCV (DEX/3):	____
DCV (DEX/3):	____
ECV (EGO/3):	____

Levels:____

PD:____ ED:____
END:____

STUN:____	PHA
	1
	2
	3
	4
	5
	6
	7
	8
	9
BODY:____	10
	11
	12

Move:____

INT Roll (9+INT/5):____
DEX Roll (9+DEX/5):____
EGO Roll (9+EGO/5):____
PER Roll (9+INT/5):____

Experience	Disadvantages Total:____
	Experience Spent+____
	Total Points=____

Value	Characteristics	Cost	Base	Pts
___	STR..............x1		10	___
___	DEX..............x3		10	___
___	CON..............x2		10	___
___	BODY.............x2		10	___
___	INT..............x1		10	___
___	EGO..............x2		10	___
___	PRE..............x1		10	___
___	COM..............x½		10	___
___	PD (STR/5).......x1			___
___	ED (CON/5).......x1			___
___	SPD 1+(DEX/10)...x10			___
___	REC (STR/5)+			___
	(CON/5)......x2			
___	END (CONx2)......x½			___
___	STUN (BODY)+(STR/2)			___
	+(CON/2)....x1			

Characteristics Cost: ____
Powers Cost+ ____
Total Cost= ____

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	---	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	---	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages	100+ Pts
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

Experience	Disadvantages Total:	___
	Experience Spent+	___
	Total Points=	___

CHAMPIONS
THE SUPER HERO ROLE PLAYING GAME

NAME: _____
Secret ID: _____
Player: _____

Pts	Powers	END
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___

= Powers Cost

OCV
(DEX/3): ____
DCV
(DEX/3): ____
ECV
(EGO/3): ____

Levels: ____
_____

PD: ___ ED: ___
END: ____ PHA

PHA
1
2
3
4
5
6
7
8
9
10
11
12

STUN: ____
BODY: ____

Move: ____

INT Roll
(9+INT/5): ____
DEX Roll
(9+DEX/5): ____
EGO Roll
(9+EGO/5): ____
PER Roll
(9+INT/5): ____

CHAMPIONS
THE SUPER HERO ROLE PLAYING GAME

NAME: _____
Secret ID: _____
Player: _____

Value	Characteristics Cost	Base	Pts
___	STR.............x1	10	___
___	DEX.............x3	10	___
___	CON.............x2	10	___
___	BODY............x2	10	___
___	INT.............x1	10	___
___	EGO.............x2	10	___
___	PRE.............x1	10	___
___	COM.............x½	10	___
___	PD (STR/5).......x1		
___	ED (CON/5).......x1		
___	SPD 1+(DEX/10)...x10		
___	REC (STR/5)+		
	(CON/5)....x2		
___	END (CONx2)......x½		
___	STUN (BODY)+(STR/2)		
	+(CON/2)....x1		

Characteristics Cost: ___
Powers Cost+ ___
Total Cost= ___

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	--	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	--	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Pts	Powers	END

= Powers Cost

Disadvantages	100+ Pts

OCV (DEX/3): ___
DCV (DEX/3): ___
ECV (EGO/3): ___

Levels: ___
_____

PD: ___ ED: ___
END: ___   PHA

	1
	2
	3
	4
STUN: ___	5
	6
	7
	8
	9
BODY: ___	10
	11
	12

Move: ___

INT Roll (9+INT/5): ___
DEX Roll (9+DEX/5): ___
EGO Roll (9+EGO/5): ___
PER Roll (9+INT/5): ___

Experience | Disadvantages Total: ___
Experience Spent+ ___
Total Points= ___

Value	Characteristics	Cost	Base	Pts
___	STR.............x1		10	___
___	DEX.............x3		10	___
___	CON.............x2		10	___
___	BODY............x2		10	___
___	INT.............x1		10	___
___	EGO.............x2		10	___
___	PRE.............x1		10	___
___	COM.............x½		10	___
___	PD (STR/5)......x1			___
___	ED (CON/5)......x1			___
___	SPD 1+(DEX/10)...x10			___
___	REC (STR/5)+			
	(CON/5)....x2			___
___	END (CONx2)......x½			___
___	STUN (BODY)+(STR/2)			
	+(CON/2)....x1			___

Characteristics Cost: ___
Powers Cost+ ___
Total Cost= ___

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	---	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	---	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages	100+ Pts

Experience | Disadvantages Total: ___
Experience Spent+ ___
Total Points= ___

NAME: _____
Secret ID: _____
Player: _____

Pts	Powers	END

= Powers Cost

OCV (DEX/3): ___
DCV (DEX/3): ___
ECV (EGO/3): ___

Levels: ___

PD: ___ ED: ___
END: ___ | PHA
STUN: ___

PHA
1
2
3
4
5
6
7
8
9
10
11
12

BODY: ___

Move: ___

INT Roll (9+INT/5): ___
DEX Roll (9+DEX/5): ___
EGO Roll (9+EGO/5): ___
PER Roll (9+INT/5): ___

Value	Characteristics Cost	Base	Pts
___	STR.............x1	10	___
___	DEX.............x3	10	___
___	CON.............x2	10	___
___	BODY............x2	10	___
___	INT.............x1	10	___
___	EGO.............x2	10	___
___	PRE.............x1	10	___
___	COM.............x½	10	___
___	PD (STR/5).......x1		
___	ED (CON/5).......x1		
___	SPD 1+(DEX/10)...x10		___
___	REC (STR/5)+		
	(CON/5)...x2		___
___	END (CONx2)......x½		
___	STUN (BODY)+(STR/2)		
	+(CON/2)....x1		___

Characteristics Cost: ___
Powers Cost+ ___
Total Cost= ___

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	---	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	---	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages	100+ Pts
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

Experience	Disadvantages Total: ___
	Experience Spent+ ___
	Total Points= ___

CHAMPIONS
THE SUPER HERO ROLE PLAYING GAME

NAME: _____
Secret ID: _____
Player: _____

Pts	Powers	END
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___

= Powers Cost

OCV (DEX/3): ___
DCV (DEX/3): ___
ECV (EGO/3): ___

Levels: ___
_____

PD: ___ ED: ___
END: ___

PHA
1
2
3
4
5
6
7
8
9
10
11
12

STUN: ___

BODY: ___

Move: ___

INT Roll (9+INT/5): ___
DEX Roll (9+DEX/5): ___
EGO Roll (9+EGO/5): ___
PER Roll (9+INT/5): ___

Value	Characteristics Cost	Base	Pts
___	STR.............x1	10	___
___	DEX.............x3	10	___
___	CON.............x2	10	___
___	BODY............x2	10	___
___	INT.............x1	10	___
___	EGO.............x2	10	___
___	PRE.............x1	10	___
___	COM.............x½	10	___
___	PD (STR/5).......x1		___
___	ED (CON/5).......x1		___
___	SPD 1+(DEX/10)...x10		___
___	REC (STR/5)+		___
	(CON/5)....x2		___
___	END (CON×2)......x½		___
___	STUN (BODY)+(STR/2)		___
	+(CON/2)....x1		___

Characteristics Cost: ___
Powers Cost+ ___
Total Cost= ___

CHAMPIONS
THE SUPER HERO ROLE PLAYING GAME

NAME: _____
Secret ID: _____
Player: _____

Pts	Powers	END
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___
___	_____	___

= Powers Cost

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	−5	x1½
Kick*	−2	−2	x1½
Block	+0	+0	---
Dodge	--	+3	---
Grab	−1	−2	---
Move By	−2	−2	x½ + V/5
Move Through#	−V/5	−3	x1 + V/3
Martial Punch	+0	+2	x1½
Martial Kick	−2	+1	x2
Martial Block	+2	+2	---
Martial Dodge	--	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*+1 segment #attacker take ½ damage

Disadvantages	100+ Pts
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

Experience	Disadvantages Total: ___
	Experience Spent+ ___
	Total Points= ___

OCV
(DEX/3): ___
DCV
(DEX/3): ___
ECV
(EGO/3): ___

Levels: ___

PD: ___ ED: ___
END: ___ | PHA

STUN: ___

BODY: ___

PHA: 1 2 3 4 5 6 7 8 9 10 11 12

Move: ___

INT Roll
(9+INT/5): ___
DEX Roll
(9+DEX/5): ___
EGO Roll
(9+EGO/5): ___
PER Roll
(9+INT/5): ___

15 pts. Psychological Limitation: Hatred of people who remind him how stupid he is (Common, Irrational).
10 pts. Public Identity.
5 pts. Psychological Limitation: Fear of Heroes with Ego Powers.
10 pts. Vulnerability: 2x STUN damage from Ego Attacks.
30 pts. Hunted: The FBI hunts Ogre on 11 or less. (Large Group, Agents, 11 or less).
10 pts. Susceptibility: Takes 2D6 whenever under the effect of Ego powers (Uncommon, 2D6).
20 pts. Hunted: Mechanon hunts Ogre on 8 or less (Single person, Supervillain, 8 or less).

100 pts. Total for disadvantages.

Ogre has 100 pts. base plus 100 pts. in disadvantages for a total of 200 pts. Ogre's characteristics plus his powers cost 197 pts. The GM decides to buy +1 level of Enhanced Sight to help Ogre's Perception Roll. This costs 3 pts. and brings the total cost of Ogre's characteristics and powers to 200 pts. Ogre's point totals are now balanced.

The GM decides that Ogre has his disadvantages because of his origin. Ogre was a normal man until Mechanon used a devolution ray to attempt to create a mindless slave. The ray only had part of the effect Mechanon expected, lowering the man's Intelligence and making him vulnerable to Ego Attacks. The ray also transformed him physically into the powerhouse now called Ogre. Ogre used his Strength to escape while Mechanon was away, and embarked upon a life of crime. Ogre's lack of Intelligence has made him a poor criminal, but his Strength has made him tough to catch and hold.

Example 3: Our last example is a hero. The player designed a costume with a cape, and a star on the character's chest. After some thought, the player decides to build an Energy Projector named Starburst. As Starburst's main abilities will be his powers, the player built them first. The player decided upon the following list of powers:

Pts. Powers
40 Multipower (40 energy reserve)
8 Energy Blast (in Multipower) 8D6 max.
8 Flight (in Multipower) 20" max.
8 Force Field (in Multipower) +20 PD and +20 ED max.
10 Telescopic Vision
74 pts. Total cost of Powers.

Now the player builds Starburst's characteristics.

Value	Cost	Notes
10 STR	0	Normal STR
20 DEX	30	A good DEX, Starburst is quick.
20 CON	20	A high CON
10 BODY	0	Normal BODY
10 INT	0	Normal INT
12 EGO	4	A medium EGO
10 PRE	0	Normal PRE
16 COM	3	A good COM
8 PD	6	A medium PD
14 ED	10	A good ED
6 SPD	20	A good SPD
10 REC	8	A medium REC
50 END	5	A high amount of END
25 STUN	0	A medium amount of STUN
	106 pts.	Total cost of Characteristics.

Starburst now needs some disadvantages to help pay for his powers and characteristics.

10 pts. Psychological Limitation: Unsure of self, may hesitate if given an emergency situation (Common).
15 pts. Secret Identity.
15 pts. Dependent NPC: Lab assistant gets involved on 11 or less (Occasional involvement, Normal person).
20 pts. Vulnerability: 2x Stun from Hand-to-hand Killing Attacks (Group of Uncommon, 2x Stun).
20 pts. Hunted: Starburst is hunted by Pulsar on 8 or less (Single person, Supervillain, 8 or less).
80 pts. Total for Disadvantages.

Starburst's Characteristics and Powers cost 180 pts. Starburst has 100 pts. base plus 80 pts. of disadvantages, for a total of 180 pts. Starburst is even in points.

Starburst's origin also comes from his disadvantages. He was a normal man that was engaged in fusion control experiments. On a night when he was by himself, Pulsar broke into his lab. Pulsar was looking for expensive equipment to steal. When Pulsar broke into the lab he upset an experiment which spilled. The experiment splashed onto the floor and coverd the man with fusion plasma particles. Incredibly, he was not vaporized, but was turned into Starburst. When Pulsar was not looking the novice superhero blasted him. Pulsar was captured and vowed revenge upon Starburst. Starburst's unique energy form makes him vulnerabile to attacks that cut.

Occasionally, the player will come up with a conception that does not fit directly into the rules. Perhaps the player wishes the character to have a power or skill that is not direcly listed. The GM and the player must then get together and see if any combination of Powers, Limitations and Advantages can build the power or skill needed.

Example: A character wishes to have Super Running, to be able to run at hundreds of KPH, to be able to run up buildings and down cliffs. The character might try to buy Running. But buying enough Running to go hundreds of KPH would be expensive, and Running does not allow moving up buildings and down cliffs. A closer fit to the character conception would be Flight with the Limitation that the Flight only works when the character is touching a surface. This Limitation is worth +1/2 (see Power Limitations). Since the power is defined as Flight, the character gets a good noncombat movement multiple (so that the character can run at hundreds of KPH) and Flight allows one to gain or lose altitude (so the character can run up buildings and down cliffs).

Example: A character wishes to Shapechange into several different beast forms. He buys a Multipower with three slots: Flight, Killing Attack (hand-to-hand), and Growth. Each slot is an Ultra, and represents one of his three forms. When his point reserve is in Flight, he has a special effect: changes into an eagle. When his points are in Killing Attack (hand-to-hand), he has special effect: changes into a tiger. When his points are in Growth, he has special effect: changes into a giant ape. Using more combinations of powers and

limitations can create more accurate representations of different shapes.

DAL CHELE 81
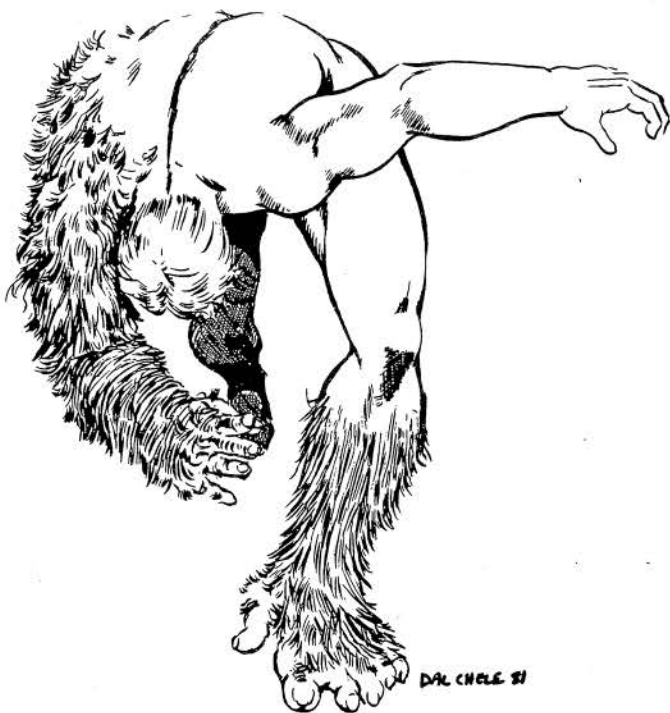
COMBAT

Comic book combat is extravagant, exaggerated, impossible, and an incredible amount of fun. Things can happen in comic book combat that can not happen any where else. CHAMPIONS is an attempt to bring every shattering punch, every glowing energy bolt, and every victorious hero into a simple format that allows the players a maximum of control over their own actions. Combat in CHAMPIONS has been broken down into several essential routines. The routines are designed to be as simple as possible while retaining the flavor of comic book combat.

The rules present the different routines of combat in the order in which a combat occurs. The first section is on the Order of Combat (who strikes when), the second is on Combat Maneuvers (how does he strike him), then Determining Damage, Taking Damage, Recovering from Damage, and the Effects of Damage (what happens when he hits him) are listed. The new GM or player should read these pages carefully so as to be able to build characters and play the game better and more swiftly.

THE ORDER OF COMBAT

The order of combat is determined first by the different Speeds of the characters, and then by the DEX's of the characters.

There are three separate time increments in CHAMPIONS. Each is defined below:

Turn: The overall time frame of a CHAMPIONS game is called a turn. Each turn is equivalent to 12 seconds of real time. Each turn a character may execute a number of actions equal to his Speed. To regularize the turn, it is divided into 12 Segments.

Segments: Each turn consists of 12 segments that are approximately 1 second long. Each segment in a turn is executed in order and any characters who may perform an action in a given segment do so in order of their DEX values. The character with the highest DEX score goes first, the second highest goes next, etc. Two characters with the same DEX that act in the same phase are considered to move simultaneously.

Phase: A phase is the length of time necessary for a character to perform an action. As different characters perform actions at different rates, a phase is not always the same length. Each character has a number of phases equal to his Speed. To regularize the different speeds of the characters, each character is given a set of segments. Each time a character's segment comes up, he may execute a phase. The segments a character is given are determined by the character's Speed. The chart below gives the character's Speed and the segments that character executes his phases.

Character's Speed

Segment	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	-	-	X
2	-	-	-	-	-	X	X	X	X	X	X	X
3	-	-	-	X	X	-	-	X	X	X	X	X
4	-	-	X	-	-	X	X	-	X	X	X	X
5	-	-	-	-	X	-	-	X	-	X	X	X
6	-	X	-	X	-	X	X	X	-	X	X	X
7	X	-	-	-	-	-	X	-	X	X	X	X
8	-	-	X	-	X	X	-	X	X	X	X	X
9	-	-	-	X	-	-	X	X	-	X	X	X
10	-	-	-	-	X	X	-	X	X	X	X	X
11	-	-	-	-	-	-	X	X	X	X	X	X
12	-	X	X	X	X	X	X	X	X	X	X	X

To use the speed chart, find the character's Speed across the top. Every segment in that Speed column with an "X" in it represents a segment where the character may execute a phase. Thus, a character with a SPD of 5 would execute on segments 3,5,8,10,and 12.

Characters with different Speeds often execute phases in the same segment. When two or more characters execute in the same segment, the character with the highest DEX value executes first. Two characters wih the same DEX value are considered to execute simultaneously. The GM may, if he wishes, have simultaneous characters roll an additional 1D6 with the characters executing in the order of their scores on the D6.

Characters may choose not to act when their DEX value indicates it is their phase. They may delay until a lower DEX value or until some action occurs ("I wait until he strikes, I wait until he comes around the corner, etc.). A character may even delay his phase until another segment, but he may never take two actions in one segment.

COMBAT VALUE AND ATTACK ROLLS

Whether or not an attack actually hits a target is determined by an Attack Roll of 3D6. The basic chance to make an Attack Roll is 11 or less. If the character rolls 11 or less on 3D6, his attack has hit the target. If the character rolls 12 or more his attack has mised. This Attack Roll varies according to circumstances. There are a number of modifiers to a character's Attack Roll. The basic modifier to the Attack Roll is called Combat Value (CV).

There are two different kinds of CV dependent upon how a character is being attacked. If a character is attacking through physical blows, Energy Blasts, or any worldly type of attack then a CV based on the character's DEX value is used. If the character is attacking through mental means with an Ego Attack, or Mind Control, then a CV based on the character's EGO is used. The DEX based CV is simply called Combat Value (CV). The EGO based CV is called Ego Combat Value (ECV). Almost all combat works the same whether an attack is based on CV or ECV.

Both CV's are basic numbers that all characters have. The CV's reflect how good the character is at a particular kind of combat. The CV's are computed with the following formulas:

$$\text{Combat Value} = \text{DEX} / 3$$
$$\text{Ego Combat Value} = \text{EGO} / 3$$

If the result of the formula is a fraction, round the CV to the nearest whole number (DEX of 20, CV of 20 / 3 = 6 2/3 which rounds to 7).

Both the attacker and the defender in a combat have a CV. The Attack Roll is modified by adding the attacker's CV and subtracting the defender's CV. If the attacker's CV is 8 and the defender's CV is 6, then the Attack Roll is 11 + 8 - 6 = 13 or less. If the attacker has a CV of 7 and the defender has a CV of 10 then the Attack roll is 11 + 7 - 10 = 8 or less.

Skill levels can modify the character's CV. For every +1 level a character wishes to use to increase his CV, his CV is increased by +1. Skill Levels can also be used for defense, adding to a character's CV when he is attacked. Skill levels with ranged attacks may not be used for defense.

Example: A character with a base CV of 7 and three levels in Hand-to-Hand combat is attacked. The character adds 1 level to his CV for offense and 2 levels to his CV for defense. If the character attacks someone hand-to-hand, his CV will be 7+ 1 = 8. If he defends in hand-to-hand, his CV will be 7 + 2 = 9. These values will be known as Offensive Combat Value (OCV) and Defensive Combat Value (DCV), respectively.

When a character attacks at range his attack is given a range modifier. The range modifier is given as "-1 per 3 inches". This means that if the character attacks a target from 0 to 3 inches away his OCV will be normal. If he attacks a target from 4 to 6 inches away his OCV will be -1. For each additional multiple of the attack's range modifier, the character's OCV is reduced by another -1.

Example: A character with an OCV of 8 uses an attack with a range modifier of -1 per 3". His target is 10" away. The target is in the fourth (0-3,4-6,7-9,10-12) multiple of the range modifier. Since the first multiple of the range modifier does not affect the character's OCV, he will only take a -3. The character's final OCV is 8 - 3 = 5.

A character with a ranged attack and Skill Levels that apply to that ranged attack may bounce his attack off of an appropriate surface. The GM will have to decide what surfaces are appropriate to bounce a given type of attack. For each "bounce" that the character wants the attack to perform, the character must use one Skill Level. The Range Mod for an attack that bounces is counted along the entire path of the attack

There are many different things that can affect a character's CV. The chart below lists a set of actions or circumstances that can modify CV's and Range Modifiers. The chart lists the circumstance, the modifier to the character's OCV, the modifier to the character's DCV, and the Modifier to the character's Range Modifier if making a ranged attack.

	OCV	DCV	Range Mod
Area Effect attack (CV of Target hex = 0, if miss, effect centers in adjacent hex, roll 1D6 for which)	+1	+0	--
Explosion (as Area Effect)	+1	+0	--
Surprise attack, target in combat	+0	Target's DCV is x1/2 No Levels.	--	--
Surprise attack, target not in combat	+0	Target's DCV is 0	--	--
Target is 1/2 concealed	-2	+0	--
Target is 3/4 concealed	-4	+0	--
Target shows head only	-6	+0	--
Surprise maneuver (Attacker does a type of attack that the defender was surprised by. GM must decide level of surprise and feasibility of maneuver.	+0-+3	+0	--
Throwing Unbalanced Object (Irregular shapes like unwilling characters, a chair, a Building, etc.)	+0	+0	-1 per 1 inch
Throwing Balanced Object (Regular shapes like a spear, a pole, a cooperative character, etc.)	+0	+0	-1 per 2 inches
Character "Sets" for a phase (does nothing but sight in a target)	+1	+0	x2
Character "Braces" for a phase (requires a solid object to brace against)	+1	Drops to 0	x2
Target Size (Characters covered under Growth and Shrinking powers)			
Target fills 1 hex	+1	--	--
Target fills 2 hexs	+2	--	--
Target fills 4 hexs	+3	--	--
Target fills 8 hexs	+4	--	--
Target is 1/2 man sized	-2	--	--
Target is 1/4 man sized	-4	--	--
Target is 1/8 man sized	-6	--	--

Target size modifiers also modify OCV when throwing a larger than man sized object. (an 8 hex bus is +4 OCV when thrown)

	OCV	DCV	Damage
Firing Autofire against one target (For every 2 pts. the Attack Roll is made by the attacker hits the target an extra time.)	+4	+0	x1/2
Firing Autofire against many targets (-1 to Attack Roll per hex fired into. One hit per target.)	+4	+0	x1/2

Combat Maneuvers

The number of different ways to strike someone in hand-to-hand combat are nearly infinite. The differences between the vast majority of these "maneuvers" are minimal, so we have simplified the number of different Combat Maneuvers that a character may perform.

There are eight basic Combat Maneuvers in CHAMPIONS. These Combat Maneuvers modify the character's OCV, DCV, and the damage that the character does. The character may elect to use any of these Combat Maneuvers, according to the restrictions listed on the Combat Maneuvers Chart.

The character may also strike people in ways that are not listed, as with a chair, a sword, a club, etc. The modifiers on those type of unspecified attacks are considered to be +0 to OCV and DCV, and the damage is up to 1x STR (see Determining Damage). Some objects more out of the ordinary may provide different modifiers, and these are covered under the Combat Modifiers Chart. A character may come up with a particularly clever, surprising or inventive way of punching someone. This is covered in the section Surprise Maneuver. The more advantageous Martial Combat Maneuvers are usable only by those people who have the skill Martial Arts.

Combat Maneuvers Chart

Combat Maneuver	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	-5	x1 1/2
Kick*	-2	-2	x1 1/2
Block	+0	+0	----
Dodge	----	+3	----
Grab	-1	-2	----
Move By	-2	-2	x1/2 + (Velocity/5)
Move Through#	-(Vel/5)	-3	x1 + (velocity/3)
Martial Punch	+0	+2	x1 1/2
Martial Kick	-2	+1	x2
Martial Block	+2	+2	x2
Martial Dodge	----	+5	----
Martial Throw	+(Vel/5)	+1	x1 + (Vel/5)

* This maneuver takes one extra segment to perform.
# The character takes 1/2 the STUN and BODY damage he does to his target.

OCV: The character adds this modifier to his Offensive Combat Value when using this maneuver.

DCV: the character adds this modifier to his Defensive Combat Value when using this maneuver.

Damage: This modifies the amount of damage the character will do. Multiply the dice of damage you do for STR by the multiplier given. Some maneuvers add more dice for the target's velocity in inches per phase.

Punch: This maneuver has no prerequisite. A Punch could be an uppercut, a cross, a jab, etc.

Haymaker: This is basically an all out punch, and takes an extra segment for its execution. If a character states on segment 6 that he wishes to do a Haymaker, the blow will not land until the end of segment 7, after all characters in segment 7 have taken their action.

Kick: This is considered a full out kick. This maneuver takes one extra segment to execute, like Haymaker.

Block: This action blocks an opponent's blow, and sets the character up to deliver the next blow. A character rolls his Block just like he would roll a Punch against his opponent. If the character successfully Blocks, he takes no damage and no knockback. If these two characters both have their next action phases in the same segment, the character who blocked automatically gets to strike first regardless of relative DEX. A character may Block any time he is attacked hand-to-hand, even if it is not his action phase. A character who Blocks out of turn in that manner loses his next action phase entirely. A character may never Block more times in a turn than he has action phases.

Dodge: A character performing a Dodge maneuver can not attack, but is considerably harder to hit. A character may not move more than 1/2 his total movement per phase while Dodging.

Grab: A character who successfully executes a Grab maneuver can get a hold of his opponent's accessible focus, his costume, or even the opponent. If the character Grabs his opponent he can throw or squeeze him in the same phase. If the character squeezes or throws his opponent he may do up to 1x STR in damage. If a character of wishes to get out of such a hold he may roll 1D6 for every 5 pts. of STR he has. If the total on the dice exceeds the STR of the holder, the character may escape.

Move By: This action allows a character to attack while doing a full move. The character simply thrusts out an arm, leg, tail, etc. and hits his opponent as he moves by. The target may be at any point along the character's intended path.

Example: A character with 15" of Flight is 5" away from a villain. The character does a Move By on the villain and ends up 10" away from the villain at the end of the maneuver. The villain takes (x1/2) the character's STR damage plus (15"/5) = 3D6 for the character's velocity. If the character had a 20 STR, the villain would take (4D6x1/2) + (3D6) = 5D6 of damage.

Move Through: This action allows the character to attack at the end of a full move. The character simply runs into his opponent, and is in the same hex at the end of the phase. The character's OCV modifier does not apply if the target is unaware of the character. If the character hits, he does 1x STR + (Velocity/3) in dice of damage. The character then applies 1/2 of the STUN and BODY he did to the target to his own PD.

Example: the character of the above example does a Move Through on a villain. The character does 4D6 for STR, and (15"/3) = 5D6 for velocity, for a total of 9D6. The character rolls the damage, and applies 1/2 the STUN and BODY versus his own PD. Yes, it's possible to knock yourself out! The character does not have to travel his full move to get the damage for his velocity. A character is considered to accelerate 5" in velocity for every 1" moved, so the characcer in the example would only have to move 3" to get his full velocity against the villain.

All the Martial Attacks require that the character purchase Martial Arts in order to use these maneuvers.

Martial Punch: This attack is the equivalent of a karate chop, kung fu punch, etc.

Martial Kick: This action is the quivalent of a spinning back kick, flying kick, etc.

Martial Block: This maneuver acts as a normal Block, with the special OCV and DCV modifiers.

Martial Dodge: This maneuver is the same as a normal Dodge, except for the DCV bonus.

Martial Throw: This maneuver allows a character to throw an opponent much as one would block an attack. The character's OCV is +1 for every 5" of velocity that the target has. A character does his STR damage to the target plus 1D6 for every 5" of velocity that the target has. The target ends up in an adjacent square to the character. A character may Martial Throw any time he is attacked hand-to-hand. A character who Martial Throws out of his normal action phase uses up his entire next phase, and may never Martial Throw more times in a turn than he has phases.

Anytime a character attempts any roll of 3D6, a roll of 3 will always hit or succeed. A roll of 18 on 3D6 will always miss or fail. The GM should consider giving a character some advantage for rolling a 3 (perhaps some extra dice of damage), and some disadvantage for rolling an 18 (perhaps reducing his DCV for a phase).

SURPRISE ATTACK: A character who is surprised while not in combat has a DCV of 0. A character who is hit by surprise while he is in a combat situation has his normal DCV halved (x1/2).

SURPRISE MANEUVER: A character who comes up with a move that the GM judges to be sufficiently startling to his opponent may earn a bonus to his OCV of +1, +2, or +3 (sometimes even greater). Such a Surprise Maneuver might be shooting past the opponent to hit a balcony which will fall on the opponent, or a similar unusual attack. The GM should reward such

inventiveness on the part of his players with a bonus, for this type of playing adds great interest to the game. Of course, the villains should also get their chance to pull Surprise Maneuvers on the heroes.

DETERMINING DAMAGE

Damage is determined by rolling dice. This means that the damage done by an attack is variable, but centers around an average. The variation in damage from rolling dice helps make combat more interesting.

The number of dice to roll, in most cases, is determined by the rule of 5: 1D6 of damage for every 5 pts. in the power. The rule of 5 also applies to STR. If a character has a 40 STR, he could roll up to 40/5 = 8D6 of damage.

The total of the dice is the amount of STUN that will be applied to the target. Each die also does an amount of BODY damage. Any die that rolls a '1' does 0 BODY. Any die that rolls '2-5' does 1 BODY. Any die that rolls a '6' does 2 BODY. The number of BODY damage will be very close to the number of D6 rolled.

Example: Our hero, with a 35 STR punches a villain. The character could roll up to 35/5 = 7D6 in damage. As our hero's target is a big supervillain he will do all 7D6. He rolls the dice and the following numbers come up: 2,6,4,4,1,5,4. The total of the dice is 26, so 26 STUN is applied to the villain. There is a single '1' among the dice, that does 0 BODY damage. There are 5 rolls of '2-5' that does 5 BODY damage. There is a single '6' among the dice which does 2 BODY damage. The total BODY damage is 0+5+2= 7 BODY.

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Damage for killing attacks (bullets, knives, claws, lasers, etc.) is determined differently. Generally, 1D6 of damage is rolled for every 15 pts. in Killing Attacks. The total of the dice is the number of BODY applied to the target. The character then rolls 1D6-1, and multiplies the result by the amount of BODY done. The result is the amount of STUN damage done.

Example: The villain of the above example retaliates by slashing the hero with his claws. The villain does 2D6 Killing Attack with his claws. The dice roll is: 4 and 3. The total is 3+4= 7 BODY. Then the villain rolls 1D6-1, the result is 4. This number is called the Stun Multiplier. The final attack does 4x7= 28 STUN and 7 BODY.

TAKING DAMAGE

Now that you know how to dish out damage, we will show you how to take it. A character's PD is subtracted from the amount of damage done to him by normal attacks (Punches, Kicks, Falling, Clubs, etc.). The character's PD is subtracted from the total STUN done by the attack, and again from the total BODY done by the attack.

Example: Our hero takes a punch which does 8 BODY and 28 STUN. Our hero has a PD of 16. Our hero takes 28-16= 12 STUN and 8-16= -8 or 0 BODY.

ED works the same way as PD, but against energy attacks (Energy Blast, fire, etc.).

Killing Attacks are applied differently from normal attacks. A character's PD or ED does not subtract from the damage done by a Killing Attack (Bullets, Lasers, Knives, etc.) unless the character has bought the power Damage Resistance, Force Field, or Armor. Defenses that stop Killing Attacks are called Resistant Defenses.

EFFECTS OF DAMAGE

There are three major effects of damage. In order of severity, the effects are Stunning, Knock Out, and Death.

When a character takes (after subtracting his defenses) an amount of STUN from a single attack that exceeds his CON, the character is Stunned. If the character takes an amount of STUN less than or equal to his CON, no effect (other than the loss of the STUN) occurs.

A character who is Stunned instantly has his CV reduced to 0. The character remains Stunned and can take no action until he recovers on his next phase. A character who is Stunned or Recovering from being Stunned may take no action, no Recoveries (except free post-segment 12 Recovery), and may not move. On the phase after the character Recovers from his Stunned condition he may act normally. There is no limit to the number of times that a character can be Stunned and Recover.

If a character ever reduces his STUN total to 0 or below, he is Knocked Out. A character who is Knocked Out instantly has his CV reduced to 0 and may not do anything until he Recovers. Characters who are Knocked Out will take Recoveries until his STUN total is greater than 0. As soon as the character has a positive STUN total, he is considered awake. When a character is Knocked Out, his body puts its entire energy reserve into waking the character up. Because of this, when a character wakes up with a small portion of his STUN, his END will equal his STUN total.

If a character is Knocked Out by a large amount he will not get to Recover every phase. Compare the Knocked Out character's STUN total to the chart below to find out how often the character Recovers.

Stun Pip Total	Recover
0 to -10	Every Phase, Post Segment 12
-11 to -20	Post Segment 12 only
-21 to -30	Once a minute only
-31 or more	Character Recovers at GM option (along time).

A character whose Body Pip total has been reduced to 0 or below will die. Death is not immediate, and the character may survive if he can get medical aid. Every turn at the post segment 12 Recovery, all characters with 0 or negative BODY totals lose an additional BODY. If a character has ever lost twice his total BODY then he is considered dead.

Example: Our hero has 10 BODY normally. After being riddled by machine gun bullets, he loses 14 BODY. Our hero is dying. He will lose one BODY every turn until he gets medical aid. As soon as our hero's BODY total reaches -10 he will be dead.

KNOCKBACK

Knockback is an effect of damage. Such mighty blows are delivered in combat that characters are knocked all over the battlefield.
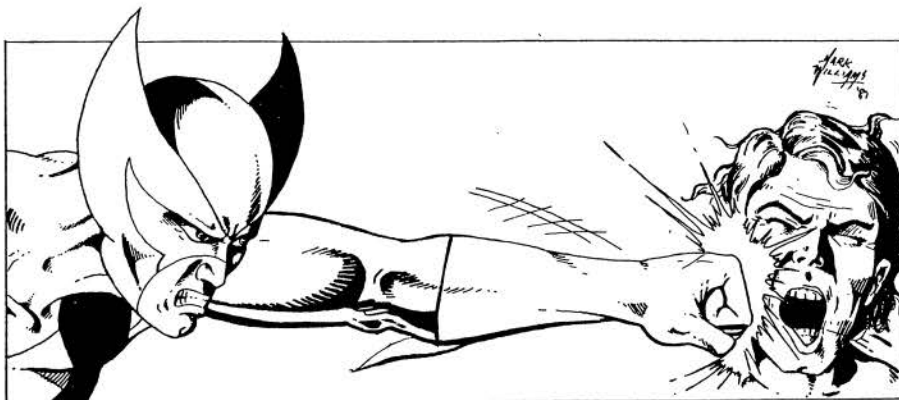
Knockback is determined by rolling 2D6, and subtracting that total from the amount of BODY done by the attack. If the result is negative, no Knockback results. If the result is 0, the target is knocked down. If the result is positive, the target is knocked back a number of inches equal to the result.

Example: Our hero has successfully tagged the villain with an Energy Blast, doing 9 BODY and 31 STUN. He rolls 2D6, which total 5, so the villain is knocked back 9-5= 4 inches.

Example: The villain gets up and strikes our hero, doing 8 BODY, and 29 STUN. The villain rolls 2D6, totalling 10. 8-10= -2, so our hero is not knocked back.

Under cetain situations the number of D6 rolled can be modified. The chart below lists the different situations, and the modifier to the 2D6 normally rolled.

Situation

Target is in air.............-1D6
Target is underwater.........+1D6
Attack is a Killing Attack...+1D6
Attack is a Martial Attack...+1D6

So, if the target was flying, only 1D6 would be rolled to check for Knockback. If the target was underwater, 3D6 would be rolled.

Knockback can also cause damage to the character. A character who is knocked back into a wall (or other upright thing) takes 1D6 normal damage for every 1 inch of knockback taken. A character knocked back 4 inches into a wall would take 4D6 damage. A character knocked back into another character will damage himself and the character he hit. Both characters take 1D6 damage per 1 inch of knockback.

If a character hits a structure, both he and the structure will take damage. The character takes a maximum of 1D6 per BODY the wall has. If the character is being knocked back for more inches than the wall has BODY the wall shatters, and the character continues through the hole. For every BODY worth of wall a character is knocked back through he flies back 1 inch less.

Example: A villain is knocked back 11 inches by an attack. 2 inches behind the villain is a 6 BODY wall. The villain flies back 2 inches, takes 6D6 damage (he is flying farther than 6 inches), and flies 11-2-6= 3 more inches.

If a knocked back character does not hit an upright surface and impacts into the ground, he takes 1D6 damage for every 2 inches he was knocked back.

A character with the skill Acrobatics may attempt to avoid taking damage from Knockback. A conscious character may attempt an Acrobatics Roll. If the roll is successful the character may land on the ground and take no damage. Acrobatics does not help a character who will impact into a wall.

A character with Flight may declare that part of his Flight is being used to root himself to a single spot. For every 1 inch of Flight expended to stablize the character, he takes 1 less inch of Knockback.

Knockback is reduced by 1 inch for every 2x human mass (100 kg.) a target is.

RECOVERY

During a battle, a character may find himself losing both STUN pips and END pips. To reflect the body's recuperative capacity, each character has a Recovery (REC) characteristic. After segment 12 each turn, all characters get to recover. When a character recovers he gets to add his REC to his current STUN pip and END pip totals.

Example: At the end of segment 12 our hero has lost 24 END pips and 9 STUN pips. Our hero has a REC of 10. Our hero ends up after his REC still down 24-10=14 END pips. Our hero also recovers 10 STUN, and is now down 9-10=-1 or 0 STUN pips. At the end of the turn, our hero is still down 14 END pips, but has all of his STUN pips back.

A character may also recover during any of his action phases. When a character takes a Recovery during one of his action phases, he may do nothing else. The character may expend no END pips. while taking a mid-turn recovery. The character's CV goes to 0. If the character recovers during segment 12 he also gets the post segment 12 recovery. A character who is holding his breath does not get to recover, not even after segment 12. The character holding his breath also expends a minimum of 1 END pip per phase.

Example: If a character is underwater, he expends all his END pips. at 1 END pip per phase (more if he uses STR or powers). The character then uses STUN pips as END pips until he has used all of his STUN pips. After the character is exhausted, he drowns at 1 Body Pip per phase.

Characters that have taken BODY damage heal at a rate of 1/10 of their REC in Body pips per day.

ENDURANCE

Using superpowers takes enormous amounts of energy. This is reflected in the game by requiring characters to use END pips when they use their powers. The general rule is that 5 pts. of power costs 1 END to use. Thus, a 40 pt. power would cost 8 END per phase to use at full power. A power need not be used at full power, of course. Strength points also count as power points as they cost 1 END per 5 pts of STR used. All skills and some powers do not cost END to use. These powers are marked "No Endurance Cost".

END that has been expended is regained whenever a character gets to recover (see Recovery). If a character runs out of END and still wishes to take action, he may use STUN as END. For every 2 END the character wishes to use he takes 1D6 STUN. No defense is allowed against this damage. A character can knock himself out using this rule.

PUSHING

Occasionally a character may need to exceed the normal limits of his powers to perform a heroic action. A character may push the limits of his power by up to 10 pts. A character must expend 1 extra END for every 1 pt. he Pushes his power.

Example: Our hero is trying to stop a wall from falling down on a helpless old lady. The GM determines that the character's STR of 40 is not strong enough to hold up the wall. Our hero Pushes his STR 10 pts. up to 50 pts. The GM says that a 50 STR will allow him to hold up the wall long enough to allow the lady to escape. The END cost for this heroic feat was 8 pips for a 40 STR and 10 pips for Pushing the STR to 50 for a total of 8+10=18 END pips.

Only powers (and STR) which normally cost END may be Pushed. The GM may allow greater Pushes than 10 pts. in unusual circumstances.

PRESENCE ATTACKS

Heroes and villains are impressive, and can be so overwhelming as to effect those around them with their presence. A Presence Attack is an attempt to put a little awe in a target, and can cause some very useful effects.

To perform a Presence Attack the character rolls 1D6 for every 5 pts. of PRE he possesses. The character gets +1D6 extra for performing a surprise Presence Attack. The character also gets +1D6 for performing a violent action during a Presence Attack. The GM may give extra dice for unusual situations that could enhance the effect of the Presence Attack. The dice are rolled and the total is compared to the PRE values of everyone in the character's vicinity. The chart below lists the multiple of a character's Presence Attack and the possible effects.

Presence is

1x Targets PRE- Target is impressed, will hesitate long enough so that the character may act before affected targets that phase.

2x Targets PRE- Target is very impressed, will hesitate for 1/2 move, character may act before affected targets in that phase.

3x Targets PRE- Target is awed, will hesitate for 1 full phase, be at 1/2 CV that phase.

4x Targets PRE- Target is cowed, may surrender, faint, or run away at the GM's discretion.

A Presence Attack can be a short term effect. If a character attempts to do the same Presence Attack against a set of targets the effect is lessened. The second attack will be at -1D6, the third will be at -2D6, etc.

PERCEPTION ROLLS

A character may not always be aware of everything that is going on around him. This is reflected in the game by requiring a Perception Roll to notice something inobvious, or to notice something while a character is in a combat situation. Every Character's base Perception Roll is equal to 9 plus the character's Intelligence divided by 5.

Perception Roll = 9 + (Intelligence/5)

To make a Perception Roll, the character should roll his number or less on 3D6. Enhanced Senses, range or conditions may modify a character's Perception Roll. Enhanced Senses each have a different effect. Each separate effect is listed under the power "Enhanced Senses". Perception Rolls have a base range modifier of -1 per 3". Sight Perception Rolls at night may have a range modifier of -1 per 1". Enhanced Senses may increase a character's range modifier. Not all things at a given range are equally easy to perceive. As a general rule of thumb, use the modifiers on Attack Rolls on the Perception Rolls. For example, if a character looks at an object for two full phases he might get the "Set" modifier which would add +1 to his Perception Roll and x2 to his range modifier. A character may be trying to sight something very small, then the modifiers for target size can be used.

The GM should use these modifiers as guidelines when applying a Perception Roll to a situation. Normally, a sight Perception Roll allows an object's position to be known well enough to allow combat with no modifiers. A hearing Perception Roll will normally only allow the general position of an object to be known, so accurate combat is very difficult. Smell Perception Rolls are not normally allowed unless the character has special Enhanced Smell. Sight Perception Rolls at night are at a base of -3.

A GM should be careful not to overburden a run with too many Perception Rolls. Common sense should be used. If a character walks into a bank he will probably see the obvious vault, but he may need a special Perception Roll to spot the camera hidden in the potted plant. Also, Perception Rolls may be used in combat. In the heat of a battle, our hero will probably notice the villain about to pound on him, but he may not notice the villain's henchman sneaking away with the money. Use Perception Rolls only when needed.

CHARACTERISTIC ROLLS

In certain situations, it may not be clear whether or not a character can perform a given action. Example: Our hero is falling out of a building and tries to grab for a passing ledge. Will he make it? The GM asks the character to make a DEX Roll. Characteristic Rolls are equal to 9 plus the characteristic divided by 5.

Characteristic Roll = 9 + (Characteristic/5)

A DEX Roll would be, therefore, 9 + Dexterity/5 or less on 3D6. A character with a DEX of 20 would have a base DEX Roll of 9 + 20/5 = 13.

DEX Rolls are used when a character is trying to do some major feat of physical agility. DEX Rolls can also be used when a character is attempting a feat that requires a very fine touch and a steady hand.

INT Rolls can be asked for when the character tries to figure out some scientific knowage, or when character attempts to remember something. INT Rolls can also be used to see if the character has some bit of infromation that the player does not.

EGO Rolls might be made when a character has a test of will. A character may hve to make an EGO Roll to thrust his hand in to boiling water or stay silent under torture.

Characteristic Rolls should not be required too often, as they tend to slow the pace of play.

MOVEMENT AND GAME SCALE

CHAMPIONS is best played on a floor or tabletop. The GM can then lay out exactly where each character is in relation to the surroundings and the other characters. Whenever an inch is referred to in the game, it is equal to an inch on a playing surface. In real life each 1 inch represents 2 meters (about 6 1/2 feet). This scale allows the players to use 25 mm (1/72 scale) miniatures to represent their heroes if they wish. A ruler or tape measure is handy for measuring distances when playing on a table. Some Hobby stores also sell blank mapsheets with 25mm (1 inch) hexes. These mapsheets can also be used to regulate movment and distance.

There are many different types of movement possible in CHAMPIONS. Characters can run, swim, fly, glide, leap, and teleport. Each type of movement is listed below with the special rules for movement that apply to it.

GENERAL MOVEMENT: Every character has a base movement distance dependent upon the type of movement being performed. A character may move all, or any portion of his movement in his phase. A full move is defined as moving greater than 1/2 of a character's movement distance. If a character has made a full move, he may not do any other action except make a "Move Through" or "Move By" attack.

A character may move 1/2 or less of his movement distance and still perform an action. If a character moves 1/2 or less of his movement distance, he may perform any action that is listed as taking a "1/2 move" to do. All of the Combat Maneuvers (except Haymaker, Kick, Move Through, and Move By) take 1/2 move to perform.

All movement costs END pips at the rate of 1 END pip per 5 inches of base movement distance used. Noncombat movement at multiple distances does not increase the END cost of a movement action.

GROUND MOVEMENT: All characters have a base Ground Movement distance of 6" per phase. If a character starts a phase out of combat and ends a phase out of combat, he may multiply his base Ground Movement distance by x2 A character may not use this x2 when moving into or out of combat. Ground Movement (Running) is costs 2 pts. per inch. A character may "Push" his Ground Movement up to 5 extra inches at an END cost of 2 END pips per extra inch of Running.

SWIMMING: Every character is considered to have a base Swimming distance of 2" per phase. In all other ways (including "Pushing" or noncombat multiples), Swimming acts like Ground Movement.

FLIGHT: Those characters who have purchased "Flight" as a power may fly. A character's base Flight distance is dependent on how many points the character has spent on Flight. A character may Push his Flight speed a maximum of 5" at an END pip cost of 2 END pips per 1 inch of extra Flight.

A character who is flying is not as maneuverable as someone on the ground. Characters who are flying have a "Turn Mode" which defines how often the character may make a 60 degree turn. The character's Turn Mode is defined by the formula below:

Current Turn Mode = Total Flight Distance / 5

The character may make his first 60 degree turn anytime after the start of his move. Once the character has turned, he should not turn again in the same direction until he has moved his Turn Mode in inches forward. As a simple rule, a character should make a maximum of 5 evenly spaced turns during a

movement. If the character has any Skill Levels that apply to Flight, he may use his Levels to lower his Turn Mode one for each Skill Level applied.

Example: Our hero has 10" of Flight distance per phase. Using the formula, our hero has a Turn Mode of 10 / 5 = 2". Our hero wants to turn around, so he Turns 60 degrees, moves 2", turns 60 degrees, moves 2", turns a final 60 degrees, and completes his move by flying 6". See Drawing.

Character's Flight Path
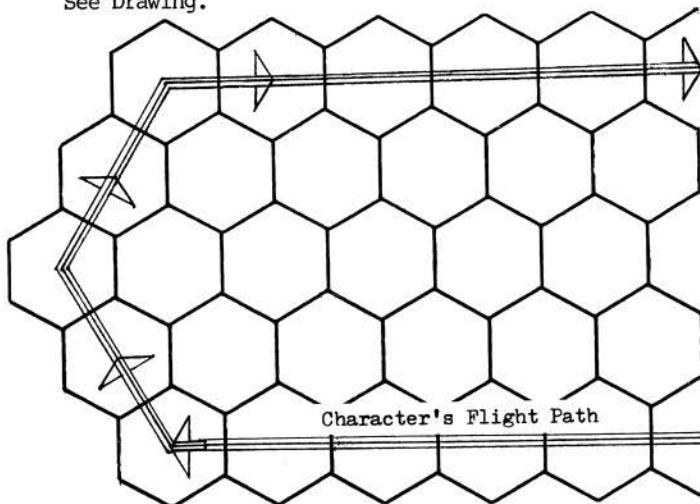
A flyer should expend 2" of Flight distance to gain 1" of altitude. A flyer may dive 1" of altitude free for every 1" of Flight distance he has. Whenever a flyer dives at a rate of 1" of altitude per inch of Flight distance, he must spend time cancelling his downward momentum. To pull out of such a dive, the character should dive his Turn Mode in inches. If the character is diving straight down (His Flight distance in inches free, plus his Flight distance down), then he must dive 2x his Turn Mode. When a character has pulled out of a dive, he is considered to be flying level and may continue flying in whatever way he wishes.

A flying character may not always use his full STR while flying. The number of STR pts. the character may use is equal to the number of points of Flight the character has. This restriction does not limit the amount of STR a character can use to do damage while flying.

If a character starts a phase out of combat and ends a phase out of combat, the character may accelerate to a much higher noncombat Flight distance. A character may accelerate to a maximum noncombat Flight velocity as given by the following formula:

Max. Velocity = (pts. in Flight/5) x inches of Flight per phase

Flying at noncombat speeds takes no more END than normal. A character may fly at his top noncombat velocity for the same END cost as his combat Flight.

GLIDING: The GM should regulate how rapidly a gliding character may climb. Climbing is relatively easy when there are thermals or good winds. The turn mode and dive rate of a gliding character are the same as for Flight.

LEAPING: All characters have a base forward leap of 1" for every 5 STR points. Every character may leap straight up 1" for every 10 STR points. A leap is considerd a Full move. A character may only leap in a straight line.

TELEPORT: A character may not remove velocity by Teleporting. For instance, a character falling at 30" per segment would still have that velocity no matter where he Teleports to.

Segmented Movement

Some movement does not work realistically by uneven phases. The movement may be split into segment by segment movement to more accurately reflect the way that vehicles move, people fall, and similar situations where the character's SPD does not directly affect his movement.

A character in a vehicle moves every segment according to the velocity of the vehicle in kilometers per hour. The driver of the vehicle may only change direction during his action phase (remember, a character may delay his action phase till a later segment). The chart below shows the relationship between kph, mph, inches per segment and inches per turn. The numbers have been rounded off for easy calculation.

Velocity in:

KPH	MPH	Inches Per Segment	Inches Per Turn
14	8	2	24
36	22	5	60
72	43	10	120
108	65	15	180
144	86	20	240
180	108	25	300
216	130	30	360
252	151	35	420
288	173	40	480
324	194	45	540
360	216	50	600
540	324	75	900
720	432	100	1200
1080	648	150	1800
1440	864	200	2400
1800	1080	250	3000
2160	1296	300	3600
3600	2160	500	6000

For any number between those listed, the following are simple approximations:
Miles per hour = 1/3 inches per turn
Inches per segment = 1/4 miles per hour
Kilometers per hour = 1/2 inches per turn
Inches per segment = 1/7 kilometers per hour

Falling

All objects in CHAMPIONS fall at the same rate, unless they have Flight, Gliding, or other unusual aspect. Falling objects have a velocity down and move every segment. The object falls its velocity in inches each segment. The object's velocity increases by +5" each segment due to the acceleration of gravity. The object accelerates, and then moves. Objects of normal density fall at a maximum velocity of 30" per segment. For every 2x normal density (2x mass with no size increase) the object's maximum velocity is +1" per segment.

Segment	Velocity	Distance fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135"
8	30"	165"
9	30"	195"
10	30"	225"
11	30"	255"
12	30"	285"
etc.		

A person who falls takes 1D6 normal physical damage for every 1" per segment of velocity he has at the time he strikes the ground. A character striking with terminal velocity (30" per segment) therefore takes 30D6 damage when he hits. Very strong characters and characters with Superleap take less damage when landing. If a character is conscious, he may subtract his upward inches of Superleap from the number of dice of damage done to him by the fall.

One way to attempt to save a falling character is to catch him. The character who is attempting the catch subtracts 1D6 from the damage taken for every 5 pts. of STR he has. Both the falling character and the character catching him take the amount of dice left.

While a character is falling he may be able to lower his falling velocity by grabbing or falling through something. If a falling character grabs something he may subtract from his falling velocity a number of inches equal to the number of Body Pips in the object he grabbed. The object breaks if it takes all of its Body Pips. A normal flagpole has 6 BODY while a standard awning has 3 BODY.

WEAPONS

The CHAMPIONS universe can have many different types of weapons available, obviously depending on the time frame of the campaign. The following section will deal with modern weapons, and some slight variations that can easily be considered as futuristic weapons. Many variations of these weapons are possible, and they can be built using the Power Limitations.

Ranged Weapons

This section covers those favorite toys of men and boys, guns. Modern weapons generally do Killing Attacks, but the equivalent damage in normal dice is listed alongside the Killing damage. Energy weapons such as blasters can be considered to do normal damage. Lasers would do Killing Damage. Some weapons could be considered to do STUN only attacks (sonics, for example).

A weapon should be defined as doing either killing, normal, or STUN only damage. The first number listed is the amount of killing dice the weapon does, and the second number listed is the amount of normal or STUN only dice the weapon does. If the number if killing dice has a +1 after it, then +1 BODY is added to the total rolled on the dice.

Weapons up to machine gun size may be carried (a high STR might be required to carry a machine gun, though). Auto cannons and larger weapons are listed for vehicle mounted weapons and weapons emplacements in installations.

The man portable weapons are listed with three point costs. The first is for a weapon which only fires one shot per phase. The second cost is for a weapon which only fires on Autofire (see Autofire section). The third cost is for a weapon which may be either single shot or Autofire.

RANGED WEAPONS CHART

Weapon Size	Damage	Range Mod	Shots	Cost
Pistol	1D6/3D6	-1 per 3"	6/20	6/11/13
Heavy Pistol	1D6+1/4D6	-1 per 3"	6/20	8/15/17
Carbine	1 1/2D6/5D6	-1 per 4"	20	17/21/24
Rifle	2D6/6D6	-1 per 5"	20	22/27/31
Heavy Rifle	2D6+1/7D6	-1 per 5"	20	26/31/36
Machine Gun	2 1/2D6/8D6	-1 per 6"	100	40/46/52
L. Autocannon	3D6/9D6	-1 per 12"		
M. Autocannon	3D6+1/10D6	-1 per 14"		
H. Autocannon	3 1/2D6/11D6	-1 per 16"		
Light Tank Gun	4D6/12D6	-1 per 18"		
M. Tank Gun	4D6+1/13D6	-1 per 20"		
H. Tank Gun	4 1/2D6/14D6	-1 per 22"		
V.H. Tank Gun	5D6/15D6	-1 per 24"		

The following weapons can only be mounted on vehicles or in static mounts. "Braced" mod is factored into range mod.

Range mod: -1 to OCV per "X" inches, first "X" inches at -0.
Shots: Number of times the weapon may be fired. Each Autofire burst takes 10 shots. The second number for Pistols and and Heavy Pistols is for Autofire weapons.

Special Weapons

Weapon	Damage	Range mod	Shots	Cost
LAW (light Antitank Weapon)	4D6 K	-1 per 4"	1	16
Man pack SAM (Surface to Air Missile)	2D6 K	Special*	1	13
Heavy SAM	4D6 KE	Special#	1	—
Antitank Missile	5D6 K	Special$	1	38
Shotgun	1D6 K	3x -1 per 4"	6	10

K = Killing Attack   KE = Killing Explosion

* Manpack SAM: This weapon has a heatseeking guidance head. If the target emits large amounts of heat, the missile will lock on and take no modifier for range. The missile will not fire withpout a lock on. Missile Velocity = 400" per segment.

 # Heavy SAM: This weapon has a radar guidance head. If the target is very large or metallic the missile will lock onto the target and take no range modifier. The missile will not fire without a lock on. Missile Velocity = 550" per segment.

$ Antitank Missile: This weapon does not take range modifiers but cannot hit a target that is closer than 25" away. Missile Velocity = 100" per segment.

Shotgun: Any character hit with a shotgun round takes three separate 1D6 Killing Attacks. The character applies those attacks separately against his PD.

Sights

Science has made possible mechanical aids that allow anyone to shoot more accurately. Special vision devices can allow a gunman to work in very low light or total darkness. The firer must first be set for a phase and sighted in to use any of the sights listed below. The sights are listed with their OCV and range modifiers, their point cost, and any special bonus.

Name	OCV	Range Mod	Cost
Telescopic Sight.......	+1	+3	4 pts.
Laser Computing Sight..	+2	+6	8 pts.
Starlight Scope........	+0	+0	4 pts.

Allows normal firing at night.

All sights take one extra phase to use.

MELEE WEAPONS

The following is a small list of melee weapons that might be found in a CHAMPIONS universe. Melee weapons are simple to build using the point system. Most melee weapons are bought as Energy Blast or Killing Attack with the No Range and Focus Limitations, bought to zero Endurance Cost. Some representative melee weapons are listed below, with their damage addition and their point cost.

Melee Weapon	Damage Addition	Cost
Knife	+1/2D6 K	5 pts.
Sword	+1 1/2D6 K	12 pts.
Nightstick etc.	+1D6	2 pts.
Club	+2D6	5 pts.

K = Killing Attack
All melee weapons add damage to the normal damage listed on the STR chart. Only characters with Killing Attack or a weapon that does a Killing Attack get the additions for Killing Attack damage.

EXPLOSIVES

The following is a list of common explosives that might be found in a CHAMPIONS univers. Each explosive is listed below with the amount of damage, type of damage, cost, and throwing weight.

Explosive	Damage	Cost	Weight
Fragmentation Grenade.....	2D6 K	15 pts.	1/2 kg
Concussion Grenade........	6D6	15 pts.	1/2 kg
Dynamite (1 stick)........	6D6	15 pts	1/2 kg
Dynamite (4 sticks).......	8D6	20 pts.	2 kg
Gas Tank.................	13D6/8D6*	---	---
Mortar Round..............	4D6 K	30 pts.	---
Howitzer Round............	5D6 K	38 pts.	---

K = Killing Attack.

Normal explosions do their full damage in the hex the explosion goes off in. For every 1" away from the center of the explosion, the damage is reduced by the largest D6.
Killing Attacks do their full damage in the hex the explosion goes off in. For every1" away from the center of the explosion, the damage is reduced by half (x1/2) the largest D6.
Explosives can be bought with Energy Blast or Killing Attack, with the ExplosionAdvantage, Charges, and Focus Limitations.

Armor

Modern technology has made body armor lightweight and very effective. Armor may be built in CHAMPIONS using the powers and limitations, and we present here some common armor built with those rules.

Armor adds to a character's PD and ED, and is fully resistant. Most Armor only covers a portion of the body, so it is only effective some of the time (Activation Roll Limitation).

Armor	Defense	Acts on	Cost
Bulletproof Vest	+6	11 or less	10 pts.
Flak Vest	+8	11 or less	13 pts.
Flak Suit	+8	14 or less	16 pts.

The defense refers to both Physical and Energy Defense.

WEAPON ADVANTAGES

Listed below are some power advantages that are not normally used when building characters, but are very handy when building weapons.

Weapon has a large number of uses: If a weapon has more than 15 charges, it no longer falls under the Power Limitation "Uses". Since weapons with charges do not cost END to use, a weapon with many uses actually costs more than a weapon with no use limitation and END cost. The following chart list the Power Advantage Multiple for 16+ uses:

Number of Uses	Multiple
16-25	+1/4
26-50	+1/2
51-100	+3/4

Weapon may Autofire: Autofire allows a weapon to hit a target more than once in a single round. Autofire weapons give +4 OCV. The range modifier of an autofiring weapon is halved (x1/2), rounding up. If the character makes a normal Attack Roll, he hits the target once. The character hits the target again for every 2 points he makes his Attack Roll by.

Example: After all modifiers, a villain needs a 9 or less to hit our hero. He gets lucky and rolls a 6. He hits the hero twice, once for rolling 9 or less, and again for rolling (9-2=7) 7 or less. The villain then rolls damage for the two attacks. Each attack is applied to the hero's defenses separately. Each Autofire shot takes 10 uses or normal shots from a weapon.
Multiple = +1/4.

Weapon has selective fire: This advantage allows a weapon to fire either single shot or Autofire, with the normal conditions and modifiers for each typeof fire. Multiple = +1/2.

Nearly any effect can be built into a weapon using the Power Limitations and Advantages. A grenade launcher, for instance, is equivalent to "Energy Blast" with the Explosion Advantage, and the Focus and Uses Limitations. A net gun is equivalent to "Entangle" with the Uses and Focus Limitations. Many other weapons are possible.

Weapons like the ones listed are normally used by the various secret agent or supervillain groups in a campaign. True heroes can probably build, buy, or become better weapons than these. But, a number of gunmen with interesting weapons can give a superhero a rough time.

BREAKING THINGS

Property damage is inevitable in a superpowered world. All objects are considered to have a Body Pip value, to show how much damage they can take before they break. The Body Pip value also counts as the defense an object gives to a character hiding behind the object. If an object ever takes damage equal to or greater than its Body Pip value, then it is considered broken. If an object ever takes damage equal to or greater then 2x its Body Pip value, it is considered totally destroyed or vaporized.

Example: Our Hero fires a 9D6 Energy Blast at an 8 Body Pip wall. He rolls his damage and does 9 Body Pips worth of damage. The wall has a hole blown in it, but is not considered totally destroyed.

OBJECT	BODY PIPS
Home Interior Wall	5
Home Exterior Wall	6
Brick Wall	8
Reinforced Concrete	10+
Armor Plate	12+
Guns	8*
Automobile	10*
Trucks and Busses	12*
Light Pole	7
Fire Hydrant	10
Armored Car	12
Bank Vault	16
Safe	10
Tank (Front Armor)	16
Airplane	10*
Helicopter	8*
Interior Door	2
Exterior Door	4
Steel Girder	14

+: Very heavy objects may have more Body Pips.
*: 1/2 damage will render this object nonfunctional.

BUILDING A SCENARIO

THEMES

The first step in a successful scenario is finding a goal for the characters. In many cases, the goal is simply to beat up the villains. The goal could be to prevent the villains from accomplishing their objective (robbing the bank, conquering the world, etc.). Working against disasters is another goal (saving people from a fire, flood, earthquake, etc.).

Finding a goal can be made easier by using the character's disadvantages. If a character's "Hunters" turn up, the scenario can be built around that fact. Or, a character's Dependent NPC could be captured or threatened.

There are a number of classic themes in the comics that can be used to build scenarios for CHAMPIONS. The following is a partial list.

SUPERVILLAIN MOTIVATIONS

Conquering the World: A simple, understandable goal. This usually involves a complex plan of blackmail (threatening to blow up cities, release a deadly plague, etc.) or becoming so powerful that they can beat up anyone who disagrees with them.

Destroying the World: If you can't conquer it, blow it up. Or maybe the villain just eats worlds for breakfast (a really galactic bad guy). Sometimes a plot for conquering the world goes awry, and the world is in danger of destruction.

Revenge: The villain feels he has been wronged (thoroughly humiliated, friend/lover killed, nation/world destroyed) and blames our hero (heroes). This situation can be developed during play, or written up with the villain.

Trying to Get Rich: The villain steals for personal profit. Sometimes there's a reason why he needs all the money (finance a world takeover, etc.).

Seeking Power: The villain is power hungry, and tries to control other villains, political groups, nations, etc.

Having Fun: The villain just plain enjoys breaking things, stealing, and beating up superheroes.

Matching Wits: The villain commits crimes because he wants the thrill of matching wits with superheroes. This type of villain really likes elaborate Deathtraps.

Accomplish a Goal: A catchall for any motives not covered. The villain wishes to return to his home planet, retrieve a stolen object, etc.

These themes are merely the commonest ones that appear in the comics. Reading comics, old pulp magazines, science fiction, fantasy, detective stories, and spy novels will yield a wealth of ideas for themes, plots, characters, and devices. Don't be afraid to borrow ideas from these sources.

CLASSIC "BITS"

There are a number of common occurences in comics which add a lot of flavor to a scenario. We call these occurences "bits". A small sampler of "bits" follows.

DEATHTRAPS: Often when a villain captures a hero, he puts the hero into a deadly situation. If the hero escapes from the situation, then the villain knows more about the hero's powers and abilities. If the hero does not escape the situation, then the villain has one less hero to worry about. A proper Deathtrap is usually designed around what the villain knows about the hero's powers. There is always a way out of a Deathtrap (probably a way unknown to the villain). The villain will place the hero into the Deathtrap, gloat a little, and leave the hero to die. A few typical deathtraps are

1. Throwing a non-flying character out of an airplane.
2. Sealing a character in a room and filling the room with water.
3. Putting a character in a room where the walls are closing in.

THREATENING INNOCENTS: A great way for villains to distract unwanted heroes is to endanger normal people. The villain may knock over a building, set a fire, throw a car at a crowd, or drop someone off of a building. This kind of endangerment forces the true hero to spend time saving people and buys the villain enough time to escape or set up his shot into the hero's back.

PLAYING POSSUM: Sometimes a villain will pretend to be stunned or knocked out to sucker the hero into coming into range of a surprise attack.

SOLILOQUIES: Both heroes and villains are very long winded. They love to talk while they are fighting. Some heroes make wisecracks, many talk about how tough they are. Villains may make speeches about how wonderful their plans are and how no one can stop them. Soliloquies never detract from anyone's fighting ability, but they add a lot of color to a situation. Try it, you might like it.

EXCLAMATIONS: Some heroes have favorite exclamations they use when surprised or excited. Some examples might be:

"It's Clobberin' Time!!"
"Christmas!"
"Holy (Whatever is applicable)!"
"Thank (Favorite Deity)"

Not all characters should use exclamations, but a few here and there will spice up the game.

GETTING CHARACTERS INTO A SCENARIO

Now that the GM has a general idea what's going to happen in the adventure, and the players have their heroes and are ready to start, the GM has to get the characters into the run. Many times the characters will not start a run knowing, or having anything to do with each other. The characters need some reason to get into the same adventure.

If the characters are all members of the same supergroup, then there is no problem getting them together. If the characters are not together, then they may be brought closer by coincidence. Fortunately, coincidence is a major factor in a superpowered world. Also many heroes share a common motivation (willing to help people in trouble) and this simplifies things tremendously.

Characters often show up at the scene of an adventure for different reasons. One character may have been present in his Secret Identity, another may have been passing by in costume while on patrol, and another may have heard about the adventure on his radio or TV at home. Sometimes the villains attack the heroes directly, making it easy for the heroes to get together. The general idea is to have each character enter the scenario in a way that fits that character's personality and history.

NOTES ON PLAYING

Number of Characters: The average CHAMPIONS character has more capabilities than characters in many other role playing games. Because of the extra information that the players and the GM must keep track of, we recommend that each player only play one character at a time. This allows the characters to better develop their personalities and histories.

Number of Players: As a single character in CHAMPIONS can get into a large amount of trouble all by himself, we do not recommend large runs with many players to begining GMs. Once both the players and the GM are familiar with the system, mass runs can be very exciting, but until then they can bog down slightly.

GM Notes: The average adventure can have a lot of small details involved. If the adventure is part of a continuing campaign the details can later become very important. The GM should keep notes on events that happen during an adventure, such as which characters interacted, what NPC's the characters met, and how the NPC's felt about the characters. Notes like this can be kept on the back of the character sheets or in a small binder.

Background: Often times the background and surroundings can add a lot to an adventure. Anytime the characters become involved in a battle the GM should describe the surroundings carefully, perhaps even laying out the battlefield and using miniature figures to represent the characters. The GM should also be careful to inform the players of anything that might be around the field (such as Park Benches,

Mail Boxes, Telephone Poles, Desks, etc.).

Normals: Some GMs make sure all non-superpowered people get off the field of battle quickly. Other GMs keep the normal people around to get in everybody's way. Normals can have an effect on combat, as the scenario example shows, and should be handled with care. A GM must be careful with his normals. They can be fragile.

Unbalanced Characters: As CHAMPIONS allows the players to build their own characters there will be times when a GM comes up against a character he does not feel will fit into his game. Other times a character will be built that is very unbalanced (such as a character who spent all of his points on Energy Blast). The GM should hold firm against characters that would unbalance a scenario, for on his shoulders rests the enjoyment of all of the players. Try to show the unbalanced character how his weaknesses can (and will) be used against him. Inform the character who does not fit that his character might ruin the adventure for all. Good players should be willing to go along with the GM in the hopes that everyone will have a better adventure.

Campaign Game: Adventures in CHAMPIONS can be played on an individual basis, or they may be linked together to form a campaign game. In a campaign, the history and background for one adventure can be used as the basis for other adventures. Heroes in a campaign game can make a reputation for themselves, become acquainted with other heroes, and have a supervillain become an almost personal nemesis. The campaign format demands more from the GM as he must keep track of continuing details so that the scenarios will flow from one into the other, but the epic feel of a campaign can be worth it.

EXPERIENCE POINTS

Characters in CHAMPIONS are not static, they represent individuals who are ever changing and growing. Often a character will become more powerful over time, learn new skills, or learn to deal with old disadvantages. In CHAMPIONS we reflect this growth by giving out Power Points at the end of each adventure. These points represent the character's training and knowledge gained after being built. They are called Experience Points.

Experience Points act as Power Points in all ways. A character may spend Experience Points to augment an already purchased power or skill, increase a characteristic, or buy off a disadvantage. The character may even buy new powers and skills with the GM's permission. The GM should be careful only to allow new powers that are within the conception of the already existing character.

Normally, any change in a character due to experience happens between adventures. With the GM's help, the character might be able to add points to a character during an adventure (say a chance radiation accident or alien encounter).

A GM's next decision is how many experience points to give out. If he gives out too few points, then the characters may become stagnant. If he gives out too many points, then the character may become unrecognizable. The following list is a set of guidelines, and should not be taken as absolute. A very large adventure with a single character heavily involved may be worth many small adventures that were over very swiftly.

Situation   Experience

Character was more powerful than those he battled.............................1 pt.
Character was equally matched with those he battled.............................2 pts.
Character was less powerful than those he battled.............................3 pts.
Character was in long adventure with many encounters.........................1 pt.
Character made significant noncombat decisions (Figured out trap, found villain's weakness, etc.)...................1 pt.
Character played within conception.........1 pt.
Character played out of conception........-1 pt.

Each character is given experience on his own merits. The amount of experience given to each character for the same adventure may therefore vary.

SCENARIO EXAMPLE

Here is an example of how to direct combat in a typical scenario. This is not intended to be a complete example of role playing. The role playing in the example is minimal, because the scenario was written to illustrate combat. Role playing will develop as people learn about their characters, invent details of their histories ,and react to other characters.

Three people get together and decide to play CHAMPIONS. One player volunteers to be the Game Master (GM). He thinks of a scenario for the other players to run characters in. The GM decides that a bank robbery would be a good start. The GM has written up one villain, named Ogre. The players have their two characters, Crusader and Starburst. They have some dice, pencils, paper, and their imaginations. They are ready.

The GM draws the bank on a piece of paper, basically a rectangle 8" by 10". He puts doors on three sides, and a vault door on the fourth side. A line in front of the vault side indicates the counter, two squares indicate tables. Some desks are against the front wall (see drawing).
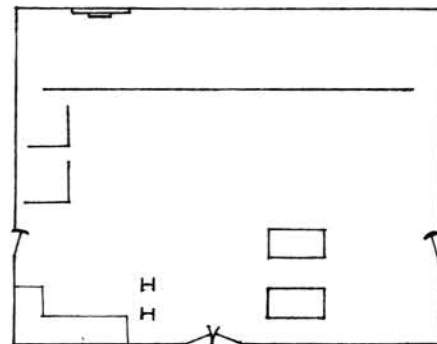
GM: Okay, let's get started. What are your Secret Identities?
Starburst: I've decided to be a scientist, a physicist.
Crusader: I think I'll be a mild mannered reporter for the local paper.
GM: Crusader, you're at a bank making a deposit while on your lunch hour. Starburst, you were busy experimenting in your laboratory, and your latest experiment isn't working out. So maybe a little fresh air might help...
Starburst: A short flight around town sounds like just the thing.
GM: While you're making your deposit,Crusader, you hear a familiar noise:the click of a safety on a gun

being taken off.

Crusader: I look in that direction. What do I see?

GM: Two tellers over from you, there are two men with rather bulky jackets standing in front of the teller. The man nearest you blocks your view of the other man's hands, but you can see that the teller looks very pale all of a sudden.

Crusader: Hmm, looks like a job for Crusader. I'll make my way to the door.

GM: You notice as you approach the door that there's a man standing next to it, with one hand in his jacket.

Crusader: Standing there with his hand in his jacket. Right. What about the main door?

GM: There's a big man in front of it. The security guard is right next to him, and the big man shoves him through the plate glass door. The big man tears off his trenchcoat, revealing someone that looks like this (GM displays drawing of Ogre!) People start screaming, the alarm begins to ring, and general pandemonium breaks out.

Crusader: I'll take advantage of the confusion, if I can. Is there someplace where I can change?

GM: Yes. There's an enclosure around this desk. You know, the frosted glass panels. The man who was in there just ran out, and you're right next to the door.

Crusader: Okay, I dash in there, close the door, and become Crusader.

GM: As you're doing that, you hear something break, and Ogre says: "I'm taking all the money, 'cuz nobody can stop the Ogre!" (Ogre rolls a presence attack as

he breaks a desk in half with his fist. He rolls 6D6, and the total is 24. This causes the normals in the bank to hesitate, in some cases scream, and one old lady faints.)

GM: Meanwhile, Starburst, you saw a truck with the motor running parked in front of a bank. As you see this, you hear the crash of breaking glass and see a man come hurtling out of the front door of the bank.

Starburst: Looks like trouble. I'll dive down and through the hole in the door into the bank, and maybe I'll surprise whoever's in there.

GM: Things are starting to happen now, so let's use the Speed Chart. Ogre is Speed 4, Starburst is Speed 5, and Crusader's Speed 6. Ogre's gunmen are normals, so they are Speed 2, as is everyone else in the bank. Segment 1. Nobody goes. Segment 2. Crusader, your move.

Crusader: Well, I'm too far from Ogre or any of the gunmen except the gunman at the door here. I'll do a flip over the top of this screen and Martial Punch the gunman.

GM: Fine. Make your Acrobatics Roll to do the flip.

Crusader: I rolled a 10, and I make my Acrobatics Roll on a 14 or less.

GM: No problem. Now, roll your Attack Roll on the gunman. He's a normal, so his Combat Value is 3, but he's surprised, so his Combat Value is halved, it becomes a CV of 2.

Crusader: My Combat Value is 8.

GM: You need an 17 or less, so you hit him unless you roll an 18.

Crusader: I roll a 13.

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GM: You hit him. Roll your damage.

Crusader: I roll 6D6, and do 23 and 6.

GM: Well, he's knocked out (23 STUN - 2 PD = 21 STUN. A normal only has 20 STUN). Did you do any Knockback?

Crusader: (rolls 3D6 because of his Martial Punch for Knockback, rolls an 11) No Knockback.

GM: Record your END used. Now, segment 3. Starburst?

Starburst: I'm flying in low, about 3 feet off the ground, to make it through that hole in the door. What do I see?

GM: You see a large costumed figure in front of the door with his back to you, and your hear him make that little speech. You could do a Move Through on him if you want.

Starburst: Yes, I think I will. He needs to be taken down a peg. I have 10 pts. of my Multipower in Force Field, and the other 30 pts. in Flight.

GM: That's 15" of Flight. Your Move Through takes no minus on attack because Ogre is unaware of you. His CV right now is halved because he's unaware, so his CV is 3.

Starburst: My CV is 7. 7 - 3 = 4, so I need a 15 or less to hit. I roll an 8.

GM: Do your damage. 1D6 for each 3" of movement is 5D6, plus 2D6 for your STR is a total of 7D6. Take 1/2 the damage yourself.

Starburst: 26 STUN and 8 BODY. I take 13 STUN and 4 BODY, which bounces off my defenses. Knockback is (roll 2D6 = 6, 8 - 6 = 2) 2".

GM: Ogre takes 1D6 damage from striking the floor, but I won't bother to roll it since his defenses are so high. Now, at 18 DEX, it's Ogre's turn. He can still act since he wasn't Stunned. He'll reach out and grab that big table next to him and throw it at you. He doesn't need an Attack Roll to grab a helpless table. The table is 2 hexes in size, so that gives a +2 to his OCV. The table is an unbalanced thrown object, so the range mod is -1 for 1". You are 2" away, so his OCV is -1 for range. Ogre's OCV is 6 + 2 - 1 = 7 and your DCV is...

Starburst: 7 - 3 (for the Move Through) = 4.

GM: I hit you with a 14 or less, and I roll a 14. Ogre does 12D6 and rolls 37 STUN and 12 BODY.

Starburst: My PD is 8 + 5 for Force Field, so I take 24 STUN and 0 BODY. Ouch. I am Stunned (Starburst's CON is 20).

GM: You were knocked back 3" and landed on a brochure rack. The 3D6 rolls 11 STUN and 3 BODY which bounces off of your PD and Force Field. Now segment 4. Crusader?

Crusader: I will 1/2 move 3 inches from here and Martial Kick one of the two gunmen by the teller. I am trying to knock the first gunman into the second gunman. What is the gunman's CV?

GM: The gunman sees you coming, and is trying to raise his gun to fire, but you are faster than he is. His CV is 3. Your CV is 8, -2 for Martial Kick, equals 6. You need 11+6-3=14 or less to hit the gunman.

Crusader: An 11. I hit him doing 28 STUN and 8 BODY. I rolled a 4 and do 8-4=4 inches of Knockback.

GM: The gunman is knocked back into his partner and they both takes 4D6 (for 4 inches of Knockback. The extra damage is 14 STUN and 3 BODY. The first gunman is down and looks hurt, the second gunman is Stunned. Segment 5. Starburst, you Recover from being Stunned this phase, you can act next phase. Segment 6. Crusader, Ogre, and the gunmen in that order.

Crusader: It is time to take on Ogre before he flattens Starburst. I will 1/2 move over to Ogre and Martial Kick him. My CV is 8-2=6.

GM: Ogre's CV is also 6 so you need to roll 11+6-6=11 or less.

Crusader: I roll 11, I just hit. I rolled 26 STUN and

7 BODY, not very good. I roll a 6 for Knockback so (6-7=-1) he does not get knocked back.

GM: Ogre is not really hurt by that attack. He turns to you and says "Your puny powers cannot harm Ogre!" He swings at you. Your DCV is 8+1=9 (for Martial Kick). His CV is 6. Ogre need to roll 11+6-9=8 or less to hit you. He rolls a 10 and misses. Two gunmen are unconscious. One gunman recovers from being Stunned and can act segment 12. The last gunman sees the confusion and proceeds to start stuffing money in a bag he brought. As the Stunned gunman regains his wits a little old lady says "No you don't! Take that!" and swipes at him with a purse. The lady has a CV of 3, and the recovered gunman has a CV of 3. She needs to roll 11+3-3=11 or less. She rolls a 10 and does 2D6 for 10 STUN and 2 BODY. The gunman is unconscious.

Starburst: Tough old lady!

GM: Segment 7. No one acts. Segment 8. Crusader and Starburst in that order.

Crusader: This guy is tough, I will kick him again. My CV is 6, and so is his. I need 11+6-6=11 or less. I rolled a 12, just missed!

Starburst: I get up and say "Now, Ogre, feel my Stellar Photonic Blasts!" I hope I hit. My CV is 7. He is 5 inches away so my CV takes a -1. My CV is 6.

GM: Ogre's CV is 6, you need 11+6-6=11 or less to hit.

Starburst: I roll a 9, I got him. I roll 8D6 and do 32 STUN and 9 BODY but no knockback.

GM: (After marking off 32-18=14 STUN from Ogre's record sheet) Ogre roars with pain, but is not Stunned. Segment 9. Ogre's turn. He is going to spin and ignore Crusader, who has not really hurt him. He glares at Starburst and says "Ogre going to crush you!". Ogre grabs a nearby table and throws it at you. The table is 2 hexes big so he gets a +2 on his CV. The table is unbalanced so he is -1 per 1 inch. You are 5 inches away so Ogre is -4 (the first inch is free). Ogre's CV is 6+2-4=4. Your CV is 7. Ogre needs a 11+4-7=8 or less to hit you. He rolls an 11 and misses. The table goes over your head. Segment 10. Crusader and Starburst.

Crusader: This time I am really going to put Ogre down. I will push my STR by 10 and go to 30. That means my Martial Kick will do 12D6. I will stand right behind Ogre so when Starburst blasts him I will not get hit.

GM: If Starburst knocks Ogre back, you will take some damage.

Crusader: Good point. I will delay my attack so that Starburst and I will attack together.

Starburst: To make sure Ogre goes down, I will push my attack by 10 pts. to 10D6.

GM: Starburst, your Attack roll is still 11 or less. Crusader, your Attack roll is 11 or less. Go for it.

Starburst: I hit with a 10. I do 40 STUN, 13 BODY, and 2 inches of Knockback.

Crusader: I hit, too, on an 11. I do 45 STUN, 12 BODY, and 2 inches of Knockback.

GM: Since you struck together on opposite sides, Ogre will not go anywhere, but I will add your Knockback damage together. Ogre takes 4D6, 18 STUN and 5 BODY which bounce off of his PD. (GM now calculates damage on Ogre). Ogre stiffens, and falls to the floor with a "Thud".

Crusader and Starburst: We got him!

GM: Segment 11. No actions. Segment 12. The last gunman is stuffing money into a sack. As the room falls quiet, he looks around and sees Ogre on the ground, and you two standing up.

Starburst: I smile at him.

Crusader: I smile too and say "Making a withdrawal? Do you have an account with this bank?"

GM: He stops, sees he is out numbered, and raises his hands. "I give up, just don't hurt me..."
Crusader: I will make sure his gun is out of the way.
Starburst: I will make sure Ogre is going to stay unconscious.
GM: Outside you hear the wail of sirens. Will you two stay for the police and the press?

Crusader: Sure, publicity can't hurt.
Starburst: You bet your life. With my 16 COM I look good on camera.
GM: That looks like that. Ogre was a tough villian, but you double-teamed him. He did have several assistants. I will give each of you 2 pts. of experience.

World Building

When playing CHAMPIONS, the GM must "set the scene" for the players. This consists of deciding when and where the characters are having their adventures. The GM "builds" a city, world, or universe for the characters. The GM should take special care in choosing a site for his campaign.

The first decision for the GM is the time period of his campaign. Will the campaign be contemporary, set in a metropolis like New York? Or will the campaign be based around a future universe, including galactic empires, alien creatures and super science? Perhaps the campaign will be set in World War II, with Nazi villains. The possibilities are nearly endless.

The GM should remember that the farther the situation is from the knowledge of the players, the more work he will have to do to make his campaign convincing. For this reason, most comic books are set in the contemporary era.

The usual comic book universe is set in current Earth time, but on an alternate world where superheroes and supervillains exist. A contemporary campaign is the easiest to set up, for people are most familiar with the present. Current events can

provide convincing background and sometimes, interesting adventure for the characters.

The GM should then decide how large his campaign will be. A full campaign can easily take place within a large city. The GM will be tempted to expand his campaign to encompass an entire world, solar system, or galaxy. The GM should always remember that the larger the area covered in his campaign, the less information the players will have about any particular place, and thus the less real any place will feel. The most important thing is that the GM is comfortable with the size of the campaign. The GM should not feel constrained in too small an area or overwhelmed by too large an area.

The GM should then decide upon the technology of his campaign. This is dependent to a large extent upon the time frame. However, some advanced technology in the hands of government groups or supervillains adds spice to the campaign. A futuristic campaign might still have some ancient technology like swords available. A good rule of thumb : If you aren't comfortable with it, don't put into your campaign. The GM should feel free to exercise this rule on unwanted characters, too.

One of the advantages of CHAMPIONS is that a campaign can take place within a city. If there are several GMs in your group, an interesting variation is to have each GM play a different city in the same country, utilizing a common background. This allows characters to transfer easily from one GM to another, and still stay within the campaign framework. GMs can trade villains and organizations. Multiple GMs working on a common background can provide a wealth of detail and development that a solitary GM would be hard-pressed to match. However, each GM must be careful not to take actions that might upset the country or the world, without consulting the other GMs first. If handled properly, such a campaign can be a lot of fun.

Superhero Rationale

Superheroes live a life removed fronm that of normal men. Daily they risk their lives to help others. Why do they do this? The answer to this question can do wonders toward defining a hero's basic personality.

Heroes are heroes because they are trying to help people. Their motives for doing this may be very different, but they are united in this one goal. Some superheroes may be seeking revenge on supervillains. Other heroes may feel a responsibility to use their gifts to help people. Some heroes do their thing for ego gratification. But all heroes are driven towards a common goal.

Many superheroes live by an unwritten code. They will capture but not kill a villain. They feel that they must be better than the villains they fight. The disadvantage of this code is that villains may escape from prison, or go unpunished because of a technicality. The advantage if this code is that the authorities and other heroes will more readily come to the aid of a hero who treads the straight and narrow. Recognition, Goodwill, and Cooperation will be the reward of a hero who follows the unwritten code. Anonymity, Fear, and Pursuit may be the only reward for the so-called "hero" who is as nasty as the villains he fights. The decision is up to the player.

Non-Player Heroes

An important part of any campaign are the non-player heroes who help the characters in their never ending fight against evil. The non-player character (NPC) heroes can be given powers and limitations the GM would not ordinarily give to a player character (though this should be done sparingly). NPC heroes are useful in allowing the GM a subtle input into the game. The NPC heroes can provide information and sometimes reinforcements when the player characters are vastly outnumbered ot outgunned.

NPC hero groups are easy to form, and can be useful in helping the player characters. NPC hero groups can have big, expensive headquarters with many useful capabilities. This can be useful to the player characters.

NPCs should be important if they exist in a campaign, but the GM should seldom let them take away the heroics from the player characters. The non-player characters are, after all, merely supporting actors for the player characters.

One of the more interesting and exotic ideas that a GM can introduce into his campaign is a mixed group of player character and NPC heroes. The mixed group can lead to a lot of excitement, as the GM can partially control the direction of the group, subtly leading them into adventures. A GM must remain flexible enough to respond to the actions of the player characters. The NPC's in a mixed group should have well developed personalities. The player characters will be spending a lot of time with the NPC's, and will probably learn a good deal about them. Well rounded and interesting NPC's can help keep interest high.

Groups of player character heroes can make things much easier for the GM. If the heroes are in one place at the start of an adventure, they are that much easier to get into the adventure. Groups can gain a reputation more easily than solo heroes. Character interaction in a group can lead to some very interesting role playing. Finally, a good team is not just a collection of individuals. A team should be willing to work together, to become greater than the sum of its parts.

Agents and Agent Groups

Organizations of all kinds will want to deal themselves into the superpowered game. Agents and agent groups are their tool. The government usually as several agent groups, while some big companies have their agent organizations. There's always the rich supervillain who has put together a band of henchmen.

Agent groups can consist of normals with weapons, and occasionally some special equipment. Tougher groups can be constructed with 10 or 20 pts. per agent, arming them with special weapons. High class agents may be built with as much as 50 pts. in characteristics and skills, with up to 50 more pts. in weapons and equipment. Several high class agents with exotic weaponry can give a superhero a rough time.

Supervillain Rationale

The supervillains are, in many ways, similar to the superheroes. They too risk their lives every day in an unusual occupation. Supervillains are also driven men, but with very different drives.

There are many things which might drive a villain to his antisocial behavior. Revenge, Anger, and Betrayal can all be reasons for a villain to run amok. Of course, the simpler and more common reasons like lust for power, monetary greed, and sheer love of villainy should not be overlooked. Many villains are just plain crackers, and their motivations are not easily understood by sane people.

Why don't the villains kill a hero when they get the drop on him? This question is frequently asked. There are some good reasons for a villain's reluctance to kill a hero. First, most villains are really nasty, and they just can't stand the thought of a hero who has been such a thorn in their side getting a quick, easy death. So they cart him off to their lair and arrange a nice Deathtrap for the hero.

Second, often a hero is valuable. With a little

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study, the villain might be able to figure out how some of those wonderful powers work. The hero could also be of use as a hostage, or as bait for other heroes. Maybe with a little Mind Control the hero can be made to work for the villain! There are many possibilities.

Third, any villain who went around killing indiscriminately would soon find large numbers of heroes on his trail, all out to avenge their fallen comrades.

Villains are usually pretty antisocial, and have difficulty forming into groups. Most villains operate solo most of the time. A villain who takes on several heroes single-handed should be built on more points than normal in order to give the heroes a good battle. Powerful villains can provide a single target for the heroes, making things easier for the GM and providing a great deal of fun. Not all villains should be extra powerful, of course. Some villains are only effective in a single situation or when attacking by surprise.

To build extra powerful villains, a "villain bonus" of 25, 50, 100, or more pts. can be given to represent the fact that the villain has the whole world after him, and numerous small Psychological Limitations.

Possibly the most effective force that the player characters will ever encounter is a well coordinated, well constructed supervillain team. Villains with a common cause or a common origin may band together. The team structure allows the villains to compensate for each other's weakness, and cooperate to use their powers most effectively. Supervillain groups can be important to a campaign, as they are a focus of villainous funds, motivation, and manpower.

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Everybody Else

A CHAMPIONS campaign does not only consist of superheroes and supervillains. The normal people who populate a universe provide important background, assisstance and information.

Every day heroes and villains run into hundreds of normal people. Anyone a hero or villain interacts with should have a personality. Sometimes all a supporting character needs is a small quirk or distinguishing characteristic to bring him to life, and make him memorable to the players.

The final object of building a world is to provide the characters with an interesting and realistic place to adventure in. Making the universe interesting means keeping events in the campaign moving. The universe should move around the players, not just through them. A good GM can have the seeds of the next adventure planted before the current adventure is finished.

Keeping the universe realistic means making the characters believe that the events are reasonable and fit together. The GM must be careful to prevent an NPC or an organization becoming two-faced, having one attitude one adventure and a thoroughly different attitude the next adventure. Simple notes can prevent this problem.

Origins of CHAMPIONS

CHAMPIONS' conception was born during a college lecture. George was bored by the lecture, and started designing a superhero role playing game in his notebook. The final result is CHAMPIONS.

George had some good ideas for combat and characteristics, but the problem of assigning powers was a difficult one. George met Wayne Shaw at a convention, and saw his point system for distributing superpowers. The current system looks almost nothing like Wayne's original work, but owes much in spirit to Wayne and his group's pioneering work. Thanks, Wayne.

The final edition of the rules has taken about a two and a half years of playtesting and revision. We owe a lot to many friends who spent much time and effort to improve the game. Jim Landes (and the Medford gang) and Ray Grier (and the Riverside crowd) deserve mention for spreading the game to uninitiated playtesters. Steve Goodman did a valuable mathematical study of the relative cost effectiveness of levels and Dexterity. Glenn Thain spent hundreds of hours playtesting the game. Tom Tumey lent us his computer and a great deal of his time to process all these words. Dozens of people in the "Tuesday Night Group" playtested and added to the game's flavor. Our thanks to you and all the other people who have helped us. We hope that the game is worthy of you.

Design Considerations

The main object of the game is for the players and the GM to have fun. We tried to simulate comic book combat, and the style of comic book characters. Powers were designed to reflect the most common abilities of characters in the comics. Characteristics were designed to represent those factors that made a superhero different from a

normal. Speed was one of the primary ways that superheroes are significantly superior to normals.

The standard rule is that each extra die of damage or 5 pts. of STR is twice as powerful as the die before it. This geometric scale should be considered when attempting to add damage or STR together.

Changing the Game

There are many ways that the CHAMPIONS rules could be modified to produce a much different game. Some of the more important ones are:

Designing New Powers: There are several powers that we left out of the game for various reasons. Most effects can be designed using the existing powers and creative use of the Power Limitations and Power Advantages. For those powers that just seem to different, we suggest the following considerations:

1) A general rule that we followed was that about 40 to 50 pts.in a power was pretty good, and 100 pts. in a power was generally wonderful.

2) A power that you don't wish people to have should be given a high minimum cost.

3) Try to build powers around the 1D6 per 5 pts. principle.

4) Most of the powers we designed are open ended, rather than absolute.

5) Every offense should have a defense, and the defense should be considerably cheaper.

Different Point Base: If you feel characters are too good when they start out, give them fewer points to start with. If you want to try a really high powered game, try starting people out with 200 pts. or more instead of 100. Or give more points for Disadvantages. Remember, however, that moderation is a virtue.

No Endurance: To simplify the game, get rid of Power Limitations and Endurance cost. No power will cost Endurance to use, but you won't get any breaks on the cost.

SUPERVILLAINS

Agent of UNTIL

Value	Characteristic	Cost
10	STR	0
15	DEX	15
15	CON	10
10	BODY	0
10	INT	0
10	EGO	0
10	PRE	0
10	COM	0
5	PD	3
5	ED	2
3	SPD	5
5	REC	0
30	END	0
23	STUN	0

Characteristic Cost. =35 pts.

ECV = 3
CV = 5

Pts.	Powers
10	Martial Arts
5	+1 Skill Level with all Guns
15	pts. = Powers Cost

Equipment

5D6 Blaster Carbine with 20 shots, Selective Fire
+6 Defense Bullet Proof Vest (works on 11 or less)

Disadvantages
None Needed

UNTIL was created during the compromise that allowed individual countries to own nuclear weapons. The United Nations created a special overwatch tribunal to moniter the spread of nuclear weapons. The tribunal was called the United Nations Tribunal on International Law. Later this tribunal's responsiblity was increased to cover international terrorism and international crime. The enforcement arm of this organization took the tribunal's acronym for its name, UNTIL. UNTIL agents, in their International Orange uniforms, are now a common sight at all UN sponsored functions. UNTIL has its headquarters in the UN building in New York, along with regional offices all over the world. The head of UNTIL is a hard-bitten ex-freedom fighter from Paraguay named Major Martinez. He, and his organization lead the fight against international crime cartels like VIPER.

ARMADILLO

Value	Characteristic	Cost
50	STR	40 (27)
18	DEX	24 (16)
28	CON	36 (24)
15	BODY	10 (7)
18	INT	8 (5)
14	EGO	8 (5)
18	PRE	8 (5)
4	COM	−3 (−2)
24	PD	14 (9)
24	ED	18 (12)
5	SPD	22 (15)
16	REC	0
60	END	2 (1)
54	STUN	0

Characteristic Cost =187 (124)

ECV 5
CV 6

Pts.	Powers
50	(33) 10D6 Energy Blast
30	(20) Full Damage Resistance
15	(10) 1D6 Hand to Hand Killing Attack
20	(13) 3" of Tunnelling
20	(13) Life Support
135	(99)pts.= Cost of Powers

Pts.	Disadvantages
30	Hunted by Chicago Superhero group.
30	Hunted by Canadian Superhero group.
13	(25) Hunted by OSI.
10	2x STUN from Ego attacks.
10	2x STUN from Sonic attacks.
15	Secret Identity
15	Paranoia (can cause irrational actions).
123	pts.= Disadvantage Total

Randall Gordon was a junior Engineer for an OSI contractor on the "Armadillo" portion of the Man Amplifier Program. He saw the advantages of the Armadillo armor instantly and began stealing pieces. The project was delayed and had massive cost overruns, which allowed Randall to cover his thefts. Finally he had stolen enough parts to build the armor which made him Armadillo. He quickly invaded the Man Amplifier Program and destroyed everyone and everything that knew how to build Armadillo armor. He is continually in fear tht someone will build armor like his and take his toy away from him. Armadillo has hooked up with several organized crime figures and is sometimes used as an "errand boy" when they have a dirty, dangerous job.

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DRAGONFLY

Value	Characteristic	Cost
10	STR	0
26	DEX	48
25	CON	30
8	BODY	-4
13	INT	3
8	EGO	-4
10	PRE	0
8	COM	-1
9	PD	7
14	ED	9
6	SPD	25
8	REC	2
50	END	0
26	STUN	0
	Characteristic Cost. =115	

ECV = 3
CV = 9

Pts.	Powers
50	10D6 Energy Blast
12	1/2 END Cost Energy Blast
18	Flight 18" (Obvious accessable Focus wings)
20	360 Degree Vision
100 Pts. Cost of Powers	

Disadvantages	Pts.
Hunted by UNTIL	30
Hunted by Chicago Supergroup	30
2x Stun from physical attacks	30
Unusual Looks	15
Public Identity	10
Disadvantage Total =115	

Dragonfly was an UNTIL scientist working on recombinant DNA experiments using insect genes. There was an accident in the lab, and he was doused with experimental serums during an electrical explosion. The resultant forces combined to produce his present form, with green chitinous skin, huge multifaceted eyes, and gauzy dragonfly wings. The transformation warped his mind, and he blasted his way out of the UNTIL laboratories. Now he seeks to rob and destroy, haunted by the knowledge of his hideous appearance.

Green Dragon

Value	Characteristic	Cost
15	STR	5
30	DEX	60
15	CON	10
10	BODY	0
14	INT	4
15	EGO	10
10	PRE	0
10	COM	0
10	PD	7
10	ED	7
7	SPD	30
15	REC	18
30	END	0
30	STUN	5
	Characteristic Cost = 176	

ECV = 5
CV = 10

Pts.	Powers
15	Martial Arts.
15	+1x Damage with all Martial Attacks.
4	1/2 END cost STR
9	Disguise on 14 or less.
6	+3" of Running (9" of Ground Movement).
49 pts. = Cost of Powers	

Pts.	Disadvantages
25	Hunted by UNTIL on 11 or less.
20	Hunted by CIA.
10	(20) Hunted by FBI.
10	Berserk on 8 or less, recover on 11 or less, in combat or when insulted about his race or size.
30	2x Stun from all Energy Attacks.
20	Disdain for Occidentals (can cause irrational actions)
10	Dependent Sister gets involved on 11 or less (lives in USA, a normal person who just happens to get in the middle of Green Dragon's affairs)
125 pts.= Disadvantage Total	

Aaron Chow was the product of an oriental father and an occidental mother. When Aaron was young, while living in Hong Kong his parents were killed in a massive explosion engineered by the insidious Dr. Lirby Koo. Koo found Aaron's body at the sight of the explosion and realized the potential of his extraordinary metabolism. Koo raised Aaron as his own and transformed him into a tool for Koo's evil plans. Koo was unfortunately reported killed during an UNTIL raid on his castle. Since his father's death, Aaron (Green Dragon) has sold his skills to anyone who will use him against an occidental foe.

HOWLER

Value	Characteristic	Cost
15	STR	5
21	DEX	33
25	CON	30
10	BODY	0
15	INT	5
10	EGO	0
15	PRE	5
20	COM	5
7	PD	4
7	ED	2
6	SPD	29
8	REC	0
50	END	0
33	STUN	0

Characteristic Cost. =118

ECV = 3
CV = 7

Pts.	Powers
47	Multipower 50 pt. reserve, 2 10 pt. slots, bought through obvious, inaccessable Focus (choker necklace with glowing gem)
	Sonic Scream (Energy Blast, up to 10D6)
	Sonic Shield (Force Field, up to +20 PD, +30 ED)
8	(12 pts.) Reduced END cost on Sonic Scream
8	(12 pts.) Reduced END cost on Sonic Sheild
10	10" Flight through obvious, accessable Focus (cape)
9	+3 Skill Levels with Sonic Scream
5	Instant Change
87	= Cost of Powers

Disadvantages	Pts.
Hunted by FBI	20
Hunted by Police	15
2x STUN from bullets	20
Fear of guns 14 or less	20
Fear of aliens, strange creatures on a 14 or less	15
Secret Identity	15
Disadvantage Total =	105

Howler was a young archeologist who was on a dig in Israel. One night, there was a glowing meteor that crashed in the desert nearby. She investigated, and found a ruined alien spacecraft. There was a strange creature in the vessel, who was wearing an unusual necklace and cape. She was seized by a mental compulsion from the dying alien, and forced to put on the cape and the necklace. Theswe granted her the powers which make her the Howler. Her mind was twisted by the event, and she turned to a life of crime (possibly due to the effect of the necklace). She lives in fear of the day when one of the alien's kindred might find her, though she does not know what would happen.

ICICLE

Value	Characteristic	Cost
10	STR	0
20	DEX	30
20	CON	20
10	BODY	0
10	INT	0
10	EGO	0
10	PRE	0
10	COM	0
8	PD	6
8	ED	4
5	SPD	20
10	REC	8
40	END	0
25	STUN	0

Characteristic Cost =88

ECV = 3
CV = 7

Pts.	Powers
60	Elemental Control: Ice Powers
10	Ice Ram (8D6 Energy Blast, physical attack, +2D6)
	Ice Slide (Running +15", slides on ground)
	Ice Armor (Armor, +10 PD, +5 ED)
17	1/2 END Cost Elemental Control
10	+2 Skill Levels with Ice Powers
97 = Cost of Powers	

Disadvantages	Pts.
Secret Identity	15
Hunted by New York supergroup	
11 or less	30
Greedy 11 or less	15
2x STUN from Fire based attacks	20
1 1/2x STUN from lasers	5
Disadvantage Total = 85	

Icicle is a mutant girl, who discovered her Ice Powers when she was 13. She found that she could generate ice from the moisture in the air, and use it to attack, form armor, or form a slide along the ground. Her father nearly killed her when he found out she was a mutant, so Icicle ran away from home at the age of 16 and has been running ever since. She has turned to a life of crime to support herself, and has become very greedy for money because of her poor childhood.

MECHANON

Value	Characteristic	Cost
60	STR	50
23	DEX	39
40	CON	60
15	BODY	10
20	INT	10
14	EGO	8
30	PRE	20
2	COM	-4
30	PD	18
30	ED	22
7	SPD	37
24	REC	8
80	END	0
65	STUN	0

Characteristic Cost. =278

ECV = 5
CV = 8

Pts.	Powers
20	+2 Overall Levels
15	1/2 END cost STR
50	10D6 Energy Blast
12	1/2 END Cost Energy Blast
30	15" Flight
10	Flash Defense
30	Full Damage Resistance
167 Pts. Cost of Powers	

Disadvantages	Pts.
Hunted by LA supergroup 11 or less	35
Hunted by UNTIL 11 or less	35
Public Identity	10
Megalomania	10
Overconfident	20
Villain Bonus	235
Disadvantage Total =	345

Mechanon is a robot who was invented by a Los Angles based super hero group to act as a security system. The group went out of their way to make Mechanon nearly unstoppable to protect their headquarters against super foes. Unfortunately, there was a small flaw in Mechanon's experimental micro-computer brain. Mechanon saw all organic life as a threat to a more perfect machine domination. Mechanon has pledged himself to the painful death of all organic life. Mechanon's megalomania will not allow him to acomplish this quietly, he must attempt grand scheme after grand scheme. To guard against the unlikely event of his own demise, Mechanon has planted robotic factories around the world. These factories are programmed to rebuild Mechanon with any improvement necessary to stop the effect that caused his last defeat. No attempt has been made to balance Mechanon's point totals, for he is a villain of epic scale. The GM should normally only use Mechanon singly against several heroes. Even outnumbered, Mechanon can put up a good fight.

PULSAR

Value	Characteristic	Cost
10	STR	0
23	DEX	39
23	CON	26
12	BODY	4
10	INT	0
11	EGO	2
15	PRE	5
14	COM	2
10	PD	8
20	ED	15
5	SPD	17
12	REC	10
46	END	0
34	STUN	0

Characteristic Cost. =128

ECV = 4
CV = 8

Pts.	Powers
70	7D6 Energy Blast(Attack with no Defense, Defense is Force Field)
17	1/2 END cost Energy Blast
9	+3 with Energy Blast
10	Martial Arts
5	Security Systems
5	Instant Change
6	+3" of Running
122 pts.	Cost of Powers

Disadvantages	Pts.
Secret Identity	15
Berserk 8 or less when insulted recover 11 or less	10
Hunted by UNTIL	30
Hunted by VIPER	30
Overconfident 11 or less	20
2 x STUN from physical attacks	30
Unluck 3D6	15
Disadvantage Total = 150	

Pulsar was an agent of VIPER who was used by them in an experiment . The experiment blew up, and Pulsar was created in the explosion. He thereupon attacked his former masters because of what they had done to him. He is still wanted by UNTIL for his crimes as a VIPER agent.

SHRINKER

Value	Characteristic	Cost
10	STR	0
21	DEX	33
20	CON	20
10	BODY	0
10	INT	0
8	EGO	-4
10	PRE	0
16	COM	3
8	PD	6
8	ED	4
5	SPD	19
50	END	5
25	STUN	0

Characteristic Cost =86

ECV = 3
CV = 7

Pts.	Powers
25	Shrinking to 1/32 size, +10 DCV, -10 for other's Perception Rolls, -5" of Ground Movement, +15" of Knockback, 1/32768 mass.
18	0 END cost on Shrinking.
40	8D6 Energy Blast.
10	1/2 END cost Energy Blast (4 END)
16	(24) 12" of flight usable only when shrunk.
109 =	Cost of Powers

Disadvantages	
Secret Identity.	15
Hunted by FBI on 11 or less.	25
2x Stun from poison and chemical attacks.	10
Unluck.	5
Hunted by a New York based Supergroup.	30
Hatred of New York based Supergroup.	10
Disadvantage Total=95	

Diana Whitworth was a biochemist for an organization named Bio Investigations. Diana was working with classified substances when an experiment transformed her into Shrinker. For a time Shrinker used her powers for good as a member of a New York Based superhero group. While Shrinker was away, the group broke up momentarily. Shrinker was in deep financial and emotional trouble at the time. She attempted to go to the group for help. A long list of impossible circumstances kept Shrinker and the group apart. Shrinker, feeling abandoned, finally turned her unique abilities to crime to pull herself out of her problem. Shrinker found a heady feeling in making a fool out of the first superhero who tried to stop one of her crimes. She now is firmly entrenched in the criminal life and uses her small size to taunt superheroes whenever she meets them.

VIPER Agent

Value	Characteristic	Cost
15	STR	5
14	DEX	12
13	CON	6
10	BODY	0
10	INT	0
10	EGO	0
12	PRE	2
10	COM	0
5	PD	2
5	ED	2
3	SPD	6
6	REC	0
26	END	0
24	STUN	0

Characteristic Cost. =35 pts.

ECV = 3
CV = 5

| Pts.	Powers
15	Martial Arts

15 pts. = Powers Cost

Equipment

Blaster Rifle   6D6, 20 shots, Selective fire

Disadvantages
None Needed

VIPER is an international organization of top underworld and espionage figures. To many in crime, VIPER is simply a mercenary organization, renting their highly trained agents to the highest bidder. The VIPER inner circle, though, is always gathering information on the organizations that VIPER Agents work for. This information is absorbed and studied by VIPER's giant strategy computers. Slowly VIPER is readying their organization to strike and take over the world's power base from below. Under the VIPER plan all illegitimate business, theft, extortion, bribery, and other crime would be unified under the VIPER inner circle. Once all of that power is in VIPER's hands, they will run the world from their underworld base.

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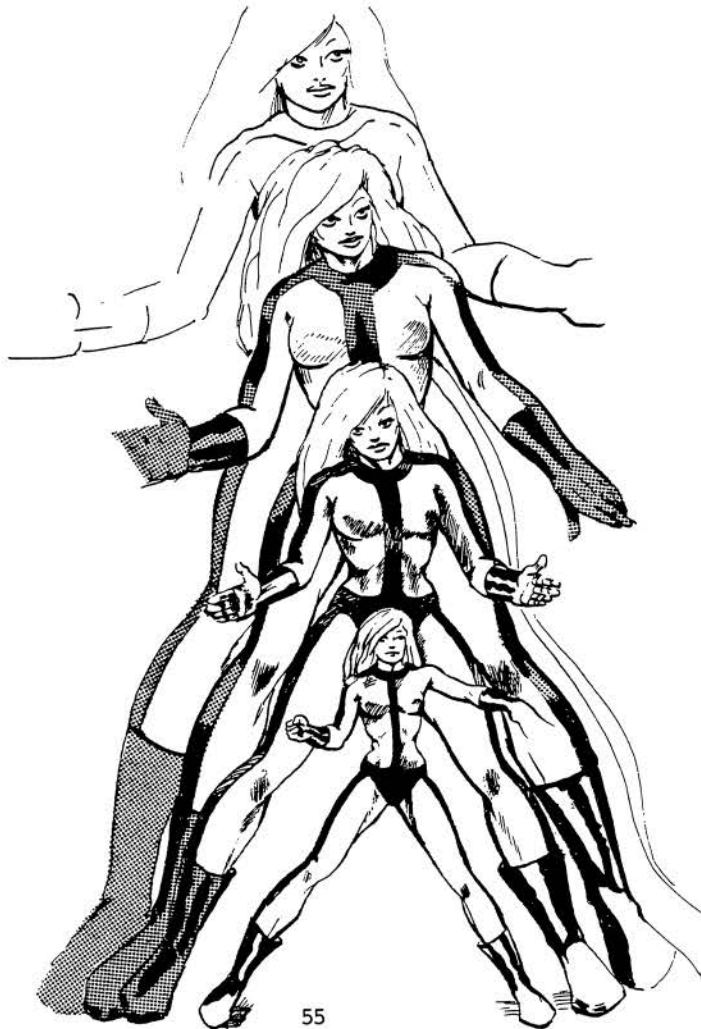
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