

SKILL MODIFIERS

Modifier	Circumstance
+3 to +5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely Difficult
-5 or more	Sheer Folly
+1 to +3	Character has extensive knowledge of the object of his Skill Roll
+1 to +3	Character roleplays the Skill use well
+1 to +3	Using good equipment in connection with the Skill Roll
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for performing the Skill
-1 to -5	Extremely strange or weird object to per- form the Skill on
-1 to -5	Lack of proper equipment (if appropriate)
-1 to -3	Combat conditions, for Skills not normally used in combat

TIME CHART

1 Segment 1 Phase 1 Turn (Post-Segment 12) 1 minute 5 minutes 1 hour 5 hours 1 day 1 week 1 month 1 season (3 months) 1 year

RANGE MODIFIERS							
Range Modifier							
Adjacent	0						
2-4"	-0						
5-8"	-2						
9-16"	-4						
17-32"	-6						
33"-64"	-8						
65"-128"	-10						
etc.	etc.						

OBJECT BODY TABLE

Mass		Living or vehicle	Unliving	Complex
200g		1	0	0
400g		2	0	0
800g	(grenade)	3	0	0
1.6kg		4	1	0
3.2kg		5	2	0
6.4kg	(shotput)	6	3	1
12.5kg		7	4	2
25kg	(TV Set)	8	5	3
50kg		9	6	.4
100kg	(man)	10	7	5
200kg	(piano)	11	8	6
400kg	(sail boat)	12	9	7
800kg	(small trailer)	13	10	8
1.6t	(van)	14	11	9
3.2t	(garbage truck)	15	12	10
6.4t	(small jet)	16	13	11
12.5t	(subway car)	17	14	12
25t	(small rocket)	18	15	13
50t	(tank)	19	16	14
100t	(space shuttle)	20	17	15
200t	(Cargo plane: C-54	A) 21	18	16
400t	(trawler)	22	- 19	17
800t	(drilling rig)	23	20	18
1.6kt	(small bridge)	24	21	19
3.2kt	(destroyer)	25	22	20
6.4kt	(large Submarine)	26	23	21
12.5kt	(freighter: unloaded	d) 27	24	22
25kt	(freighter: loaded)	28	25	23
50kt	(battleship)	29	26	24
100kt	(large bridge)	30	27	25
	a -	dram		

g = gram kg = kilogram t = ton, 1000 kg kt = kiloton, 1000 t, 1,000,000 kg



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SPEED CHART

		-	Character's Speed										
		1	2	3	4	5	6	7	8	9	10	11	12
	1	<u> </u>	-		-	-	· • • • (	-	-	-		9 <b>—</b> 0	X
	2	-	-		-		Х	Х	Х	х	Х	Х	Х
	3		—		х	Х	99 <del></del> 93	_	х	х	Х	х	Х
	4			Х	-	—	х	Х		х	х	х	Х
-	5			-	-	Х	. <u> </u>		х	_	Х	х	X
Segment	6		Х	2 <del>11-21</del>	х	_	Х	х	х	х	х	х	Х
lga	7	X	—		-	-	-	Х	-	х	and and	х	Х
Ś	8	-	-	Х	-	Х	Х	-	х	х	х	Х	х
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	10		-	10-10	-	Х	Х	<u></u>		Х	х	х	Х
	11	_		_	_	-	-	х	Х	Х	Х	Х	Х
	12	-	х	Х	Х	Х	Х	Х	Х	X	Х	Х	х

#### DAMAGE CLASS TABLE

DC	Killing	Normal	Active Points
DC	Killing	Normai	Sa Card
1	1 pip	1d6	5
2	¹ /2d6, 1d6-1	2d6	10
3	1d6	3d6	15
4	1d6+1	4d6	20
5	1 ¹/₂d6, 2d6-1	5d6	25
6	2d6	6d6	30
7	2d6+1	7d6	35
8	2 1/2d6, 3d6-1	8d6	40
9	3d6	9d6	45
10	3d6+1	10d6	50
11	3 1/2d6, 4d6-1	11d6	55
12	4d6	12d6	60
13	4d6+1	13d6	65
14	4 ¹ / ₂ d6, 5d6-1	14d6	70
15	5d6	15d6	75
16	5d6+1	16d6	80
17	5 1/2d6, 6d6-1	17d6	85
18	6d6	18d6	90
etc.			

	RECOVERY TIME						
STUN Total	STUN Total How Often Character Recovers						
-0 to -10	Every Phase and post-Segment 12						
-11 to -20	Post-Segment 12 only						
-21 to -30	Once a minute only						
-31 or more	GM's option (a long time)						

	ACTION PHASE TABLE					
	Time Action	Move Required	Required			
	Move By	1 Phase	1"			
	Move Through	1 Phase	1"			
	Haymaker	1/2 Phase † *				
	Grab	1/2 Phase § *				
	Bracing	0 Phase	-			
	To "set"	1 Phase				
	Set and brace	1 Phase				
	Missile Deflection	1/2 Phase *				
	Find Weakness	1/2 Phase				
	Other Combat Maneuvers					
	(Any action which requires					
	an Attack Roll)	1/2 Phase *	_			
	Drawing a weapon	1/2 Phase				
	Full move	1 Phase	Full Move			
	Half Move	1/2 Phase	÷			
	Making a Skill Roll	Variable				
	Turning on a Power	0 Phase	-			
	Turning off a Power	0 Phase	-			
	Shifting a Multipower	0 Phase				
	Open a door	1/2 Phase				
	Preparing a grenade	1/2 Phase	i Tari			
	Starting a vehicle	1/2 Phase	5 ( <del>1</del> 48			
	Change Clothes	1 Phase	-			
	Take a Recovery	1 Phase	_			
	Recover from being Stunned	1 Phase				
	Presence Attack	No Time				
	Speaking (Soliloquy)	No Time				
	GM asks you to make a roll	No Time	-			
1	Action token place at the year	u and at the m				

† Action takes place at the very end of the next Segment

§ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.

* The character may not perform another action after these actions, but may perform a half Phase action before these actions.

UNCO	UNCONSCIOUSNESS EFFECT					
STUN Total Effect						
-0 to -10	Character is aware, but cannot af- fect surroundings or use Powers					
-11 or more	Character is out cold					



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- Small hex sheets for easy mapping.
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COMBAT MANEUVERS								
Maneuver	Phase	OCV	DCV	Effects	. 1			
Standard Maneuver	'S							
Block	1/2		+0	stops atta	acks, abort			
Brace	0	+2	1/2		et Range Penalties only			
Disarm	1/2	-2	0		m target; attacker gets STR vs. STR Roll			
Dodge	1/2	3	+3		acks, abort			
Grab	1/2	-1	-2	grab, do				
Haymaker	1/2 †	0	-5		R before Pushing			
Move By	1/2	-2	-5 -2		v/5; attacker takes 1/3 damage			
Move Through	1/2	-v/5	-3	STR + v/3	3; attacker takes 1/2 or full damage			
Set	1	+1	+0		-,			
Strike	1/2	+0	+0	STR or b	y weapon type			
Other Attacks	1/2	+0	+0		,			
Optional Maneuvers	s							
Covered	1/2	-2*	+0	taraet he	ld at gunpoint			
Dive for Cover	1/2	+0	+0		haracter, abort			
Pulling a Punch	1/2	-1 / 3d6	0		rmal STUN damage, 1/2 BODY damage			
Rolling with Punch	1/2	-2	-2		being hit, take 1/2 STUN and BODY, abort			
Snap Shot	1	-1	+0		acter duck back behind cover			
Suppression	1	-2	+0		us fire on hex(es), must be autofire			
Sweep	1	-2	X1/2		ple targets in hand-to-hand			
Maneuver	Phase	OCV	DCV	Cost	Damage/Effect			
Martial Maneuvers								
Defensive Strike	1/2	+1	+3	5 pts.	STR strike			
Martial Strike	1/2	0	+2	4 pts.	STR +2d6, strike			
Offensive Strike	1/2	-2	+1	5 pts.	STR +4d6, strike			
Martial Block	1/2	+2	+2	4 pts.	Block, abort			
Martial Dodge	1/2	0	+5	4 pts.	Dodge, affects all attacks, abort			
Martial Throw	1/2	+0	+1	3 pts.	STR + $v/5$ ; target falls			
Nerve Strike	1/2	-1	+1	4 pts. 2d6 NND1				
Choke Hold	1/2	-2	0	5 pts.	Grab, 2d6 NND2			
Killing Strike	1/2	-2	0 0	4 pts.	1/2d6 HKA			
Sacrifice Throw	1/2	+2	+1	3 pts.	STR; you fall and target falls			
Martial Disarm	1/2	-1	+1	4 pts.	Disarm, +10 STR to Roll			
Martial Escape	var	0	0	4 pts.	+15 STR vs. Grabs			
Martial Grab	1/2	-1	-1	4 pts. 4 pts.	Grab, +10 to STR for hold only (not damage			
waitia Giab	12	17778	(4)P	4 pts.	Grab, + 10 to G 11 101 noid only (not damage			

* Also use OCV mod for Hit Location

† This maneuver takes one extra Segment to perform

#### **EXPLANATION OF TERMS:**

Phase: This column explains how long it takes to perform the maneuver.

**OCV** (Offensive Combat Value): This number tells the player the modification for performing the maneuver. For example, a +1 OCV means that a character has +1 addition to his roll (or his OCV) to hit.

Dash ("-"): A dash on the table means that column is not relevant.

**DCV** (Defensive Combat Maneuver): This number tells the person performing the maneuver the modification to the attacker's DCV. For example, performing a disarm maneuver decreases the attacker's DCV, making it more likely for the him to be hit.

Damage: This number is the damage done by the attack. STR means that the attack does STR/5 in d6.

Abort: A character can forfeit the next Action Phase to do this maneuver out of Phase. For a more detailed explanation, see Action Phases.

COMBAT MODIFIERS							
Modifier	Notes	OCV	DCV				
Area Effect Attack	Must hit hex DCV (3, except if adjacent)						
Autofire	More than one shot; 1 hit/2	+0	-0				
Concealment target	by hit location table or:	-					
	half hidden	-2	_				
	target head and shoulders only	-4					
Bouncing Attack	Requires 1 Combat Level per bounce	+1 to +3					
Braced	Only affects Range; can be combined with Set	+2	X1/2				
Coordinated Attacks	Combine damage for purpose of Stunning	·					
Encumbrance	Attacker is weighed down		-0 to -4				
Explosions	Treat like Area Effect		M <del>. 7</del> 8				
Multiple Attackers	+1 OCV/each attacker after the first; must coordinate.	+1	-				
Off Hand	using off hand	-3	—				
Target Prone	may have concealment		X1/2				
Set	takes 1 full Phase	+1	·				
Spreading Energy Blast	For one target, +1 OCV per -1d6	varies	· <u> </u>				
	To hit multiple targets, -1d6 per additional hex	-					
Surprise Move	GM decides	+1 to +3	—				
Surprised	in combat:	-	X1/2				
	not in combat, take 2x Stun:	=	X1/2				
Target Size	fills 1 hex	+2	· _				
	fills 2 hexes	+4					
	fills 4 hexes	+6	53 <u></u> 3				
	1/2 human sized	-2	3 <del></del>				
	1/4 human sized	-4					
Theory	¹/₀ human sized	-6	(				
Throw	unbalanced, unaerodynamic	-4					
	balanced or aerodynamic	-2					
	balanced and aerodynamic	-0					
Target a hex	Must hit hex DCV (3, except if adjacent)	—					
Unfamiliar weapon		-3	: <del>4</del>				

HIT LOCATION							
3d6 Roll	Location	STUNx	N STUN	BODYx	To Hit		
3-5	Head	x5	x2	x2	-8 OCV		
6	Hands	×1	X ¹ /2	X ¹ /2	-6 OCV		
7-8	Arms	x2	X ¹ /2	X ¹ /2	-5 OCV		
9	Shoulders	x3	x1	x1	-5 OCV		
10-11	Chest	xЗ	x1	x1	-3 OCV		
12	Stomach	x4	x1 1/2	×1	-7 OCV		
13	Vitals	x4	x1 1/2	x2	-8 OCV		
14	Thighs	x2	x1	×1	-4 OCV		
15-16	Legs	x2	X ¹ /2	x ¹ /2	-6 OCV		
17-18	Feet	x1	X ¹ /2	<b>X</b> ¹ /2	-8 OCV		

If necessary, roll 1d6 to determine left or right side (hands, arms, shoulders, thighs, legs, feet). If you roll a 1, 2, or 3, the left side is hit; if you roll a 4, 5, or 6, the right side is hit.

	SPEED CHART											
Char- acter's Speed	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	<u>.</u>	-	-	-		-	Х
2	-	-	-	<del></del>		Х	х	х	х	х	х	х
3	-	-	-	х	х	<u> </u>	-	х	х	х	х	х
4	-		х	<u> </u>	_	х	х	—	х	х	X	Х
<b></b> 5	-		-	-	х	_	-	Х		х	х	Х
e 6	-	Х	-	х	<u></u>	X	х	х	х	х	Х	Х
Segment • 4 9	X			-			х	8 <u></u> 8	х	5 <b></b>	х	Х
<i>й</i> 8	-	-	Х	-	х	х	-	x	х	х	х	Х
9	-	_	-	х		_	х	х	. <del></del>	х	х	Х
10	-	_	-	-	х	х		. <del>_</del> _:	х	Х	Х	Х
11	-	-	9 <del></del> 5		-		Х	х	Х	х	х	Х
12	-	х	х	. X	Х	Х	Х	х	Х	х	Х	Х

A					
DC	Killing	Normal	Active Points		
1	1 pip	1d6	5		
2	1/2d6, 1d6-1	2d6	10		
3	1d6	3d6	15		
4	1d6+1	4d6	20		
5	1 1/2d6, 2d6-1	5d6	25		
6	2d6	6d6	30		
7	2d6+1	7d6	35		
8	2 1/2d6, 3d6-1	8d6	40		
9	3d6	9d6	45		
10	3d6+1	10d6	50		
11	3 1/2d6, 4d6-1	11d6	55		
12	4d6	12d6	60		
13	4d6+1	13d6	65		
14	4 1/2d6, 5d6-1	14d6	70		
15	5d6	15d6	75		
16	5d6+1	16d6	80		
17	5 1/2d6, 6d6-1	17d6	85		
18	6d6	18d6	90		
etc.					

RECOVERY TIME				
STUN Total How Often Character Recover				
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	Grab	1/2 Phase § *		
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	To "set"	1 Phase	_	
	Set and brace	1 Phase	<del></del>	
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	Find Weakness	1/2 Phase	-	
	Other Combat Maneuvers			
	(Any action which requires an Attack Roll)	1/2 Phase *		
	Drawing a weapon	1/2 Phase	. <u> </u>	
	Full move	1 Phase	Full Move	
	Half Move	1/2 Phase		
	Making a Skill Roll	Variable		
	Turning on a Power	0 Phase		
	Turning off a Power	0 Phase	_	
	Shifting a Multipower	0 Phase		
	Open a door	1/2 Phase	1000-0	
	Preparing a grenade	1/2 Phase	—	
	Starting a vehicle	1/2 Phase		
	Change Clothes	1 Phase	2 <b></b> - 1	
	Take a Recovery	1 Phase		
	Recover from being Stunned	1 Phase		
	Presence Attack	No Time		
	Speaking (Soliloquy)	No Time		
	GM asks you to make a roll	No Time		

† Action takes place at the very end of the next Segment

§ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.

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-1 to -3	Combat conditions, for Skills not normally used in combat		

# TIME CHART

1 Segment	
1 Phase	
1 Turn (Post-Segment 12)	
1 minute	
5 minutes	
1 hour	
5 hours	
1 day	
1 week	
1 month	
1 season (3 months)	
1 year	

RANGE MODIFIERS					
Range	Range Modifier				
Adjacent	0				
2-4"	-0				
5-8"	-0 -2				
9-16"					
17-32"	-4 -6				
33"-64"	-8				
65"-128"	-10				
etc.	etc.				

Mass		Living or vehicle	Unliving	Complex
200g		1	0	0
400g		2	0	0
800g	(grenade)	3	0	0
1.6kg		4	1	0
3.2kg		5	2	0
6.4kg	(shotput)	6	3	1
12.5kg		7	4	2
25kg	(TV Set)	8	5	3
50kg		9	6	4
100kg	(man)	10	7	5
200kg	(piano)	11	8	6
400kg	(sail boat)	12	9	7
800kg	(small trailer)	13	10	8
1.6t	(van)	14	11	9
3.2t	(garbage truck)	15	12	10
6.4t	(small jet)	16	13	11
12.5t	(subway car)	17	14	12
25t	(small rocket)	18	15	13
50t	(tank)	19	16	14
100t	(space shuttle)	20	17	15
200t	(Cargo plane: C-5/	A) 21	18	16
400t	(trawler)	22	19	17
800t	(drilling rig)	23	20	18
1.6kt	(small bridge)	24	21	19
3.2kt	(destroyer)	25	22	20
6.4kt	(large Submarine)	26	23	21
12.5kt	(freighter: unloaded	d) 27	24	22
25kt	(freighter: loaded)	28	25	23
50kt	(battleship)	29	26	24
100kt	(large bridge)	30	27	25
	kg = l	gram kilogram		
	t = ton kt = kiloton, 10	, 1000 kg		

# **Gamemaster's Screen and Accessories for**



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- **Dedication:** This project is dedicated to Eric "battle mumble" Howard for being left out of the hardcover, and to the fans at GENCON '89, for their enthusiasm.
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# CHARACTER CREATION



Character Type	Base pts.	Max pts. from Disadvantages	(Max pts. from one category of Disadvantage)	Total
Normal				
Incompetent Normal	-20 (or lower)	25	25	0 (or less)
Normal	<b>`</b> O	25	25	25
Skilled Normal	25	25	25	50
Competent Normal	50	50	25	100
Hero	75	75	25	150
Superhero				
Standard	100	150	50	250
High Powered	150+	225+	75+	375+

# CHARACTERISTICS

All characters are described by a set of Characteristics. These Characteristics represent the natural attributes that a person has, such as strength, intelligence, or comeliness. Each Characteristic has a numerical value. This shows how a character compares to other people in that Characteristic — whether a character is better or worse in that regard. Characteristics are something that every person has. A child may have a Strength of 5, while a superhero has a Strength of 60, but they both have a Strength Characteristic.

#### **PRIMARY CHARACTERISTICS**

Every player character starts with a score of 10 in each Primary Characteristic. These are often "bought up" with Character Points. The following table lists the Primary Characteristics, how many Character Points it costs to raise each value by 1, and the maximum value a Characteristic normally reaches. This maximum value is only appropriate in heroic campaigns; characters in superheroic campaigns do not have any Characteristic Maxima.

Base Value	Primary Characteristic	Cost per pt.	Maximum Value
10	Strength (STR)	1	20
10	Dexterity (DEX)	З	20
10	Constitution (CON)	2	20
10	Body (BODY)	2	20
10	Intelligence (INT)	1	20
10	Ego (EGO)	2	20
10	Presence (PRE)	1	20
10	Comeliness (COM)	1/2	20

## FIGURED CHARACTERISTICS

A character is further defined by a series of *Figured Characteristics*. The base values of these Characteristics are calculated from the character's Primary Characteristics, but they may be raised or lowered independently of the Primary Characteristics, to reflect a character who is atypically endowed.

Base Value	Figured Characteristic	Cost per pt.	Maximum Value
(2)	Physical Defense (PD)	1	8
(2)	Energy Defense (ED)	1	8
(2)	Speed (SPD)	10	4
(4)	Recovery (REC)	2	10
(20)	Endurance (END)	1/2	50
(20)	Stun (STUN)	1	50

### CHARACTERISTIC FORMULAS

The formulas for Figured Characteristics appear here; they're also listed on the Character Sheet for convenience.

Physical Defense		(STR/5)
Energy Defense	Н	(CON/5)
Speed	=	1 + (DEX/10)
Recovery	-	(STR/5) + (CON/5)
Endurance	-	2 x (CON)
Stun	H	BODY + (STR/2) + (CON/2)

**Example**: A character with a Strength of 20 will have a base Physical Defense of 4 (20 divided by 5 = 4). If his Constitution is 15, then his base Energy Defense would be 3 (15 divided by 5 = 3). With a STR of 20 and a CON of 15, he would have a base Recovery of 7 ((20 divided by 5) + (15 divided by 5) = 4 + 3 = 7).

**Example**: Andarra has a BODY of 9, a Strength of 15, and a Constitution of 13. Her Stun will be 9 + 15/2 + 13/2 = 9 + 8 + 7 = 24.

#### GM Screen and Accessories -

#### MOVEMENT

Each character can run at a certain velocity. This is measured in "inches". Each inch equals 2 meters (see *Combat and Adventuring*). All characters can run 6" (12 m) in a Phase; this can be increased by +1" (2 m) for 2 Character Points. Most characters also begin with 2" of Swimming; this can be increased by +1" for 1 Character Point.

Base Value	Movement Mode	Cost per +1"	Maximum Value
6"	Running	2	10"
2"	Swimming	1	5"

# SKILL ENHANCERS

Skill Enhancer	Affects Skill	Cost
Jack of All Trades	Professional Skills	3/-
Linguist	Languages	3/-
Scholar	Knowledge Skills	3/-
Scientist	Sciences	3/-
Traveler	Area Knowledges	3/-
Well-Connected	Contacts, Favors	3/-

# SKILLS



3

Skill	Туре	Base Roll	Base / +1 cost	Skill	Туре	Base Roll	Base / +1 cost
Acrobatics	DEX	9+(DEX/5)	3/2	Lipreading	General	11	3/2
Acting	PRE	9+(PRE/5)		Lockpicking	DEX	9+(DEX/5)	3/2
Animal Handler	General	11	3/2	Martial Arts	Combat	varies	varies
Breakfall	DEX	9+(DEX/5)	3/2	Mechanics	General	11	3/2
Bribery	PRE	9+(PRE/5)	3/2	Mimicry	General	11	3/2
Bugging	INT	9+(INT/5)	3/2	Navigation	General	11	3/2
Bureaucratics	PRE	9+(PRE/5)	3/2	Oratory	PRE	9+(PRE/5)	3/2
Climbing	DEX	9+(DEX/5)	3/2	Paramedic	INT	9+(INT/5)	3/2
Combat Driving	DEX	9+(DEX/5)	3/2	Persuasion	PRE	9+(PRE/5)	3/2
Combat Skill Levels	Combat	-	varies	Professional Skills	Background	11*	2/1*
Combat Piloting	DEX	9+(DEX/5)	3/2	Range Skill Levels	Combat	5 <b>—</b> 3)	varies
Computer Programing	INT	9+(INT/5)	3/2	Riding	DEX	9+(DEX/5)	3/2
Concealment	INT	9+(INT/5)	3/2	Science	Background	11*	2/1*
Contortionist	DEX	9+(DEX/5)	3/2	Security Systems	INT	9+(INT/5)	3/2
Conversation	PRE	9+(PRE/5)	3/2	Seduction	PRE	9+(PRE/5)	3/2
Criminology	INT	9+(INT/5)	3/2	Shadowing	General	11	3/2
Cryptography	INT	9+(INT/5)	3/2	Skill Levels	20	1 <b></b> 1	-/varies
Deduction	INT	9+(INT/5)	3/2	Sleight of Hand	DEX	9+(DEX/5)	3/2
Demolitions	General	11	3/2	Stealth	DEX	9+(DEX/5)	3/2
Disguise	General	11	3/2	Streetwise	PRE	9+(PRE/5)	3/2
Electronics	General	11	3/2	Survival	General	11	3/2
Familiarity	Background		1/-	Systems Operation	INT	9+(INT/5)	3/2
Forensic Medicine	INT	11	3/2	Tactics	INT	9+(INT/5)	3/2
Forgery	General	11	3/2	Tracking	INT	9+(INT/5)	3/2
Gambling	General	11	3/2	Trading	PRE	9+(PRE/5)	3/2
High Society	PRE	9+(PRE/5)	3/2	Transport Familiarity	Background	0	varies
Interrogation	PRE	9+(PRE/5)		Ventriloquism	General	11	3/2
Inventor	INT	9+(INT/5)	3/2	Weapon Familiarity	Combat	<del>_</del>	varies
Knowledge	Background	11* 1	2/1*	Weaponsmith	General	11	3/varies
Languages	Background	2 <u>112</u>	1/1				

Vehicles and Bases

#### GM Screen and Accessories

PERKS						
Perk	Cost					
Contact	2/1					
Favors	1					
Followers	1 per 5 Follower Points					
Fringe Benefits	varies					
Money	varies					

TALENTS

1 per 5 Vehicle or Base Points

Talents	Cost
Absolute Time Sense	3
Ambidexterity	3
Bump of Direction	3
Combat Sense	3/2
Cramming	5
Danger Sense 👓	10+
Defense Maneuver	5
Double Jointed	3
Eidetic Memory	10
Fast Draw	3/2
Find Weakness	10/20/30
Immunity	1/2/3
Lightning Calculator	3
Lightsleep	3
Luck	5+
Perfect Pitch	3
Resistance	3+
Simulate Death	3
Speed Reading	3
Universal Translator 👓	20/2

Absolute Time Sense Cost: 3 Character Points.

- Ambidexterity Cost: 3 Character Points.
- Bump of Direction Cost: 3 Character Points, no roll necessary.
- Combat Sense Cost: 3 Character Points for a base 9 + (INT/5) roll; +1 to roll for 2 points.
- Cramming Cost: 5 Character Points for an 8- roll with skill.

 Danger Sense Cost: 10 Character Points for base 11 or less roll, +1 to the Danger Sense Roll for every 2 Character Points. Base Roll keeps the character from being surprised in combat. +5 points keeps the character from being surprised while out of combat, but only against attacks he could normally sense. +5 additional points keeps the character from being surprised by any attack.

Danger Sense can be used to sense danger in the character's immediate vicinity for +5 points. It will sense danger in the character's general area for +5 additional pts. It will detect danger over any area for +5 more pts.

- Defense Maneuver Cost: 5 Character Points.
- Double Jointed Cost: 3 Character Points.
- Eldetic Memory Cost: 10 Character Points.
- Fast Draw Cost: 3 Character Points for a base 9 + (DEX/5) roll; +1 to roll for 2 points.
- Find Weakness Cost: 10 Character Points; base roll 11 or less, +1 per 5 Character Pts, one type of attack only. Any group of attacks, +10 pts. All attacks, +10 more pts.
- Immunity Cost: 1, 2 or 3 Character Points for immunity to a particular disease or venom, depending on the commonness of the disease or venom.
- Lightning Calculator Cost: 3 Character Points.
- Lightsleep Cost: 3 Character Points.
- Luck Cost: 5 Character Points per 1d6 of Luck.
- Perfect Pitch Cost: 3 Character Points, no roll necessary.
- Resistance Cost: 1 Character Point per +1 to EGO Roll, minimum cost 3 points.
- Simulate Death Cost: 3 Character Points.
- · Speed Reading Cost: 3 Character Points.
- Universal Translator Cost: 20 Character Points for INT Roll, +1 to roll for 2 Character Points.



#### GM Screen and Accessories -

Absorption Aid Armor Change Environment Characteristics Clairsentience Clinging Damage Reduction Damage Resistance Darkness Density Increase Desolidification	Adjustment Adjustment Standard Standard Standard Standard Standard Standard Standard Standard Standard	Persistent Instant Persistent Constant Persistent Persistent Persistent Persistent Constant	Self-only Target's DCV Self-only Hex Self-only Hex Self-only Self-only	No Yes Yes
Aid Armor Change Environment Characteristics Clairsentience Clinging Damage Reduction Damage Resistance Darkness Density Increase Desolidification	Adjustment Standard Standard Standard Standard Standard Standard Standard Standard Standard Standard	Persistent Constant Persistent Constant Persistent Persistent Persistent	Target's DCV Self-only Hex Self-only Hex Self-only Self-only	Yes
Armor Change Environment Characteristics Clairsentience Clinging Damage Reduction Damage Resistance Darkness Density Increase Desolidification	Standard Standard Standard Standard Standard Standard Standard Standard Standard Standard	Persistent Constant Persistent Constant Persistent Persistent Persistent	Self-only Hex Self-only Hex Self-only Self-only	Yes
Change Environment Characteristics Clairsentience Dinging Damage Reduction Damage Resistance Darkness Density Increase Desolidification	Standard Standard Standard Standard Standard Standard Standard Standard Standard	Constant Persistent Constant Persistent Persistent Persistent	Hex Self-only Hex Self-only Self-only	Yes —
Characteristics Clairsentience ClingIng Damage Reduction Damage Resistance Darkness Density Increase Desolidification	Standard Standard Standard Standard Standard Standard Standard Standard	Persistent Constant Persistent Persistent Persistent	Self-only Hex Self-only Self-only	( <del></del> )
Clairsentience Clinging Damage Reduction Damage Resistance Darkness Density Increase Desolidification Dispel	Standard Standard Standard Standard Standard Standard Standard	Constant Persistent Persistent Persistent	Hex Self-only Self-only	
Clinging Damage Reduction Damage Resistance Darkness Density Increase Desolidification	Standard Standard Standard Standard Standard Standard	Persistent Persistent Persistent	Self-only Self-only	Yes
Damage Reduction Damage Resistance Darkness Density Increase Desolidification	Standard Standard Standard Standard Standard	Persistent Persistent	Self-only	1000
Damage Reduction	Standard Standard Standard Standard	Persistent		
Damage Resistance Darkness Density Increase Desolidification (TOP) Dispel	Standard Standard Standard			
Parkness Density Increase Desolidification (TOP) Dispel	Standard Standard Standard		Self-only	
Density Increase Desolidification (TOP) Dispel	Standard Standard	oonatant	Hex	Yes
esolidification 👓	Standard			
ispel		Constant	Self-only	
		Constant	Self-only	1000
roin	Standard	Instant	Target's DCV	Yes
Idili	Adjustment	Instant	Target's DCV	No
uplication	Special	Persistent	Self-only	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
	Second Charles and Second		Contraction of the Contraction of the	Vee
GO Attack	Mental	Instant	Target's ECV	Yes
ND Reserve	Special	Persistent	Self-only	
nergy Blast	Standard	Instant	Target's DCV	Yes
nhanced Senses	Special	Persistent	Self-only	
ntangle	Standard	Instant	Target's DCV	Yes
-	Standard			
xtra-Dimensional Movement 👓	Standard	Persistent	Self-only	
xtra Limbs	Special	Persistent	Self-only	11-13
aster-than-light Travel 👓	Standard	Persistent	Self-only	
ash	Standard	Instant	Target's DCV	Yes
ash Defense	Special	Persistent	Self-only	
i - h+	Movement	Persistent	Self-only	
light			Self-only	
orce Field	Standard	Constant	Self-only	
orce Wall	Standard	Constant	Hex	Yes
liding	Movement	Persistent	Self-only	
rowth	Size	Constant	Self-only	
and-to-Hand Attack	Standard	Instant	Target's DCV	No
nages	Standard	Constant	Hex	Yes
istant Change	Special	Persistent	Self-only	
visibility	Standard	Constant	Self-only	and the state of
illing Attack (HKA)	Standard	Instant	Target's DCV	No
illing Attack (RKA)	Standard	Instant	Target's DCV	Yes
nockback Resistance	Special	Persistent	Self-only	
		Persistent		
ack of Weakness	Special		Self-only	1775-0
fe Support	Special	Persistent	Self-only	
ental Defense	Special	Persistent	Self-only	100 A
lental Illusions	Mental	Instant	Target's ECV	Yes
	Mental		Target's ECV	Yes
lind Control lind Link	Special	Persistent	Target's ECV	Yes
				Yes
lind Scan	Mental	Instant	Target's ECV	1,01000.040.
issile Deflection & Reflection	Standard	Persistent	Self-only	
ultiform	Special	Persistent	Self-only	
ower Defense	Special	Persistent	Self-only	
egeneration	Special	Persistent	Self-only	
unning	Movement	Persistent	Self-only	<u> </u>
	20303029			1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
hapeshift	Standard	Constant	Self-only	
hrinking	Size	Constant	Self-only	
kills	Special	Constant	Self-only	
tretching	Standard	Constant	Self-only	-
ummon 🐨	Standard	Instant	n/a	No
uperleap	Movement	Persistent	Self-only	
				2.1.2
uppress	Standard	Constant	Target's DCV	Yes
wimming	Movement	Persistent	Self-only	
winging	Movement	Persistent	Self-only	7
elekinesis	Standard	Constant	Target's DCV	Yes
elepathy	Mental	Instant	Target's ECV	Yes
Contraction of the second s			and Theorem and	103
eleportation	Movement	Persistent	Self-only	
ransfer	Adjustment	Instant	Target's DCV	No
ransform 500	Standard	Instant	Target's DCV	Yes
unneling	Movement	Persistent	Self-only	

# POWERS

• Absorption Cost: 5 Character Points for 1d6 of Absorption; 5 Absorbed Character Points lost per Turn. Fade rate can be moved down the Time Chart at a +1/4 Advantage per level. The maximum amount that can be Absorbed is the maximum amount that can be rolled on the dice. This maximum can be increased by +2 per +1 Character Pt. Minimum Cost is 15 pts. Absorption costs no END to use. • Aid Cost: 5 points for 1d6 of Aid; 5 Character Points lost per Turn. Fade rate can be moved down the Time chart at a +1/4 Advantage per level. The maximum amount that can be Aided is the maximum amount that can be rolled on the dice. This maximum can be increased by 2 per +1 Character Pt. Aid which only raises Characteristics or Powers to starting values is bought with a -1/2 Lim. Minimum Cost 10 pts.

• Armor Cost: 2 points of resistant defense for 3 Character Points, minimum cost 9 Character Points. Armor costs no END to use.

• Change Environment Cost: 5 Character Points to change the environment in a single hex, minimum cost 10 points. x2 Radius for +5 points. A character can vary the environment for a +1 advantage. Maximum Range is points x 5 inches. Change Environment is a Constant Power.

· Characteristic Cost: As per characteristic.

• Clairsentience Cost: 20 Character Points for the base PER Roll with one sense. +5 points per additional sense, +10 points per additional Sense Group. Ability to see future +20 points; Ability to see through past +20 points. Ability to see in other dimensions +20 points. Maximum Range = Points x 5"; Max range can be doubled for +5 points.

 Clinging Cost: 10 Character Points for ability to exert character's normal STR; +3 Clinging STR for 1 point. Minimum cost 10 Character Pts. Clinging costs no END to use.



• Damage Reduction Cost: Based on type of Reduction desired, minimum cost 10 points. Damage Reduction costs no END to use.

• Damage Resistance Cost: 1 Character Pt for 2 points of resistant defense, minimum cost 5 pts. Damage Resistance must be bought with all the Power Advantages of the defense it is bought for. Damage Resistance costs no END to use.

• Darkness Cost: 10 Character Points for 1" radius Darkness, minimum cost 10 points. This is impervious to one sense. Impervious to each additional sense, +5 points; impervious to each additional Sense Grp, +10 points. +1" radius for 10 Char. Pts. Range = 5x Character Pts in inches.

• Density Increase Cost: 5 Character Points for +5 STR, +1 PD and +1 ED, -1" Knockback, and 2x mass. Minimum cost is 10 Character Points.

	DENSITY I	NCREAS	E TAB	LE	
Points	Mass (KG)	STR	КВ	PD	ED
0	100	+0	-0	+0	+0
5	200	+5	-1	+1	+1
10	400	+10	-2	+2	+2
15	800	+15	-3	+3	+3
20	1,600	+20	-4	+4	+4
25	3,200	+25	-5	+5	+5
30	6,400	+30	-6	+6	+6
35	12,500	+35	-7	+7	+7
40	25,000	+40	-8	+8	+8
45	50,000	+45	-9	+9	+9
50	100,000	+50	-10	+10	+10
55	200,000	+55	-11	+11	+11
60	400,000	+60	-12	+12	+12
65	800,000	+65	-13	+13	+13
70	1,600,000	+70	-14	+14	+14
75	3,200,000	+75	-15	+15	+15

• Desolidification Cost: 40 Character Points to ignore physical attacks and move through physical objects at normal movement rate. Desolidified characters must be vulnerable to a reasonably common group of Powers; they are also affected by Presence Attacks, Mental Powers, and attacks that are bought with the Power Advantage Affects Desolidified. Desolid characters can be immune to Mental Powers for +20 points. Characters that cannot move through solid objects should purchase Desolidification with a -1/2 Limitation; characters that leave a physical body behind them while desolid should buy Desolidification with a -1 Limitation. Any Power that can affect the physical world while the character is desolid must be bought with a +2 Power Advantage.

• **Dispel Cost:** 1d6 of Dispel costs 3 Character Points, minimum cost 9 points. Affects any single Power of a certain special effect is a  $\pm 1/4$  Power Advantage; Affects all Powers of a certain special effect is a  $\pm 2$  Advantage. Max Range = points x 5 inches.

• Drain Cost: 10 Character Points for 1d6 of Drain; drained points return 5 Active Points per Turn. Return rate can be moved down the Time chart at a +1/4 Advantage per level. Minimum Cost is 10 points

• **Duplication Cost:** Base character must pay 2 Character Points for every 5 total points possessed by second form, minimum cost 20 Character Points. Each additional form costs 1 Character Point for every 5 total points, minimum cost 10 points. No form can have more total points than the total points of the base character minus the costs for Duplication. Duplication costs no END to use.

• Ego Attack Cost: 10 Character Points for every 1d6 damage, minimum cost 10 Character Points. Ego Attack has no range modifier, and requires line of sight.

• END Reserve Cost: 10 END for 1 Character Point, 1 REC for 1 Character Point. Minimum cost, 5 points. END Reserve costs no END to use.

• Energy Blast Cost: 5 Character Points for 1d6 of Energy Blast, minimum cost 10 Character Points. Maximum range 5 x Character Points in inches.

## **ENHANCED SENSES**

#### SENSE GROUPS

Sight: Normal Sight, IR, UV

Hearing: Normal Hearing, Ultrasonic Hearing, Sonar

Radio: Radio Listen, Radio Listen and Transmit, High Range Radio, Radar

Smell/Taste: Normal Smell, Discriminatory Smell, Tracking Scent, Normal Taste, Discriminatory Taste

Unusual Senses: Spatial Awareness* , Unusual Detects* , N-Ray Vision

Mental: Mind Scan, Mental Awareness

* Note that many Detects (and Spatial Awareness) will usually be grouped according to the sense's special effect. For example, if a character had purchased "Detect Water" with the special effect that he could smell water, then this Detect would be grouped in the Smell/Taste Sense Group.

#### SENSES AND SENSE MODIFIERS

Active Sonar: 15 points.

#### Discriminatory Sense: 5 points.

Enhanced Perception: +1 to Perception Roll for all senses, for 3 pts. +1 to Perception Roll with one sense for 2 pts.

High Range Radio Hearing: 10 Character Points.

Infrared Vision: 5 points.

Mental Awareness: 3 points.

Microscopic Vision: 3 points.

N-ray Vision ( 20 points.

Radar Sense:15 points.

Radio Hearing: 3 Character Points.

Radio Listen and Transmit: 5 points.

Range: 5 points for one sense, and 10 Character Points for all the senses in a Sense Group.

Spatial Awareness: 25 points.

Targeting Sense: 20 points.

**Telescopic Sense:** 3 points for +2 to offset Range penalties on one Sense Group only. Telescopic Sense may be purchased more than once.

Tracking Scent: 10 Character Points.

Ultrasonic Hearing: The character can hear very high and very low frequency sounds. Ultrasonic Hearing enables the character to hear dog whistles and to spot Active Sonar. Cost: 3 points.

Ultraviolet Vision: 5 points.

**360 Degree Sensing:** 10 points if bought for all the character's senses in one Sense Group, and 25 Character Points if bought for all the character's senses.

**DETECT:** This is an Enhanced Sense that the character can define. At base value, Detect costs 3 points, requires a half Phase to use, has no range, and uses normal PER Rolls. The PER Roll can be increased +1 per 2 points. Detect will indicate the presence of a subject with a PER Roll.

A Detect can be turned into a Sense for +2 points. The character can use a Sense without a half-Phase action. The sense may be set off by contact at any time. Detects can also be bought with Targeting, Parabolic, Range, Discriminatory, or 360 Degrees (see above).

• Entangle Cost: 10 Character Points for 1d6, 1 DEF of Entangle; minimum cost 10 Character Points. Impervious to one sense, +5 points; Impervious to one Sense Group, +10 points. Entangle Takes No Damage is +1/2 Advantage. Entangle and Character Both Take Damage is +1/4 Advantage. Entangle with Backlash is +1/2 Advantage. Entangle with No DEF is a -1 1/2 Limitation. Entangle with 1 BODY is -1/2 Limitation. The range is 5 x Active Points in inches.

• Extra-Dimensional Movement Cost: 20 Character Points to transport character to a single other dimension. +10 Character Points for related group of dimensions; +20 for any dimension. Travel through time for +20 points. 2x mass for +5 points.

• Extra Limbs Cost: 5 Character Points having any number of Extra Limbs. Extra Limb costs no END, but using STR with the Extra Limb has the normal END cost.

• Faster Than Light Travel Cost: 10 Character Points for FTL Travel, 2x FTL velocity for 2 Character Points; minimum cost 10 Character Points. FTL Travel costs no END.

FTL TABLE					
Points	Velocity	Approximation			
10	1 Light Year/year				
12	2 Light Years/year				
14	4 Light Years/year	1 LY/season			
16	8 Light Years/year				
18	16 Light Years/year	1 LY/month			
20	32 Light Years/year				
22	64 Light Years/year	1 LY/week			
24	128 Light Years/year				
26	250 Light Years/year				
28	500 Light Years/year	1 LY/day			
30	1,000 Light Years/year	ā.			
32	2,000 Light Years/year				
34	4,000 Light Years/year				
36	8,000 Light Years/year	1 LY/hour			
etc.	87 B S				
FTL cos	its no END to use.				

• Flash Cost: 10 Character Points for 1d6 of Flash; minimum cost 20 Character Points. +1 sense for +5 points, +1 Sense Group for +10 points. The maximum range is 5 x Active Points.

• Flash Defense Cost: 1 Character Point for every 1 point of Flash Defense to protect a single Sense Group. Minimum cost 5 points. Flash Defense costs no END to use.

• Flight Cost: 2 Character Points for every 1" of Flight, minimum cost 10 Character Points. x2 maximum noncombat velocity for +5 points. The END cost is 1 END for every 5" of Flight.

• Force Field Cost: 1 Character Point for every 1 point of resistant defense, minimum cost 10 points.

• Force Wall Cost: 5 Character Points for every 2 points of resistant defense, minimum cost 10 Character Points. The width is equal to 1" per 5 total points. +2" width cost 5 points. To make a Force Wall opaque to a sense costs +5 points; to a Sense Group costs +10 points. To make a Force Wall transparent to either Energy or Physical Attacks is a +1/2 Advantage. Feedback is a -1 Limitation. The max range = Active Points x 5 inches.

• Gliding Cost: 1 Character Points for 1" Gliding, minimum cost 5 Character Points. x2 maximum noncombat velocity for +5 points. Gliding costs no END.

• Growth Cost: Every 5 points of Growth gives the character: x2 Mass, +5 STR, -1" Knockback, +1 BODY, +1 STUN. Every 15 points of Growth gives the character:, -2 DCV, +2 vs. all PER Rolls against the character, x2 Height and Width.

• Hand-to-Hand Attack Cost: +1d6 hand-to-hand damage for 3 Character Points, minimum cost 6 Character Points.

• **Images Cost:** 10 Points to affect a single sense in 1 hex, 10 point minimum cost. +5 points for each additional sense; +10 points for each additional Sense Group. -1 to PER Rolls for +3 pts. Radius of the illusions can be doubled for +¹/₄ Power Advantage.

• Instant Change Cost: 5 Character Points for changing identities and back to the same clothes, 10 Character Points for changing into any set of clothes.

• Invisibility Cost: 20 Character Points for Invisibility to one sense (usually normal sight), minimum cost 20 points. +5 Character Points for each additional sense; +10 Character Points for each Sense Group. No Fringe +10 points.

• Killing Attack (hand-to-hand) Cost: 15 Character Points for 1d6 Killing Attack, minimum cost 15 Character Points. No Range. • Killing Attack (Ranged) Cost: 15 Character Points for 1d6 Killing Attack, max range 5 x Active Points; minimum cost 15 Character Points.

• Knockback Resistance Cost: 2 Character Points for every -1" of Knockback.

 Lack of Weakness Cost: 1 Character Point for -1 to Find Weakness Roll. Minimum cost 5 points.

	LIFE SUPPORT COST
Cost	Effect
5	The character may breathe in an un- usual environment (under water, in Methane, etc.).
10	The character's breathing is self-con- tained (doesn't need to breathe at all)
5	Character doesn't need to eat, excrete, or sleep
3 per Safe Environment	Vacuum/High Pressure; High Radiation; Intense Heat/Cold
3 per immunity	Immune to Disease; Immune to Aging

· Life Support Cost: See table.

• Mental Defense Cost: 1 Character Point for 1 Mental Defense, minimum cost 5 points.

• Mental Illusion Cost: 5 Character Points for 1d6 Mental Illusions, minimum cost 10 Character Points. Range is line of sight, no range modifier.

• Mind Control Cost: 5 Character Points for 1d6 of Mind Control, minimum cost 10 Character Points. Range is line of sight, no range modifier.

• Mind Link Cost: 5 points for one specific mind, +5 points for a related group of minds one at a time, +5 points for any one mind, +5 points per 2x the number of minds, +5 points for any distance, +5 pts for any dimension, -1 Limitation for only with others who have Mind Link. Minimum cost 5 pts.

• Mind Scan Cost: 5 Character Points for 1d6 Mind Scan, minimum cost 10 Character Points. +1 to Attack Roll for every 2 Character Points. Line of sight is not necessary, and there is no range modifier.

	GROWTH TABLE								
Pts. of Growth	Height (hexes)	Width (hexes)	Mass (KG)	BODY &STUN	DCV	PER Rolls Against	Additional Reach Inches	STR	КВ
0	2m (1)	1m(1/2)	100	+0	-0	+0	+0	+0	-0
15	4m (2)	2m(1)	800	+3	-2	+2	+1	+15	-3
30	8m (4)	4m(2)	6,400	+6	-4	+4	+2	+30	-6
45	16m (8)	8m(4)	50,000	+9	-6	+6	+4	+45	-9
60	32m (16)	16m(8)	400,000	+12	-8	+8	+8	+60	-12
75	64m (32)	32m(16)	3,200,000	+15	-10	+10	+16	+75	-15
etc.	67 B	227( 22							

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#### GM Screen and Accessories -

• Multiform Cost: Base character pays 1 Character Point for every 5 total points possessed by second form, minimum cost 20 Character Points. Each additional form costs the base character 1 Character Point for every 10 total points, minimum cost 10 points. No form can have more total points than the total points of the base character minus all the costs for Multiform. Multiform costs no END to use.

• Power Defense Cost: 1 point of Power Defense for 1 Character Point, minimum cost 5 points.

• **Regeneration Cost:** 10 Character Points to Recover 1 BODY each Turn, +1 Body for +10 points, minimum cost 20 Character Points. Recovery increment can be moved down the Time Chart as a -1/4 Limitation per level. Regeneration costs no END to use.

• Running Cost: 2 Character Points for every +1" of Running. 2x maximum noncombat velocity for +5 points. The END cost for Running is 1 END for every 5".

• Shape Shift Cost: Change form, look and color into a single other form for 10 Character Points; alter shape into a limited group of shapes costs +10 points; to change shape into any other shape (of same mass) costs +20 points. Minimum cost 10 points.

• Shrinking Cost: 10 Character Points for the character has  $x^{1/2}$  Height,  $x^{1/6}$  Mass, -2 DCV, and -2 to all PER Rolls made against him, and +2d6 damage for growth momentum. The character also has +3" Knockback.

	SHF	RINKING T	ABLE		
Pts. of Shrinking	Height	Mass	PER Rolls Against	сv	кв
0	2m	100 kg	0	+0	+0
10	1m	12.5 kg	-2	+2	+3
20	.5m	1.6 kg	-4	+4	+6
30	.25m	.2 kg	-6	+6	+9
40	.125m	.025 kg	-8	+8	+12
50	.064m	.0032 kg	-10	+10	+15
60	.032m	.0004 kg	-12	+12	+18

Skills Cost: As per the cost of the Skill.

 Stretching Cost: 5 Character Points for 1" of Stretching (2" noncombat), minimum cost 10 Character Points.

• Summon Cost: The base cost to summon a creature is 30 points; the summoned creature gains +5 points for every +1 Character Point. The number of summoned creatures can be doubled for +5 points. To summon any creature from a limited group is a +1/4 advantage. To be able to summon any creature is a +2 advantage.

• Superleap Cost: 1 Character Points for every +1" Leap, minimum cost 5 Character Points. 2x maximum noncombat distance for +5 points. Superleap costs 1 END per 5", plus END used for STR.

• Suppress Cost: 1d6 of Suppress costs 5 Character Points, minimum cost 10 points. Affects any single power of a certain special effect is a +1/4 Power Advantage; Affects all powers of a certain special effect is a +2 Advantage. Suppress max range = points x 5 inches; the Suppress remains as long as the attacker pays END.



• Swinging Cost: 1 Character Point for 1" of Swinging, minimum cost 5 points. 2x maximum noncombat velocity for +5 points. The END cost for Swinging is 1 END for 5".

• Telekinesis Cost: 10 Points of Telekinetic STR for 15 Character Points, minimum cost 15 points. +2 Points Telekinetic STR for +3 Character Points. Fine Manipulation costs +10 points. Range equals points x 5 inches. Minimum cost 15 Character Points.

• Telepathy Cost: 5 Character Points for 1d6 of Telepathy, minimum cost 10 Character Points. Range is line of sight, no range modifier.

TELEPATHY TABLE					
Total rolled on Telepathy dice – Mental DEF is:	Effect				
greater than EGO	The telepath can read or send surface thoughts				
EGO +10	The telepath can read deep, hidden thoughts				
EGO +20	The telepath can read into the target's memory				
EGO +30	The telepath can read into the target's subconscious				

• Teleportation Cost: 20 Character Points to Teleport 10," +1" for every 2 Character Points, 2x mass for 5 Character Points, an additional 2x distance for 5 Character Points (takes 1 extra Phase), 1 fixed location for 1 Character Point, 1 floating location for 5 Character Points. Minimum cost 20 Character Points. The END cost is 1 END for every 5" of Teleportation.

• Transfer Cost: 15 points for 1d6 Transferred Active Points; 5 Transferred Active Points return per Turn. Return Rate can be moved down the Time chart at a +1/4 Advantage per level. The maximum amount that can be Transferred is the maximum amount that can be rolled on the dice. This maximum can be increased by 2 per +1 Character Point. Minimum Cost is 15 points.

• Transformation Cost: 1d6 Cosmetic Transformation for 5 Character Points; 1d6 Minor Transformation for 10 points; 1d6 Major Transform for 15 points. Transform works versus Power Defense. +1/2 Advantage for Cumulative attack. +1/ 4 Advantage to change target into limited class of objects; +1 Advantage to change target into anything. Range is 5x points. Minimum cost 15 points.

• **Tunneling Cost:** 5 Character Points for 1" Tunneling per Phase, +1 Defense that can be tunneled through for 3 Character Points; minimum cost 20 Character Points. END cost is 1 END per 5" Tunneled.

# POWER ADVANTAGES

#### Active Cost = Base Cost x (1 + Advantages)

Affects Desolidified Cost Multiplier: +1/2.

• Area Effect Cost Multiplier: +1/2 for One-hex Area Effect; +1 for Radius, Cone, Line, or Any Area. -1/4 less Advantage for Nonselective Target; +1/4 more Advantage for Selective Target.

Armor Piercing Cost Multiplier: +1/2.

• Attack Versus Limited Defense (AVLD) Cost Multiplier: +1 ¹/2. 5009

• Autofire Cost Multiplier: +1/2 for ability to fire a maximum of 5 shots; 2x maximum for additional +1/4 Advantage. These multipliers are doubled if the Power is not applied against normal defenses or if the Power does not require a normal To-hit Roll. The Cost Multiplier for Reduced END is doubled for any Autofire Power.

- Based on EGO Combat Value Cost Multiplier: + 1.
- Continuous Cost Multiplier: + 1.
- Damage Shield Cost Multiplier: +1/2.
- Delayed Effect Cost Multiplier: +1/4.
- Difficult to Dispel Cost Multiplier: +1/4.
- Double Knockback Multiplier Cost: + 3/4.

• Explosion Cost Multiplier: +1/2. For +1/4 more, the Explosion will lose a DC 1" more slowly.

• Hardened Defenses Cost Multiplier: +1/4.

• Hole in the Middle Cost Multiplier: +1/4 if the hole is of a fixed size, or +1/2 if the size of the hole can be changed each time the Power is used.

• Increased Maximum range Cost Multiplier: 5x to max range for  $+^{1}/_{4}$ .

• Increased STUN Multiplier Cost Multiple: +1/2 for +1 to STUN multiplier.

• Invisible Power Effects Cost Multiplier: +1/2 for a Power invisible to one Sense Group, +1 Sense Group for +1/4 additional Advantage; +1 Advantage to be invisible to all senses.

• Indirect Cost Multiplier:  $+^{1/4}$  if the attack always comes from the same location and fires away from the attacker;  $+^{1/2}$  if the attack can originate from any location but fires away from attacker;  $+^{3/4}$  if the attack can come from any location and fire in any direction.

- No Normal Defense Attack Cost Multiplier: +1.
- Attack with No Range Penalty Multiplier: +1/2.
- Penetration Cost Multiplier: +1/2.
- Personal Immunity Cost Multiplier: +¹/₄.
- Range Cost Multiplier: +1/2.

• Reduced END Cost Multiplier: Half END cost is a +1/4Advantage. 0 END is a +1/2 Advantage. Persistent is a +1/2Advantage (Power must already have 0 END Cost).

- Sticky Cost Multiplier: +1/2.
- Time Delay Cost Multiplier: +1/4.

• **Trigger Cost Multiplier:** +¹/₄ for a set Trigger, +¹/₂ for a Trigger that can be changed each time the Power is used.

• Usable Against Others Cost Multiplier: +1 for attack with no range. Powers with Usable Against Others can be used against inanimate objects of human mass or less. This mass can be doubled for +1/4.time. This number can be doubled for an additional +1/4 Power Advantage.

• Usable By Others Cost Multiplier: +1/4 if character loses Power when it is being used by other; +1/2 if both can use Power at the same time. To use the Advantage at range is an additional +1/2 Advantage. Usable By Others can normally only be used by one other character at a time; this can be doubled for +1/4 additional Advantage.

• Uncontrolled Cost Multiplier: +1/2 Advantage; the Power must already be Continuous or Constant.

Variable Advantage Cost Multiplier: +1 more than the the maximum total advantages the character apply to the Power.
 Variable Special Effects Cost Multiplier: +1/4 for special effects limited to a certain group; +1/2 for any special effect.

POWER ADVANTAGE COST TABLE																
Total								Ba	se Poi	nts						
Multiplier	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
1/4	6	12	19	25	31	37	44	50	56	62	69	75	81	87	94	100
1/2	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120
3/4	9	17	26	35	44	52	61	70	79	87	96	105	114	122	131	140
1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
1 1/4	11	22	34	45	56	67	79	90	101	112	124	135	146	157	169	180
1 1/2	12	25	37	50	62	75	87	100	112	125	137	150	162	175	187	200
1 3/4	14	27	41	55	69	82	96	110	124	137	151	165	179	192	206	220
2	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240
2 1/4	16	32	49	65	81	97	114	130	146	162	179	195	211	227	244	260
2 ¹ / ₂	17	35	52	70	87	105	122	140	157	175	192	210	227	245	262	280
2 ³ /4	19	37	56	75	94	112	131	150	169	187	206	225	244	262	281	300
3	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320

# **POWER LIMITATIONS**

#### Real Cost =

#### Active Cost / (1 + Total Bonus from all Limitations)

ACTIVATION ROLL			
Activation Roll	Bonus		
8 or less	-2		
9 or less	-1 ¹ /2		
10 or less	-1 1/4		
11 or less	-1		
12 or less	-3/4		
14 or less	- ³ /4 - ¹ /2		
15 or less	-1/4		

• Activation Limitations: see table. Burnout Limitation is one level lower on table. Jammed Limitation is an additional -1/2 Limitation.

• Always On Limitation: -1/2.

CHARGES			
Number of Uses	Bonus		
1	- 2 Limitation		
2	-1 1/2 Limitation		
3	-1 1/4 Limitation		
4	-1 Limitation		
5-6	-3/4 Limitation		
7-8	-1/2 Limitation		
9-12	-1/4 Limitation		
13-16	0		
17-32	+1/4 Advantage		
33-64	+1/2 Advantage		
65-125	+3/4 Advantage		
126-250	+1 Advantage		

**Clips:** To purchase Clips, a Power must have Limited Charges. Charges are normally purchased in a single "clip" — that is all the Charges are available at all times. By taking a Limitation Bonus one level down on the Charges table, the character can have 2x the number of clips of those Charges. If moving one level down the table would involve an Advantage, then the character can have 4x the number of clips.

#### **Continuing Charges:**

CONTINUING CHARGES				
Change in Charge Limitation	Duration			
No change	Full Phase			
-1 level on Charges table	Extra Phase			
-2 levels on Charges table	1 Turn			
-3 levels on Charges table	1 minute			
4 levels on Charges table	5 minutes			
-5 levels on Charges table etc.	1 hour			

Recoverable Charges: The Bonus for Recoverable Charges is 2 levels down on the table.

#### Charges Limitation: see above.

• Concentrate Limitation Cost: -1/4 for half DCV; -1/2 for 0 DCV. Bonuses are doubled if Power is Constant and character must Concentrate throughout.

EXTRA TIME		
Time	Bonus	
Full Phase	-1/2	
1 Turn	-1	
1 Minute	-1 1/2	
5 Minutes	-2	
1 Hour	-2 ¹ /2	
5 Hours	-3	
1 Day	-3 1/2	
1 Week	-4	
1 Month	-4 1/2	
1 Season	-5	
etc.		

· Extra Time Limitation: see table.

FOCUS			
Bonus	Type of Focus		
- ¹ /4	Inobvious, Inaccessible (IIF)		
-1/2	Inobvious, Accessible (IAF)		
-1/2	Obvious, Inaccessible (OIF)		
-1	Obvious, Accessible (OAF)		
Modifiers			
- ¹ /2	Bulky (1/2 DCV)		
	Immobile		
-1/4	Fragile		
-1/4 to -1	Expendable		

Gestures Limitation: -1/4. If the Power is Constant and requires Gestures throughout, then this is a -1/2 Limitation.
 Incantations Limitation: -1/4. If the Power is Constant and requires Incantations throughout, then this is a -1/2 Limitation.

INCREASED ENDURANCE				
Endurance Multiple	Limitation			
x 2	-1/2			
x 3	-1			
x 4	-1 ¹ /2			
x 5	-2			
x 6	-2 ¹ /2			
x 7	-3			
× 8	-3 ¹ /2			
x 10	-4			

· Increased END Cost Limitation: see above.

Independent Limitation: -2.

#### LIMITED POWER EXAMPLES Bonus Power Limitation Limited Power: Power loses some of -1/4 to -2 its effectiveness (bonus is based on how much is lost) -1/2 Power has no range (only works with Powers that normally have a range) · Power costs END to use (only works -1/2 with Powers that normally cost no END to use) · Power does no STUN (only works for -3/4 attacks that normally do STUN) -1/4 Beam Attack (for EBs only) Cannot spread or bounce, must attack at maximum damage -1/4 to -2 Conditional Power: only works in a given situation (Bonus is based on how often the situation occurs). Some examples: -1/4 · only works in daylight -1/4 · only works while touching the ground -1/2 only works in darkness -1 only works in twilight -1 1/2 · only works in water -1 1/2 only works during natural rainstorm only works in tornadoes -2 -2 only works in a magnetic field -2 only works under a full moon -1/4 to -2 Conditional Power: Power does not work in a given situation (Bonus is

- based on how often the situation occurs). Some examples: • does not work in darkness. • does not work in water • does not work in magnetic fields
- · Limited Power Limitation: see above.
- Linked Power Limitation: -1/2.

-1/4

-1/4

-1/4

- Mental Power Based on CON Limitation: -1/2.
- No Conscious Control Limitation: -2.
- Only in Hero iD Limitation: -1/4.
- Reduced by Range Limitation: -1/4.
- Reduced Penetration Limitation: -1/4.
- Requires a Skill Roll Limitation: -1/2.

# SIDE EFFECTS Bonus Side Effect -1/2 30 Active Points, or half the Active Points in the Power, whichever is

- greater -1 60 Active Points, or the Active Points in the Power, whichever is greater
- Side Effects Limitation: See Above.
- Variable Limitation Multiplier Cost: +1/2.
- Visible Limitation: -1/4.

# POWER FRAMEWORKS

# ELEMENTAL CONTROL

The character pays Character Points for the base Elemental Control and for each Power (also called a "slot") in the Elemental Control. The Active Points in each slot must be greater than or equal to the Active Points in the base Elemental Control. The total Active Points of the Power in each slot is equal to the total of the Active Points in the base Elemental Control plus the Active Points in the slot. Thus, the minimum total Active Points in any Power is twice the Active Points in the base Elemental Control.

The base Elemental Control cost can be bought with any Limitation that affects all the Powers in the Elemental Control. Powers in different slots of an Elemental Control cannot be linked to go off together. Any Powers that are linked must be bought in a single slot.



A character with this Power Framework can have several different Powers that draw from a common point reserve (also called a point pool). A Multipower sets up a reserve of Character Points that's shared among the Multipower slots. Because the points must be shared, not all the Powers in the Multipower can run at full blast at the same time.

The points in the reserve are shared among the various Powers in the Multipower; the distribution of points may be varied from Phase to Phase. When the Multipower is bought, the character sets aside a point reserve, then chooses which Powers will draw off of this point reserve.

#### Cost of slot = (Max Character Points in slot / 5)

#### Cost of a fixed slot = (Character Points in slot / 10)

Power Limitations may be applied to Multipowers. If the Limitation applies to a slot within the Multipower, then the Limitation serves to decrease the cost of the slot, but not the Multipower. If the Limitation is applied to the whole Multipower, then the Limitation reduces the cost of the point reserve and the slots. This is the only way that the Reserve cost can be Limited.

• Multipower Cost: 1 Character Point for every 1 Character Point in the Power reserve; maximum possible active Character Points in  $slot = 5 \times cost of slot$ , maximum possible active Character Points in  $slot = 10 \times cost of fixed slot$ . Minimum Power reserve is 20 Character Points.



# VARIABLE POWER POOLS

VA	VARIABLE POWER POOL LIMITATIONS			
Bonus	Limitation Type			
-1/2	Only change between adventures (takes days)			
-1/2	Powers change only in given circumstance (must touch target, or only under full moon, or when with bulky spell book, or in lab)			
-1/2	No choice of how Powers change when change occurs (often goes with given circumstance)			
-1/2	Restricted type of Powers available (Drains only, or Limited Special Effect, or only the kind that the target has)			

VAL	RIABLE POWER POOL ADVANTAGES
Bonus	Limitation Type
+1	Can in change Powers as a 0 Phase action (change itself takes no time)
+1	No Skill Roll required for change

• Variable Power Pool Cost: Pool Cost is 1 Character Point per 1 Character Point in Power Pool, Control Cost = 1/2 Pool Cost. Modify Pool Skill costs 3 points, roll is 9 + INT/5, +1 per 2 points.

# DISADVANTAGES

# ACCIDENTAL CHANGE

Circumstances	Points	
Uncommon Circumstance	5	
Common Circumstance	10	
Very Common Circumstances	15	
Chance to Change	Bonus	
8 or less	+0	
11 or less	+5	
14 or less	+10	

# AGE

A character who is over 40 receives a 5 point Disadvantage. A character who is over 60 receives a 10 point Disadvantage. These ages are given as a sample; the actual age of the character is up to the player (a player could take the 5 point Age Disadvantage for his character and say that the character is a remarkably spry 93-year old.)



Characteristic	Normal	Age 40+	Age 60+
STR	20	15	10
DEX	20	20	20
CON	20	15	10
BODY	20	15	10
INT	20	25	30
EGO	20	25	30
PRE	20	25	30
COM	20	20	20
PD	8	6	4
ED	8	6	4
SPD	4	4	4
REC	10	8	6
END	50	40	30
STUN	50	40	30
Movement (Run)	10"	8"	6"
Movement (Swim)	5"	4"	3"

# BERSERK

BERSERK BONL	JS
Circumstances	Points
Uncommon circumstance	5
Common Circumstances	10
Very Common Circumstances	15
Chance to Go Berserk	Bonus
8 or less	+0
11 or less	+5
14 or less	+10
Chance to Recover	Bonus
14 or less	+0
11 or less	+5
8 or less	+10
Enraged Only	<b>X</b> ¹ /2

# DEPENDENCE

Dependent Substance is	Points
Very Common	5
Common	10
Uncommon	15
Time Before Taking Damage	Bonus
Segment	+15
Phase	+10
Turn	+5
Minute	0
5 minutes	-5
1 Hour	-10
5 hours	-15
etc.	
# of Dice	Bonus
1d6	+0
2d6	+5
3d6	+10

# **DEPENDENT NPC (DNPC)**

The DNPC is	Points
Incompetent (-20 points or lower)	10
Normal	5
Slightly Less Powerful than the PCs	0
As powerful as the PCs	-5
DNPC has useful noncombat position or skil	lls -5
Appearance	Bonus
8 or less (Infrequently)	+5
11 or less (Occasionally)	+10
14 or less (Frequently)	+15

## **DISTINCTIVE FEATURES**

	DISTINCTIVE FEATURES
Points	Concealability
5	Easily concealable
10	Concealable (with Disguise Skill or major effort)
15	Not concealable
Bonus	Reaction
+0 points.	Is Noticed and Recognizable
+5 points	Is always noticed; causes major reaction or prejudice
+10 points	Causes Extreme reaction (abject fear, unabiding lust, complete disgust)

# HUNTED AND WATCHED

HUNTED	
Capabilities	Points
Less powerful than PC	5
As powerful as PC	10
More powerful than PC	15
Has extensive non-combat influence (NCI)	+5
Hunter(s) are limited to a certain geographical area	-5
Appearance	Bonus
8 or less (Occasionally)	+0
11 or less (Frequently)	+5
14 or less (Very Frequently)	+10
Motivation	Bonus
Hunter(s) is only watching the character	x1/2
Hunter(s) desire to mildly punish the character (deportation, fining, question, theft of possessions)	-5
Hunter(s) desire to harshly punish the character (imprison, enslave, kill)	C

# NORMAL CHARACTERISTIC MAXIMA

Characteristic	Normai Maximum	
STR	20	
DEX	20	
CON	20	
BODY	20	
INT	20	
EGO	20	
PRE	20	
COM	20	
PD	8	
ED	8	
SPD	4	
REC	10	
END	50	
STUN	50	
Movement(running)	10"	
Movement(swimming)	5"	

This Disadvantage also forces the character to pay the "normal" rates for increasing his movement rates above the normal human maximum. Characters with this Disadvantage can also purchase the Disadvantage *Age* to still further restrict their Characteristics. Normal Characteristics is worth 20 points.

# PHYSICAL LIMITATION

PHYSICAL LIM	TATION
Limitation Occurs	Points
Infrequently	5
Frequently	10
All the Time	15
Limitation Impairs	Bonus
Slightly	+0
Greatly	+5
Fully	+10

# **PSYCHOLOGICAL LIMITATION**

	PSYCHOLOGICAL LIMITATION
Points	Situation Is:
5	Uncommon
10	Common
15	Very Common
Bonus	Intensity
+0	Moderate: decides character's choice of targets, reactions to situations.
+5	Strong: character takes irrational actions concerning the situation: may only change with EGO Roll.
+10	Total: character becomes totally useless or completely irrational in the situation: wil not change his or her mind for any reason

# PUBLIC IDENTITY

Public Identity is a 10 Point Disadvantage.

## REPUTATION

	REPUTATION	
Points	Recognized	
5	Sometimes (8 or less)	
10	Frequently (11 or less)	
15	Almost always (14 or less	
+5	Extreme Reputation	

### RIVALRY

Rivalry Situation	Points
Professional or Romantic Rival	5
Professional and Romantic Rival	10
Rival is in superior position (superior rank, is engaged to romantic interest, etc.)	+5
Rival is PC	+5

# SECRET IDENTITY

Secret Identity is worth 15 points.

# SUSCEPTIBILITY

Condition is	Points
Uncommon	5
Common	10
Very Common	15
Take damage every	Bonus
Segment	+15
Phase	+10
Turn	+5
Minute	0
5 minutes	-5
etc.	
Effect is instant	+0
# of Dice	Bonus
1d6	+0
2d6	+5
3d6	+10

## UNLUCK

The character rolls 1d6 for every 5 Character Points of Unluck. Each "1" that appears on the dice counts as one level of Unluck.

UNLUCK							
Levels	Possible Effects						
1	The character slips and is put at a combat Disadvantage, the computer malfunc- tions, the character could lose a vital clue or piece of equipment, or a complete stranger picks a fight.						
2	Bystanders get between the character and his target, normally friendly people are unwilling or unable to help the character, the character's bow breaks at an in opportune moment, a vacuum suit temporarily malfunctions, or a fumble injures a friend.						
3	The character is suddenly Stunned in a fight by falling debris, another enemy shows up, a downed enemy is revived by a spectacular coincidence, the character's jetpack shuts off in flight, or an airlock opens accidentally. Incredibly bad coincidence is possible.						
4 or more	Like 3, only the bad luck starts to affect the character's friends or comrades. An entire team's spacesuits might fail, all ammunition might turn out to be duds, several hunters might turn up simultane- ously, etc.						

# VULNERABILITY

<b>VULNERABILITY BONUS</b>							
Points	The Attack is:						
5	Uncommon						
10	Common (A group of Uncommon attacks, or a single Common attack)						
15	Very Common (A group of Common attacks).						
Bonus	Vulnerability Multiplier						
+0	x 1 1/2 (Target takes 1 1/2x damage)						
x2	x2 (Target takes 2x damage)						

PACKAGE BONUS					
Total Points	Package Bonus				
1-4	No Bonus				
5-9	+1 Point				
10-14	+2 Points				
15+	+3 Points				

# **AUTOMATON POWERS**

· Cannot be Stunned Cost: 15 Character Points.

Does not Bleed Cost: 15 Character Points.

• Takes no STUN Cost: 45 Character Points to take only BODY and to lose abilities each time an attack does BODY. 60 Character Points to only take BODY.

#### **General Computer Information:**

COM	PUTER STATISTIC	S
Statistic 5	Starting Value	Cost
INT	10	1
EGO	10 (Als only)	2
DEX	10	3
SPD	1 + (DEX/10)	10
Normal Computers have:		
1) Characteristics: INT, DEX, SPD	<ol> <li>Characteri INT, EGO,</li> </ol>	stics: DEX, SPD
2) Skills	2) Skills	
<ol> <li>No Psychologica Disadvantages</li> </ol>	al 3) Psycholog Disadvanta	
<ol> <li>Programs         <ul> <li>(1 point each)</li> </ul> </li> </ol>	<ol> <li>Programs (1 point ea</li> </ol>	ch)
5) No self will		can initiate own h EGO roll.

1

# CHARACTER CREATION QUICK SHEET

				10					
		Max	Value	?	Lip Reading				
Characteristics			No	Notes	Lock Picking				
Strength (STR)		100		110100	Martial Arts	ā		ā	
					Mechanics	ā	ā	ā	5
Dexterity (DEX)		<u> ((, , , , , , , )</u> )			Mimicry		ā	ŏ	
Consititution (CON)							ō	ū	
Body (BODY)					Navigation				<u>2</u> 2
Intelligence (INT)		<u>.</u>			Oratory			ē	
Ego (EGO)					Paramedic	9		ō	2
Presence (PRE)					Persuasion				
Comeliness (COM)					Professional Skills				
Figured		Max	Value	?	Range Skill Levels				
Characteristics		Yes	No	Notes	Science Skills				
		163		110165	Security Systems				
Physical Defense (PD)			D		Seduction				
Energy Defense (ED)		<del></del>			Shadowing				
Speed (SPD)					Skill Levels	ā	ā	ā	
Recovery (REC)		10000			Sleight of Hand	ā	ā	ā	
Endurance (END)					Stealth		ŏ		
Stun (STUN)					Streetwise				· · · · · · · · · · · · · · · · · · ·
Movement		Yes	No	Notes/Max Value					()
Running				HUCS/Max Falue	Survival				
				<del> </del>	Systems Operation				
Swimming			0		Tactics				· · · · · · · · · · · · · · · · · · ·
Flight					Tracking				
Gliding					Trading				
Super leap					Transport Familiarity				
Swinging					Ventriloguist	ā	ā		
Teleportation					Weapon Familiarity	ā	ā	ā	
Tunneling					Weaponsmith	ā		ā	
		Peri	mitte	d	Skill		2.6	mitte	be
Skills Red	uired	Yes	No	Notes	Enhancers R	equire	d Yes	s No	Notes
				0.00004030403040		and the second sec			
					Jack of all Trades				
				<u></u>	Jack of all Trades				0
Acting				<u>.</u>	Linguist				
Acting Animal Handler					Linguist Scholar				
Acting Animal Handler Breakfall					Linguist Scholar Scientist				
Acting Animal Handler Breakfall Bribery					Linguist Scholar Scientist Traveller		0000	0000	
Acting Animal Handler Breakfall Bribery Bugging					Linguist Scholar Scientist			00000	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics					Linguist Scholar Scientist Traveller Well Connected		D D D Pei		
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing		0000000			Linguist Scholar Scientist Traveller Well Connected		D D D Pei		ed
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing					Linguist Scholar Scientist Traveller Well Connected <b>Perkis</b> : Re		D D Per d Yes	C C C C C C C C C C C C C C C C C C C	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels		0000000			Linguist Scholar Scientist Traveller Well Connected Perkis: Re Contacts	equire	D D Pei d Yes	C C C C C C C C C C C C C C C C C C C	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors	equire	D D Pei d Yes	rmitte	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot		000000000	0000000		Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers	equire	D D Pei d Yes	mitte	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming		00000000000			Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits	equire	D D Pei d Yes	rmitte	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment		000000000000000000000000000000000000000			Linguist Scholar Scientist Traveller Well Connected Perkis: Re Contacts Favors Followers Fringe Benefits Money	equire	Pei d Yes	mitte	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist		00000000000000			Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles	equire	Pei d Yes	mitte s No	
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation					Linguist Scholar Scientist Traveller Well Connected Perkis: Re Contacts Favors Followers Fringe Benefits Money	equire	Pei d Yes	n no	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology		000000000000000000000000000000000000000			Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases	equire	Pei d Yes	n Itte	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Concealment Conversation Criminology Cryptography					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases	equire	Pei d Yes	n Itte	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re	equire	Pei d Yes	No California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California California Ca	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense	equire	Pei d Yes d Yes d Yes	n No	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity	equire	Pei d Yes	nitte	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction	equire	Pei d Yes	No mitte No No No	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense	equire	Per Per d Yes	n No	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming	equire	Per Per d Yes	No mitte No No No	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense	equire	Pei d Yes	No mitte No No No	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine Forgery					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense Defense Maneuver		Pei d Yes	n No	Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine Forgery Gambling					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense Defense Maneuver Double Jointed		Per d Yes		Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine Forgery Gambling High Society					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense Defense Maneuver Double Jointed Eidetic Memory		Pei d Yes		Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine Forgery Gambling High Society Interrogation					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense Defense Maneuver Double Jointed		Per d Yes		Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine Forgery Gambling High Society Interrogation Inventor					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense Defense Maneuver Double Jointed Eidetic Memory		Pei d Yes		Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine Forgery Gambling High Society Interrogation Inventor Knowledge					Linguist Scholar Scientist Traveller Well Connected Perkis: Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense Defense Maneuver Double Jointed Eidetic Memory Fast Draw Find Weakness		Pei d Yes		Notes
Acting Animal Handler Breakfall Bribery Bugging Bureaucratics Climbing Combat Skill Levels Combat Driving Combat Pilot Computer Programming Concealment Contortionist Conversation Criminology Cryptography Deduction Demolitions Disquise Electronics Familiarity Forensic Medicine Forgery Gambling High Society Interrogation Inventor Knowledge					Linguist Scholar Scientist Traveller Well Connected Perkis Re Contacts Favors Followers Fringe Benefits Money Vehicles Bases Talents Re Absolute Time Sense Ambidexterity Bump of Direction Combat Sense Cramming Danger Sense Defense Maneuver Double Jointed Eidetic Memory Fast Draw		Pei d Yes		Notes

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# CHARACTER CREATION QUICK SHEET

	_				1			-	
Light Sleep		Q			Multiform				
Luck					Power Defense				
Perfect Pitch			<b>D</b>		Regeneration				
Resistance					Running	a			
Simulate Death					Shape Shift		<b>u</b>		
Speed Reading					Shrinking				
Universal Translator					Skills	a			
		Per	mitted		Stretching				
Powers R	equired	Yes	No	Notes	Summon	a	<b>D</b>	D	
Absorbtion	ia i		<b>D</b>		Superleap	a	D		
Aid					Suppress				×
Armor					Swimming				
Change Environment					Swinging		a		
Characteristics					Telekinesis (TK)				
Clairsentience					Telepathy				2
Clinging					Teleportation				
Damage Reduction					Transfer	a			
Damage Resistance					Transform				
Darkness					Tunneling				
Density Increase		ā	ā		Power		Per	mitted	
Desolidification					Advantages Re	quired	Yes	No	Notes
Dispel	ū	ū	ā		Affects Desolidified	0	U.		
Drain	ā	ā	ō		Area Effect	ā	ā	ă –	
Duplication	ā	ō	ā		Armor Piercing	ā	ā	ū	
Ego Attack	ū		Ū.		Attack Versus Limited	-	-	1000	
End Reserve	ā	ā	ā		Defense (ATVD)		D		
Energy Blast	ā	ū	ā		Autofire	ā	ā		
Enhanced Senses	ā	ū	ā		Based on Ego	-	-	<b>.</b>	
Entangle	ū	ā	ā		Combat Value	O)	D		
Extra-Dimensional	ā	ā	ā		Charges	ā	ō		
Movement	ā	ā	ā		Continuous	ä	ū	<u> </u>	
Extra Limbs	ā	ā	ā		Damage Shield	ä	ä		
Faster-Than-Light	-	-	-		Delayed Effect		ū	ā	
Travel (FTL)					Difficult To Dispel		ŭ		
Flash	ā	ā			Double Knockback	0	ă		
Flash Defense	ā	ā	ā		Explosion	ä	0	3	
Flight	ă	ă	ā		Hardened	9			
Force Field	ā	ā							
Force Wall	ā	ā	ā		Hole in the Middle	9		9	
Gliding	ā	ū	ā		Increased	-	-		
Growth	0				Maximum Range		a		
Hand-To-Hand	9	-	9		Increased Stun		-	D	
Attack (HA)	D	D			Multiplier	0	0		
					Indirect	D	9	0	
Images Instant Change			ä		Invisible Power Effects			D	
					No Normal Defense	0	-		
Invisibility Killing Attack—	9	9	-		Attack (NND)	9	Q		
			0		No Range Penalty	9			9 <u></u>
Hand-To-Hand (HKA					Penetrating	g	0		
Killing Attack—			D		Personal Immunity	0		<u> </u>	
Ranged (RKA) Knockback Resistance		0	0		Ranged	0			
		0			Reduced Endurance	9	9	0	
Lack of Weakness					Sticky		0	<u>u</u>	
Life Support		0	0		Time Delay				
Mental Defense		0			Trigger				
Mental Illusions		0			Usable Against Others				
Mind Control		0			Usable By Others				
Mind Link	0				Uncontrollable		0		
Mind Scan					Variable Advantage				
Missile Deflection		-			Variable Special Effects	5 <b>L</b>			
and Reflection		Q	Q						

#### Mental Powers Power Permitted Based on Con Limitations **Required Yes No** Notes No Knockback Ablative No Conscious Control ū Activation Only in Hero ID Always On Reduced By Range Charges Reduced Penetration Concentrates **Requires A Skill Roll** Extra Time Side Effect Focus Variable Limitations Gestures Visible Incantation Power Permitted Incresed Frameworks **Required Yes No Endurance Cost** Notes ō Independent **Elemental Control** ā Limited Power Multipower Variable Power Pools Linked

# CHARACTER CREATION QUICK SHEET

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GENERAL DESCRIPTION         IMPORTANCE OF THE PC's         CAMPAICN TONE         Morellity: 1 / 2 / 3 / 4 / 5         (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-out; (3) Some cross over between Good vs. Bit (3) Thoris litit distinction between good and bad; (5) Morality is always in shades of gray         Realism: 1 / 2 / 3 / 4 / 5         (1) Everything works out - Very Optimistic; (2) Almost everything works out;         (3) Everything works out - Very Optimistic; (2) Almost everything works out;         (3) Everything stores balanced by light-hearted;         (3) Almost noting works out - Very Pessemistic         Seriousness balanced by light-hearted;         (3) Some long stores and some episodic ones; (4) Mostly serial, some enforcement of campaign clarits;         (3) Some long stores and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;         (5) Entirely serial - everything must fit into the storyline         PHYSICAL WORLD (DESCRIPTION)         CHARACTER BUILDING GUIDELINES         (1) Starting Points for PC's:         Max points from one Disadvantage Category:         (2) Character can carry normal technology (weapons, etc) at no point value:       YES/NO         Power Levels       Beginning Range       Maximum         Matack Powers		CHAMPIONS	<b>CAMPAIGN</b>	<b>GROUND RULES S</b>	HEET
IMPORTANCE OF THE PC's         CAMPAIGN TONE         Morality: 1/2/3/4/5         (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross over between Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross over between Good vs. Bad is black & white; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic         Outlook: 1/2/3/4/5         (1) Very romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic         Outlook: 1/2/3/4/5         (5) Successes balanced by light-hearted;         (6) Almost nothing works out — Very Optimistic; (2) Almost everything works out;         (6) Successes balanced by light-hearted;         (7) Very light-hearted — campaign plays for laughs; (2) Mostly light-hearted;         (7) Very light-hearted — campaign plays for laughs; (2) Mostly light-hearted;         (3) Seniousness balanced by light-hearted; (4) More serious than light-hearted;         (3) Seniousness balanced by light-hearted;         (3) Seniousness balanced by light-hearted;         (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;         (5) Entirely serial — everything must fit into the storyline         PHYSICAL WORLD (DESCRIPTION)	GENERAL DESC	RIPTION			
CAMPAIGN TONE Morality: 1/2/3/4/5 (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross over between Good vs. Ba (4) There is little distinction between good and bad; (5) Morality is always in shades of gray Realism: 1/2/3/4/5 (1) Very romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic Outlook: 1/2/3/4/5 (1) Very thing works out — Very Optimistic; (2) Almost everything works out; (3) Successes balanced by failures; (4) Successes are rare; (5) Almost nothing works out — Very Pessemistic Seriousness: 1/2/3/4/5 (1) Very tight-hearted — campaign plays for laughs; (2) Mostly light-hearted; (5) Almost entirely serious Continuity: 1/2/3/4/5 (3) Some clean science of the the adventures together; (2) Mostly episodic, with some continuing stories; (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity; (5) Entirely serial — everything must fit into the storyline PHYSICAL WORLD (DESCRIPTION)  CCHARACTER BUILDING GUIDELINES (1) Starting Points for PC's:					
Worally: 1/2/3/4/5         (1) Good vs. Bad is black & white; (2) Good vs. Bad is mostly clear-cut; (3) Some cross over between Good vs. Ba         (4) There is little distinction between good and bad; (5) Morality is always in shades of gray         Realism: 1/2/3/4/5         (1) Everything works out — Very Optimistic; (2) Almost everything works out;         (3) Successes balanced by failures; (4) Successes are rare;         (5) Almost nothing works out — Very Optimistic; (2) Almost everything works out;         (3) Successes balanced by failures; (4) Successes are rare;         (5) Almost nothing works out — Very Pessemistic         Seriousness balanced by light-hearted; (3) Mostly light-hearted;         (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious         Continuity: 1/2/3/4/5         (1) Everything morks out — Very Pessemistic         Seriousness balanced by light-hearted; (4) More serious than light-hearted;         (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious         Continuity: 1/2/3/4/5         (1) Everything must fit into the storyline         PHYSICAL WORLD (DESCRIPTION)					
(1) Very romantic; (2) Romantic; (3) Neutral; (4) Realistic; (5) Extremely Realistic Outlook: 1 / 2 / 3 / 4 / 5 (1) Everything works out — Very Optimistic; (2) Almost everything works out; (3) Successes balanced by failures; (4) Successes are rare; (5) Almost nothing works out — Very Pessemistic Seriousness: 1 / 2 / 3 / 4 / 5 (1) Very light-hearted — campaign plays for laughs; (2) Mostly light-hearted; (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (3) Seriousness balanced by light-hearted; (4) More serious together; (2) Mostly episodic, with some continuing stories; (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity; (5) Entirely serial — everything must fit into the storyline PHYSICAL WORLD (DESCRIPTION)  CHARACTER BUILDING GUIDELINES (1) Starting Points for PC's: (2) Maximum Disadvantage Points for PC's: (3) Characters automatically have Characteristic Maxima disadvantage at no point value: YES/NO (4) Character can carry normal technology (weapons, etc) at no point cost: YES/NO Power Levels Beginning Range Maximum Attack Powers (5) Combat Uses Hit Locations Chart YES/NO (6) Knockdown Rules Used YES/NO (7) Long-Term Endurance Rules Used YES/NO (8) Limited Push YES/NO (8) Limited Push YES/NO (8) Limited Push (1) Yes/IND (1) Yes/IND (2) Yes/IND (3) Yes/IN	Morality: 1/2/3 (1) Good vs. Bac (4) There is little	3 / 4 / 5 J is black & white; (2) distinction between ge	Good vs. Bad is mo bod and bad; (5) M	ostly clear-cut; (3) Some cross orality is always in shades of	s over between Good vs. Bac gray
(3) Successes balanced by failures: (4) Successes are rare;         (5) Almost nothing works out — Very Pessemistic         Seriousness: 1 / 2 / 3 / 4 / 5         (1) Very light-hearted — campaign plays for laughs; (2) Mostly light-hearted;         (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious         Continuity: 1 / 2 / 3 / 4 / 5         (1) Episodic — No elfort is made to tie the adventures together; (2) Mostly episodic, with some continuing stories;         (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;         (5) Entirely serial — everything must fit into the storyline         PHYSICAL WORLD (DESCRIPTION)	(1) Very romantie Outlook: 1/2/3	c; (2) Romantic; (3) No 3 / 4 / 5	8. IX	01.00 B	
(3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious         Continuity: 1 / 2 / 3 / 4 / 5         (1) Episodic — No effort is made to tie the adventures together; (2) Mostly episodic, with some continuing stories;         (3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;         (5) Entirely serial — everything must fit into the storyline         PHYSICAL WORLD (DESCRIPTION)	(3) Successes ba (5) Almost nothin Seriousness: 1	alanced by failures; (4 ng works out — Very F / 2 / 3 / 4 / 5	) Successes are ra Pessemistic	ire;	
(3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;         (5) Entirely serial — everything must fit into the storyline         PHYSICAL WORLD (DESCRIPTION)	(3) Seriousness Continuity: 1/2 (1) Episodic — N	balanced by light-hear / 3 / 4 / 5 lo effort is made to tie	ted; (4) More serio	us than light-hearted; (5) Alm gether; (2) Mostly episodic, wit	th some continuing stories;
PHYSICAL WORLD (DESCRIPTION)	(3) Some long st	ories and some episo	dic ones; (4) Mostly		
CHARACTER BUILDING GUIDELINES         (1) Starting Points for PC's:			÷.		
CHARACTER BUILDING GUIDELINES         (1) Starting Points for PC's:         Max points from one Disadvantage Category:         (2) Maximum Disadvantage Points for PC's:         (3) Characters automatically have Characteristic Maxima disadvantage at no point value:       YES/NO         (4) Character can carry normal technology (weapons, etc) at no point cost:       YES/NO         Power Levels       Beginning Range       Maximum         Attack Powers	χ <u></u>	2.22% 9%			
(1) Starting Points for PC's:	17				
(2) Maximum Disadvantage Points for PC's:	(1) Starting Points	for PC's:	-		
(4) Character can carry normal technology (weapons, etc) at no point cost:       YES/NO         Power Levels       Beginning Range       Maximum         Attack Powers				- 	
Attack Powers		•		- ·	
Skill Rolls	Attack Powers			-	
(5) Combat Uses Hit Locations ChartYES/NO(6) Knockdown Rules UsedYES/NO(7) Long-Term Endurance Rules UsedYES/NO(8) Limited PushYES/NO			۲ <u>ــــــــــــــــــــــــــــــــــــ</u>	-	
7) Long-Term Endurance Rules Used YES/NO (8) Limited Push YES/NO	5) Combat Uses	Hit Locations Chart			
	(7) Long-Term En		YES/NO		
	HOUSE RULES				
	1				

CHARACT	ER REQUIREMENTS
Skills	Required / Not Recommended / Disallowed? Requirements / Notes
·	
	R/N/D
1 <u></u>	R/N/D
	B/N/D
<u></u>	R/N/D
	R/N/D
	R/N/D
	R/N/D
·	R/N/D
	R/N/D
	R/N/D
	R/N/D
	& POWERS
	R/N/D
	R/N/D
	R/N/D
	R / N / D
	R / N / D
DISADVAI	NTAGES R/N/D
	R/N/D
	R / N / D
<del></del> ;	
	R/N/D

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	AD	VENTURE RECA	P SHE	ET	
Adventure Name: Game:		Date(s) Played:	Game N	faster: Game Date(s):	4
Adventure Locaction(s):		Date(s) Flayed.	Time pas	sed during adventure:	
		CAST OF CHARACT	ERS		
Player Characters	EXPs	Player Characters	EXPs	Villains / NPCs	EXPs
Exceptional Actions by:	Actions:	2		Reward (EXP bonus, P	erks):
Story:					
Loose Ends:					

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# COMBAT SHEET

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			3	Cha	rac	ter's	s Sp	eed	Ĩ			
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4	8-0	)	х	<del></del>		х	х	<del>) -</del>	х	х	х	Х
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11	2. <del></del>	-	-	<del></del>	3 <del>7 - 9</del> 5	8 <del>8-12</del>	х	Х	х	х	х	Х
12		х	х	х	Х	х	х	х	х	х	х	X

# COMBAT SEQUENCE CHECKLIST

- 1) Determine the attacker's Offensive Combat Value (OCV).
- 2) Determine the defender's Defensive Combat Value (DCV).
- Attacker makes an Attack Roll (3d6). To hit, the character must roll less than or equal to 11 + attacker's OCV - defender's DCV.
- 4) If the Attack Roll is missed, the attacker's Action Phase is over. Go to the next character's Phase.
- 5) If the attacker hits, determine the damage and any effects of damage. Then go to the next character's Phase.

# FIGURING OCV AND DCV

Base OCV and DCV are figured as follows:

#### Base OCV = Attacker's DEX/3

#### Base DCV = Defender's DEX/3

RANGE MODIFIERS					
Range	Modifier				
Adjacent	0				
2-4"	-0				
5-8"	-2				
9-16"	-4				
17-32"	-6				
33"-64"	-8				
65"-128"	-10				
etc.	etc.				



ACTION PHAS	E TABLE	
Time Action	Move Required	Required
Move By	1 Phase	1"
Move Through	1 Phase	<b>1</b> "
Haymaker	1/2 Phase † *	3 <u></u> 2
Grab	1/2 Phase §*	( <del>1</del>
Bracing	0 Phase	. <u> </u>
To "set"	1 Phase	: <del></del> ::
Set and brace	1 Phase	8 <u>77</u> 7
Missile Deflection	1/2 Phase *	3 <u></u> 3
Find Weakness	1/2 Phase	3 <del></del>
Other Combat Maneuvers		
(Any action which requires an Attack Roll)	1/2 Phase *	. <u></u>
Drawing a weapon	1/2 Phase	<u> </u>
Full move	1 Phase	Full Move
Half Move	¹ / ₂ Phase	(
Making a Skill Roll	Variable	
Turning on a Power	0 Phase	10000
Turning off a Power	0 Phase	() <del></del>
Shifting a Multipower	0 Phase	(
Open a door	1/2 Phase	
Preparing a grenade	1/2 Phase	2 <u></u>
Starting a vehicle	1/2 Phase	
Change Clothes	1 Phase	
Take a Recovery	1 Phase	
Recover from being Stunned	1 Phase	<u> </u>
Presence Attack	No Time	2 <del></del>
Speaking (Soliloquy)	No Time	1. <del></del>
GM asks you to make a roll	No Time	-

- † Action takes place at the very end of the next Segment
- § A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.
- * The character may not perform another action after these actions, but may perform a half Phase action before these actions.



COMBAT MODIFIERS					
Modifier	Notes	OCV	DCV		
Area Effect Attack	Must hit hex DCV (3, except if adjacent)				
Autofire	More than one shot; 1 hit/2	+0	-0		
Concealment target	by hit location table or:				
	half hidden	-2	3-5		
	target head and shoulders only	-4	(		
Bouncing Attack	Requires 1 Combat Level per bounce	+1 to +3	80 <del>-00</del> 1		
Braced	Only affects Range; can be combined with Set	+2	X ¹ /2		
Coordinated Attacks	Combine damage for purpose of Stunning	1000			
Encumbrance	Attacker is weighed down	3 <b></b>	-0 to -4		
Explosions	Treat like Area Effect	_	54865		
Multiple Attackers	+1 OCV/each attacker after the first; must coordinate.	+1			
Off Hand	using off hand	-3	2.00-m		
Target Prone	may have concealment	-	X ¹ /2		
Set	takes 1 full Phase	+1			
Spreading Energy Blast	For one target, +1 OCV per -1d6	varies	· · ·		
	To hit multiple targets, -1d6 per additional hex	1. <del></del>			
Surprise Move	GM decides	+1 to +3	3 <u></u> 3		
Surprised	in combat:	12 <b></b> 72	x ¹ /2		
	not in combat, take 2x Stun:	1	x ¹ /2		
Target Size	fills 1 hex	+2			
	fills 2 hexes	+4			
	fills 4 hexes	+6	-		
	1/2 human sized	-2			
	1/4 human sized	-4	5 <del></del>		
	¹/₀ human sized	-6			
Throw	unbalanced, unaerodynamic	-4			
	balanced or aerodynamic	-2			
	balanced and aerodynamic	-0	_		
Target a hex	Must hit hex DCV (3, except if adjacent)				
Unfamiliar weapon	1007	-3	1		

HIT LOCATION							
3d6 Roll	Location	STUNx	N STUN	BODYx	To Hit		
3-5	Head	x5	x2	x2	-8 OCV		
6	Hands	x1	x ¹ /2	X ¹ /2	-6 OCV		
7-8	Arms	x2	x ¹ /2	X1/2	-5 OCV		
9	Shoulders	x3	x1	x1	-5 OCV		
10-11	Chest	x3	x1	x1	-3 OCV		
12	Stomach	x4	x1 1/2	x1	-7 OCV		
13	Vitals	x4	x1 1/2	x2	-8 OCV		
14	Thighs	x2	x1	x1	-4 OCV		
15-16	Legs	x2	X ¹ /2	X ¹ /2	-6 OCV		
17-18	Feet	<b>x1</b>	X ¹ /2	X1/2	-8 OCV		

If necessary, roll 1d6 to determine left or right side (hands, arms, shoulders, thighs, legs, feet). If you roll a 1, 2, or 3, the left side is hit; if you roll a 4, 5, or 6, the right side is hit.

COMBAT MANEUVERS						
Maneuver	Phase	ocv	DCV	Effects		
Standard Maneuver	S					
Block	1/2		+0	stops atta	acks, abort	
Brace	0	+2	1/2	+2 to offs	et Range Penalties only	
Disarm	1/2	-2	0	can disar	m target; attacker gets STR vs. STR Roll	
Dodge	1/2		+3	vs. all atta	acks, abort	
Grab	1/2	-1	-2 -5 -2	grab, do s	STR	
Haymaker	1/2 +	0	-5	x1 1/2 STF	R before Pushing	
Move By	1/2	-2	-2		v/5; attacker takes 1/3 damage	
Move Through	1/2	-v/5	-3	STR + v/3	3; attacker takes 1/2 or full damage	
Set	1	+1	+0		varian kan kan kan den desenter sester den der eine bester in "sestere in "sestere seine der seter seter seter	
Strike	1/2	+0	+0	STR or by	y weapon type	
Other Attacks	1/2	+0	+0			
<b>Optional Maneuvers</b>	3					
Covered	1/2	-2*	+0	target he	ld at gunpoint	
Dive for Cover	1/2	+0	+0		aracter, abort	
Pulling a Punch	1/2	-1 / 3d6	0	strike, no	rmal STUN damage, 1/2 BODY damage	
Rolling with Punch	1/2	-2	-2	roll after being hit, take 1/2 STUN and BODY, abort		
Snap Shot	1	-1	+0	lets chara	acter duck back behind cover	
Suppression	1	-2	+0	continuou	is fire on hex(es), must be autofire	
Sweep	1	-2	<b>X</b> ¹ /2		ple targets in hand-to-hand	
Maneuver	Phase	OCV	DCV	Cost	Damage/Effect	
Martial Maneuvers						
Defensive Strike	1/2	+1	+3	5 pts.	STR strike	
Martial Strike	1/2	0	+2	4 pts.	STR +2d6, strike	
Offensive Strike	1/2	-2	+1	5 pts.	STR +4d6, strike	
Martial Block	1/2	+2	+2	4 pts.	Block, abort	
Martial Dodge	1/2	0	+5	4 pts.	Dodge, affects all attacks, abort	
Martial Throw	1/2	+0	+1	3 pts.	STR + v/5; target falls	
Nerve Strike	1/2	-1	+1	4 pts.	2d6 NND1	
Choke Hold	1/2	-2	0	5 pts.	Grab, 2d6 NND2	
Killing Strike	1/2	-2	0	4 pts.	1/2d6 HKA	
Sacrifice Throw	1/2	+2	+1	3 pts.	STR; you fall and target falls	
Martial Disarm	1/2	-1	+1	4 pts.	Disarm, +10 STR to Roll	
Martial Escape	var	0	0	4 pts.	+15 STR vs. Grabs	
Martial Grab	1/2	-1	-1	4 pts.	Grab, +10 to STR for hold only (not damage	

† This maneuver takes one extra Segment to perform

#### **EXPLANATION OF TERMS:**

Phase: This column explains how long it takes to perform the maneuver.

OCV (Offensive Combat Value): This number tells the player the modification for performing the maneuver. For example, a +1 OCV means that a character has +1 addition to his roll (or his OCV) to hit.

Dash ("-"): A dash on the table means that column is not relevant.

DCV (Defensive Combat Maneuver): This number tells the person performing the maneuver the modification to the attacker's DCV. For example, performing a disarm maneuver decreases the attacker's DCV, making it more likely for the him to be hit.

Damage: This number is the damage done by the attack. STR means that the attack does STR/5 in d6.

Abort: A character can forfeit the next Action Phase to do this maneuver out of Phase. For a more detailed explanation, see Action Phases.

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DAMAGE CLASS TABLE					
DC	Killing	Normal	Active Points		
1	1 pip	1 <b>d</b> 6	5		
2	1/2d6, 1d6-1	2d6	10		
3	1d6	3d6	15		
4	1d6+1	4d6	20		
5	1 1/2d6, 2d6-1	5d6	25		
6	2d6	6d6	30		
7	2d6+1	7d6	35		
8	2 1/2d6, 3d6-1	8d6	40		
9	3d6	9d6	45		
10	3d6+1	10d6	50		
11	3 1/2d6, 4d6-1	11d6	55		
12	4d6	12d6	60		
13	4d6+1	13d6	65		
14	4 1/2d6, 5d6-1	14d6	70		
15	5d6	15d6	75		
16	5d6+1	16d6	80		
17	5 1/2d6, 6d6-1	17d6	85		
18	6d6	18d6	90		
etc.					

#### KNOCKBACK

There are two steps in determining Knockback. First, the attacker should roll 2d6 and subtract that total from the amount of BODY done by the attack. If the result is negative, no Knockback results, and the defender remains where he was standing before the attack. If the result is 0, the defender is knocked down. A character who is knocked down must spend a half-Phase on his action next Phase getting to his feet (if he was in midair, he must spend a half Phase regaining his equilibrium). If the result is positive, the target is Knocked Back; he'll end up lying on the ground, and must spend a half Phase to get up (or getting out of whatever he hit). The positive total is equal to the distance in inches that the target is Knocked Back.

Under certain situations the number of d6 rolled can be modified. The Knockback Modifiers table lists the different situations and the modifier to the 2d6 normally rolled (the modifiers are cumulative).

KNOCKBACK MODIFIERS				
Circumstance	# of dice rolled for Knockback			
Target is in the air	one less d6			
Target Rolled with the Punch	one less d6			
Target is underwater	one more d6			
Attack was a Killing Attack	one more d6			
Attack was a Martial Attack	one more d6			
Target has Clinging	one more d6			

# **NORMAL ATTACKS**

	Roll on die	
	for Normal Attack	Body done
	1	0(zero)
	2-5	1
	6	2
_		

## STUNNING

If the STUN done (after subtracting defenses) is less than or equal to the character's CON, there's no effect (other than the loss of the STUN, of course). If the STUN done by a single attack (after subtracting defenses) exceeds the defender's CON (Constitution), the defender is Stunned.

# KNOCKOUT

If a character's STUN total is reduced to zero or below, he is Knocked Out.

RECOVERY TIME			
STUN Total	How Often Character Recovers		
-0 to -10	Every Phase and post-Segment 12		
-11 to -20	Post-Segment 12 only		
-21 to -30	Once a minute only		
-31 or more	GM's option (a long time)		

UNC	ONSCIOUSNESS EFFECT
STUN Total	Effect
-0 to -10	Character is aware, but cannot af- fect surroundings or use Powers
-11 or more	Character is out cold

## DEATH

A character at or below 0 BODY is dying. The character loses 1 BODY each turn (at the end of Segment 12). Death occurs when the character has lost twice his original BODY.

#### ENDURANCE IN SUPERHEROIC CAMPAIGNS

#### Using 10 Active Points costs 1 END per Phase.

In superheroic campaigns, many characters will be paying END just to maintain their Powers, so END will be very important. Superheroes tend to have mighty powers that use up huge quantities of Endurance, and rationing their power is an important consideration in a long battle.

#### PUSHING IN SUPERHEROIC CAMPAIGNS

Pushing in superheroic campaigns is a much more common occurrence. A character can Push the limits of his Power by up to 10 Character Points, using 1 extra END for every 1 Power Point he Pushes his Power. There is no EGO Roll required.

Only Powers (and STR) which normally cost END can be Pushed. The GM can allow greater Pushes than 10 Character Pts in unusual circumstances, like saving the universe.



# VEHICLE AND BASE CREATION

**STR (STRENGTH)** 

# **VEHICLE CREATION**

Characteristic	Starting Value	Cost
STR	10	1
BODY	10	1
Size	1 hex	see table
DEF	2	3
DEX	10	3
SPD	1 + DEX/10	10
Movement	6" (12" noncombat)	As per Power



Strength	Lift (kg)	Example
10	100	Man
13	150	
15	200	2 Men
18	300	
20	400	Motorcycle
23	600	95035 (5 <b>9</b> 6.9939)
25	800	
28	1200	
30	1600	Small car
35	3200	Truck
40	6400	
45	12.5 ton	Jet Fighter
50	25 ton	
55	50 ton	Tank
60	100 ton	
65	200 ton	Large Plane
70	400 ton	United the of
75	800 ton	Trawler
etc.		

GROWTH TABLE FOR VEHICLES								
Length (hexes)	Width (hexes)	Area (hexes)	Mass	DCV	STR	KB	BODY	Example
1	.5	.5	100 kg	0	10	0	<u>_</u> 10	Motor bike
1.25	.64	.8	200 kg	0	15	-1	11	Motorcycle
1.6	.8	1.25	400 kg	-1	20	-2 -3	12	Golf Cart
2	1	2	800 kg	-2	25	-3	13	Compact
2.5	1.25	3.2	1.6 ton	-2	30	-4	14	Station Wagon
3.2	1.6	5	3.2 ton	-3	35	-5	15	Limousine
4	2	5 8	6.4 ton	-4	40	-5 -6 -7 -8	16	Lear Jet
4 5	2.5	12.5	12.5 ton	-4	45	-7	17	Fighter (F-16)
6.4	3.2	20	25 ton	-4 -5	50	-8	18	Tank
8	4	32	50 ton	-6	55	-9	19	Locomotive
10	4 5	50	100 ton	-6 -7	60	-10	20	Large Cargo Plan
12.5	6.4	80	200 ton	-7	65	-11	21	ICBM
16	8	125	400 ton	-8	70	-12	22	Trawler
20	10	200	800 ton	-8	75	-13	23	Cutter
25	12.5	320	1.6 kton	-9	80	-14	24	Freighter
32 etc.	16	500	3.2 kton	-10	85	-15	25	Destroyer

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#### GM Screen and Accessories

## 28 — DEF

Coverage Protects	Limitation
60 Degrees (one hex side)	-1
180 Degrees (3 consecutive hex sides)	-1/2
Additionally	
Only on the same horizontal Level	-1/4
Coverage does not protect passengers (like a motorcycle or skateboard)	-1/2

# MOVEMENT

Movement Mode	Cost per 1"	Base	Minimum
Ground Movement	2 points	6"	2002
Flying	2 points	0"	10 points
Swimming	1 point	2"	
Gliding	1 point	O"	5 points
Superleap	1 point	0"	5 points
Swinging	1 point	0"	5 points
Teleportation	2 points	0"	20 points
Tunneling	5 points	0"	10 points
Extra Dimensional Movement	9 <u></u>		20 points
FTL			10 points
Clinging	_		10 points

#### Stall

If the Stall Velocity is half the vehicle's maximum combat velocity, then this is a -1/4 Limitation. If the Stall velocity equals the vehicle's combat velocity, then this is a -1/2 Limitation. Such a vehicle could only stay airborne at noncombat velocities.

#### Limited Maneuverability

Limited Maneuverability is a -1/4 Limitation.

## LIMITED ARC OF FIRE

Arc of Fire	Limitation Bonus
One hex row	-3/4
60 degrees	-1/2
180 degrees	-1/4
Additionally	
Only on same horizontal level	-1/4



# DISADVANTAGES

A vehicle or base can have Disadvantages, just like a character. Such Disadvantages serve to give the base or vehicle flavor; and they also decrease the number of points the builder has to pay to build the base. GMs should carefully examine the Disadvantages to make sure that they fit into the campaign and don't just give the base or vehicle free points. GMs can also set a maximum number of Disadvantages for the base or vehicle.

## DEPENDENT NPC

The base or vehicle has an individual who is almost always there. A DNPC is different from Personnel because the builder for the base or vehicle will feel a special need to protect the DNPC from harm. The DNPC will often be especially defenseless or close to the builder.

**Example:** Defender has an out-of-work brother who is staying at Champions HQ because he doesn't have anywhere else to live. He keeps himself busy by fixing things up around the base, and acts as a DNPC 14-.

### DISTINCTIVE FEATURES

A base or vehicle that is particularly distinctive can have the Distinctive Features Disadvantage.

**Example:** The Star Dreadnaughts of the Kindred Empire are constructed to inspire fear in opponents. They have Distinctive Features (Unconcealable) and cause an extreme reaction, for a total of 25 points. Onlookers are always able to recognize a Star Dreadnaught, and associate it with death and destruction — they usually shoot on sight.

### **MYSTERY DISADVANTAGE**

Something is wrong with the base or vehicle, and the builder doesn't know about it! This is not really a new Disadvantage, but a way for the GM to add suspense to building a vehicle or base. All mystery Disadvantages must be approved by the GM, who must decide exactly what the Disadvantage is. Once the characters find out what the Disadvantage is, it may then become a normal Disadvantage, or it may change. Some old "lemon" vehicles or bases have so many problems that as soon as one problem is fixed, another appears.

### PUBLIC ID

Just like a character, a base or vehicle can have a Public ID. This means that everyone, but everyone, knows its (current) location, who owns it, prominent features, what can be found inside, etc.

#### UNLUCK

The vehicle or base itself is a nexus for unfortunate events. Equipment malfunctions, windows break, the computer starts printing out poetry, the AI gets hooked on video games, escalators suddenly reverse directions, the base weapons go off by accident, etc. Unluck can be even worse if the base or vehicle is in a hostile environment: the wall could be punctured by a meteor that flew out of clear space, the airlock door falls off, etc.
#### VULNERABILITY

The vehicle or base is particularly vulnerable to certain types of attacks.

# WATCHED

Many bases or vehicles are watched by some organization or group. This can even be part of a deal that enables the base or vehicle to be built in the first place ("we'll let you build the base, but we'll be keeping an eye on you"). The costs for having someone Watch the base or vehicle are covered in the Hunted rules.

If the group Watching is the government (as is often the case), then there will be other effects. The Government will often insist on information about anyone who uses the base or vehicle. Of course, the Government will also insist on detailed reports of all group activities, especially detailed descriptions of all villains encountered. Any unusual technologies or equipment "found" by the group will be turned over to the Government for examination by the "top men in the field".

"Who?"

"Top men. Top men. Don't worry, it's all being taken care of."

**BASE CREATION** 

Characteristic	Starting Value	Cost
BODY	2	1
DEF	2	3
Size	8 hexes	see table

#### Partial Coverage

To determine the value for Partial Coverage, the character should determine the overall size of the base, and the size of the heavily protected section. For each increment higher on the base size table, the DEF for the smaller section receives a -1/4 Limitation. The maximum Limitation is -2.

**Example:** The Champions are constructing a base that is 500 hexes large. The base, which is just a normal building, has DEF 2 BODY 2 walls. However within the building is an inner sanctum which is 125 hexes large. This moves up the Size Table 3 increments, so the DEF and BODY can be bought with a -³/₄ Limitation. In addition, the Champions decide to have a super-secure vault that is only 28 hexes large. Because this is 8 increments up the table, the Champions receive a -2 Limitation. This is the maximum Limitation possible; even if the vault was made smaller, the BODY and DEF would only get a -2 Limitation.

#### SIZE

The final attribute of a base is size. Bases are initially 8 hexes large; this represents the minimum size for a base. This size can be increased according to the Base Size Table.

Each increment of size for a base costs 2 points; -2 DCV of size thus cost 6 points. Increased size functions identically to Growth that has been bought Persistent and Always On.

BASE SIZE TABLE												
Cost	Length (hexes)	Width (hexes)	Area (hexes)	DCV								
0	4	2	8	-4								
2	5	3	15	-4								
4	6.4	3.2	20	-5								
6	8	4	32	-6								
8	10	5	50	-6								
10	12.5	6.4	80	-7								
12	16	8	125	-8								
14	20	10	200	-8								
16	25	12.5	320	-9								
18	32	16	500	-10								
20	40	20	800	-10								
22	50	25	1,250	-11								
24	64	32	2,000	-12								
26	80	40	3,200	-12								
28	100	50	5,000	-13								
30	125	64	8,000	-14								
32	160	80	12,500	-14								
34	200	100	20,000	-15								
36	250	125	32,000	-16								

#### GROUNDS

The size of the base is assumed to be a building. In addition, a base can have grounds or a yard equal to the size of the base itself. The area of the grounds can be doubled for +1 point; this has no effect on the size of the base itself.

# LOCATION

	Location	Cost (pts.)
Γ	City	0
	Suburb	5
	Distant	10
	Modifiers	
	Floating in water	+5
	Deep Wilderness	+5
	Floating in air	+10
	Underwater	+15
	Underground	+20
	In Space	+25

				VEHIC	LE RECORD S	HEET	
Runnin	Char SIZE (ard STR DEX DEF BODY nent Type g (ground)	10 10 2 2 10 Charact	Cost x5 x1 x3 x10 x3 x1 teristic's Cos s/Phase	Pts.	Phases: 1 2 3 4 END Reserves: Drivers PER Roll: Description:	SPD: 4 5 6 7 8	Width: DCV: 9 10 11 12 Body: Drivers Skill Roll:
-		Total Mo	vement Cos	:t:			
2000	2	st st					es Base(_)+Pts.

GM Screen and Accessories _____

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			E	BASE	RECO	ORD SH	EET		
Name:		_			Owner(	s):			
Val	Char		Base	(	Cost	Pts.	Disadvantage	S	Base( _ )+Pts
<u></u>	Body		2		1		×		
	Def		2		3				
	•partial			2	var.				
	Size		8 hexe	es	2				
	elength		4 hexe	s			5		
	•Width		2 hexe	es					
	•DCV		-4DC	V					
541.C	Grounds				1				2
	Location:								
	Power Plant								
· · · · · · · · · · · · · · · · · · ·	END	<u>x</u>	0 Í	÷	1/10		BASE	Disadvantage	es Total :
	REC		0		1	2 <b></b>			Spent +
				Characte	ristics To	otal:	1 1		tal Cost =
2010		#875							
Pts.	Abilities/Equip	ment					2		END/Ro
	· · · · · · · · · · · · · · · · · · ·								
<u></u>									
	Equipment		+ CH			= Total C	Cost		
			CO	MPUT	ER RE	CORD SH	IEET		
Compu	ter Name:								
				Notes	Descrip				
			Die						
Val	Char Base		Pts.						
( <u>)</u>	INT 10	1							
	(EGO) (10)	2							
	DEX 10	3	3 <u></u> 3						
	SPD2	10	. <del></del>	5. <del></del>					
	Characteristics	s Cost:							
Pts.	Skill		Roll	Pts.	Prog	ram	Disadva	intages	Base(_)+Pts
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	Levels	DEX Levels SPD	DEX Levels       SPD       1	DEX Levels       SPD       1       2       3	DEX Levels       SPD       1       2       3       4	DEX Levels       SPD       1       2       3       4       5	DEX Levels       SPD       1       2       3       4       5       6	DEX Levels       SPD       1       2       3       4       5       6       7	DEX Levels       SPD       1       2       3       4       5       6       7       8	Levels       SPD       1       2       3       4       5       6       7       8       9       1	DEX Levels       SPD       1       2       3       4       5       6       7       8       9       10       11	DEX Levels       SPD       1       2       3       4       5       6       7       8       9       10       11       12	DEX Levels       SPD       1       2       3       4       5       6       7       8       9       10       11       12       OCV         Image: SPD       Image: SP	DEX Levels       SPD       1       2       3       4       5       6       7       8       9       10       11       12       OCV       DCV         Image: SPD       Image: SPD

					AGE	NT C	ONT	ROLS	HEET	-				
Gro	up:			_Туре:	:			_						
STR DEX CON BODY INT EGO PRE COM PD ED SPD REC END STUN CHA OCV ECV			kill Cost	Equipr	=Total C	Cost								
	Agent			Agent			Agent			Agent 4			Agent	
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			2											
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	Agent 6		0	Agent 7			Agent			Agent 9			Agent 1	
Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body	Stun	End	Body
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							5 <del>3</del>							
Stun	Agent 1 End	1 Body	Stun	Agent 1: End	2 Body	Stun	Agent 1 End	3 Body	Stun	Agent 1 End	4 Body	Stun	Agent 1 End	5 Body

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	STRONG	HOLD GUEST LIST	
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A 512 C 2010 C 2					Skill /	END /		CO	mba	( Ma	ILIEUAELS
		ATE 199355		6.524 C. M.		END / Roll	Manauver		OCV	DCV	Effect
-				<b> </b>		nuli	Block	1/2	-	+0	stops attacks, abort
			<u>.</u>	-			Brace	٥	+2	1/2	+2 vs. RMod
	1			-			Disarm	1/2	-2	٥	can disarm: STR vs STR
1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.				-		-	Dodge	1/2	-	+3	vs. all attacks, abort
			<del></del>	1		-	Grab Haymaker	1/2	-1	-2	grab, do STR
ED (CON/5)	·	- X1		÷			Move By	1/2	0 -2	-5 -2	x1 1/2STR before Pushing STR/2 + v/5
	X/10)		1000 Carrier	·		-	Move Through		-v/5	-3	STR + v/3
1.22 Product (10) (24) (25) (254-35)	5)+(CON/5)			-			Set	1	+1	+0	01114400
	⁽²⁾	x1/2					Strike	1/2	+0		STR or weapon type
STUN (BO	DY)+	19492		10000		n <del></del>	Other Attacks		+0	+0	
(STR/2)+(	CON/2)	X1		-							
	Characte	eristics (	Cost:	_	- 7						
CHA Roll = 9	+CHA/5	Run (6	;"):	-	<u>.</u> ( <u>11</u>						
STR Roll:		Swim (									
		Jump (	(L/H):			-			ia 20	00	
DEX Roll:											
INT Roll:											A Design of the Party
EGO Roll:							Range 0	)-4 5-	8 9-	16 1	7-32 33-64 65-128
PER Roll (9+1	NT/5) :				÷			0 -4		4	-6 -8 -10
Disadvantag	es B	ase (	)+Pts		÷	-1: <del>-2: -2: -</del> 2:	DEX:	SP	<u>.</u>		ECV(EGO/3):
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	Experie	ence Spe	ent +		_ + Char Cost						
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Name:	MULTING.	Base OCV(DEX/3): Base DCV(DEX/3):
Player:	M	Adjustment + Adjustment + Final OCV = Final DCV =
Val Char Base Cost Max Pts.	ROLE-PLATING GAME	Levels:
STR 10 x1	THE SAME	
DEX 10 x3		
CON 10 x2 BODY 10 x2	Skill / END /	Combat Maneuvers
BODY 10 x2	Pts. Talent / Perk / Power Roll	Mansuver Phase OCV DCV Effect Block 1/2 +0 stops attacks, abort
EGO 10 x2		Block 1/2 +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. RMod
PRE 10 x1		Disarm 1/2 -2 0 can disarm: STR vs STR
COM 10 x1/2		Dodge //2 — +3 vs. all attacks, abort
PD (STR/5) x1		Grab 1/2 -1 -2 grab, do STR Haymaker 1/2 0 -5 x1 1/2STR before Pushing
ED (CON/5) x1 SPD (1+DEX/10) x10		Move By 1/2 -2 -2 STR/2 + v/5
REC (STR/5)+(CON/5) x2		Move Through 1/2 -v/5 -3 STR + v/3
END (CONx2)		Set 1 +1 +0 Strike ¹ /z +0 +0 STR or weapon type
STUN (BODY)+		Other Attacks 1/2 +0 +0
(STR/2)+(CON/2) x1 Characteristics Cost:	······	
CHA Roll = 9+CHA/5   Run (6"):	· · · · · · · · · · · · · · · · · · ·	
STR Roll:         Swim (2"):	· · · · · · · · · · · · · · · · · · ·	
DEX Roll: Jump (L/H):		
EGO Roll:		
PER Roll (9+INT/5) :		Range         0-4         5-8         9-16         17-32         33-64         65-128           RMod         0         -2         -4         -6         -8         -10
Disadvantages Base ( )+Pts.	· · · · · · · · · · · · · · · · · · ·	DEX: SPD: ECV(EGO/3):
	· ·	Phases: 1 2 3 4 5 6 7 8 9 10 11 12
		PD/rPD: ED/rED:
<del>.</del>		END:STUN:BODY:
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Experience Disadvantages Total:	: Skills Cost	
Experience Spent +	+ Char Cost	
Total Cost =	= Total Cost	

GM Screen and Accessories -

Name:				T	- of T		Base OCV			В	ase DCV(DEX/3):
				6		21.1	Adjust				Adjustment +
			1200		THE SAME			ocv			Final DCV =
Val Char		en zaesaaa	Max Pts.		NO PROLEMAN		Levels:				[1] SAMORAN STREET
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					Skill /	END /	1	10100			neuvers
				Pts.	Talent / Perk / Power	Roll	Maneuver Block	Phese 1/2	ocv	+0	Effect stops attacks, abort
	1			ACCENCIAL OF		2012-0004204	Brace	0	+2	1/2	+2 vs. RMod
	1	88 - AMMANA	<u></u>				Disarm	1/2	-2	0	can disarm: STR vs STR
	1						Dodge Grab	1/2 1/2	-1	+3 -2	vs. all attacks, abort grab, do STR
							Haymaker	1/2	0	-5	x1 1/2STR before Pushing
					0.		Move By	1/2	-2	-2	STR/2 + v/5
REC (STR/S	5)+(CON/5)	_ x2			· · · · · · · · · · · · · · · · · · ·		Move Through Set	1 1/2 1	-v/5 +1	-3 +0	STR + v/3
	(2)	_ x1/2					Strike	1/2	+0	+0	STR or weapon type
STUN (BOI (STB/2)+((	DY)+ CON/2)	¥1					Other Attacks	1/2	+0	+0	
(01102)+(0			Cost:				·			_	
			New Contraction				1 <u></u>				
CHA Roll = 9		Run (6	(2"):						<u></u>	_	
STR Roll:	10 - 1 <del>3 - 12 -</del> 11		(L/H):		· · · · · · · · · · · · · · · · · · ·						-
DEX Roll:										_	
INT Roll: EGO Roll:		-									
PER Roll (8+IN					A			지 않는 것같은	같이 하는	양고 다	7-32 33-64 65-128
	and a second				10 11		RMod	8	2 -	12	-6 -8 -10
Disadvantag	es Ba	ase (	)+Pts.				DEX:		No. Comment	200 200	ECV(EGO/3):
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Experience	Diandura	ntonon 7	Total:		: Skills Cost						
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		Total C	ost =		= Total Cost						

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## - GM Screen and Accessories

Name: Player:						mR'	Base OC	V(DEX/3			Base DCV(DEX/3): Adjustment +
Val Char	Baa	- Cost	Max Pts.		ROLE-PLAYING						
Sanata and S			Max P(s.		ROLE - FOLL		Levels:				
					The survey						
CON	10	x2			/			Co	mba	t Ma	neuvers
	10			10000	Skill /	END /	Maneuver	Phase	ocv	DCV	Effect
	10 10			Pts.	Talent / Perk / Power	Roll	Block	1/2	**	+0	stops attacks, abort
					2	<u></u>	Brace Disarm	0 1/2	+2 -2	1/2 0	+2 vs. RMod can disam: STR vs STR
	10						Dodge	1/2	-	+3	vs. all attacks, abort
							Grab Haymaker	1/2 1/2	-1 0	-2 -5	grab, do STR x1 ½STR before Pushing
	) EX/10)						Move By	1/2	-2	-2	STR/2 + v/5
REC (STR/S	5)+(CON/5)	x2				<u>2</u> 6 ( <u></u>	Move Throug		-v/5	-3	STR + v/3
	k2)						Set Strike	1 1/2	+1 +0	+0 +0	STR or weapon type
STUN (BOD (STB/2)+(C	DY)+ CON/2)	x1					Other Attack	s 1/2	+0	+0	00000420400000000000000000000000000000
(01102)+(0	Character		Cost:								
CHA Roll = 9		Run (6				-		2027) 2022	_	_	
STR Roll:		Swim (				-		_	-		
DEX Roll:		Jump (	L/H):							1	
INT Roll:				-	1 M			-	_	-	0
EGO Roll:						0	Range	0-4 5-	89-	16 1	7-32 33-64 65-128
PER Roll (9+IN	a tana 1971 ang	_					RMod	0 -2	2	4	-6 -8 -10
Disadvantag	es Ba	se (	)+Pts.				DEX:		D:		
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Experience	Disadvan			-	: Skills Cost						
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		Total Co	ost =		= Total Cost						

## GM Screen and Accessories -

The second s				1		2001	-	and the second second		10.25	
Name:					MARVIN		Base OCV				Base DCV(DEX/3):
Player:							Adjust				Adjustment +
Val Char	Ree	e Cost	Max Pts.		NAN ROLE-PLA	VING GAME	Final	OCV	=	_	Final DCV =
			max rta.		THE SUPPORT		Levels:	17 32	co – 72	72. 7	
STR					- Church		%=		95 - 35	- 177 - 2	N 19 17 19 13 0
DEX								1232	633	and the second	
CON		5.)						Co	mba	t Ma	neuvers
BODY					Skill /	END /	Maneuver	Phase	OCV	DCV	Effect
INT EGO				Pts.	Talent / Perk / Power	Roll	Block	1/2		+0	stops attacks, abort
EGO				·			Brace	0	+2	1/2	+2 vs. AMod
COM							Disarm Dodge	1/2	-2	0 +3	can disarm: STR vs STR vs. all attacks, abort
PD (STR/5)							Grab	1/2	-1	-2	grab, do STR
ED (CON/5)							Haymaker	1/2	0	-5	x1 1/2STR before Pushing
SPD (1+DEX			·····				Move By	1/2	-2	-2	STR/2 + v/5
REC (STR/5)							Move Through		-v/5	-3	STR + v/3
END (CONX2							Set	1	+1	+0	
STUN (BOD	Y)+						Strike Other Attacks	1/2	+0 +0	+0 +0	STR or weapon type
(STR/2)+(C	ON/2)	X1					Uther Anacks	.12	+0	+0	
. ŝ	Characte	ristics	Cost:							-	
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CHA Roll = 9-	+CHA/5	Run (6		-					0.000		
STR Roll:		Swim							<u> </u>	<u></u>	
DEX Roll:		Jump	(DH):			<u></u>					
INT Roll:											
EGO Roll:		8					Den en o			10.1	7 00 00 04 05 400
PER Roll (B+IN	T/5) :			J							7-32 33-64 65-128
				-			RMod	0 -2		4	-6 -8 -10
Disadvantage	es Ba	ase (	)+Pts.				DEX:	SP	D:		ECV(EGO/3):
				1			Phases:	1 2 3	3 4	56	7 8 9 10 11 12
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		ance Sp			+ Char Cost						
		Total C	ost =	-	= Total Cost						

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Name:							Base OC	V(DEX/3	):	E	Base DCV(DEX/3):
Player:				1		N.		tment			Adjustment +
Val Char	Ba	se Cost	Max Pts.	1	AVAL BOLE-PLAYING	DAME	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	OCV			
STR	1	0 x1		1	THE SHOL		Levels: _				· · · · · · · · · · · · · · · · · · ·
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		성장님		-		200		Co	mba	t Ma	neuvers
1				Pts.	Skill / Talent / Perk / Power	END / Roll	Maneuver	Phase	ocv		
				F.ta.		non	Block Brace	"/2 0	+2	+0	stops attacks, abort +2 vs. RMod
1							Disarm	1/2	-2	0	can disarm: STR vs STR
	1				<u>12</u>		Dodge	`/z	-	+3	vs. all attacks, abort
	)					2	Grab Haymaker	1/2 1/2	-1 0	-2 -5	grab, do STR x1 ½STR before Pushing
	)						Move By	1/2	-2	-2	STR/2 + v/5
	/5)+(CON/5)				2 2		Move Through		-v/5	-3	STR + v/3
END (CON	lx2)			1	6		Set Strike	1	+1 +0	+0 +0	STR or weapon type
STUN (BO		v1		10000		5 V	Other Attacks		+0	+0	
(51H/2)+(	CON/2)		Coet:			* :					
CHA Roll = 9			"):								
STR Roll:		Swim (	2"):					-			
DEX Roll:		Jump (			÷	_		-			
INT Roll:											
EGO Roll:		-					Range (	24 5	<b>B</b> O	16 1	7-32 33-64 65-128
PER Roll (9+II	NT/5) :							0 -4		4	-6 -8 -10
Disadvantag	ies B	ase (	)+Pts.	<b></b>			DEX:				ECV(EGO/3):
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	Lanpoint	Total Co			= Total Cost						

Name: Player:	TANDER	Base OCV(DEX/3): Base DCV(DEX/3): Adjustment + Adjustment +
Val         Char         Base         Cost         Max         Pts	THE SUPPORT PLAYING GAME	Final OCV = Final DCV = Levels:
CON       10       x2	Skill /           Pts.         Talent / Perk / Power	END / Roll
STR Roll:		
	Skills Cost     Skills Cost     Total Cost     Combat Maneuvers	
	Maneuver         Phase         OCV         DCV         Effect           Block         1/2         -         +0         stops attacks, abort           Brace         0         +2         1/2         +2 vs. RMod           Disarm         1/2         -2         0         can disarm: STR vs STR           Dodge         1/2         -4         3         vs. all attacks, abort           Grab         1/2         -1         -2         grab. do STR           Haymaker         1/2         0         -5         x1 1/2STR before Pushing           Move By         1/2         -2         -2         STR/2 + v/5           Move Through         1/2         -2         -2         STR/2 + v/5           Move Through         1/2         -4         0         STR or weapon type           Other Attacks         1/2         +0         +0            Image	and the
Experience Disadvantages Total: Experience Spent + Total Cost =	RMod       0       -2       -4       -6       -8       -10         DEX:      SPD:      ECV(EGO/3):          Phases:       1       2       3       4       5       6       7       8       9       10       11       12         Phases:       1       2       3       4       5       6       7       8       9       10       11       12         PD/rPD:	1 K

		_	STUTION	Base OCV(DEX/3): Base DCV(DEX/3):
Player:				Adjustment + Adjustment +
Val Char Ba	ase Cost Max	Pte	WILL PLAYING GAME	Final OCV = Final DCV =
			Sum Sum	Levels:
STR		· · · · · · · · · · · · · · · · · · ·	The Search	
DEX	23,53 23,53			
CON				
BODY			Skill /	END/
INT	1982 CO.S.	Pts.	Talent / Perk / Power	Roll
EGO				
PRE			71	
COM				
PD (STR/5)			2	· · · · · · · · · · · · · · · ·
ED (CON/5)				
			3	
REC (STR/5)+(CON/5) END (CON×2)		· · · · · · · · · · · · · · · · · · ·		
STUN (BODY)+	\\\\Z			
STUN (BODY)+ (STR/2)+(CON/2)	x1			
	teristics Cost:			
CHA Roll = 9+CHA/5	Run (6"):		1	
STR Roll:	Swim (2"): _		A	
DEX Roll:	Jump (L/H):			
INT Roll:	2			
	· · · · · · · · · · · · · · · · · · ·		14	
EGO Roll:				
PER Roll (9+INT/5) :				
Disadvantages I	Base ()	+Pts.		
	~ 2		⊦ Char Cost = Total Cost	
			= Total Cost	
	· ·		= Total Cost Combat Maneuvers	
			= Total Cost Combat Maneuvers	
		Meneuve Block Brace	Total Cost Combat Maneuvers r Phase OCV DCV Effect 1/2 +0 stops attacks, abort 0 +2 1/2 +2 va. RMod	
		Meneuve Block Brace Disarm	Total Cost Combat Maneuvers r Phase OCV DCV Effect 1/2 +0 stops attacks, abort 0 +2 1/2 +2 va. RMod 1/2 -2 0 can disarm: STR vs STR	
		Meneuve Block Brace Disarm Dodge	Total Cost Combat Maneuvers r Phase OCV DCV Effect 1/2 +0 stops attacks, abort 0 +2 1/2 +2 va. RMod 1/2 -2 0 can disarm: STR vs STR 1/2 +3 vs. all attacks, abort	
		Meneuve Block Brace Disarm Dodge Grab	Total Cost           Combat Maneuvers           r         Phase         OCV         CV         Effect           1/2          +0         stops attacks, abort         0         +2         1/z         +2 vs. RMod           1/z         -2         0         can disarm: STR vs STR         +3         vs. all attacks, abort           1/z          +3         vs. all attacks, abort         -1         -2         grab, do STR	
		Meneuve Block Brace Disarm Dodge	Total Cost           Combat Maneuvers           r         Phase         OCV         CV         Effect           1/2          +0         stops attacks, abort         0         +2         1/z         +2 va, RMod           1/z         -2         0         can disarm: STR vs STR         +3         vs. all attacks, abort           1/z          +3         vs. all attacks, abort         -1         -2         grab, do STR	
		Maneuva Block Brace Disarm Dodge Grab Haymaka	Total Cost           Combat Maneuvers           r         Phase         OCV         DCV         Effect           1/2          +0         stops attacks, abort           0         +2         1/z         +2 vs. RMod           1/z         -2         0         can disarm: STR vs STR           1/z          +3         vs. all attacks, abort           1/z          +3         vs. all attacks, abort           1/z         -1         -2         grab, do STR           1/z         0         -5         x1 1/zSTR before Pushing           1/z         -2         -2         STR/2 + v/5	
		Maneuva Block Brace Disarm Dodge Grab Haymake Move By Move Thi Set	Total Cost           Combat Maneuvers           r         Phase         OCV         CV         Effect           1/2          +0         stops attacks, abort           0         +2         1/z         +2 vs. RMod           1/z         -2         0         can disarm: STR vs STR           1/z          +3         vs. all attacks, abort           1/z         -1         -2         grab, do STR           1/z         -2         -2         STR/2 + v/5           ough         1/z         -2         STR + v/3           1         +1         +0	N COL
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           CONDEX BALEUVERS           '/z	R Cont
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           Combat Maneuvers           r         Phase         OCV         CV         Effect           1/2          +0         stops attacks, abort           0         +2         1/z         +2 vs. RMod           1/z         -2         0         can disarm: STR vs STR           1/z          +3         vs. all attacks, abort           1/z         -1         -2         grab, do STR           1/z         -2         -2         STR/2 + v/5           ough         1/z         -2         STR + v/3           1         +1         +0	Recent
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           CONDEX BINEUVERS           '/z	
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           CONDEX BINEUVERS           '/z	Contraction of the second seco
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           CONDEX BINEUVERS           '/z	Contraction of the second
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           CONDEX BINEUVERS           '/z	C C C C C C C C C C C C C C C C C C C
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           CONDEX BINEUVERS           '/z	Contraction of the second seco
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thu Set Strike	Total Cost           CONDEX BINEUVERS           '/z	Contraction of the second seco
		Maneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thi Set Strike Other At	Combat Maneuvers         r Phase OCV DCV Effect         1/2        +0       stops attacks, abort         0       +2       1/2       +2 vs. RMod         1/2        +3       vs. all attacks, abort         1/2        -2       grab, do STR         r       1/2       0       -5       x1 1/2STR before Pushing         1/2       -2       2       STR/2 + v/5       south         1       +1       +0       STR or weapon type         acks       1/2       +0       +0       STR or weapon type         acks       1/2       -0	Contraction of the second
		Maneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thi Set Strike Other At	Combat Maneuvers         r Phase OCV DCV Effect         1/2       -       +0       stops attacks, abort         0       +2       1/2       +2 vs. RMod         1/2       -       +3       vs. all attacks, abort         1/2       -       +3       vs. all attacks, abort         1/2       -       +3       vs. all attacks, abort         1/2       -       2       grab, do STR         r       1/2       0       -5       x1 1/2STR before Pushing         1/2       -2       2       STR/2 + v/5         ough 1/2       -v/5       -3       STR + v/3         1       +1       +0         1/2       +0       +0       STR or weapon type         acks       1/2       +0       +0	C. M.
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move The Set Strike Other Att	Combat Maneuvers         r       Phase       OCV       DCV       Effect         1/z       -       +0       stops attacks, abort         0       +2       1/z       +2 vs. RMod         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       can disarm: STR vs STR         1/z       -1       -2       grab, do STR         1/z       -2       -2       STR/z + v/5         ough       1/z       -2       -2         1/z       -2       -2       STR/z + v/5         ough       1/z       -2       -2         1/z       +0       +0       STR or weapon type         acks       1/z       +0       +0         1/z       +0       +0	Contraction of the second
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thi Set Strike Other Att	Combat Maneuvers         r       Phase       OCV       DCV       Effect         1/z       -       +0       stops attacks, abort         0       +2       1/z       +2 vs. RMod         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       atl attacks, abort         1/z       -2       0       can disarm: STR vs STR         1/z       -1       -2       grab, do STR         1/z       -2       -2       STR/2 + v/5         ough 1/z       -2       -2       STR v/3         1       +1       +0       stracks abort         1/z       +0       +0       STR or weapon type         acks       1/z       +0       +0	
		Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thi Set Strike Other Att	Combat Maneuvers         r       Phase       OCV       DCV       Effect         1/z       -       +0       stops attacks, abort         0       +2       1/z       +2 vs. RMod         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       can disarm: STR vs STR         1/z       -1       -2       grab, do STR         1/z       -2       -2       STR/z + v/5         ough       1/z       -2       -2         1/z       -2       -2       STR/z + v/5         ough       1/z       -2       -2         1/z       +0       +0       STR or weapon type         acks       1/z       +0       +0         1/z       +0       +0	
Experience Disadv		Maneuve Block Brace Disarm Dodge Grab Haymake Move By Move Thi Set Strike Other Att	Combat Maneuvers         r       Phase       OCV       DCV       Effect         1/z       -       +0       stops attacks, abort         0       +2       1/z       +2 vs. RMod         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       can disarm: STR vs STR         1/z       -2       0       atl attacks, abort         1/z       -2       0       can disarm: STR vs STR         1/z       -1       -2       grab, do STR         1/z       -2       -2       STR/2 + v/5         ough 1/z       -2       -2       STR v/3         1       +1       +0       stracks abort         1/z       +0       +0       STR or weapon type         acks       1/z       +0       +0	
	-	Meneuve Block Brace Disarm Dodge Grab Haymake Move By Move The Set Strike Other Att	Total Cost         Combat Maneuvers         r       Phase       OCV       DCV       Effect         1/2       -       +0       stops attacks, abort         0       +2       1/2       +2 vs. RMod         1/2       -       +3       vs. all attacks, abort         1/2       -       -2       grab, do STR         r       1/2       0       -5       x1 1/2STR before Pushing         1/2       -2       STR/2 + v/5       output         0/2       -2       STR or weapon type         acks       1/2       +0       +0	
	antages Total: ience Spent + Total Cost =	Meneuve         Block         Brace         Dlsarm         Dodge         Grab         Haymake         Move By         Move By         Move By         Move The         Set         Strike         Other Att	E Total Cost         Combat Maneuvers         r       Phase       OCV       DCV       Effect         1/2       -       +0       stops attacks, abort         0       +2       1/2       +2 vs. RMod         1/2       -       +3       vs. all attacks, abort         1/2       -       2       grab, do STR         r       1/2       0       -5       x11/2sTR before Pushing         1/2       -2       2       STR/2 + v/5       output         1/2       -2       2       STR/2 + v/5       output         1/2       +0       +0       STR or weapon type         acks       1/2       +0       +0       TR or weapon type         acks       1/2       +0       +0       TR or weapon type         acks       1/2       +0       +0       TR or weapon type         acks       1/2       2	

Name:			Base OCV(DEX:3): Base DCV(D	DEXM
Player:				060001
				0CV =
Val Char	Base Cost M	lax Pts.		STATE STATES
STR	10 x1		Levels:	
DEX			Levels:	_
CON				
BODY			Skill /	END/
INT	10 x1 _		Pts. Talent / Perk / Power	Roll
EGO				
PRE				
COM				
PD (STR/5)			·····	
ED (CON/5)			· · · · · · · · · · · · · · · · · · ·	-
SPD (1+DEX/10) REC (STR/5)+(COM			·	
END (CONx2)				
STUN (BODY)+	······ A1/2			-
(STR/2)+(CON/2)	x1			
	racteristics Co	st:		
CHA Roll = 9+CH		1996 C 21		
	Envino (OII)			
STR Roll:	— Jump (L/			
DEX Roll:		101 - Film		
INT Roll:				
EGO Roll:				
PER Roll (9+INT/5) :				
Disadvantages	Base (	)+Pts.		
2779-1				-
1211			Net and a fille-left state	
			: Skills Cost	
			+ Char Cost	
			+ Char Cost	
			+ Char Cost = Total Cost	
			+ Char Cost = Total Cost Combat Maneuvers	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block 1/2 +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. FIMod	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver Phase OCV DCV Effect         Block       1/2      +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR va STR	}
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver Phase OCV DCV Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Diserm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2        +3       vs. all attacks, abort	)
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver Phase OCV DCV Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Diserm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2        +3       vs. all attacks, abort         Grab       1/2       -1       -2       grab, do STR	)
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver Phase OCV DCV Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Diserm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2        +3       vs. all attacks, abort         Grab       1/2       -1       -2       grab, do STR	)
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3	
			+ Char Cost         = Total Cost         Combat Maneuvers         Meneuver         Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can disarm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	
			+ Char Cost         = Total Cost         Combat Maneuvers         Meneuver         Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can disarm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	)
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	)
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	)
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2 STRbelora Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       -v/5       -3       STR + v/3         Set       1       +1       +0       STR for weapon type	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2        +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Dodge       1/2       -2       0       can diserm: STR vs STR         Dodge       1/2       -1       -2       grab. do STR         Haymaker       1/2       0       -5       x1 1/2 STR/belore Pushing         Move By       1/2       -2/2       2       STR/2 + V/5         Move Through       1/2       +0       +0       STR or weapon type         Other Attacks       1/2       +0       +0       STR or weapon type         Other	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       ½	
22.22	advantages Tot		+ Char Cost         = Total Cost         Combat Maneuvers         Meneuver       Phase       OCV       DV       Effect         Block       ½       -       +0       stops attacks, abort         Brace       0       +2       ½       +2 vs. RMod         Dolge       ½       -       +3       vs.all attacks, abort         Grab       ½       -       +3       vs.all attacks, abort         Grab       ½       -       +3       vs.all attacks, abort         Grab       ½       -       +3       vs.all attacks, abort         Move By       ½       -2       2       STR/2 + W5         Move Through       ½       -2       2       STR/2 + W5         Move Through       ½       +0       +0       STR or weapon type         Other Attacks       ½       +0       +0       STR         BrMod       0       -2       -4       -6       -8       -10         DEX:       SPD:       ECV(EGO/3):	
22.20	advantages Tota xperience Spent Total Cost	t +		

Name:				se DCV(DEX/3):
Player:			Adjustment +	Adjustment +
Vai Char E	Base Cost	Max Pts	Final OCV =	Final DCV =
			Levels:	
STR			a linewith	- M - SC - 19-7-51 - 12-16
DEX	1			
CON BODY			Skill /	END /
BODY			Pts. Talent / Perk / Power	END / Roll
EGO	그 가지는 그가가들을	سيدار حسين	Fts. Taleitt / Ferk / FOWEr	nvii
EGO PRE			1917-19 A.	
COM				
PD (STR/5)				
ED (CON/5)	x1			
SPD (1+DEX/10)				
REC (STR/5)+(CON/5)				
END (CONx2)				
STUN (BODY)+				
(STR/2)+(CON/2)	x1			
Charao	cteristics C	:ost:		
CHA Roll = 9+CHA/5			]	
STR Roll:	Swim (2			
DEX Roll:	Jump (L	JH):		
NT Roll:	-			
GO Roll:				
PER Roll (9+INT/5) :			· · · · · · · · · · · · · · · · · · ·	
(F	Base (	)+Pts	·	
			: Skills Cost + Char Cost = Total Cost	
			+ Char Cost	
			+ Char Cost = Total Cost	
			+ Char Cost     = Total Cost      Combat Maneuvers  Maneuver Phase OCV DCV Effect  Block 1/2 - +0 stops attacks, abort	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block 1/2 - +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. FiMod	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block 1/2 - +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. RMod Disarm 1/2 -2 0 can disarm: STR vs STR	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block 1/2 - +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. FiMod	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block 1/2 +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. RMod Disarm 1/2 -2 0 can disarm: STR vs STR Dodge 1/2 +3 vs. all attacks, abort	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block 1/2 - +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. RMod Disarm 1/2 -2 0 can disarm: STR vs STR Dodge 1/2 - +3 vs. all attacks, abort Grab 1/2 -1 -2 grab, do STR Haymaker 1/2 0 -5 x1 1/2STR before Pushing Move By 1/2 -2 -2 STR/2 + v/5	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block 1/2 - +0 stops attacks, abort Brace 0 +2 1/2 +2 vs. RMod Disarm 1/2 -2 0 can disarm: STR vs STR Dodge 1/2 - +3 vs. all attacks, abort Grab 1/2 -1 -2 grab, do STR Haymaker 1/2 0 -5 x1 1/2STR before Pushing Move By 1/2 -2 -2 STR/2 + v/5 Move Through 1/2 -v/5 -3 STR + v/3	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block $1/2$ - +0 stops attacks, abort Brace 0 +2 $1/2$ +2 vs. RMod Disarm $1/2$ -2 0 can disarm: STR vs STR Dodge $1/2$ - +3 vs. all attacks, abort Grab $1/2$ -1 -2 grab, do STR Haymaker $1/2$ 0 -5 x1 $1/2$ STR before Pushing Move By $1/2$ -2 -2 STR/2 + v/5 Move Through $1/2$ +v/5 -3 STR + v/3 Set 1 +1 +0	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block $1/2$ - +0 stops attacks, abort Brace 0 +2 $1/2$ +2 vs. RMod Disarm $1/2$ -2 0 can disarm: STR vs STR Dodge $1/2$ - +3 vs. all attacks, abort Grab $1/2$ -1 -2 grab, do STR Haymaker $1/2$ 0 -5 x1 $1/2$ STR before Pushing Move By $1/2$ -2 -2 STR/2 + $v/5$ Move Through $1/2$ + $v/5$ -3 STR + $v/3$ Set 1 +1 +0 Strike $1/2$ +0 +0 STR or weapon type	
			+ Char Cost = Total Cost Combat Maneuvers Maneuver Phase OCV DCV Effect Block $1/2$ - +0 stops attacks, abort Brace 0 +2 $1/2$ +2 vs. RMod Disarm $1/2$ -2 0 can disarm: STR vs STR Dodge $1/2$ - +3 vs. all attacks, abort Grab $1/2$ -1 -2 grab, do STR Haymaker $1/2$ 0 -5 x1 $1/2$ STR before Pushing Move By $1/2$ -2 -2 STR/2 + v/5 Move Through $1/2$ -v/5 -3 STR + v/3 Set 1 +1 +0 Strike $1/2$ +0 +0 STR or weapon type	
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			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phace OCV DCV Effect         Block       1/2       -       +0 stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -       +3 vs. all attacks, abort         Grab       1/2       -       +3 vs. all attacks, abort         Grab       1/2       -       +3 vs. all attacks, abort         Grab       1/2       -       +3 vs. all attacks, abort         Move By       1/2       -1       -2 grab, do STR         Haymaker       1/2       0       -5 x1 1/2STR before Pushing         Move Through       1/2       +0'       -5 STR v/3         Set       1       +1       +0         Strike       1/2       +0       +0         Strike       1/2       +0       +0         Move Through       -2       -2       STR or weapon type         Other Attacks       1/2       +0       +0         Move Through       -2       -0	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase OCV DCV Effect         Block       1/2       -+0 stops attacks, abort         Brace       0       +2       1/2 +2 vs. RMod         Disarm       1/2       -2       0 can disarm: STR vs STR         Dodge       1/2       -1       -2 grab, do STR         Haymaker       1/2       0       -5 xt 1/2STR before Pushing         Move By       1/2       -2       STR/2 + v/5         Move Through       1/2       -2       STR/2 + v/5         Move Through       1/2       +0       +0         Strike       1/2       +0       +0         Strike       1/2       +0       +0         Move Through       1/2       +0       +0         Strike       1/2       +0       +0	
			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2       -       +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -2       0       can disarn: STR vs STR         Dodge       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2STR before Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       +0       +0       STR or weapon type         Other Attacks       1/2       +0       +0       STR or weapon type         Other Attacks       1/2       +0       +0	
Typeriance			+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2       -       +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -       4       stops attacks, abort         Grab       1/2       -       1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2STR before Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       +0       +0       STR or weapon type         Other Attacks       1/2       +0       +0       STR or weapon type         Other Attacks       1/2       +0       +0	
	vantages To		+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase OCV DCV Effect         Block       1/2       -       +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       2       0       can disarm: STR vs STR         Dodge       1/2       -       +3       vs. all attacks, abort         Grab       1/2       -1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 ½STR before Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       +0       STR or weapon type         Other Attacks       1/2       +0       +0	
	vantages To prience Sper Total Cos	nt +	+ Char Cost         = Total Cost         Combat Maneuvers         Maneuver       Phase       OCV       DCV       Effect         Block       1/2       -       +0       stops attacks, abort         Brace       0       +2       1/2       +2 vs. RMod         Disarm       1/2       -       4       stops attacks, abort         Grab       1/2       -       1       -2       grab, do STR         Haymaker       1/2       0       -5       x1 1/2STR before Pushing         Move By       1/2       -2       2       STR/2 + v/5         Move Through       1/2       +0       +0       STR or weapon type         Other Attacks       1/2       +0       +0       STR or weapon type         Other Attacks       1/2       +0       +0	

	CHAR	ACTER BI	D SHEET		
Hero Name: Group(s) Affiliation:					
PHYSICAL DESCRIPTION: Age: Distinguishing Features:	Sex:	Height:	Weight:	Skin:	Hair: _
Appearance (Hero & Secret ID):					
Outward Attitude:					
Ambitions/Goals:					
Routine Activities:					
Financial Status:					
Friends/Family:					
Enemies (and why):					
Physical Problems:					
Psychological Quirks & Problems:					
3 <u></u>					
Origin:					
2					





# INSTRUCTIONS FOR ASSEMBLING THE STANDUP FULL-COLOR CHARACTERS

**Cutting:**Cut the figures along the grey lines. DO NOT cut on the solid lines — those are the fold lines.

**Folding:** The best way to fold the figures is to start by scoring along each fold line. Use a letter opener, coin, or similar hard object; "mark" along a straightedge to indent the fold lines on each figure. Then place the fold line over a table edge and bend. This will give you a clean and accurate fold line. If you use a table edge without scoring first, your fold may not go exactly where you want it.

**Assembly:** A finished figure has a front, back, and base. You may assemble it either temporarily or permanently. For temporary assembly, cut along the dotted lines that extend half-way into the base of each figure. You can then lock the two halves of the base together (see illustration). The figure will stay up during play, but can be taken apart and stored flat when you are done. For permanent assembly, overlap the two sides of the base and glue or tape them together.

**Weighting:** If you assemble your figures permanently, you can weight each base with a B-B, fishing sinker, or similar object glued inside. The Cardboard Heroes are surprisingly stable without weights, but you may want a little "insurance." A ball of clay makes a good temporary weight.

Identification: Each figure has a unique identification number on its base, along with a very brief description. However, NO identification has been placed where it will show during play. If you wish, you can write names, letters or numbers on the front or back of each figure; we've left this to the purchaser's individual preferences. If you prefer to have the identification visible during play, space is left on the base of each figure. You can put your own names or IDs out of sight, referring to them when necessary.

# PRODUCT LISTING

#### Rolemaster

I.C.E.'s classic FRP system. **Rolemaster** is a complete set of the most advanced, realistic, and sophisticated FRP rules available. The flexibility of the system allows it to be used wholly or in part with most major FRP systems.

#### Space Master

The ultimate adventure frontier is brought to life with I.C.E.'s Science Fiction Role Playing System. A complete game in one box, **Space Master** provides everything necessary to run a realistic, richly detailed science fiction campaign.

# Middle-earth Role Playing

Middle earth Role Playing (MERP) is perfect for the novice as well as experienced gamers. Designed with faithful attention to Tolkien's world, MERP provides rules covering combat, magic professions, and everything necessary for adventuring in Middle-earth. MERP is the perfect lead-in to the more complex **Rolemaster** system.

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The planet Kulthea forms the **Shadow World**, a unique fantasy gaming environment supported by comprehensive stats for both **Rolemaster** and **Fantasy Hero**. The **Shadow World** is a vast planet of scattered isles and lost realms, each land isolated by forces both tangible and supernatural. Not only is it a rich fantasy world unto itself, but it allows the GM to insert it into his **Rolemaster** or **Fantasy Hero** campaign whole or in part.

# IQ (Iron Crown Quarterly)

In the immortal tabloid format, the *IQ* is sixteen pages packed with advanced product info, inside ICE stuff, humor, occasional fiction and reviews, and featured *MERP/Rolemaster/Space Master* material!

# The Hero System Rulesbook

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Don't, just read comic books, live them! *Champions* contains the HERO System rulesbook, along with everything you need to start your own comic-book game.

#### Fantasy Hero

Fashion your own fantasy universe of Epic Adventurel Bring to life your favorite character from fiction or create your own exciting hero.

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# **Adventurers Club Magazine**

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