HERO SYSTEM

SIXTH EDITION

VOLUME 1

CHARACTER CREATION



STEVEN S. LONG

VOLUME 1

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HERO SYSTEM
SIXTH EDITION

HERO SYSTEM

SIXTH EDITION



VOLUME ONE

CHARACTER CREATION

HERO SYSTEM 6TH EDITION
VOLUME 1: CHARACTER CREATION

DEDICATION

To Andy, who was taken from us far too soon.

HERO SYSTEM 6TH EDITION WRITING AND DESIGN

Steven S. Long

ORIGINAL *HERO SYSTEM* DESIGN

George MacDonald and Steve Peterson

HERO SYSTEM 4TH EDITION DESIGN

George MacDonald, Steve Peterson, and Rob Bell

LAYOUT AND GRAPHIC DESIGN

Fred Hicks

COVER DESIGN

Andy Mathews, Albert Deschesne, and Fred Hicks

INTERIOR ARTWORK

Brett Barkley, Christopher Burdett, Storn Cook, Anthony Cournoyer, Andrew Dobell, Brian & Brendon Fraim, Melissa Gay, John Grigni, Sam Kennedy, Ted Kim, Ian McEwan, Christian N. St. Pierre, Frank Torrealba, Jason Williford, and Patrick Zircher

AND FROM CRYPTIC STUDIOS

Aléjandro Garza, Joshua Guglielmo, Chris Legaspi, and Imario Susilo

Special Thanks: No project this big and complex arises in a vacuum. The main driving force behind the creation of every edition of the *HERO System* other than the first has been the fans — the gamers who play *HERO* games, who use *HERO* to create their characters and campaigns, and who endlessly discuss *HERO*'s fascinating permutations and possibilities. It is to them that we, as always, extend our thanks.

In particular we'd like to express our appreciation to the many fans who took time during the 2008-2009 period to participate in the discussion of potential rules changes on the 6th Edition Discussion forum on the Hero Games website. While RPGs aren't designed by committee, there's no doubt that receiving so much enthusiastic feedback from the *HERO* fans made the 6th Edition even better than it would have been.

Steve's Special Thanks: Beyond the general thanks which must of course be extended to *HERO*'s fans, there are few people who deserve special recognition.

First and foremost among them are my partners in crime these past few years: Darren Watts, Tina Walters, Jason Walters, and the still-secret Secret Masters. If not for them, DOJ wouldn't exist and the *HERO System* would have ceased publication years ago. Darren mans the home office, pays the bills, talks to printers and distributors, fields the phone calls, and does all the other day-to-day chores that must be done to keep a game publishing business running. Tina manages our warehouse and Online Store, handles countless administrative and clerical tasks, makes our travel arrangements, takes care of all sorts of little behind-the-scenes problems, and generally isn't thanked nearly as often as she should be. Thanks, Tina. Jason helps Tina, does some writing, does a thousand other things that need doing, and serves as company morale officer. In sum and in short: the three of them take care of all the aggravating, annoying little duties that have to be taken care of, freeing me to do the fun stuff — write and design games. I can't even begin to express how grateful I am to them for letting me do my dream job.

Second, my special thanks to SETAC, the Sixth Edition Technical Advisory Committee, a group of dedicated fans who were kind enough to take time out of their busy lives to offer input and feedback on specific issues, review draft manuscripts, and otherwise help me shape "6E" into the best version of the *HERO System* yet: Gary Denney, Robert Dorf, Gordon Feiner, Chris Goodwin, Derek Hiemforth, Bill Keyes, James Jandebeur, John Lees, Denver Mason, Dave Mattingly, David E. McGuire, Hugh Neilson, Deric Page, and Geoff Speare. Special thanks also to Hapless Joe, who sacrificed so much for the cause, time and again.

Third, thanks to my local gaming group: John Losey, Dean Nicholson, and especially Brad Barrett, who's been a great "sounding board" for all sorts of game design issues over the years. Thanks for thousands of hours of fantastic gaming fun, guys, and here's to thousands more to come.

You're all Heroes!

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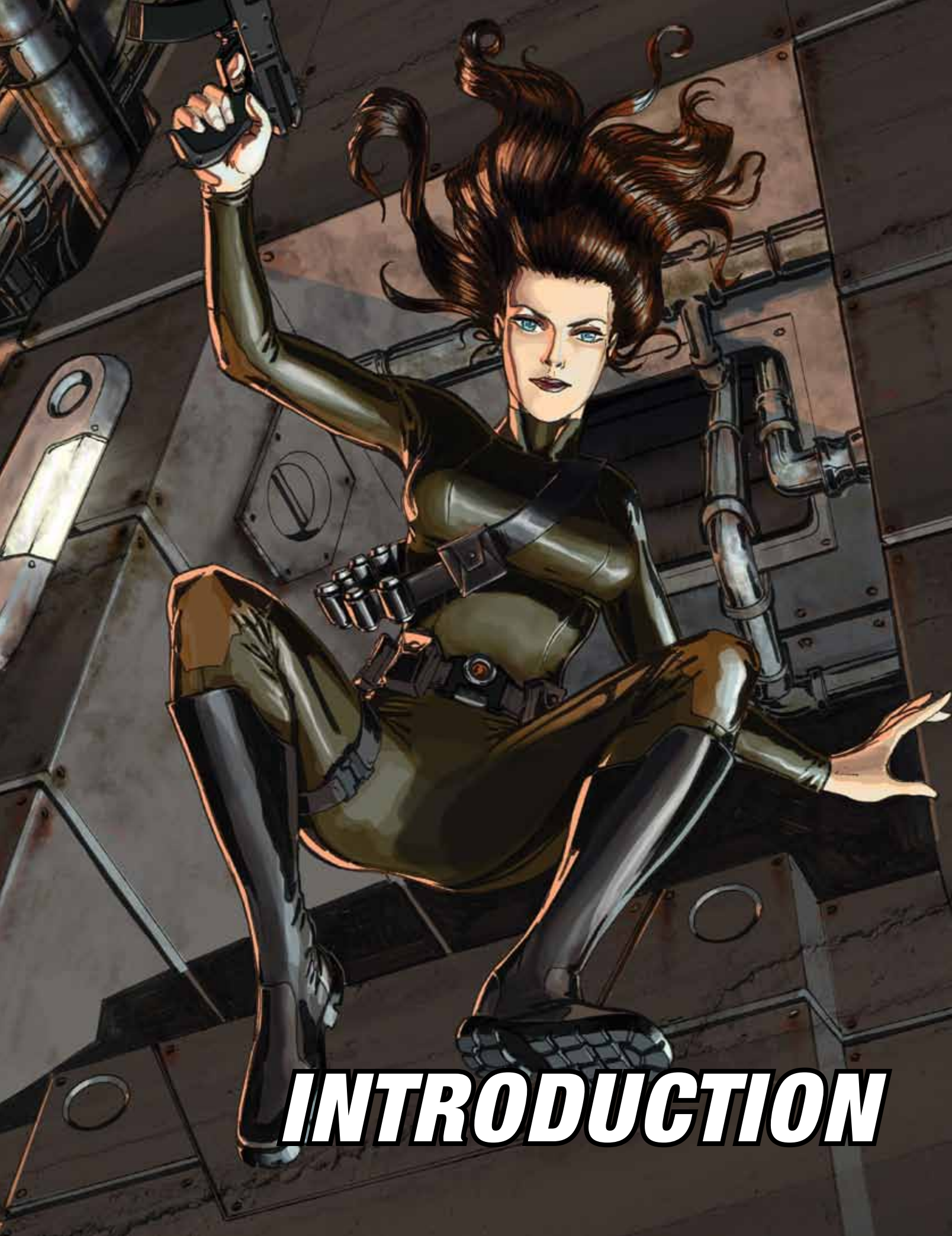
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INTRODUCTION

AUTHOR'S INTRODUCTION

It's been an amazing seven years.

When I took the job as *HERO System* Line Developer back in late 2001, it was with a goal that's easy to express, but much harder to achieve: to make the *HERO System* even better and revitalize it as the focus of a gaming community. But I think that I and DOJ, Inc. have succeeded at that objective. The years since the publication of our first book, the Fifth Edition of the *HERO System* rules, have been the most productive and vital in the company's history. We've published nearly one hundred books covering just about every major subject you could think of for a roleplaying game line. We've won awards, we've attracted new customers, and we've brought *HERO* the attention it so rightfully deserves. Thanks to the World Wide Web the *HERO* fan community is more active and vibrant than ever.

But while so much interest in the *HERO System* has helped to highlight its strengths and make new gamers aware of them, it's also exposed the weak spots and inconsistencies that inevitably arise in a roleplaying game that's existed and grown for nearly three decades. During the "DOJ Era" the *HERO System*'s been used in ways it never was before, and used more intensely than ever. That leads to new ways of thinking about it, new perspectives on it, and a lot of consideration about what could work better and *how* to make it work better.

Thus it was with the same goal — making the *HERO System* better — that I began conceptualizing, and then working on, the Sixth Edition. I wanted to do something that had never been done before when planning and creating a new edition of *HERO:* question *everything.* There's no doubt in my mind that the foundations of the *HERO System* are rock-solid, but that doesn't mean everything built upon those foundations is perfect. Some parts of the structure worked just as well in the Fifth Edition as they did back in 1981; others were showing their age or warping under the strain of *HERO* fans' enormous creativity and boundless imaginations.

With that in mind, I solicited feedback and input from Herodom Assembled. After the fans had more than a year to comment and discuss to their heart's content I got to work. Assumptions have been dragged out into the light and thoroughly examined for the first time. That which was worth preserving has been preserved; that which deserved removal has been removed; changes have been made if, and only if, they improve the *HERO System.* The result is the two-volume core rulebook you're now reading.

As I've often said, there's no way a game designer can please all of the gamers all of the time. But I believe, and I hope you'll agree, that the Sixth Edition is the best version of the *HERO System* ever — more flexible, more consistent, and the best "toolkit" available for imaginative gamers to create whatever they can think of for their games.

It's been an amazing seven years — and the best is yet to come!

As always — Be a Hero!

Steven S. Long

June, 2009





INTRODUCTION

Welcome to the *HERO System,* a complete set of universal roleplaying rules that lets you create characters for *any* setting or background, from Fantasy, to modern-day action heroes, to Science Fiction, to comic book superheroes. Using the *HERO System* rules, you can create any spell, technology, power, weapon, ability, or other effect you can imagine.

The *Sixth Edition* of the *HERO System* is the culmination of nearly thirty years' worth of game design and play experience. The *HERO System* was first published as *Champions* in 1981, and was officially expanded into a truly "universal" roleplaying game system with the release of the Fourth Edition in 1989. Those rules were improved upon in the Fifth Edition (2002) and Fifth Edition, Revised (2004). And now in turn the Sixth Edition builds upon the Fifth Edition and decades of experience with the *HERO System* rules to make them more fun and flexible than ever before!

If You're New To The HERO System...

...then we suggest you get started by reading the two sections immediately following this one. *The HERO System Philosophy* discusses the principles and guiding philosophies that affect the design and play of the game, to provide you with an idea about how to approach the rules in general. After that comes *Basic Rules And Concepts.* It provides a brief glimpse of what the *HERO System* is and does, and shows how you can use it to create some of the most enjoyable roleplaying games you've ever played in.

When you finish those two sections, you can dive into character creation or whatever other subject catches your fancy. If you get confused by any of the terms (like all game systems, this one has a lot of its own "gamespeak"), look them up in the Glossary (6E1 22) or the Index.

If you've used the *HERO System* before, you can simply go to the *Converting Characters To The Sixth Edition* section on 6E1 20. That will serve as a good introduction to the Sixth Edition for you.

Other Resources

The two volumes of the Sixth Edition — *Character Creation* ("6E1") and *Combat And Adventuring* ("6E2") — provide you with all the rules you need to create characters and campaigns set in any time, place, or genre. But there's a lot more *HERO System* information and resources available if you want them.

THE HERO SYSTEM CORE LIBRARY

First, Hero Games publishes supplements for the *HERO System* at a steady pace. For the Sixth Edition, the foremost among these are the *HERO System Core Library* — supplements providing detailed information about a subject for any *HERO System* game! Besides the Sixth Edition rulebooks themselves, the Core Library includes:

The HERO System Basic Rulebook (the "BR"), an "easy learning" version of the *HERO System* rules with all of the core rules but few of the options, variants, or complex elements;

The HERO System Advanced Player's Guide (the "APG"), a volume of expanded, optional, and variant rules for experienced users of the *HERO System;*

The HERO System Bestiary (the "HSB"), a collection of hundreds of animals, monsters, creatures, and other beings written up in *HERO System* form for use in your games;

The HERO System Equipment Guide (the "HSEG"), a compendium of all sorts of devices, weapons, gadgets, and other gear for your characters;

HERO System Martial Arts ("HSMA"), a complete guide to hand-to-hand combat and fighting styles from around the world in the *HERO System;* and

HERO System Vehicles ("HSV"), advanced rules for creating and using vehicles, including hundreds of examples from all time periods, settings, and genres.

OTHER SUPPLEMENTS

But the Core Library is only the beginning. Hero Games and the *HERO System* have been around for about 30 years, so there are lots of supplements you can use with the *HERO System* rules. Although the rules have changed significantly in many ways from edition to edition, the central elements of the *HERO System* have

remained virtually unchanged over the decades. That means nearly any existing supplement, not just the ones Hero Games publishes in the future, can be a part of your Sixth Edition games. In particular there are thousands of pages' worth of supplements for the Fifth Edition that are easy to adapt to and use with the Sixth Edition rules.

THE HERO SYSTEM ONLINE

The *HERO System* doesn't just exist on the printed page — Hero Games has a thriving presence online. Our website at www.herogames.com has a "Free Stuff" page containing free game aids, example characters and scenarios, and all sorts of other fun stuff. The website also has an Online Store where you can buy Hero Games products. And there are hundreds (if not thousands) of fan-created websites containing *HERO System* characters, campaign settings, house rules, and just about anything else you can think of.

But the best feature of the website is the message boards. The boards have thousands of registered fans, many of whom post every day. It's one of the friendliest, most enthusiastic communities in gaming. Hero fans are ready and eager to answer questions, provide help, or just have fun talking about the *HERO System*.

Last but not least, you can contact Hero Games directly by e-mail at *info@herogames.com*. We're glad to answer questions from the fans about Hero's rules or products.

HERO DESIGNER CHARACTER CREATION SOFTWARE

If you like to use your computer to improve your gaming, check out the *Hero Designer* character creation software available from Hero Games. Custom-designed for the single purpose of creating *HERO System* characters, it simplifies the creation process by automating everything and doing the math for you — it turns the task of creating a *HERO System* Player Character, vehicle, weapon, or anything else you can think of into a matter of a few keystrokes and mouse clicks. You can find out more at www.herogames.com.

THE HERO SYSTEM PHILOSOPHY

It may sound strange or pretentious to say that a roleplaying game has a "philosophy," but over the three decades in which the *HERO System*'s been designed, published, and played, a set of principles governing how the *HERO* rules should be created, perceived, and used has evolved. To help you understand the rules and get the maximum enjoyment out of them, here's the *HERO* philosophy:

DRAMATIC REALISM

The *HERO System* rules aren't designed to be "realistic." Not only is "realism" difficult to define, it's often not a lot of fun. Instead the aim of *HERO* is to simulate *dramatic realism* — the sort of "realism" you see in movies, comics, novels, and the other forms of fiction that inspire you to play roleplaying games in the first place. That means *HERO* allows for verisimilitude — a general likeness of or similarity to "reality" — but within the context of dramatic adventure and action. Thus, characters tend to be harder to kill than they "realistically" should be, they're more likely to succeed at dangerous or outlandish tasks, and so forth. It's all part of the fun of a roleplaying game.

Now, that's not to say you can't make a *HERO System* campaign more "realistic" if you want to. There are optional rules in this book and Hero Games supplements to make the game less "dramatic" — tougher, grittier, less powerful and flamboyant. But the main thrust of the rules is dramatic realism.

CREATIVE FREEDOM

The *HERO System* is designed to free up *your* creativity and let you create the type of character, ability, weapon, spell, or any other thing *you* want. This flexibility, this creative power, is the hallmark of *HERO,* the one thing that truly sets it apart from every other roleplaying game. For example, rather than having to use what Hero Games calls a "Lightning Bolt," the *HERO System* gives you the tools to create a Lightning Bolt the way you think it should work. There's information in this book and various supplements to show you how Hero Games would do it, if you want to know or want to save yourself some time and effort, but you don't have to use that information if you don't want to.

In short, the *HERO System* is all about unleashing your imagination and your creativity. However, like any other meaningful freedom, this one brings with it certain responsibilities.

DOING THE CREATING

First and foremost, if you want to take full advantage of the *HERO System*'s flexibility and power, you have to do the work. *You* have to create the characters, the spells, the villains, the weapons, the campaign setting, or whatever else you happen to need. Most roleplaying games don't require gamers to do that, but it's the price to be paid for what the *HERO System* can do for you.

Fortunately, it's not as much work as it might seem at first. For one thing, there are dozens of Hero Games supplements that have characters, spells, vehicles, weapons, and whatever else you need already created for you. If you don't want to use them as-is, it's an easy matter to change them to suit yourself rather than creating what you want from the ground up. But even if you prefer to do all your own work, the more of it you do the easier it becomes, and the larger your own *HERO* resource base grows. Many *HERO* gamers consider using the rules to create things as much fun as playing the game!

RESPONSIBLE AND MATURE PLAY

Second, the freedom and power offered by the *HERO System* bring with them the responsibility to use the rules in a fair, proper, and mature manner. Every reasonable effort has been made to ensure that the *HERO System* rules are as "balanced" as possible. "Balanced" means that the more effective something is the more it costs, and that roughly comparable game elements have roughly comparable costs (see *You Get What You Pay For,* below). However, no roleplaying game system can ever be perfectly balanced or totally "bulletproof" (immune to misuse or mis-application of the rules). And that's doubly true for a game as complex as the *HERO System,* with its hundreds of interlocking game elements that you assemble into characters and abilities.

Any attempt to make the *HERO System* "bulletproof" would only interfere with its goal of being flexible and fun — it would prevent people who want to use it in proper, creative ways from doing so easily. Therefore *HERO* relies on *you* to use it with an attitude of fairness and responsibility. Sure, it's *possible* to create a relatively cheap weapon that can destroy a planet in a single shot, or a character who's far more powerful than other characters, or a superpower that no villain can resist. But just because you *can* do something doesn't mean you *should.* When you create characters and abilities, ask yourself if they're reasonable, fair, and fun for the campaign.

To put it another way, having a car gives you the freedom to go places, and having a hammer gives you the freedom to build things. But having a car doesn't give you the right to drive on the sidewalk, and just because you have a hammer doesn't mean you should hit people with it. Both are *possible* uses of those tools, but they're not *proper* or *responsible* ones. And similarly, just because you could design a campaign-breaking power using the *HERO System* doesn't mean that's a valid use of the rules. Consider the consequences of what you create before you introduce it into the game.

DRAMATIC SENSE AND COMMON SENSE

When you're creating things with the *HERO System* or playing in a *HERO System* game, you should use your dramatic sense and common sense. *Dramatic sense* refers to that sense of what's "right" and "wrong" in a story — a sense you've been developing ever since you started to read books and watch movies. It's there inside you even if you don't know it yet, and it's one of your best assets as a roleplaying gamer.

For example, when a villain in a story starts to give a big, dramatic speech about his plans, your dramatic sense tells you that you shouldn't just attack him. That's not fun, or appropriate; the thing to do is let him complete his speech, *then* commence the climactic fight scene! Similarly, dramatic sense tells you that if one Player Character has a special or distinctive ability (or set of abilities), you shouldn't try to out-do him at them — that's his "shtick." You should work with the other players and the GM to ensure that each character is unique and fun in his own way.

Using your dramatic sense also means you shouldn't let the rules get in the way of creating a fun, exciting story. If the rules as written diminish the drama of the game for you, ignore or change them (either permanently, or on a case-by-case basis). For example, if it would be more dramatic for Professor Barnes to wake up right before the burglars escape with his new invention, let him — even if the rules say he wouldn't get to take any Recoveries yet.

Even in a game based on dramatic realism, *common sense* is often just as important as dramatic sense. Common sense helps preserve the verisimilitude by keeping you from using the rules to break the "feel" of the game and the setting. Nothing ruins a game faster than applying the rules "by the book" regardless of what common sense says. If you're setting up a murder mystery scenario and your common sense tells you a character can kill someone by shooting him with a small pistol, then let him, even if the rules say he can't possibly do enough damage that way to kill the victim with a single shot. Similarly, your martial artist character might have a Kick attack that the rules say is powerful enough to smash through a bank vault door. But common sense tells you that people can't kick through vault doors; it's an absurd idea, even in a world of dramatic realism. Ignore the letter of the rules and follow their common sense spirit. (But of course, in some genres, such as Superheroes, your dramatic sense may trump that and tell you that characters *can* kick through vault doors... if so, have fun!)

CUSTOMIZING HERO TO SUIT YOURSELF

One aspect of the freedom the *HERO System* offers is customizability: you can alter the rules, or use optional and variant rules, to make the game play the way *you* want it to play. There are many examples of this discussed throughout 6E, but you can certainly go beyond that if you want. For example you could alter the cost of some Characteristics, add Skills to the Skill List (or take some off it), combine two Powers into one, or rule that characters don't get Post-Segment 12 Recoveries. It's all up to you!

Customizability is particularly important for the *HERO System* because different groups play the game very different ways. Some groups favor combat, some prefer social interaction; some rely on cooperation between Player Characters, others feature competition; some focus on character conception, while others emphasize character construction and maximum points efficiency. None of these ways are wrong; the important thing with the *HERO System* is to have fun, however you define "roleplaying game fun." But it means the 6E rules, which are balanced and "fair" for the average gaming group, may be unfair or easily abused by your group if your playstyle isn't "average." If you see that happening in your game, you should "tweak" the *HERO System* until it suits the way you like to play. It's not that the tool is broken — it's that it needs a few minor adjustments for what you have in mind.

YOU GET WHAT YOU PAY FOR

One of the most important general principles underlying the *HERO System* is *you get what you pay for.* That's a shorthand way of saying several things.

GAME BALANCE

The first is that for the average gaming group, the rules as written are reasonably "balanced." This means that if Ability X and Ability Y both have a more or less equal effect during the game, they should have a more or less equal cost. Of course, any game element in the *HERO System* can be overwhelmingly powerful, or next to useless, in certain situations. But overall, during the course of a *HERO* campaign, abilities of equal cost should be equally effective. (And as mentioned above, if you find that the rules in 6E aren't "balanced" for your gaming group due to your preferred style of play, change them!)

But the idea of "balance" extends beyond adding up the numbers on the character sheet. Player Characters should not only be "balanced" against one another, they should be properly "balanced" against the setting they're a part of. This is where the GM comes in. Ideally he designs villains that are challenging, creates adventures that give each character an equal opportunity to shine over the course of the campaign, and adjusts the world to suit the nature of the campaign and what the players want to do. For example, if the campaign is fast-paced Superhero fun with lots of over-the-top action, the GM might reduce the defense and BODY of buildings, vehicles, and objects so they're easier to smash through or throw at other characters, and reduce the damage caused by firearms so heroes can ignore conventional opponents. On the other hand, if the Superhero game is supposed to be dark, grim, and gritty, objects might remain as they are, while guns become even deadlier.

Because roleplaying games tend to involve a lot of combat and action, *HERO System* elements that feature prominently in those situations — Attack Powers, defenses, and the like — tend to receive more detail and to cost more than abilities which have little or no effect in them. For example, a mere 1d6 worth of Blast (5 points) is equal to or greater than the cost of being Immortal, of being financially Well Off, or having an Eidetic Memory. It's not that those three abilities are valueless; in fact, over the general course of a character's life they're probably much more valuable than a Blast 1d6. But they have little, if any, impact on combat or other situations where the rules need to tell you a lot about the options involved and where a character's abilities need to be balanced and effective. Thus, they don't cost very much; in the long run they don't have much impact *on the game,* and so shouldn't cost a lot of Character Points.

PAY FOR WHAT YOU USE

Second, the "you get what you pay for" principle means that, generally speaking, characters should only have to pay Character Points for things they actually use during the game that have an effect in the game. 6E1 31 discusses this further, but what it means in broad strokes is that you don't have to pay Character Points for every single little thing a character knows or can do. If a character wants to have an ability that has no significant effect on game play — such as an obscure Background Skill or two that defines his job or personal interests — often the best thing for the GM to do is just to let him have it for free... or, if the GM thinks the ability will only rarely be useful, to reduce its cost to more accurately reflect its utility.

The opposite point is equally true: if a character uses something a lot in the game, or has an ability that can be very effective in some situations, he should probably pay Character Points for it. (One general exception is when *all* characters get the same thing for free, such as a game where no character pays Character Points for weapons or armor.)

A CHARACTER SHEET IS NOT A TAX RETURN

While "balance" is an important concern in any roleplaying game, and particularly in the *HERO System,* don't get too bogged down in juggling numbers (unless your gaming group enjoys that). The *HERO System* is a game, not a tax return, so if the numbers start to get in the way of your fun, find a way around that (for example, by using "pre-built" powers, gadgets, and spells from Hero Games supplements). On the other hand, if part of your group's enjoyment of the game is tinkering with the numbers and squeezing every drop of efficiency out of every Character Point spent, that's great too.

Generally speaking, there's no need to obsess over the "accuracy" of what you create. Rather than fretting over whether you've built a particular ability, spell, power, or the like "correctly," do your best to figure out how to build what you want with the *HERO System* rules (or, if necessary, have the GM build it for you). Then let it work the way you want it to; don't worry about whether you're "right." It's your game, so however you want to do it (or the GM wants you to do it) is "right."

RULES AND SPECIAL EFFECTS ARE DISTINCT

One foundation of the *HERO System* is this: the rules are distinct from the *special effects* of an ability. You can read more about special effects on 6E1 120, but in short, the term refers to the appearance and manifestation of an ability. For example, in many roleplaying games characters have the power to project lightning bolts from their hands. There's a rule for this that defines what a Lightning Bolt is — how it functions in game terms (how deadly it is, how far it reaches, and so forth). That same rule doesn't define a Fireball, or a Radiation Blast, or a Sonic Beam; it only applies to a Lightning Bolt. In short, the rule and the special effect are the same.

But in the *HERO System,* those two things — rule and special effect — are separate. *HERO* doesn't have any rule for "Lightning Bolt." Instead, it has several game elements that describe different ways to injure or harm a target at a distance.

You pick the game element(s) *you* think define how a "Lightning Bolt" should function in game terms. In other words, *you* create your own Lightning Bolt, and *you* decide how it works. Another character may have a Lightning Bolt power that works differently. And a third character may use the exact same game elements that you used for your Lightning Bolt to build his Fire Arrows spell.

The *HERO System* refers to this as *reasoning from effect.* First you choose the special effect for a power or ability. Then you decide what game effect that ability or power should have. Then you build the power or ability with the game elements that provide that effect.

As you read through the rules, don't assume that a particular special effect applies to a game element just because of how it's presented. Each game element has to be put where it makes the most sense based on common conception, but that's not a restriction. For example, *Stealth* is one of the Skills in the game because for the vast majority of characters being sneaky is a matter of skill and learning. But a character could buy Stealth defined as "a magic spell I cast that makes me sneaky," while another character is a ghost and buys Stealth because he's transparent and semi-solid , which makes it easy for him to hide. Both of those are valid uses of Stealth, even though neither is an ability the character learns and practices.

THE 3D6 BELL CURVE

The *HERO System* uses 3d6 for Skill and Attack Rolls. This creates a "bell curve" of probabilities that helps characters succeed at the difficult tasks they encounter during their adventures. It allows for some predictability and reliability, since numbers near the low and high end of the range are much less likely to occur than numbers in the middle. (By comparison, a single-die system, such as rolling one twenty-sided die, has an equal probability of any given number occurring.) On the other hand, a bell curve also means that bonuses or penalties to rolls can have a significant effect. See 6E2 280 for more information, including a table of the percentage chance to roll any given number on 3d6.

NO ABSOLUTES

With a few minor exceptions, the *HERO System* doesn't have any "absolutes." There's no guaranteed way to hit another character with an attack, no foolproof way to avoid an attack, no total immunity to any phenomenon or type of attack. This is for two reasons. First, absolutes tend to unbalance roleplaying games and create problems during play. Second, even in the adventure fiction that inspires roleplaying game campaigns, "absolutes" are rarely absolute. When one supposedly exists, often the whole point of the story is for the heroes to find a way to avoid or bypass the "absolute"... which means it wasn't really an absolute after all. See 6E1 133 for more information.

THE GAMEMASTER'S DISCRETION

The 6E rules often use the phrase, "in the GM's discretion," meaning the GM has authority to allow an optional rule, choose between two rules, or the like. The intent there is to bring to the reader's specific attention one of the key philosophies of the *HERO System,* which is that *the GM can change any rule as he sees fit.* He can make a rule work differently, get rid of it, replace it with a variant rule, or whatever else he wants to do. Just like *HERO* relies on the players to create their characters with responsibility and maturity, it relies on the GM to adapt the rules to suit the setting he's created and the type of campaign he wants to run. While we think you'll enjoy the game the most as it's written in this book, ultimately the written rules are just guidelines and suggestions. Change them to suit yourself — to make your games more exciting, dramatic, and fun.

FORBIDDEN AND NOT FORBIDDEN

As you read and interpret the *HERO System* rules, keep two important principles in mind.

First, *just because something isn't explicitly forbidden doesn't mean it's allowed.* No game designer could think of every possible permutation, combination, interpretation, or use of the *HERO System* rules, so situations may arise in your game that the creators of these rules didn't foresee. While it's *usually* safe to assume that something which isn't forbidden is allowed, the final decision is *always* up to the GM. If he doesn't want to interpret or use the rules the way you want to, his decision governs.

Second, *just because something is explicitly forbidden doesn't mean you can't do it (with the GM's permission).* Even when the rules say you can't do something, the GM can relax that restriction if he feels it would be justified to do so. For example, the rules say you can't apply the *Attack Versus Alternate Defense* Advantage to the *Entangle* Power. But if a player came up with an idea for an AVAD Entangle the GM felt was a good one that didn't unbalance the game, he could allow the player to buy that power for his character.

ALL IN THE NAME OF FUN

The last and most important philosophy of the *HERO System* is this: *the rules are designed to help you have fun.* If a particular rule makes the game less fun for you, that rule isn't working well for you — so change it. Similarly, ignore "letter of the rules" arguments in favor of interpretations that make the game more enjoyable.



BASIC RULES & CONCEPTS

The *HERO System* seems complex at first glance, but don't worry, it's easier than it looks. Unlike many game systems, which have different types of rules for different parts of their games (combat, magic, character creation, or what have you), the *HERO System* has a lot of consistency and internal logic. Once you learn the important parts, it becomes easy to figure out how other parts of the system work. You can always refer to the Glossary (6E1 22) or the Index if you can't remember what a particular term means or how to do something in the system.

Dice & Dice Rolling

The *HERO System* uses six-sided dice (d6) to resolve combat, the use of Skills, and similar situations. The number before the "d6" notation indicates how many dice to roll. For example, 12d6 means 12 dice; 2d6+1 means roll two dice and add one point to the total.

Most dice-rolling in the *HERO System* requires you to roll 3d6 and get a result equal to or less than some number. This is written in the text by a minus sign (-) following the number. For example, a Skill your character can perform successfully on an 11 or less roll is written 11-.

Whenever you attempt any 3d6 roll — whether an Attack Roll, Skill Roll, Characteristic Roll, Perception Roll, or other roll — a result of 3 (three ones) always hits or succeeds; a result of 18 (three sixes) always misses or fails. The Gamemaster (GM) should consider giving a character some advantage when his player rolls a 3 (perhaps some extra dice of damage), and some disadvantage for rolling an 18 (perhaps reducing the character's DCV for a Segment or two).

Scale & Movement

Movement in the *HERO System,* and other things involving distance, are measured in meters, abbreviated "m." For example, a flying character might buy Flight 20m, meaning he can fly up to 20 meters as a Full Move.

STANDARD HEIGHT, WEIGHT, AND LIFESPAN

For *HERO System* purposes, all characters are considered to be 2 meters (about six feet) tall (and if it matters, about ½m "wide" and ½m "thick") and weigh 100 kilograms (220 pounds). Powers, Complications, or other abilities they buy may change this, but that's the defined "norm" for the game. Obviously characters can vary tremendously in height — a Special Forces soldier, a mountain dwarf, and a Japanese schoolgirl who's secretly a master of the martial arts are very different in size and weight. But for game purposes, they're all treated the same, unless they buy some sort of ability that represents being a different size (such as extra Defensive Combat Value [DCV] to represent being significantly smaller than normal).

For *HERO System* purposes, all characters are considered to have a lifespan of 100 years. You can vary this by buying the *Longevity* form of Life Support (6E1 245) for the character.

Character Points & Rounding

In the *HERO System,* you use *Character Points* (see below) to purchase all of your character's abilities and powers. Sometimes this requires calculations involving division or multiplication. Examples include determining the Active Point cost of a power to which you apply an Advantage, the Real Point cost of a power to which you apply a Limitation, a character's DEX Roll, and the Endurance (END) cost of a power.

When you calculate the cost of something using division or multiplication, always round off to the next whole number in favor of the Player Character (unless a specific rule indicates otherwise). Numbers from .1 to .4 round down; numbers from .6 to .9 round up; and .5 rounds up or down depending upon what's best for the character. You only have to round to one decimal place (unless the GM requires more precise rounding).

If a calculation involves two or more separate parts or stages, round at each separate step of the calculation.

Example: *Carl creates an* Iridescent Flames *spell for his character. He builds it as a Blast 7d6 (base cost of 35 points) with the Advantage* Reduced Endurance *(½ END; +¼). That gives the spell an Active Point cost of (35 x (1 + .25) =) 43.75 points. According to the rounding rules, that rounds up to 44 Active Points. Carl now applies the Limitations* OAF *(wizard's staff; -1) and* Gestures *(-¼). That yields a Real Point cost of (44 / (1 + 1 + .25) =) 19.5 points, which rounds down to 19 points. Carl's character must pay 19 Character Points for the* Iridescent Flames *spell.*

The rounding rules only apply to division and multiplication. If a character buys something that costs less than a full point, he doesn't get to round that down to zero — he has to round it up to 1 point, because there's no division or multiplication involved and he's not allowed to get something "for free." The minimum cost of anything in the *HERO System,* no matter how the cost is calculated, is 1 Character Point.

ROUNDING FRACTIONS

Sometimes the rules require the character to halve the value of an Advantage or Limitation, which is expressed as a fraction. In that case, the rounding is in favor of the character, as usual. For example, +¾ rounds to +¼ (since it's best for the character), while -¾ rounds to -½; +1¼ rounds to +½, -1¼ rounds to -¾.

Abbreviations

HERO System books use some standard abbreviations for cross-referencing purposes. "6E1" is this book, *The HERO System 6th Edition, Volume I: Character Creation.* "6E2" is the other main rulebook, *The HERO System 6th Edition, Volume II: Combat And Adventuring.* Thus, a reference to "6E1 224" means page 224 of this book; 6E2 37 means page 37 of *Combat And Adventuring.*

For other standard *HERO System* abbreviations, see the Glossary on 6E1 22.

CHARACTER CREATION

The heart of the *HERO System* is its rules for character creation. Using them, you can create any type of character, power, gadget, or ability you want, subject to the GM's campaign restrictions.

You build *HERO System* characters with *Character Points.* You purchase everything a character can do — from his ability to lift heavy objects, to his skill with weapons, to his ability to use magic or superpowers — with Character Points.

Your GM will tell you how many points you have to build your character with — the more points, the more powerful the character, generally. You can spend most of your Character Points without any requirements, but you only get to spend some of them if you take a matching value of *Complications* for your character. Complications are disadvantages, hindrances, and difficulties that affect a character and thus help you



to define who he is and properly simulate the concept you have in mind for him. For example, your character might be Hunted by an old enemy, or adhere to a Code Of Honor, or be missing one eye. (See 6E1 414 for more information about Complications.)

There are five things a character can buy with Character Points: *Characteristics, Skills, Perks, Talents,* and *Powers.*

CHARACTERISTICS (6E1, CHAPTER TWO)

All characters have *Characteristics* (such as Strength, Intelligence, and Speed), which represent basic physical, mental, and combat capabilities common to most characters. The text in Chapter One of 6E1 defines these Characteristics for you. An average human has Characteristics of about 5-10.

Several Characteristics all have *Characteristic Rolls* equal to *9 + (Characteristic/5) or less.* For example, a character with a DEX of 20 has a DEX Roll of 13- (9 + (20/5) = 13). When the GM asks you to make a Characteristic Roll (such as a DEX Roll to walk along a narrow beam), you roll 3d6 like normal. The more you make (or fail) the roll by, the greater your degree of success (or failure). The GM imposes negative modifiers on the Characteristic Roll when you attempt particularly difficult feats, making it harder to succeed.

SKILLS (6E1, CHAPTER THREE)

A character's *Skills* represent specialized knowledge or training he possesses. This includes such things as knowing how to fly a plane, investigate a crime scene, or fire a blaster pistol, or the character's in-depth knowledge about any subject you can think of (physics, Fire Demons, Great Britain, alien races...). Skills are described in Chapter Three of 6E1.

A character can try to get information, perform a task, or gain other benefits from knowing a Skill by making a *Skill Roll.* Most Skills have a Characteristic-based Skill Roll, typically between 8- and 18- (the higher, the better), and are rolled the same way: roll 3d6; if the total on the dice is less than or equal to your character's Skill Roll, he succeeds; if it's higher than the Skill Roll, he fails.

PERKS (6E1, CHAPTER FOUR)

Perks are special resources a character has access to — money or property (like a really fast car or a headquarters), contacts, permits or licenses, and the like. See Chapter Four of 6E1 for descriptions of the Perks a character can purchase.

TALENTS (6E1, CHAPTER FOUR)

Talents are unusual abilities or attributes a character possesses. They're usually better than Skills, but not quite as powerful as Powers — in fact, they're sort of a cross or "middle ground" between the two. They include things like a natural sense of direction, a "sixth sense" for danger, having extremely fast reflexes, or being able to speed read. Some of them involve rolls similar to Skill Rolls; others function automatically.

POWERS (6E1, CHAPTER FIVE)

Powers are abilities possessed by some characters. Typically they're abilities "beyond those of normal men," though you can also use Powers to create many abilities and devices that are perfectly appropriate for characters who are "normal men." Each Power costs a certain amount of Character Points, depending upon how powerful or useful it is. Some Powers have an incremental cost, such as 5 Character Points per d6 of effect.

You can create any ability you can think of — flying, becoming invisible or intangible, changing shape, firing energy bolts or mental blasts — using Powers. They can simulate a superhero's powers, a wizard's spells, or a vigilante's super-skills, just to name a few. You also use Powers to construct equipment and weapons.

ADVANTAGES AND LIMITATIONS

Characters can build many abilities using Powers alone. But sometimes a character wants a power that's better than normal. For that, he needs to apply a *Power Advantage* to his power. This makes the power more effective, but also more expensive. See Chapter Six of 6E1 for more information about Advantages.

Similarly, sometimes a character wants an ability that doesn't always work properly. For example, maybe his powers only work at night. To represent that, he applies a *Power Limitation* to the ability. This makes the power less effective, but also less expensive. See Chapter Seven of 6E1 for more information about Limitations.

POWER FRAMEWORKS (6E1, CHAPTER EIGHT)

Sometimes characters buy Powers through *Power Frameworks* — ways to group abilities so they cost fewer points. However, this savings entails some restrictions on when and how the character can use the powers in his Framework. There are two types of Frameworks — Multipowers and Variable Power Pools — which are explained in detail in Chapter Eight of 6E1.

COMBAT

The *HERO System* combat and adventuring rules allow your character to do just about anything you can think of. The rules provide lots of options, but you don't have to learn them all at once. Instead, start out with the basics, and learn the details as you play. The basics are:

INITIATIVE (6E2 16)

Two of a character's Characteristics — Dexterity (DEX) and Speed (SPD) — determine when he acts in combat, and how often. The rules divide combat time into 12-second *Turns,* with each second referred to as a *Segment.* The character's SPD indicates which Segments he can take an Action in; these Segments are his *Phases.* Thus, a character with 5 SPD has five Phases — five times each Turn when he can act. The *Speed Chart* (6E2 17) indicates the Phases for each SPD.

In each Segment, several characters may have a Phase — for example, characters with SPD 3 and SPD 6 both have a Phase in Segment 4. All characters who can act in a Phase act in order of DEX, from highest to lowest. Thus, a character with DEX 20 acts before one with DEX 18. However, a character may *Hold* his Action and act later in the Phase if he wants.

ACTIONS (6E2 18)

A character may take an Action in each of his Phases. His Actions may include *Full Phase Actions* (which require his entire Phase) or *Half Phase Actions,* which require only half of his Phase (in other words, he can perform two Half Phase Actions per Phase). Full Phase Actions include using more than half of your meters of movement or recovering from being Stunned. Half Phase Actions include using up to half your meters of movement.

Attacks are a special type of Action. A character may make a Half Phase Action and then attack; in that case, the attack is considered a Half Phase Action, too. But if a character makes an attack before making any Half Phase Actions, the attack is considered a Full Phase Action. In other words, once a character makes an attack, that's all he can do that Phase.

Some Actions take so little time to perform that they are *Zero Phase Actions.* Characters can perform Zero Phase Actions at the beginning of a Phase or after making a Half Phase Action, but not after making an attack. Zero Phase Actions include turning a Power on or off.

Some Actions take no time at all — a character can perform them whenever he wishes, even if he doesn't have a Phase or has already acted in a Phase. No time Actions include making a Presence Attack, speaking, or making a roll when the GM asks you to.

ATTACKS (6E2 35)

A character's *Combat Value,* or CV, determines his chance to hit targets in combat, and to avoid being hit.

Combat Value is two of a character's Characteristics: *Offensive Combat Value* (OCV) and *Defensive Combat Value* (DCV). Various Combat Maneuvers, Combat Skill Levels, and other factors may modify a character's OCV or DCV.

To attack, roll 3d6. Add 11 to your OCV and subtract the number rolled from the total. That indicates what DCV you can hit. If the target's DCV is equal to or less than that, you hit him; if it's higher than that, you missed him. For example, if a character has OCV 10 and rolls an 8, he can hit (10 + 11 - 8 =) DCV 13 or less.

Mental Attacks are slightly different. They use *Mental Combat Value* (MCV), which is defined by two Characteristics, *Offensive Mental Combat Value* (OMCV) and *Defensive Mental Combat Value* (DMCV). Otherwise, making a Mental Attack is basically the same as making any other kind of attack.

See 6E2 34-51 for more information.

DOING AND TAKING DAMAGE (6E2 98)

If a character hits his target with an attack, the attack does damage. There are two basic types of damage in the *HERO System:* STUN damage and BODY damage. Taking STUN damage decreases a character's STUN and can knock him out; taking BODY damage decreases his BODY, which causes injuries and can kill him. All types of attacks cause one or both types of damage. Some, such as Mental Blasts, only cause STUN damage. Most, such as Blasts, punches, guns, and knives, cause both STUN and BODY.

Another important distinction is between *Normal Damage* attacks and *Killing Damage* attacks. Most attacks do Normal Damage, but Killing Attacks do Killing Damage (which, as its name implies, is deadlier). Normal Damage and Killing Damage are calculated differently and applied to defenses differently. See 6E2 96-107 for more information.

Characters have defenses that protect them against damage. All characters have *Physical Defense,* or PD (which protects against physical attacks like punches and clubs) and *Energy Defense,* or ED (which protects against energy attacks like laser beams or fire). PD and ED are *Normal Defenses;* they protect against Normal Damage. The character subtracts his defenses from the STUN and BODY damage done to him, and applies the remainder (if any) to his STUN and BODY. If a character hit with a 22 STUN, 6 BODY physical attack has 10 PD, he takes 12 STUN (22-10) and 0 BODY (6-10). But Normal Defenses offer no protection against the BODY of Killing Damage; for that, characters need *Resistant Defenses,* such as Resistant Protection. See 6E2 103-04 for more information.

THE EFFECTS OF DAMAGE (6E2 104)

If a character loses more STUN from a single attack than he has points of CON, he becomes *Stunned* (dazed and unable to act). In the above example, if the character has a CON of 12 or higher, he won't be Stunned by that attack; if his CON is 11 or less, he's Stunned. A Stunned character must spend a Phase to recover from being Stunned before he can act again.

If a character loses all of his STUN from one or more attacks, he's Knocked Out (unconscious) and completely unable to act. However, he wakes up when he regains STUN. Characters regain lost STUN by taking *Recoveries.* For each Recovery taken, the character gets back his *Recovery* Characteristic (REC) worth of STUN and END.

If a character loses BODY, he's injured — he suffers burns, cuts, bleeding wounds, broken bones, and so forth. If he loses all of his BODY (down to 0 BODY), he begins to bleed to death. When he reaches his negative BODY (for example, -10 BODY for someone who normally has 10 BODY), he dies. Characters heal BODY damage at the rate of REC in BODY per month.

See 6E2 104-07 for more information.

WHAT ELSE YOU NEED TO PLAY

The *HERO System 6th Edition* contains everything you need to create characters and settings for a roleplaying campaign. All you need is paper to write your character down on and some dice. If you're the GM, you'll either have to create a setting and adventures for your campaign, or use published ones.

GO OUT AND BE A HERO!

Those are the basics. Now you can start designing your first character and get ready to play your first game!



CHARACTER SHEET

PERMISSION TO PHOTOCOPY

You have the permission of Hero Games to make photocopies of the blank character sheet at the back of this book for your personal use.

Many gamers who play in *HERO System* games like to use the official character sheet to keep track of their characters. At the back of this book you'll find a character sheet for *HERO System* characters. (You can also download a copy of the full character sheet at www.herogames.com.) Here's an example of what a filled-out sheet looks like; it depicts Firebrand, a superhero.

Front Side

1. BASIC CHARACTER INFORMATION

The first part of the character sheet contains basic information about the character — his name (and alternate identities, if any) and the name of the player. This part of the character sheet continues onto the back, where there's room to note the character's vital statistics (height, hair color, and so on) and information about the campaign the character plays in.

2. CHARACTERISTICS BLOCK

The next part of the character sheet lets you write down your character's Characteristics. You put the value (the character's rating in each Characteristic, such as 50 STR or 18 INT) in the "Val" column, and how many Character Points you spent on each Characteristic in the "Points" column. For example, Firebrand has a 23 CON — 13 points above his base 10 CON. The cost for CON is 1 Character Point per point, so Jason (Firebrand's player) writes down 13 in the Points column. You can read more about Characteristics and their costs on 6E1 40.Some Characteristics also have a "Roll" column. You calculate each Characteristic's roll as 9 + (CHAR/5) or less; See 6E1 41.

3. ATTACKS AND MANEUVERS BLOCK

The Attacks Block summarizes the Standard Combat Maneuvers (see 6E2, Chapter Three) and includes space for you to write down other maneuvers or attacks your character uses frequently, such as Martial Maneuvers he's bought. For example, Firebrand has three main attacks — a Blast 12d6, a Blast 8d6 (Explosion), and an HKA — so he writes them all down here for easy reference.

4. CURRENT STATUS BLOCK

At the top of the middle column there's a small box where you can keep track of your current END, BODY, and STUN during combat.

5. VITAL INFORMATION BLOCK

Right next to the Characteristics block is space to list some information about your character that you'll need to know frequently: his HTH Combat damage based on STR (plus how much he can lift, and the END cost for his STR); his Phases during the combat Turn (6E2 16-17); his base Combat Values and the Combat Skill Levels he can apply to them; and the number of dice he can roll for a Presence Attack (6E2 135). Firebrand has SPD 6, so he's circled his six Phases in Segments 2, 4, 6, 8, 10, and 12; and he's listed his three Combat Skill Levels.

6. DEFENSES BLOCK

You also need to keep track of your character's defenses, and the Defenses Block lets you do that. In addition to listing total PD and ED and Resistant PD and ED, it has space for more exotic defenses like Mental Defense and Power Defense, and three lines for any additional defenses or notes.

7. SENSES BLOCK

A character's ability to perceive the world around him is often vital. You can list his Perception Roll (see 6E2 7) and any unusual Senses he has here so you can easily reference them. Firebrand writes down his Eyes Of Fire ability (Infrared Perception).

8. EXPERIENCE POINTS BLOCK

As the campaign progresses, your character earns Experience Points (6E2 292) he can spend to improve his abilities and learn new ones. Write them down here, including not just the total but how many are spent and unspent.This block also has a line to list the Total Points your character's built on (see 6E1 28). At the start of the game, that's how many points' worth of abilities he should have (unless he hasn't taken his full amount of Matching Complications, which would reduce his Total Points). After he earns and spends Experience Points, the total points spent on the character should be equal to or less than Total Points + Experience Points.

9. COMBAT BLOCK

The right-hand column on the front of the character sheet contains useful combat information in quick-reference form. First, there's a block with a copy of the Hit Location Chart, if your campaign makes use of that. It tells you what location corresponds to each roll, and how to modify the damage done for that location (see 6E2 108). It's also got space to list the Defense the character has protecting each Hit Location, and how much it weighs (if it's armor or the like).Right below that is another block that summarizes two common Combat Modifiers: the Range Modifier for making attacks at a distance; and the modifier for Placed Shots directed at general areas of the body rather than specific Hit Locations.

10. MOVEMENT BLOCK

In this section you write down how your character moves so you can easily calculate Half Moves and things like that. It includes the type of movement (such as Running, Swimming, and his horizontal and vertical Leap), and has room for additional movement abilities. The "Combat" column is for the character's meters of Combat Movement, while "Noncombat" is for his Noncombat Movement (usually two times the meters of movement he paid for, but sometimes more). (See 6E2 24 regarding movement.) Firebrand writes down his Flight 40m, and notes "Fire" on the special effects line.

FIREBRAND'S BACKGROUND

Unscrupulous govt. contractor Avadyne, Inc. used test pilot Mark Munroe as a guinea pig to test an experimental ultra-advanced jet fuel. The not yet fully-tested fuel caused Munroe's plane to explode, dousing him with the fuel. Instead of killing him, the accident gave him superpowers. The USAF thinks he's a villain who killed Munroe and destroyed the plane because of a cover story concocted by Avadyne. So, both the USAF and Avadyne are after Firebrand — one to capture him, the other to kill him to cover its misdeeds.

Back Side

11. SKILLS, PERKS, AND TALENTS BLOCK

If your character has purchased any Skills, Perks, or Talents (6E1, Chapters Three and Four), write them down here. The first column lists the Cost in Character Points, and the second the Name of the ability. If the ability has a roll (like most Skills), write it down in the third column. For example, Firebrand knows Combat Piloting. He paid 3 Character Points for the Skill. That gives him a DEX-based roll, and since his DEX is 23, that means he has a 14- roll.At the bottom of this block, make note of the total Character Points you've spent on Skills, Perks, and Talents.

12. POWERS AND EQUIPMENT BLOCK

If your character has abilities built with Powers (6E1, Chapter Five) — spells, superpowers, psionic abilities, or the like — write them down here. If he carries equipment (weapons, armor, and so on), write that down here, too.The first column, "Cost," is where you note the Character Point cost of the ability. (If it's something the character gets for free, like equipment in Heroic games, just leave this column blank.) The second column is the Name of the ability, if you want to give it one.The "Power/Equipment" column is where you write down the game notation for the ability — the Powers, Advantages, and Limitations it's built with. Some complex powers may need more space; use multiple lines if necessary. If the ability costs Endurance (END), list it in the "END" column. (For guns and other equipment with Charges, you can list that here instead — just put a parentheses or brackets around the number to distinguish it from a normal END cost.)For example, Firebrand has an ability called Eyes Of Fire. It costs 5 Character Points, so he puts "5" in the Cost column. He writes down "Eyes Of Fire" in the Name column. He built this power using Infrared Perception, so that's what he writes under "Power/Equipment." Since Infrared Perception does not cost END, he writes "0" in the END column.At the bottom of this block, make note of the total Character Points you've spent on Powers and/or Equipment.

13. COMPLICATIONS BLOCK

Lastly, you have to make note of the Complications (6E1, Chapter Nine) your character has. The Value column contains the number of points the Complication's worth. Under "Complication," list the Complication itself by name and description, including any other information you consider relevant. At the bottom of this block, make note of how many Character Points you get from Complications.

Character Name FIREBRAND

Alternate Identities Mark Munroe

Player Name Steve Long

1

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
23	DEX	26	14-
23	CON	13	14-
15	INT	5	12-
10	EGO	0	11-
20	PRE	10	13-
8	OCV	25	
8	DCV	25	
3	OMCV	0	
3	DMCV	0	
6	SPD	40	
6	PD	4	
10	ED	8	
8	REC	4	
45	END	5	
10	BODY	0	
40	STUN	10	

2

Total Cost 180

CURRENT STATUS

	Maximum	Current
END	45	45
BODY	10	10
STUN	40	40

4

VITAL INFORMATION

HTH damage (STR/5)d6 3d6

Lift 200kg STR END Cost 1

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

Base OCV 8 **Base DCV** 8

Base OMCV 3 **Base DMCV** 3

Combat Skill Levels

+3 with Fire Attacks Multipower

5

Presence Attack (PRE/5)d6 4d6

EXPERIENCE POINTS

Total Points 400

Total Experience Earned 0

Experience Spent 0

Experience Unspent 0

8

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	x5	x2	x2	-8	___/___
6	Hands	x1	x½	x½	-6	___/___
7-8	Arms	x2	x½	x½	-5	___/___
9	Shoulders	x3	x1	x1	-5	___/___
10-11	Chest	x3	x1	x1	-3	___/___
12	Stomach	x4	x1½	x1	-7	___/___
13	Vitals	x4	x1½	x2	-8	___/___
14	Thighs	x2	x1	x1	-4	___/___
15-16	Legs	x2	x½	x½	-6	___/___
17-18	Feet	x1	x½	x½	-8	___/___

Average Def ____

DCV Modifier ____ Total Weight ____

Armor Notes

9

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone
Fire Arrows	½	+0	+0	12d6 Fire
Fireball	½	+0	+0	8d6, 18m radius
				Explosion
Fireblade	½	+0	+0	2d6 HKA (AP)
				(3d6-1 w/ STR)

3

DEFENSES

Type	Amount/Effect
Normal PD	23 (Fire Aura)
Resistant PD	20 (Fire Aura)
Normal ED	30 (Fire Aura)
Resistant ED	20 (Fire Aura)
Mental Defense	
Power Defense	
Flash Defense	

6

SENSES

Perception Roll (9+INT/5) 12-

Enhanced and Unusual Senses

Infrared Perception (Sight)

7

COMBAT MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10

Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals)	-2	2d6+1
Body Shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7*
Leg Shot (Vitals to Feet)	-4	1d6+12

** Treat a 19 as the Feet location*

MOVEMENT

Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)		
V. Leap (2m)		
Flight	40m	80m

Movement SFX Fire

10

CHARACTER INFORMATION

Character Name Firebrand
Height 6'1" Weight 100kg
Hair color Auburn Eye color Hazel

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name No Good Deed
Genre Modern Superheroes
Gamemaster Darren Watts

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
2	Contact: a high U.S.	
	Air Force official	11-
9	+3 with Fire Attacks	
	Multipower	
3	Combat Piloting	14-
1	Computer Programming	8-
3	Deduction	12-
1	Electronics	8-
3	KS: The U.S. Air Force	12-
1	Language: German	
	(basic conversation;	
	English is Native)	
2	Navigation (Air)	12-
3	Paramedics	12-
3	Power: Fire Powers Tricks	12-
3	Stealth	14-
3	Systems Operation	12-
3	Tactics	12-
2	Transport Familiarity:	
	Small Planes,	
	Combat Aircraft	

11

42 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
60	Fire Attacks:	Multipower, 60-point reserve	
6f	1) Fiery Arrows:	Energy Blast 12d6	6
6f	2) Fireball:	Energy Blast 8d6	6
		Area of Effect (18m Radius Explosion; +1/2)	
5f	3) Fiery Blade:	HKA 2d6 (3d6-1 with STR)	0
		Armor Piercing (+1/4), Reduced Endurance (0 END; +1/2)	
48	Fire-Aura:	Resistant Protection (20 PD/20 ED)	0
		Unified Power (with Fiery Flight; -1/4)	
48	Fiery Flight:	Flight 40m	0
		Reduced Endurance (0 END; +1/2);	
		Unified Power (with Fire-Aura; -1/4)	
5	Eyes of Fire:	Infrared Perception (Sight Group)	0

12

178 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

Cost	Complication
20	Hunted: Avadyne, Inc. (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Hunted: USAF (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Social Limitation: Secret Identity (Mark Munroe) (Frequently, Major)

13

75 Total Complications Points

CONVERTING CHARACTERS TO THE SIXTH EDITION

Many of you have run or played in *HERO System* games for so long that you've got dozens, maybe even hundreds, of characters. You'll probably want to convert them over to the Sixth Edition. Here's some guidance on the easiest way to do that.

QUICK CONVERSION TIPS

A full conversion of an existing character may take a little while, since there are lots of new options and rules changes in the Sixth Edition that you'll want to take advantage of, and that means reading over them. In the meantime, here's what you can do to get started:

1. No More Hexes: The *HERO System* no longer measures things in "hexes" (or "inches"). Instead, it just uses meters. This means changing the way Movement Powers and some other elements are noted on the character sheet (for example, Flight 20" becomes Flight 40m) and also has some effect on certain costs and calculations (such as the *Area Of Effect* Advantage).

2. Name Changes: Besides Complications (see below), the names of some other *HERO System* elements have been changed to make them easier to understand or use. Examples include: Energy Blast is now *Blast;* Ego Attack is now *Mental Blast;* Package Deals are now referred to as *Templates;* Ego Combat Value and ECV are now *Mental Combat Value* and *MCV;* Seduction is now called *Charm;* Succor is now *Boost;* in the Limitations section, Only In Heroic Identity is more generically named *Only In Alternate Identity* and Visible is *Perceivable;* the *Reputation* Perk and Complication are now referred to as *Positive Reputation* and *Negative Reputation,* respectively; and the *Concealment* Combat Modifier is now called *Behind Cover.*

3. Character Creation: In the Sixth Edition, characters are built on slightly more Character Points than their Fifth Edition counterparts, and tend to have fewer Complications (formerly Disadvantages). The recommended Matching Complications amount for each type of character is kept relatively small so that players only select Complications that really matter for defining and playing the character, rather than ones they've taken simply to get points for them.

4. Characteristics: The Characteristics in the Sixth Edition have been significantly changed from previous editions of the *HERO System* to correct balance issues and related character creation problems. You'll need to reconfigure the Characteristics block on your character sheet to reflect how the Characteristics are now arranged, which ones have been removed or added, and so forth. You should also check the cost of each Characteristic, since many have changed.

5. Comeliness: Comeliness has been removed as a Characteristic. If you want your character's appearance to have an effect in the game, you can buy the *Striking Appearance* Talent. As a rough guideline, every 5 COM is equivalent to one level of Striking Appearance.

6. Combat Skill Levels, Penalty Skill Levels, And Skill Levels: The cost structure of these Skills has changed, so double-check your characters' Levels to see if they need to spend more Character Points on them (or perhaps save a few points).

7. Skill Changes: Besides the Skill Levels (see above), the following Skills have undergone rules or cost changes: Rapid Attack; Two-Weapon Fighting. Weapon Familiarity: Off Hand no longer exists; use the *Off-Hand Defense* Talent instead. You might also want to look at the new rule about Proficiencies to see if that would suit your character.

8. Perks And Talents Changes: The following Perks and Talents are new, or have had their cost changed to some degree: Follower; Vehicles and Bases; Ambidexterity; Animal Friendship; Deadly Blow; Environmental Movement; Lightning Reflexes; Off-Hand Defense; Striking Appearance; Weaponmaster.

9. Removed Powers: The following Powers have been removed from the *HERO System* as distinct Powers: Armor; Damage Resistance; Find Weakness; Force Field; Force Wall; Gliding; Lack Of Weakness; Missile Deflection; Transfer. To replace Damage Resistance, see the *Resistant* (+½) Advantage; to replace Armor and Force Field, see *Resistant Protection;* to replace Force Wall, see *Barrier;* to replace Missile Deflection, see *Deflection* and *Reflection.*

10. Changed Powers: The following Powers have had their cost structure or rules mechanics changed to some degree: Adjustment Powers (in terms of buying them to affect multiple game elements simultaneously); Absorption; Aid; Change Environment; Density Increase; Drain; Endurance Reserve; some Enhanced Senses; Growth; Hand-To-Hand Attack; Healing; Images; Life Support; Shape Shift; Shrinking; Stretching; Suppress; Transform. (Note: this list does not include Powers that change due to the switch from hexes to meters.) Additionally, the Automaton Powers have been moved from the Equipment chapter to the Powers chapter.

11. New Powers: The following Powers are new, or are significantly changed from the Fifth Edition: Barrier; Damage Negation; Deflection; Reflection; Regeneration; Resistant Protection.

12. Removed Advantages: The following Advantages have been removed, or have been incorporated into other Advantages: Based On Ego Combat Value; Damage Shield; Explosion; No Normal Defense; Time Delay.

13. Changed Advantages: The following Advantages have had their cost structure or rules mechanics changed to some degree: Area Of Effect; Armor Piercing; Double Knockback; Duration Advantages; Hardened; Increased Maximum Range; Indirect; Invisible Power Effects; MegaScale; Usable On Others.

14. New Advantages: The following Advantages are new, or are significantly changed from the Fifth Edition: Alternate Combat Value; Attack Versus Alternate Defense; Damage Over Time; Impenetrable; Resistant; Time Limit.

15. Removed Limitations: The following Limitations have been removed, or have been incorporated into other Power Modifiers: Activation Roll; Gradual Effect; Independent; Requires A Skill Roll. (See the new *Requires A Roll* Limitation.)

16. Changed Limitations: The following Limitations have had their cost structure or rules mechanics changed to some degree: Costs Endurance (to maintain); Perceivable (formerly Visible).

17. New Limitations: The following Limitations are new, or are significantly changed from the Fifth Edition: Requires A Roll; Unified Power.

18. Power Frameworks: Elemental Controls have been removed from the *HERO System;* the *Unified Power* Limitation in effect replaces them. Multipower slots are now referred to as Fixed (f) and Variable (v), rather than "ultra" and "multi." The cost structure of Variable Power Pools has changed slightly.

19. Complications: What used to be called Disadvantages are now called *Complications.* This changes the names of several of them (for example, "Psychological Limitation" is now called Psychological Complication). There have also been some cost and structural changes that you may need to take note of — for example, Complications that involved rolls (like DNPC and Hunted) now use a standard rule for frequency/commonality that doesn't involve rolling dice. Most importantly, the typical character doesn't have as many Character Points' worth of Complications as in previous editions.

20. No More DEF: Objects that used to have a single Defense (DEF) Characteristic now have PD and ED, just like characters. This also affects the way some Powers, such as Entangle and Tunneling, are expressed.

GRANDFATHERING COST CHANGES

The Sixth Edition changes the cost of some *HERO System* elements, as well as removing some elements and introducing a few new ones. That may mean that the overall cost of a character, or of one of his key abilities, has gone up or down. The GM can use several approaches to resolve the situation. He should make his decision based on what the player wants to do, what's most appropriate for the character, what fits the character's concept the best, and what's best for the campaign as a whole.

In some cases, such as converting Movement Powers to meters, the change is really only cosmetic. In that case, you just change the notation — what was once Flight 15" is now Flight 30m.

In other cases the cost of a Power has increased but the effectiveness has stayed the same. In short, a Fifth Edition character can't buy as much of the Power for the same points. Several options are available. In many cases the fairest one is for the GM to "grandfather" the character, giving him the additional Character Points he needs to keep the character at the same level of power for free. Penalizing the character because of a change in the game system isn't fair.

However, in some situations, many GMs would rather not "grandfather" characters this way for reasons of campaign balance or fairness between characters. In that case, players will just have to reduce their characters' level of power. At his option, the GM might give them some free Character Points to buy some other abilities or powers to make up for the loss, or eliminate a Complication or two. Or he may ask all players to redesign their characters from scratch using the Sixth Edition point totals and game elements.

Sometimes the Sixth Edition rules provide a way to do something easily which was difficult under the Fifth Edition rules. The character should reconfigure his power according to the new rules. If the new power costs more, the GM should consider "grandfathering" him, as discussed above.

In any case where a change in the *HERO System* rules saves your character points, congratulations! You have some additional points you can spend (perhaps on new abilities introduced in the Sixth Edition). Gamemasters shouldn't deprive characters of saved points just because a change in the rules makes something cheaper.



GLOSSARY

Aborting an Action: Taking an action early to do something defensive.

Absolute Effect Rule: An optional rule for creating absolute effects in the game, such as a total immunity to fire. See 6E1 133.

Action: Any act a character can perform during a Phase (*q.v.*).

Active Points: The total cost of a power after all Adders and Advantages are applied (without reducing the cost via Limitations or other modifiers). For example, a Blast 8d6 has 40 Active Points (8 x (5 points per d6)); a Blast 8d6, Double Knockback has 60 Active Points ((8 x (5 points per d6)) x1.5). Also referred to as *Active Cost.*

ACV: Alternate Combat Value, a Power Modifier that switches the type of Combat Value used with a Power.

Adder: An improvement to a Power which costs a flat amount of points, rather than multiplying the cost like an Advantage does. For example, an Entangle which *Stops A Given Sense* costs +5 or +10 Character Points.

Advantage: See *Power Advantage.*

AER: The Absolute Effect Rule (*q.v.*).

AK: Area Knowledge, a type of Knowledge Skill.

AP: Armor Piercing, an Advantage.

APG: *The HERO System Advanced Player's Guide,* a volume in the HERO System Core Library.

Attack Action: An Action requiring or involving an Attack Roll (*q.v.*). Performing an Attack Action ends a character's Phase.

Attack Roll: The roll made to determine if an attack hits the target. The character adds 11 to his OCV, then rolls 3d6 and subtracts it from that total. The result is the DCV he can hit. See 6E2 35.

Automaton: A character (usually an NPC) which, although active, is not alive. Robots and zombies are examples of Automata. There are special rules for constructing and applying damage to Automata. See Chapter Seven of 6E2.

AVAD: An Attack Versus Alternate Defenses; an attack with that Advantage applied to it to switch the type of defense it applies against (see 6E1 325).

Base:

(1) Refers to a Characteristic, Skill, or Power at its lowest or most primary level, without any additional modifiers, bonuses, Adders, Advantages, and so forth. For example, "base DEX Roll" means the DEX Roll calculated as (9 + (DEX/5)), without adding any bonuses from Skill Levels or other sources.

(2) A Perk representing the fact that the character owns a headquarters, home base, or similar facility.

BODY:

(1) A Characteristic representing how much injury a character can withstand before dying.

(2) See *Count The BODY.*

BR: *The HERO System Basic Rulebook,* a volume in the HERO System Core Library.

Breakout Roll: The roll made by the victim of certain Mental Powers to resist or break free from the effects of those Powers. See 6E1 149.

Brick: Slang term for a character whose main attribute is high STR (usually coupled with a high degree of resistance to injury).

Called Shot: A Placed Shot (*q.v.*).

Casual Use: Half of a character's STR or other attack ability. A character can use a Casual ability to push aside or break through objects or Grabs as a Zero Phase Action. See 6E1 131.

CE: Change Environment, a Power.

Champions: See *Genre.*

Character: A person in the game setting — a being constructed by a player or GM and roleplayed by the person who constructed it. The GM's characters are usually villains or Non-Player Characters (NPCs); the Player Characters (PCs) are usually the heroes or protagonists of the campaign.

Characteristic: One of a character's innate physical or mental capabilities, such as Strength, Intelligence, or Speed.

Characteristic Maxima: An optional upper limit on the Characteristics of normal humans. Beyond this limit they must pay double to increase their Characteristics. See 6E1 50.

Characteristic Roll: A roll, similar to a Skill Roll, derived from a Characteristic using the formula (9+(CHAR/5)). Characters use Characteristic Rolls to determine whether they can accomplish certain tasks.

Character Points: The points used to create a character by purchasing Characteristics, Skills, Perks, Talents, and Powers.

CK: City Knowledge, a type of Knowledge Skill.

Combat Movement: Moving while trying to present a difficult target and seeking out targets to attack. A character using Combat Movement gets his full OCV and DCV, but moves more slowly than one using Noncombat Movement (*q.v.*).

Combat Value: See *CV.*

Complementary Skill: A Skill used to make another Skill Roll easier.

Complication: A drawback, disadvantage, or ongoing problem a character suffers from. Complications help to define a character and make him more fun to play. See Chapter Nine of 6E1 for more information.

Compound Power: An ability or power constructed by using two or more Powers or other game elements. Typically it involves the *Linked* Limitation (6E1 383) or a partially-Limited power (6E1 366). For example, a "Flare Blast" that combines a Blast 8d6 with a Sight Group Flash 4d6 is a compound power.

CON: Constitution, a Characteristic.

Count The BODY: Determine the number of BODY rolled on the dice as if Normal Damage were done by the attack. This is referred to in the text as "count the Normal Damage BODY." See 6E1 98.

Count The Total: Determine the total rolled on the dice by adding them together. For example, the total of a 5d6 roll of 6, 5, 4, 3, and 1 would be 19.

CSL: Combat Skill Level.

CuK: Culture Knowledge, a type of Knowledge Skill.

CV: Combat Value, two Characteristics that determine a character's effectiveness in combat. One, *Offensive Combat Value* (OCV), indicates how accurate he is in general; the other, *Defensive Combat Value* (DCV), indicates how hard it is to hit him. CV is then modified by Combat Maneuvers, equipment, surprise, Combat Skill Levels, and other factors. For Mental Powers, you use the two Mental Combat Value (MCV) Characteristics, Offensive Mental Combat Value (OMCV) and Defensive Mental Combat Value (DMCV), and then apply any modifiers.

For more information on calculating CVs, see *Fighting,* 6E2 34.

d6: A six-sided die.

DCV: Defensive Combat Value. See *CV.*

Damage Class: An incremental measurement of the amount of damage an attack does. See *Determining Damage,* 6E2 96.

Dark Champions: See *Genre.*

DMCV: Defensive Mental Combat Value. See *CV.*

Defensive Action: An Action which characters can Abort to, or which automatically goes first if attempted by a character with a Held Action (*q.v.*) simultaneously with a non-defensive Action by another character. See 6E2 23.

Delayed An Action: See *Held Action.*

DEX: Dexterity, a Characteristic.

DI:

(1) An abbreviation for the Power *Density Increase.*

(2) An abbreviation for *Danger International* (see *Genre*).

DNPC: Dependent Non-Player Character, a *Complication.*

ED: Energy Defense, a Characteristic.

Effect Roll: The roll made to determine the effect of a Mental Power on a target. See 6E1 149. In a more generic sense, it can also mean the roll made to determine the effect of any Power.

EGO: Ego, a Characteristic.

END: Endurance, a Characteristic.

Energy Projector: Slang term for a character whose primary defining ability is to project bolts of energy as an attack. Also known as an "EP."

Experience Points: Character Points awarded during a campaign to reflect characters' accomplishments and players' roleplaying skills. Experience Points are spent to improve existing abilities and learn new ones.

f: When written next to the cost of a slot in a Multipower, f stands for a "Fixed" slot.

Framework: See *Power Framework.*

Full Move: An Action a character takes in which he moves more than half of his meters of movement.

Full Phase: An Action that requires a character's entire Phase to perform. Examples of Full Phase Actions include using more than half of your meters of movement (*i.e.,* a Full Move), taking a Recovery, recovering from being Stunned, changing a Clip, or attacking before making a Half Phase Action.

Gadgeteer: Slang term for a character whose main attributes are his technical skills and equipment.

Genre: The type of campaign being played. Different genres may use the *HERO System* a little differently; each will involve slight additions or changes to the rules to simulate how that genre works. Some of the genre books published by Hero Games include:

Champions: Comic book superhero roleplaying

Cyber Hero: Cyberpunk science fiction roleplaying

Danger International: A subgenre of *Dark Champions* that refers to espionage roleplaying

Dark Champions: Modern-day action-adventure roleplaying, including vigilantes, spies, cops, and the like

Fantasy Hero: Fantasy roleplaying

Pulp Hero: Pulp-era (1920s and '30s) roleplaying

Star Hero: Science fiction roleplaying

Western Hero: Wild West roleplaying

GM: Game Master — the originator, narrator, "director," referee, and arbiter of a roleplaying game session.

HA: Hand-To-Hand Attack (a Power).

HAP: Heroic Action Point, an optional rule that gives players more control over the events of the game. See 6E2 287.

Half Move: An Action a character takes in which he moves up to half of his meters of movement.

Half Phase, Half Phase Action: An Action which only requires half a Phase to perform (in other words, a character can perform two Half Phase Actions per Phase). Half Phase Actions include using up to half of your meters of movement, or opening a door. Attacks only take a Half Phase if made after performing any other type of Half Phase Action.

Hand-To-Hand Combat (HTH): Combat between characters who are within Reach of each other (about 1m in most cases). Usually HTH Combat involves punching or melee weapons such as swords, not attacks that work at Range (such as guns or Blasts). See *Reach.*

Held Action: An Action not taken on the character's DEX in a Phase, but instead "held" or delayed until a later DEX or Segment for some reason.

Heroic: General term for campaigns in which the PCs are primarily "normal," having Skills, Perks, and possibly Talents or minor special abilities built with Powers, but few or no overt superhuman powers.

HKA: Hand-To-Hand Killing Attack (a Power).

Holding An Action: See *Held Action.*

HRRP: High Range Radio Perception (an Enhanced Sense).

HSB: *The HERO System Bestiary,* a volume in the HERO System Core Library.

HSEG: *The HERO System Equipment Guide,* a volume in the HERO System Core Library.

HSMA: *HERO System Martial Arts,* a volume in the HERO System Core Library.

HSV: *HERO System Vehicles,* a volume in the HERO System Core Library.

HTH: Hand-To-Hand Combat (*q.v.*)

Human Height: The height of a standard person in the game. For game purposes, the average person is about 2m tall (roughly six feet).

Human Lifespan: The lifespan of a standard person in the game. For game purposes, the average person lives to age 100.

Human Mass: The weight of a standard person in the game. For game purposes, the average person weighs 100 kg (220 pounds).

IAF: Inobvious Accessible Focus, a type of Limitation.

IIF: Inobvious Inaccessible Focus, a type of Limitation.

INT: Intelligence, a Characteristic.

IPE: Invisible Power Effects, an Advantage.

IR: Infrared (usually referring to Infrared Perception, an Enhanced Sense).

KA: Killing Attack.

Killing Damage: The damage done by Killing Attacks, such as bullets, knives, claws, and the like. To determine it, roll the dice. The total on the dice is the amount of BODY the target takes. To determine the STUN damage done, roll ½d6 and multiply the BODY done by the number rolled. Only Resistant Defense protects against the BODY done by Killing Damage. For complete information, see *Determining Damage* in Chapter Four of 6E2.

Knockback (KB): Being knocked backward by the force of an attack, a possible effect of being hit in combat. See 6E2 114.

Knocked Out: Unconscious. A character is Knocked Out when he loses all of his STUN due to damage from attacks. See *Effects Of Damage* in Chapter Four of 6E2.

KS: Knowledge Skill.

Limitation: See *Power Limitation.*

Limited: Bought with, or subject to, a Power Limitation.

Line Of Sight: The method by which characters target Mental Powers. See 6E1 148.

LOS: Line Of Sight (*q.v.*).

LS: Life Support (a Power).

m: An abbreviation for "meter," the standard unit of measurement in the *HERO System.*

Martial Artist: A character whose main attribute is skill at HTH Combat without having a high STR.

MCV: Mental Combat Value. See *CV.*

MCV Attack Roll: The roll made to determine if a mental attack hits the target. The character adds 11 to his OMCV, then rolls 3d6 and subtracts it from that total. The result is the DMCV he can hit. See 6E2 39.

Mentalist: Slang term for a character whose main attribute is mental powers. Also called a Psionic or a Psychic.

MP: Multipower. See *Power Framework.*

Multiple Attack: A Combat Maneuver that allows a character to attack one or more targets multiple times. See 6E2 73.

Mystic: A character whose main attribute is powers deriving from magic or magical phenomena or devices. This includes spellcasters, characters whose powers come from blessings or curses, characters who possess enchanted items, and so forth.

NCI: Noncombat Influence. See *Hunted,* 6E1 423.

NCM: Noncombat Movement (*q.v.*).

NND: A No Normal Defense attack, a form of AVAD (*q.v.*).

Noncombat Movement: Moving without trying to present a difficult target or seeking targets to attack so as to achieve higher speeds. Characters using Noncombat Movement are at ½ DCV, 0 OCV.

Nonplayer Character: See *Character.*

Nonresistant: Normal Defenses (*q.v.*) — defenses which don't protect against the BODY of Killing Damage.

Nontargeting Sense: A Sense which a character cannot use to locate targets in combat. For normal humans, Nontargeting Senses include Hearing, Smell, and Taste. See *Targeting Sense.*

Normal Damage: The damage done by most attacks, including Blasts, fists, clubs, and the like. To determine it, roll the dice. The total on the dice is the amount of STUN the target takes. The BODY is determined by looking at the numbers rolled: every 1 rolled does 0 BODY, every 2-5 rolled does 1 BODY, and every 6 rolled does 2 BODY. (Thus, the number of BODY done is usually close to the number of dice rolled.) Normal Damage is affected by both Normal and Resistant Defenses. See *Determining Damage,* 6E2 96.

Normal Defenses: Defenses which protect against Normal Damage, but not against Killing Damage. See 6E2 103.

NPC: Nonplayer Character. See *Character.*

OAF: Obvious Accessible Focus, a type of Limitation.

OCV: Offensive Combat Value. See *CV.*

OMCV: Offensive Mental Combat Value. See *CV.*

OIF: Obvious Inaccessible Focus, a type of Limitation.

OIAID: Only In Alternate Identity, a Limitation representing a Power that only works when the character is in a specific identity or form.

PC: Player Character; a character whose actions are controlled by one of the players. See *Character.*

PD: Physical Defense, a Characteristic.

Penalty Skill Level: A type of Skill Level which can only be used to offset a specific type of negative modifier to a character's OCV or DCV. Examples include Range Skill Levels (RSLs) and Targeting Skill Levels.

PER Roll: Perception Roll, a roll made to see if a character perceives something with one of his Senses. A character's base PER Roll is (9+(INT/5)) or less.

Phase: A Segment (*q.v.*) on which a character can perform an Action. A character's SPD determines his Phases. See also *Full Phase, Half Phase,* and *Zero Phase Action.*

Placed Shot: An attack made with the intention of hitting a particular part of the target's body, such as the head or hands. This involves a negative OCV modifier. See 6E2 109.

Post-Segment 12: A period between Turns that takes no time. After each Segment 12, a Turn ends, and in the Post-Segment 12 period before the next Turn begins, characters automatically get to take a Recovery.

Power: When capitalized (Power), this term signifies a game element typically used to build the unusual or superhuman abilities characters have in some campaigns (such as the spells of a wizard or the superpowers of a superhero). Characters also use Powers to build many types of equipment. Powers are purchased with Character Points.

When not capitalized (power), this term signifies any unusual or superhuman ability a character may possess. Typically players create these abilities with Powers.

Power Advantage: A Power Modifier applied to a Power to make that Power more useful or effective. This increases the cost of the Power.

Powered Armor: Slang term for a character whose main attribute is a suit of high-tech armor. Also called a Battlesuit.

Power Framework: A Power Modifier that changes the way a character's Powers are grouped, structured, and/or bought. The Power Frameworks are Multipowers (MPs) and Variable Power Pools (VPPs). See 6E1, Chapter Eight.

Power Limitation: A Power Modifier applied to a Power which makes that Power less useful, or restricts its use in some way. This reduces the cost of the Power.

Power Modifier: A Power Advantage, Power Limitation, or Power Framework (*q.v.*).

PRE: Presence, a Characteristic.

PS: Professional Skill.

Psionic, Psychic: See *Mentalist.*

PSL: Penalty Skill Level (*q.v.*)

Ranged Combat: Combat which takes place at any distance beyond HTH Combat range and involves the use of ranged attacks such as firearms, energy bolts, arrows, or thrown knives.

Range Modifier: A penalty to an Attack Roll which represents how much more difficult it is to hit targets far away from you. The further away a character is from a target, the greater the Range Modifier (and thus the worse the penalty). The Range Modifier also applies to PER Rolls.

Reach: A character's Reach is 1 meter around himself — about the length of an ordinary human arm, with a little extra space to allow for the minor movement that occurs during any combat situation. A character can extend his reach by using certain weapons or buying the Power *Stretching.*

Real Points: The final cost of a power after all Advantages and Limitations are applied — the actual number of points the character spends to buy the power. For example, a Blast 8d6 bought with the Limitation *OAF* costs 20 Real Points (a base cost of 40 Active Points, subject to a -1 Limitation). Also referred to as *Real Cost.*

REC: Recovery, a Characteristic.

Recovery:

(1) A Characteristic (REC) that measures how fast a character Recovers from taking damage.

(2) An Action in which a character gets back his REC worth of STUN and END. All characters get an automatic Recovery in Post-Segment 12. This is also called "taking a Recovery."

Reserved Action: See *Held Action.*

Resistant Defenses: Defenses which protect against Killing Damage. See *Killing Damage, Normal Defenses.*

RKA: Ranged Killing Attack.

RSL: Ranged Skill Level, a type of Penalty Skill Level (*q.v.*)

Segment: The smallest unit of time in the game, equal to 1 second. There are 12 Segments in a Turn. A Segment on which a character can act is one of that character's *Phases* (*q.v.*).

Sell Back: Reduce a character's natural abilities. The character gains more Character Points to spend on other things when he does this; hence he is "selling back" something to buy something else. For example, all characters start with DEX 10 and 12m of Running. If a character starts the game with DEX 8 and 8m Running, he gains 8 Character Points (4 from reducing his DEX by 2 points, 4 from reducing his Running by 4m).

SER: The Standard Effect Rule (*q.v.*).

Simulated Sense Group Rule: Senses which belong to the Unusual Sense Group are usually also grouped according to how they work and/or how the character uses them. For example, Detect Gold bought to simulate the ability to smell gold would become part of the Smell/Taste Group, and could be affected by Sense-Affecting Powers which affect the Smell/Taste Sense Group. See 6E1 207.

Skill: A learned ability or body of knowledge the character possesses. Examples include the ability to pick locks, drive a car, or know all about literature. Characters purchase Skills with Character Points.

Skill Versus Skill Contest: A method for resolving competing actions. The character taking action makes a Skill Roll, and if he succeeds, the character opposing him has a -1 to his Skill Roll for every 1 point the first character made his roll by.

Slot: One of the powers within a Power Framework. For example, a Multipower with Blast, Killing Attack, Flight, and Resistant Protection has four slots, one with each power.

SPD: Speed, a Characteristic.

Special Effects: The defining features of a power or maneuver, chosen by the player. Special effects determine an ability's appearance and manifestation, how a power or maneuver is used, what Advantages and Limitations it has, and so forth. Examples of special effects include Fire, Weather, Sound, Gadget, Mutant Powers, Cosmic Energy, or Electricity. A Blast defined as projecting a bolt of flame at the target would have a Fire special effect. See 6E1 120.

SS: Science Skill.

Standard Effect Rule: A rule which allows a character to establish a set effect for a Power which involves rolling dice to determine its effect, thus creating predictability in exchange for not being able to achieve the spectacular results of a high roll. See 6E1 133.

STR: Strength, a Characteristic.

STUN: Stun, a Characteristic.

Stunned: A character becomes Stunned when he takes more STUN damage from a single attack than he has points of CON. See *Effects Of Damage,* 6E2 104.

Superheroic: General term for campaigns in which the Player Characters are primarily superhuman, having not only Skills, Perks, and Talents, but overt unusual or superhuman abilities created with Powers.

Taking A Recovery: See *Recovery.*

Talents: Weird and unusual abilities some characters possess. Examples include Ambidexterity, Eidetic Memory, and Lightning Reflexes.

Targeting Sense: A Sense a character can use to determine the exact location of targets in combat (and therefore attack them at no penalty). For normal humans, Sight is the only Targeting Sense. See *Senses In The HERO System,* 6E2 7.

TF: Transport Familiarity, the Skill of knowing how to drive or pilot various types of vehicles.

Time Chart: A chart in the game used to determine the effects of powers and abilities which work over long periods of time. See 6E2 18.

TK: Telekinesis, a Power which allows characters to manipulate objects at a distance.

Turn: A unit of time in the game equal to 12 seconds. Each second is called a Segment.

Unified Power: A Limitation that "links" two or more abilities together so that they're affected simultaneously by negative Adjustment Powers. See 6E1 395.

UOO: Usable On Others (an Advantage).

UV: Ultraviolet (usually referring to Ultraviolet Perception, an Enhanced Sense).

v: When written next to the cost of a slot in a Multipower, v stands for a "Variable," or flexible, slot.

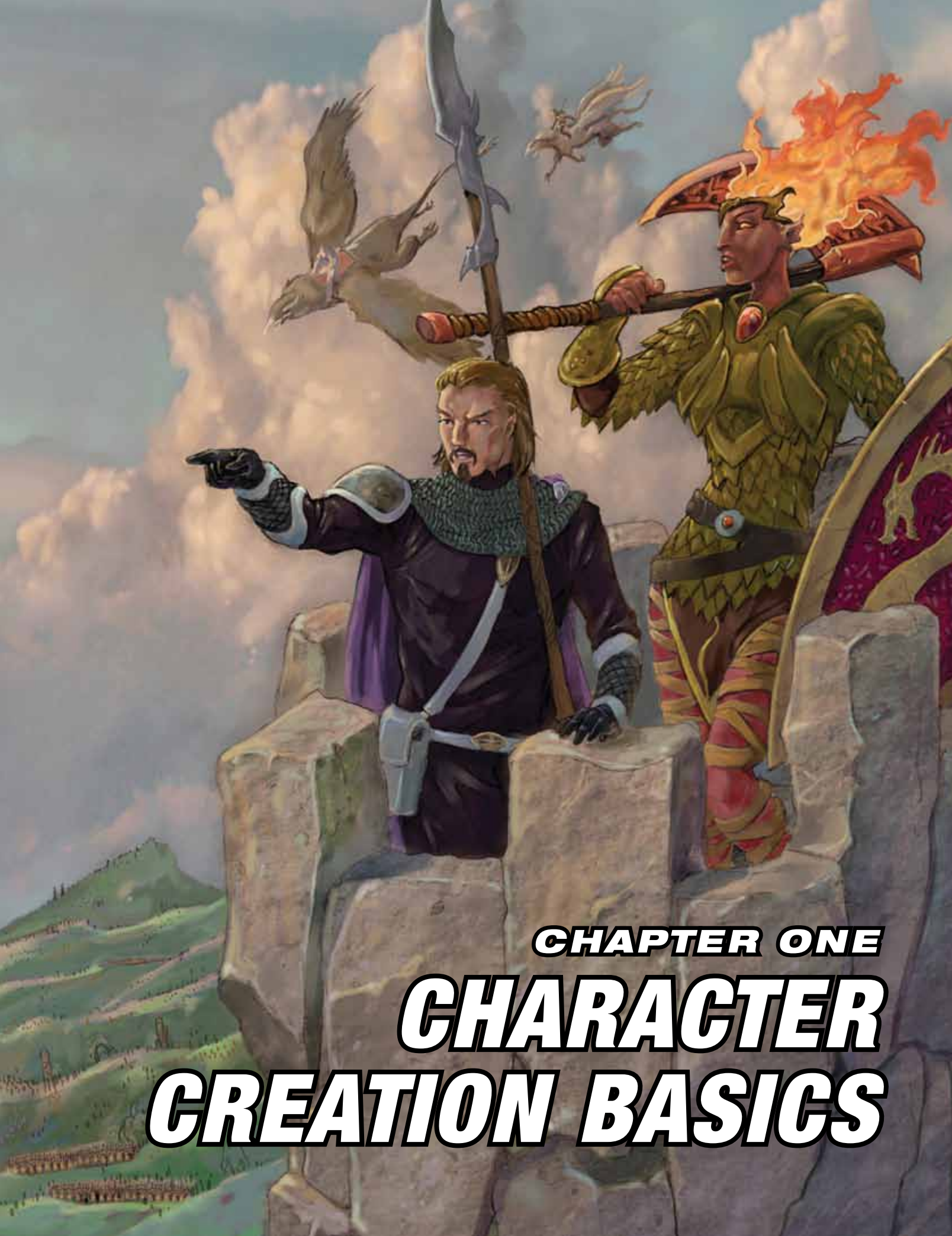
Value: The number defining a Characteristic or Advantage.

Velocity-Based DCV: An optional method of calculating a character's DCV based on how fast he's moving.

VPP: Variable Power Pool. See *Power Framework.*

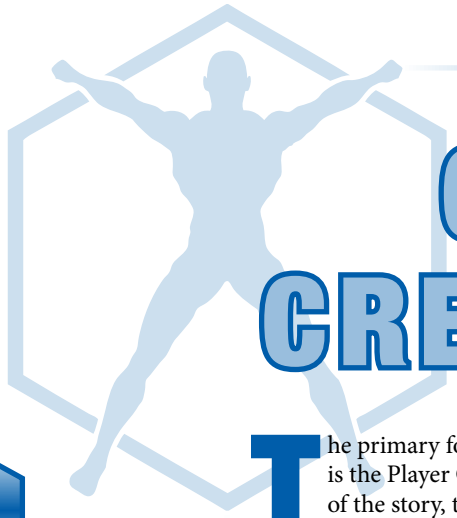
WF: Weapon Familiarity, the Skill of using various types of weapons.

Zero Phase Action: An Action which takes so little time that it can be performed at the beginning a Phase or after a character makes a Half Phase Action, but not after performing a Full Phase Action or making an attack. Zero Phase Actions include turning a Power on or off or switching slots in a Multipower.



CHAPTER ONE

CHARACTER CREATION BASICS



CHARACTER CREATION BASICS

1

The primary focus of any roleplaying game is the Player Characters (PCs): the heroes of the story, the characters around whom the game's main action revolves. Therefore players should create intriguing, interesting, well-developed characters — the sort of characters who *contribute* to the story, rather than simply taking part in it. This section of *The HERO System 6th Edition* shows you how to create just that sort of character.

CHARACTER POINTS

The *HERO System* allows you to create precisely the types of characters you want to play. You construct your character with *Character Points,* which you use to "purchase" abilities and attributes for him.

At the start of the campaign, you receive a specified number of Character Points from the GM to create your character with — the *Total Points* indicated on the Character Types Guidelines Table on 6E1 34. That's the total amount of Character Points you build your character with; to get more the character has to earn Experience Points.

Most of the Character Points the GM gives you are "free" — you get them without any requirements or restrictions. However, to get some of them you have to select a matching value of *Complications.* Complications (see Chapter Nine of 6E1) are disadvantages, hindrances, flaws, and difficulties that affect a character, such as being afraid of fire or having a secret identity. They allow you to develop your character's background, provide ways for the GM to work him into adventures ("plot hooks"), and give the character a chance to show what it means to be a hero by overcoming personal obstacles.

Each Complication described in Chapter Nine of 6E1 has a Character Point value depending on its severity. You select Complications for your character that you want the GM to include in the game. The total Character Points' worth of Complications you choose should equal the *Matching Complications* amount listed in the Character Types Guidelines Table for your type of campaign. You can take fewer points' worth of Complications if you want, but every 1 Character Point by which you don't meet the Matching Complications amount reduces your character's Total Points by 1. (You can select *more* Complications than are required if you want them for your character, but they don't provide you with extra Character Points to spend on your character.)

Example: *Jason is a player in a* Champions *campaign — a game of superheroes and crime-fighting action! He's going to create a character he calls Defender, a powered-armor wearing paragon of justice and crusader against evil. Jason's GM decides to use the Standard Superheroic character type guidelines. That means Jason receives 400 Character Points he can spend to create Defender. But the Matching Complications amount for the campaign is 75 Character Points. If he prefers, Jason can pick only 50 Character Points' worth of Complications. That's perfectly all right, but since he's 25 points below the Matching Complications amount, he only has (400 - 25 =) 375 Character Points to spend to create Defender.*

Complications may require a lot of work from the GM — he has to remember which Complications each character has, and figure out fun ways to incorporate them into the campaign. Therefore, as a rule of thumb, the greater the number of players, the lower the Matching Complications amount should be for each character.

SPENDING CHARACTER POINTS

Creating a character involves choosing the abilities, personality, and other qualities you want for him, and then figuring out how to create and buy them using the *HERO System* rules. Doing this from scratch takes a little while, especially the first few times you do it. Don't worry, it becomes much faster as you familiarize yourself with the rules.

For game purposes, besides Complications numerous attributes define characters:

Characteristics: The character's natural physical and mental abilities. Examples of Characteristics include Strength, Dexterity, and Physical Defense. See 6E1, Chapter Two.

Skills: Abilities an individual can learn from study. Anyone can learn Skills; there's nothing especially mysterious or unusual about them. Examples of

Skills include Computer Programming, Oratory, and Martial Arts. See 6E1, Chapter Three.

Perks: Useful resources and privileges a character has access to. Perks are not innate; a character can lose, gain, or alter them over time. Examples of Perks include Money, Diplomatic Immunity, and Followers. See 6E1, Chapter Four.

In some campaigns, characters can also have...

Talents: Weird and unusual abilities some characters possess. Unlike Skills, a character typically can't just learn Talents the way he does Skills — he must have them as innate abilities, magical gifts, or the like. Talents are a half-way step between Powers and Skills — they do exist in the real world, but are extremely rare and/or inexplicable. Examples of Talents include Eidetic Memory, Speed Reading, and Ambidexterity. See 6E1, Chapter Four.

Powers: The amazing and unnatural abilities possessed by characters in genres such as Superheroes, Fantasy, and Science Fiction. Characters in Superheroic games (see below) can buy Powers as innate abilities; characters in Heroic games use Powers to construct various types of abilities or equipment that aren't "superpowers" *per se*. Examples of Powers include Invisibility, Flight, and Telepathy. See 6E1, Chapter Five.

HEROIC VERSUS SUPERHEROIC

One of the most important distinctions the GM must make concerns the type of campaign he'll run. All games which use the *HERO System* fall into one of two categories: Heroic and Superheroic.

The most obvious difference between characters in Heroic and Superheroic campaigns is the amount of points characters are built on — Superheroic characters are typically built on a lot more, often hundreds more. However, this distinction isn't meaningful: the amount of points a character is built on does *not* define whether he's Heroic or Superheroic. It's possible to build Heroic characters on 1,500 points, or Superheroic characters on 150. What characters spend their points on, not how many points they have, defines the type of campaign.

HEROIC CAMPAIGNS

In a Heroic campaign, the characters are extremely skilled individuals, but "normal" people nonetheless. Some examples of Heroic campaigns include sword and sorcery Fantasy, modern espionage adventures, swashbuckling pirates, star-spanning Science Fiction epics, and post-apocalypse exploration.

Characters in Heroic campaigns can always buy Characteristics, Skills, and Perks. They can ordinarily buy Talents, and can usually buy Powers to simulate some of the things they can do (such as the ability to run faster, leap further, or punch harder). They can also use Powers to represent certain types of racial abilities, advanced training, or the like. For example, a bat-like alien could have Sonar, or a street vigilante might buy his ability to hide in the shadows as a Limited form of Invisibility. But normally they cannot buy overt superhuman abilities, like the power to walk through walls or teleport. (One exception: in some campaigns, such as Fantasy, Heroic characters can buy the ability to cast spells, use psionic powers, and so forth.) The important thing to remember is that in a Heroic campaign, Powers aren't the focus of the game — most adventurers rely on their Skills. Powers are something wondrous, unusual, and (often) unreliable.

Heroic characters may be subject to the optional *Characteristic Maxima* rules, which restrict their ability to buy Characteristics: beyond a certain point, they have to pay *double cost* to improve their Characteristics. (This rule can also be extended to Skill Rolls and other abilities.) See 6E1 50 for more information.

On the other hand, in most games Heroic characters do *not* have to pay Character Points for ordinary equipment like cameras, handguns, radios, gas masks, swords, and the like. They get that sort of gear by paying money in the context of the game, having it issued to them by their superiors, building it using their own Skills, and so forth. A Superheroic character who needs a flashlight may have to pay Character Points for it; a Heroic character just has to run down to the corner store and spend $10. (The GM determines how much money your character has, unless the character's bought the *Money* Perk.)

SUPERHEROIC CAMPAIGNS

Superheroic campaigns include any campaign in which the majority of the characters have unusual or superhuman abilities and tend to rely on them more than on Skills. This includes Champions (comic book superhero) campaigns, high-powered Fantasy games, some anime-influenced campaigns, and the like. Superheroic characters are usually built on many more points than Heroic characters.

Superheroic characters can buy Characteristics, Skills, Perks, Talents, Powers, or anything else they want (subject to the GM's permission, of course). Depending on the type of campaign, they may be able to do things like teleport, fire bolts of energy from their hands, survive the impact of tank shells or dragons' breath, and so on. However, they must pay Character Points for virtually everything they want to have or be able to do. This may even include mundane equipment like cameras, handguns, radios, gas masks, and the like. (See *What Not To Spend Points On,* below, for more information.) They don't get abilities or equipment "for free." This doesn't mean a Superheroic character can't grab an enemy's weapon in combat and use it briefly — no mystical force prevents him from acquiring equipment. But if he wants to continue using that piece of equipment game after game, he has to pay Character Points for it.

Why is this? Why can't a character in a Superheroic campaign just go to a store and buy a radio, a gun, or an enchanted sword? The reasons are twofold. The first involves fairness to all characters. A character who can naturally hear radio must spend his precious Character Points for the ability. It's unfair to this character for other characters to simply buy a radio with money, thus acquiring the same ability without spending any Character Points. The same holds true for guns, body armor, and life support devices. By requiring characters to pay Character Points for all equipment and abilities, the *HERO System* enforces game balance.

Second, making characters pay Character Points helps GMs enforce the Superheroic genres' conventions. In comic books, high-powered Fantasy novels, and other source literature, heroes and villains don't usually buy radios or magic swords, even when it would make sense for them to do so. Similarly, many a superhero would be better off if he had a gun — even if he never used

CORE CONCEPTS TO CONSIDER

As you create your *HERO System* character, here are a few "core concepts" to keep in mind as you consider the character's overall effectiveness and functionality:

- Choose your SPD carefully. More SPD means more Actions, and that's generally a good thing. However, it also means you use up resources (like END and Charges) more quickly, and the more Actions you can take the more you may slow down the game. It's usually best for most campaigns if every PC is within 1-2 points of SPD of all the other PCs.
- Balance your attacks and your defenses against the campaign standards or averages. If you have 2-4 points of defense per Damage Class in the average attack, you've probably got an acceptable amount of protection; more than that may make it too hard to hurt you, but less than that leaves you too vulnerable. Plan your attacks the same way; when fighting a foe of equal power you usually want each attack to do *some* damage, but not too much or too little. Talk with your GM about this issue; it's an important one for campaign balance and he can help you buy attacks and defenses at the right level for the character concept you have in mind.
- When buying attacks, consider the Adding Damage rules (Chapter Four of 6E2). You don't need to buy as many dice in an attack if you buy Combat Skill Levels, Martial Arts, or other ways to add damage to that attack. Finding clever ways to combine different game elements to make your character as effective as the other PCs is fun; constantly exploiting the rules to make your character more powerful than everyone else tends to detract from the campaign.
- Check out the Power Frameworks (Chapter Eight of 6E1). They may seem a little complex at first, but they're one of the most fun, creative tools in the *HERO System* toolkit. For example, building an ability as a clever two- or three-slot Multipower rather than a single power makes your character more effective and more fun to play.
- Most Skills in the game base their rolls on DEX, INT, and PRE, and in most campaigns most Characteristic Rolls are made with those Characteristics as well. Spending a few Character Points on each of these Characteristics may be just the right touch to make your character feel properly heroic.

Here are a few pieces of advice that go beyond the rules:

- Flexibility is the key to fun. Don't just load up on one type of ability (such as attacks); try to make sure your character has a well-rounded "suite" of attacks, defenses, movement abilities, senses, Skills, and other useful stuff. To put it another way, resist the temptation to overspend in any one area; robust, flexible characters are more fun in the long run.
- Just because you *can* do something, doesn't mean you *should.* Not every ability or character you can conceive of is appropriate for a roleplaying game campaign. Some are too powerful, too difficult to manage during play, or just too weird to work in a game (even if they're OK for a novel, comic book, or movie).
- Talk to your GM! Don't just show up at the game with a new character. Find out from him what his campaign standards and guidelines are so you can make sure your character fits in — that he isn't too powerful or too weak, and that his background and concept work within the setting. The GM can help guide the character creation process so you don't waste time creating a character who's not playable.
- Last, but certainly not least, communicate with the other players! The *HERO System* lets you create any type of character, but it may spoil the campaign if two or more characters are too similar to one another, if one character steps on another's shtick, or if one character is much more (or less) effective in combat than the others. Creating your character with the gaming group, rather than by yourself, goes a long way toward making every character effective and the entire campaign more fun for everyone.

it on a living opponent. So why doesn't he get one? Because he's a *superhero,* and superheroes generally don't use guns. That's why characters in Superheroic campaigns can't just go out and stock up on merchandise — they have to pay Character Points first. In short, it's a genre thing.

There are other minor differences between Superheroic campaigns and Heroic campaigns, which the text mentions. Because Superheroic campaigns are often much more high-powered than Heroic ones, the text also include recommendations about how the GM should use optional rules with each category of campaign. As with all other parts of the *HERO System*, the GM should pick and choose from among these rules as he sees fit. For example, if a GM wants to run a Heroic campaign featuring Superhero characters, he can; it will just feel a little different from the standard comic book fare.

WHAT NOT TO SPEND POINTS ON

The *HERO System* uses Character Points for character creation — in other words, to determine what the character has the ability to do. But just because characters buy their abilities with Character Points doesn't necessarily mean that *everything* in the game has to cost Character Points. It's often as important for the GM to think about what the characters *shouldn't* spend points on as what they should spend points on.

In the *HERO System,* Character Points are a way to make sure that all Player Characters are designed in a reasonably fair manner, and that each one is roughly equal in power to the others (in gaming terminology, that they're "balanced" compared to one another). That means PCs should spend Character Points on anything that's likely to have an effect during the game. This includes Characteristics, Martial Arts and other combat abilities, Skills and powers they use during their adventures, and so forth.

But the corollary to that is, if a character wants an ability that's *not* likely to have any effect during the game, there's no reason for the GM to make him spend Character Points on it — he should just get it "for free." For example, suppose that a character wants to be an expert on Italian literature. In *HERO System* terms, that would be a Knowledge Skill: Italian Literature. Unless the GM has a lot of adventures planned that involve interpreting Dante's *Divine Comedy* or Bocaccio's *Decameron,* KS: Italian Literature isn't of any use in the game — it's just "flavor" to help make a character distinctive and define his background a little. There's no reason for the character to have to spend even a single Character Point on it, so the GM should just let the character write down KS: Italian Literature 14- on his character sheet for no cost.

Of course, the GM has the final say on what characters do and do not have to spend Character Points on, but in most games, characters generally don't have to spend Character Points on:

1. Anything the GM agrees probably won't ever have an affect on the game (like the aforementioned KS: Italian Literature).

2. Anything the GM wants to use to get the PCs involved in a single adventure. For example, if an adventure involves kindly old Professor Reynolds, and the GM wants one of the PCs to be an old friend of the Professor's, it doesn't matter that none of the PCs paid Character Points to have the Professor as a Contact — the GM should just assume they know him and keep playing. The Professor's really just a one-time plot hook, so there's no reason to depend on the PCs to pay Character Points for him. (On the other hand, if the GM wants to use him repeatedly, or the PCs want to call on him for help occasionally, maybe one of them should buy him as a Contact after the adventure ends; the GM might even award them an extra Experience Point or two to allow for this.)

> **Example:** *Brad is running a campaign in which the PCs are all special forces soldiers performing secret missions around the world. Brad knows elite soldiers are trained in orienteering (finding their way across unknown territory with maps, compasses, dead reckoning, and the like). In fact, the Template he wants the PCs to take to represent their special forces background includes the Skill* Navigation (Land). *However, while Brad recognizes that this is "realistic," he doesn't ever plan to require a character to make a Navigation roll for anything. If he wants the PCs to get lost as part of an adventure, they're going to get lost; otherwise he's willing to assume they're competent enough to find their way to anywhere they need to go. Therefore, the* Navigation *Skill won't ever have an effect on the game. He tells the players to write down Navigation (Land) 13- on their character sheets for 0 Character Points, since it's just a "background flavor" ability.*

PAYING FOR EQUIPMENT

As discussed above, in a typical Heroic campaign characters don't pay Character Points for ordinary equipment and gear; they buy it with money or otherwise acquire it during the game. On the other hand, Superheroic characters generally *do* have to pay Character Points for any equipment, even mundane items.

However, for some Superheroic campaigns the GM is more lenient when it comes to mundane equipment — everyday items anyone could easily buy, such as ordinary flashlights, cell phones, cars, and other gear that has no significant effect in combat or other adventure situations. Since these items are readily available in modern consumer society, and all PCs have equal access to them, the GM sees no reason not to let all PCs have them for free. (Any equipment that *could* have a significant effect on combat or adventuring, particularly weapons and armor, still has to be bought with Character Points.)

But there's a trade-off for getting free equipment: free mundane gear can be taken away from a PC at any time. It can be lost, stolen, destroyed, dropped down a sewer grating, damaged in a fight, malfunction, run out of power, crushed by a giant robot, fried by an Electro-Aetheric Power Vortex Generator, or just plain not work right for some reason. On the other hand, equipment a character pays Character Points for is harder to "lose" (though certainly not impossible), and even when "lost" can usually be recovered eventually (if not, the character gets the Character Points back to spend on a new version of that piece of gear). This balances out some of the disparity between giving characters free "mundane" gear but also letting them spend points on gear if they want to.

See 6E2 180 for more information on buying equipment.

EVERYMAN ABILITIES

When setting up a campaign, the GM should also consider the concept of *Everyman abilities* — abilities that everyone in the campaign world has to some minor degree, and that characters should thus get for free at a minimal level.

This is most often seen with *Everyman Skills,* which are discussed in more detail on 6E1 60. Just about everyone can try to be persuasive, to sneak around, to climb things, and so forth. Everyman Skills represent this. The GM can prepare a list of Everyman Skills specific to his campaign, or use the ones in this book.

But the Everyman concept doesn't have to stop at Skills; you can extend it to other game elements as well. For example, in a campaign set in the modern day, just about anyone can get a driver's license or a passport. So, instead of requiring characters to pay points for those Fringe Benefits (6E1 103), the GM could declare them "Everyman Perks." If a Fantasy campaign features the interaction of many different races (such as dwarves and elves), and they all have the ability to see in the dark, perhaps Nightvision is an Everyman Power. Don't stretch the Everyman abilities idea too far, but keep it in mind as you create campaigns.

RESTRICTIONS ON SPENDING POINTS

The *HERO System* doesn't establish any restrictions on what you can spend Character Points on. If you want to spend most of them on Characteristics and just a few on Skills, you can; if you want to buy a lot of Powers for your character but leave him with more or less ordinary Characteristics, you can. Establishing artificial restrictions would make it harder for you to build the character *you* want, and that's contrary to the spirit of the *HERO System.*

To guide your decisionmaking and help you create a fun, balanced character, the Character Ability Guidelines Table (6E1 35) indicates the "average" ranges of characters' abilities in most games. Additionally, some GMs establish limits or guidelines for spending points to ensure you create characters appropriate for their campaigns — so check with your GM before you start building a character for his game.

Although there are a lot of different game elements you can spend points on when building a character — Skills, Powers, Talents, and so on — it's not difficult to gain enough familiarity with the *HERO System* to start the character creation process. Just skim over 6E1 410-12 to learn what the different game elements and options are, then come up with an idea for a character and focus in on the elements most appropriate for him. For example, if you want to create a burly warrior character, you need to pay close attention to things like Characteristics and weapon Skills, but you can ignore most of the Powers and Skills. As you expand your character concept and create other characters, you can study other game elements more closely and learn about them.

As discussed on 6E1 9-10, it's your responsibility to spend your points fairly and properly to create a character who contributes to the campaign. The rules make note of Powers and other game elements that can cause problems if you're not careful, but ultimately it's up to you to create and play your character in the proper spirit. The freedom the *HERO System* offers requires players to use it maturely and reasonably, and GMs to oversee their use of it responsibly, or else everyone's enjoyment of the game suffers.

To put it another way: when you're creating characters and playing the game, use your common sense, your dramatic sense, and your understanding of game balance considerations to do what's best for everyone involved.

CHARACTER CONCEPTION

1

To create a character, you need a character conception. This is your initial idea of what the character does, how he reacts to different situations, his background, and so forth. You may wish to play a steely-eyed space smuggler, an immensely strong superhero, a confident *femme fatale,* a mysterious wizard, or any of a vast number of characters appropriate to a given campaign. The sharper your mental picture, the easier it will be for you to create the character.

Character conception is also the most important thing to remember when actually playing the character. The all-important basis of *roleplaying* games is that players role-play. In other words, players put together their characters according to their character conceptions, and in all adventures react to situations as their characters would. If you've designed a character who's a reckless, overconfident hero of heroes, the character should act fearless — even if you, the player, would rather flee. On the other hand, you may wish to portray a nearsighted coward who would respond to most threats by running away. Both of these are acceptable character conceptions offering rich opportunities for roleplaying.

In short, try to develop a character conception you'll enjoy roleplaying. Ideally, this character also contributes to the other players' enjoyment of the game and offers the GM ideas for adventures. To design the most suitable character, you should:

1. Talk to the GM and learn about the nature and scope of the campaign. Make an effort to create a character who fits in comfortably. You should also find out whether to build your character for a Heroic or Superheroic campaign, and any other guidelines the GM may have for characters or the rules.

2. Become familiar with the genre. You don't have to read reams of Fantasy literature or every comic book ever published, but you should at least understand what the campaign tries to simulate. This helps you create a character appropriate to the stories you play in. Chapter Eight of 6E2 has some basic information about the most popular genres.

3. Lastly, get inside the character's head. How does he respond to danger? To prolonged stress? Is he bitter or romantic? Curious or indifferent? Outgoing or introverted? Absentminded or fiercely intent? Comprehending the character lets you design him to fill out this conception.



CHARACTER TYPES GUIDELINES TABLE

Character Type	Total Points	Matching Complications	Maximum Points Per Complication
Normal			
Standard Normal	25	15	15
Skilled Normal	50	25	20
Competent Normal	100	30	20
Heroic			
Standard	175	50	25
Powerful	225	50	25
Very Powerful	275	50	30
Superheroic			
Low-Powered	300	60	35
Standard	400	75	40
High-Powered	500	75	40
Very High-Powered	650	100	50
Cosmically Powerful	750+	100+	50+

1

CHARACTER DESIGN GUIDELINES

The "free-form" nature of the *HERO System* character creation sometimes confuses new gamers and gamers used to more "structured" systems that restrict how they create characters. The *HERO System* offers a lot of possibilities, and it may take you a little while to learn them! If you'd like some guidance to help get you started, use the following guidelines for the amount of Character Points you should spend on each game element:

Superheroic Characters	Characteristic-Oriented	Skill-Oriented	Power-Oriented
Characteristics	280	160	160
Skills, Perks, and Talents	50	140	50
Powers/Equipment	70	100	190
Total	400	400	400

Heroic Characters	Characteristic-Oriented	Skill-Oriented	Power-Oriented
Characteristics	115	100	65
Skills, Perks, and Talents	40	85	50
Powers/Equipment	20	15	60
Total	175	175	175

Characteristic-Oriented: A character whose abilities are mainly represented by high Characteristics, such as a strongman.

Skill-Oriented: A character whose abilities are mainly represented by having lots of Skills, or fewer Skills with high Skill Rolls, such as a martial artist or a thief.

Power-Oriented: A character whose abilities are mainly built with Powers (whether they're innate powers or equipment), such as a wizard, a psychic, or an energy projector. This also includes gadget- or weapon-oriented characters.

TYPES OF CHARACTERS

You can divide the characters who populate any *HERO System* campaign world into three categories, which break down into numerous subcategories. These are:

Normals: The everyday inhabitants of the world;

Heroes: The best people a typical society can produce; and

Superheroes: Immensely powerful individuals the likes of which don't exist in the real world.

Player Characters (PCs) can fit into any category, although characters in Heroic campaigns are usually "heroes," and characters in Superheroic campaigns are usually "superheroes."

The GM determines which category the PCs belong to. This establishes the Total Points each PC is built with (and the amount of Matching Complications points he needs), as shown in the Character Types Guidelines Table and Character Ability Guidelines Table. As the tables' names indicate, their numbers are *guidelines;* the GM can alter them as he sees fit. For example, if a GM wants to run a Fantasy campaign with characters who have a high level of skill in many areas, he might give players a Superheroic number of points to build characters with, but impose restrictions that limit the amount of points they can spend on any one Skill, spell, or ability.

The Character Types Guidelines Table lists three important guidelines: the Total Points that characters are built on (assuming the character selects the full Matching Complications amount); the amount of Matching Complication a character needs to select; and the Maximum Points Per Complication (the maximum number of Character Points characters can get from any one type of Complication). As noted above, a character doesn't have to choose the full Matching Complications amount, but every 1 Character Point's worth of Matching Complications he doesn't select reduces his Total Points by 1. What characters can spend their Character Points on depends on the type of campaign and the GM.

By adventuring, characters accumulate *Experience Points* (6E2 292). Experience Points are identical to Character Points. Characters use them to purchase new Skills (or improve ones they already know), improve Characteristics, diminish or even eliminate Complications, and so on.

NORMALS, HEROES, AND SUPERHEROES

Normals range from characters who aren't very different from the average man on the street to Competent Normals just shy of being heroes. Competent Normals include Olympic or professional athletes, Nobel Prize-winning scientists, and other such high achievers. Normals and Skilled Normals fall everywhere between that extreme and "Incompetent" characters (the aged and infirm, very young children, and the like). Most of the time, Normals are NPCs; PCs are

SEVEN SOURCES OF INSPIRATION FOR CHARACTERS

Having trouble coming up with a good idea for a character? Here are some possible sources of inspiration.

1. Abilities Or Profession: Sometimes it's easiest to decide what you want your character to do, instead of creating his personality and background first. As you buy the paladin abilities, superpowers, or technological skills you want to use during the game, you'll probably come up with a few ideas about the character himself. Where did he learn or develop his skills and abilities? Why did he enter the profession he's now in?

2. Clothing And Equipment: How does the character dress? What equipment (including weapons) does he carry? Think of some gear and garb that appeals to you, then decide why the character uses or favors them. This, in turn, should give you ideas about his background and personality.

3. Name: Sometimes the right name can act as a springboard for all sorts of ideas about your character (particularly names with an appended nickname or sobriquet, like Eric the Red, Drago One-Ear, Ivan the Terrible, or Blarg the Noxious).

4. Source Material: Pick a character you like from a book, movie, television show, or other genre fiction, then duplicate him for the campaign. But try to incorporate at least a *few* changes to individualize the character and make him your own. That way you can say, "He's like Indiana Jones, but he uses kung fu instead of a whip" or "He's like Gandalf, but friendlier, and he mainly uses weather magic."

5. Visual Appearance: Find a miniature or picture that appeals to your imagination, then create a character and personality to fit it.

6. Complications: A character's Complications are often at the root of his concept and help to really define his background well. Sometimes it's helpful to start with the complicating factors — he's taking care of his sickly Aunt Mary, the evil wizard Xorgath is his arch-enemy, he's wanted for a murder he didn't commit — and use that as inspiration to determine who he is, what he knows, and what he can do.

7. Yourself: Some players enjoy playing fantasized versions of themselves (with the good qualities exaggerated and bad habits downplayed, of course!). Think about what you might be like if you lived in the campaign's setting, then extrapolate from there to create a character whose personality you should find very easy to play.

CHARACTER ABILITY GUIDELINES TABLE

Character Type	Char	SPD	CV	DC	Active Points	Skill Points	Skill Roll	Def/rDef
Normal								
Standard Normal	5-10	1-2	1-4	1-6	5-35	5-20	8-11-	3-5/1-2
Skilled Normal	8-13	1-3	1-5	1-6	5-40	5-25	8-12-	4-6/2-3
Competent Normal	8-15	2-3	2-6	2-8	10-45	10-50	8-12-	4-8/2-4
Heroic								
Standard	10-20	2-4	3-7	3-8	15-50	30-75	8-13-	6-10/3-5
Powerful	10-20	2-4	4-8	4-9	20-60	60-120	8-13-	6-10/3-5
Very Powerful	10-23	2-5	5-9	5-10	25-70	90-150	8-14-	8-12/5-8
Superheroic								
Low-Powered	10-30	3-8	6-11	6-12	40-75	25-80	8-14-	12-15/6-10
Standard	10-40	3-10	7-13	6-14	40-80	25-80	11-15-	20-25/12-18
High-Powered	15-60	4-12	8-14	10-16	50-90	30-90	11-16-	25-35/15-30
Very High-Powered	20-80	5-12	10-16	12-20	60-120	40-110	12-17-	35-50/25-40
Cosmically Powerful	30-120	6-12	12+	14+	75+	50+	13-+	40+/30+

Notes:

Char: The typical range of characters' main Characteristics. Some Characteristics tend to be on the higher end of (or even outside) the range (STR for "brick" characters, for example), and some (such as EGO) are typically on the low end of the range.

SPD: The typical range of characters' SPDs.

CV: The typical range of characters' base Combat Values.

DC: The typical range of the Damage Classes in characters' attacks.

Active Points: The typical range of Active Points in characters' Powers.

Skill Points: The typical range of Character Points characters spend on Skills.

Skill Roll: The typical range of Skill Rolls in characters' Skills.

Def/rDef: The typical level of the characters' Normal and Resistant Defenses.

almost always at least Hero-level. See Chapter Ten of 6E1 for example character sheets for Normals, and 6E1 48 for the Characteristics Comparison Tables.

Heroes can accomplish feats that impress Competent Normals. They get involved in the most rigorous and dangerous of all escapades in their society. The Hero has the competence level of most characters in TV shows, movies, and books. Very Powerful Heroes are probably the highest level of character in a Heroic campaign.

Superheroes are the most powerful of characters — the amazing paranormals of comic books and myths. Even the lowest-powered Superheroes are built on at least 300 Character Points; high-powered superheroes can have any amount of points. Superheroes are much more powerful than the other inhabitants of the campaign universe. The Total Points and Matching Complications points for superheroes vary according to the actual power level the GM wants in the campaign.

The more points a character has, the more his perception of the "real world" tends to change. To a Normal, or even a Hero, thugs with guns and knives are usually dangerous opponents, and other real-world conditions can easily affect what characters do and how they do them. Superheroes, on the other hand, laugh at much of what the real world throws at them — they bounce bullets off their chests, fly around obstacles, and bend the world itself to their will. The GM must remember this when deciding how many points to build PCs on; if he wants the PCs to feel threatened when thugs with guns show up and begin shooting, he needs to assign a low number of points, or put some restrictions on the amount of Resistant Defense a character can have.

Choosing the right amount of Complications is also important. The goal is that each character have a few Complications that *really* matter to him — that are so central to the player's vision of the character that he'd incorporate them into the character's background even if there weren't *HERO System* rules for them. Too few Complications and the character may seem too perfect, and too unfettered in his power; but making him select too many Complications means he has to choose ones that don't really fit his character just to meet some artificial requirement. And in most campaigns there's a practical limit to how many Character Points' worth of Matching Complications a character can choose without seeming like a helpless cripple. So the GM should set the Matching Complications amount with care to make sure Complications remain a fun part of the game because they make characters more interesting.

TEMPLATES

A Template is a framework for building a character. It contains the set of Skills, Complications, restrictions, and bonuses a character would acquire from membership in an organization, profession, or race. Or it could represent the minimum requirements necessary to belong to one of those groups.

Templates have advantages for both the player and the GM. For the player, they make it easier to build characters, since Templates provide guidelines for the abilities and Complications certain types of characters should have. The GM, in turn, gets a better idea of the character's background and more information about where he comes from. He can also create Templates specifically for his campaign so that players design appropriate characters for the game.

Creating Templates

The GM should create (or carefully scrutinize) all Templates. Since Templates relate to important groups in the GM's campaign, he controls them.

When constructing Templates, you should first decide what benefits the Template provides. Do members of an organization all have a certain skill, or knowledge of a certain subject? If so, the Template should include the appropriate Skill(s). For example, all members of a Thieves' Guild might know how to pick pockets, so the Guild Template would have the *Sleight Of Hand* Skill. Similarly, are any Complications associated with the job? Hunteds and Negative Reputations are common Template Complications, as are Distinctive Features (uniforms and the like).

You shouldn't include too many Skills and Perks in a Template, since this diminishes character individuality. Don't include Powers and Talents in Templates except in special cases. Most Templates should cost the character between 3 and 10 points, with 15 being the usual maximum (though some highly-trained types of characters, such as elite soldiers, may have much more expensive Templates). Templates should just provide a basic framework for character development; they don't need to encompass everything a member of that group can do.

In addition, each Template should include Skills that round characters out but aren't necessarily useful in combat, such as Background Skills. The GM should disallow Templates that include nothing but combat-related abilities a character would buy anyway.

When you note a Template on your character sheet, put any points from Complications in the Complication section (they're part of your character's Matching Complication amount), and write down the Skills in the Skills section. You should also write down the name(s) of the Template(s) your character has.

Racial Templates

You can use Templates to ensure that characters belonging to exotic races (such as elves, dwarves, Alpha Centaurians, or heavyworlders) have all the necessary attributes and abilities for members of their race. When designing a Racial Template, you should only include those abilities and Complications *all* members of the race possess. Common Complications include Distinctive Features and Physical Complications. You should avoid putting Psychological Complications into a Racial Template, because it will make all the members of the race seem too alike; instead, each one should be a unique individual.

Racial Templates can include Powers that represent racial abilities: bird-men have Flight, pixies have Invisibility. Many racial powers have the Advantages *Persistent* and *Inherent* and the Limitation *Always On*.

When designing a Racial Template, you should remember the distinction between racial abilities (which everyone born into the race has) and racial Skills, which individual members of that race learn while growing up. For example, if all dwarves in your campaign world have greater natural toughness and hardiness than humans, and the Dwarf Template should reflect this with bonuses to CON and BODY. However, a dwarf only learns blacksmithing from growing up in dwarven society; if a human family raised him, he might become a farmer or a goatherd. Thus, the Dwarf Template shouldn't include PS: Blacksmithing.

Obtaining A Template

To acquire a Template for your character, you should decide which Template(s) fit your character's conception, then simply buy the Template(s) with Character Points. Characters should not have inappropriate Templates — the Green Berets would never accept a 12- year-old child into their ranks, for example. When your character buys a Template, he has all the Skills and Complications listed in the Template. The Template Complications are part of the character's overall Matching Complications total.

Sample Professional Templates

POLICEMAN TEMPLATE

Abilities

Cost	Ability
2	**CK:** City of Operation 11-
2	**KS:** Criminal Law 11-
2	**WF:** Small Arms
2	**Fringe Benefit:** Local Police Powers
9	9 points' worth of Skills from the following list: Bureaucratics, Combat Driving, Concealment, Conversation, Criminology, Persuasion, Shadowing, Streetwise, any Background Skill

Total Cost Of Template Abilities: 17

Complications

Value	Complication
5	Distinctive Features (Policeman's Uniform) (Easily Concealed)
10	**Hunted:** Police Department (Infrequently, Mo Pow, NCI, Watching)

Total Value Of Template Complications: 15

ROGUE TEMPLATE

Abilities

Cost	Ability
2	**CK:** City of Operation 11-
2	**KS:** City Guards 11-
2	**Language:** Thieves' Argot
2	**PS:** Type of Crime 11-
3	Stealth
2	**WF:** Common Melee Weapons
4	**Perk:** Contact (fence) 13-
10	10 points' worth of Skills from the following list: Acrobatics, Breakfall, Bribery, Climbing, Concealment, Disguise, Forgery, Gambling, Interrogation, Lockpicking, Security Systems, Shadowing, Sleight Of Hand, Weapon Familiarity, any Background Skill

Total Cost Of Template Abilities: 27

Complications

Value	Complication
20	**Hunted:** City Militia (Infrequently, Mo Pow, NCI, Capture
5	**Hunted:** fellow rogues (Infrequently, As Pow, Watched)

Total Value Of Template Complications: 25

SAMPLE RACIAL TEMPLATES

DWARF TEMPLATE

Abilities

Cost	Ability
3	**Dwarven Hardiness:** +3 CON
2	**Dwarven Hardiness:** +2 BODY
3	**Dwarven Intuition:** Bump Of Direction
2	**Dwarven Longevity:** Life Support (Longevity: x4 lifespan)
5	**Dwarven Eyes:** Infrared Perception (Sight Group)
-2	**Dwarven Legs:** Running -2m

Total Cost Of Template Abilities: 13

Complications

Value	Complication
10	Distinctive Features (Dwarf) (Concealable With Difficulty)

Total Value Of Template Complications: 10

WOOD ELF TEMPLATE

Abilities

Cost	Ability
4	**Elven Agility:** +2 DEX
2	**Elven Insight:** +2 INT
3	**Elven Wakefulness:** Lightsleep
5	**Elven Eyes:** Ultraviolet Perception (Sight)
4	**Elven Longevity:** Life Support (Longevity: x16 lifespan)
4	**Elven Swiftness:** Running +4m

Total Cost Of Template Abilities & Equipment: 22

Complications

Value	Complication
10	Distinctive Features (Elf) (Concealable With Difficulty)

Total Value Of Template Complications: 10

CHECKLIST FOR CHARACTER CREATION

Here's a summary of the steps you go through when creating a character.

1. Character Conception: See above.

2. Templates: If the character's conception includes membership in some group or race, a Template may be appropriate.

3. Characteristics: Buy Characteristics to match the character's conception. If you want your character to be immensely strong, improve his STR; a character needs a high DEX to be an agile acrobat. After you've bought some Skills for your character, check them; if he has a lot of Skills based on the same Characteristic, you should consider raising that Characteristic or buying Skill Levels. If your character is particularly poor at something, he may want to sell back some Characteristics below their starting values.

4. Abilities: Choose the most important abilities for the character. In Heroic campaigns, this includes Skills, Perks, and perhaps some Talents and Powers. For Superheroic campaigns, the character can usually buy all of these. The character should also choose a few Professional or Knowledge Skills that make him unique, such as Wine Connoisseur, Old Earth Weapons, or Singing. These Skills make the character more fun to play, and may even prove useful in adventures from time to time.

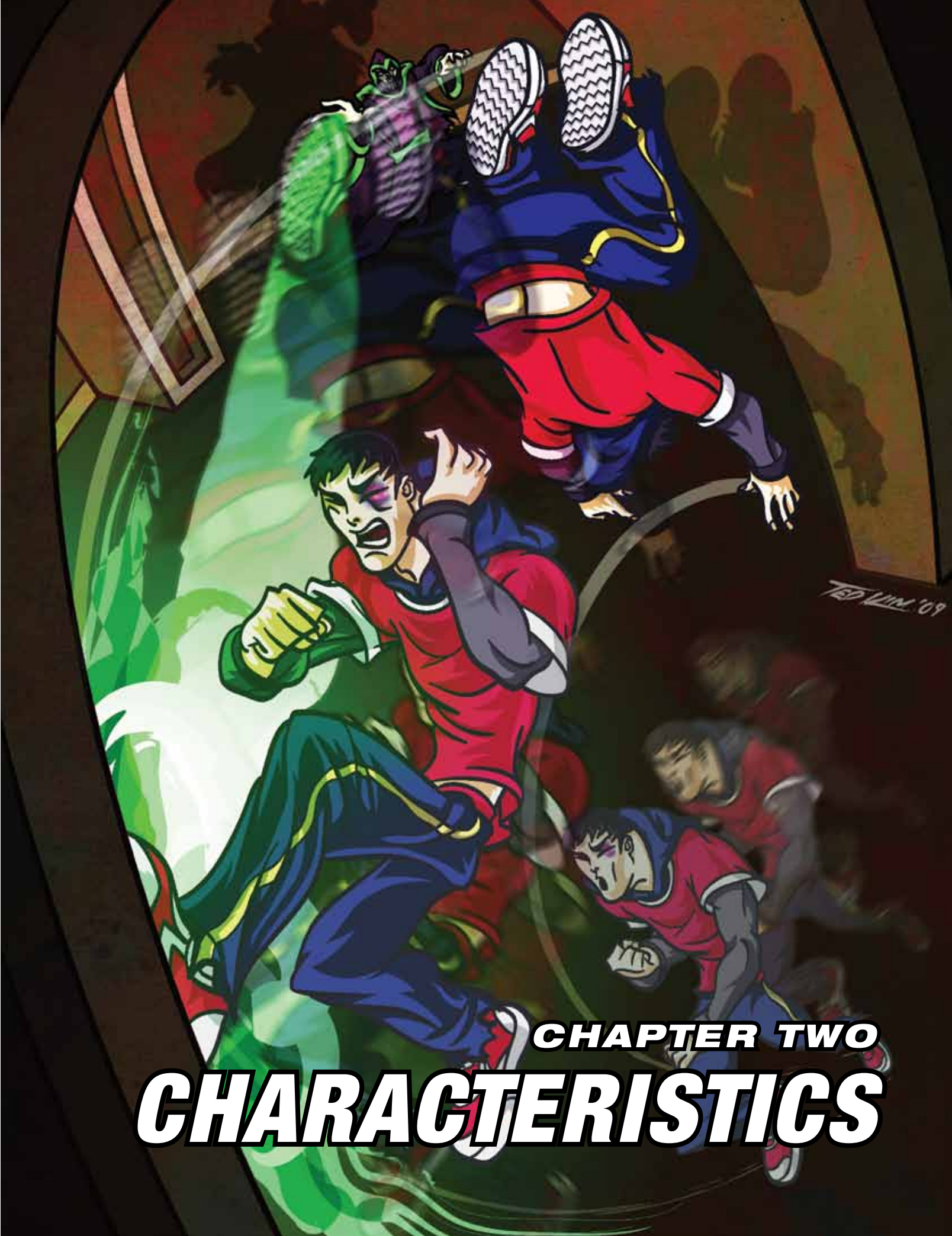
5. Complications: What imperfections does your character possess? Does he have an old enemy, a police record, or chronic bad luck? Complications help define the character, and provide plot hooks and story ideas for the GM.

6. Balancing: If, after you've bought everything you wanted for your character, he costs more than his Total Points, you have to balance him. You can reduce Characteristics, downgrade his less important Skills, and so on. You can use earned Experience Points to improve him later on.

Alternately, your character may have points unspent. In this case, you can buy additional Skills for him, or improve his Characteristics. If you don't want to spend them now, save the points and spend them when you think of something appropriate for him; treat the saved points like Experience Points.

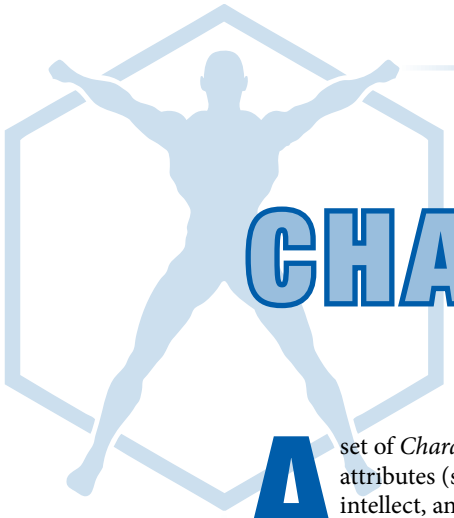
7. Equipment: Determine what devices and equipment the character owns. This is especially important in Heroic campaigns, where characters equip themselves by spending money in the game. Characters in Superheroic campaigns have to spend Character Points for their equipment, so they always know what equipment they have when the game begins.

8. GM Approval: Make sure the GM reviews and approves of your character. Since the *HERO System* rules are so flexible, it's possible to build characters who can unbalance the campaign — making the game less enjoyable for other players. Gamemasters should disallow such characters and request that the player build a well-rounded character who'll contribute to everyone's fun.



CHAPTER TWO

CHARACTERISTICS



CHARACTERISTICS

2

A set of *Characteristics* representing natural attributes (such as physical strength, intellect, and willpower) describes every character. Each Characteristic has a numerical value — a rating indicating how the character compares to other characters, whether he's better or worse. The higher a Characteristic, the better a character is at whatever that Characteristic represents. For example, a character with Strength 20 is stronger than one with Strength 15.

The Characteristics Table lists the seventeen Characteristics, their Base Value (the value that every character starts with for free), the cost to increase them, and a brief description of what each Characteristic does.

BUYING LESS THAN THE FULL AMOUNT

Some Characteristics and other game elements cost 1 Character Point for a large amount of something, such as 1 Character Point per +5 END or 1 Character point for +2m of movement. A character can choose to buy less than the indicated amount if he wants, but because the minimum cost of anything in the *HERO System* is 1 Character Point, he still pays the full cost. For example, a character who wants just +3 END still pays 1 Character Point for it.

CHARACTERISTICS TABLE

Characteristic	Base Value	Cost	Description
Strength (STR)	10	1 Character Point per +1 STR	Indicates a character's lifting capacity and base HTH damage
Dexterity (DEX)	10	2 Character Points per +1 DEX	Determines who acts first in combat and provides DEX-based Skill Rolls
Constitution (CON)	10	1 Character Point per +1 CON	Determines if a character is Stunned in combat and provides CON Rolls
Intelligence (INT)	10	1 Character Point per +1 INT	Provides Perception Rolls and INT-based Skill Rolls
Ego (EGO)	10	1 Character Point per +1 EGO	Determines character's resistance to most Mental Powers, provides EGO Rolls
Presence (PRE)	10	1 Character Point per +1 PRE	Allows character to make Presence Attacks, provides PRE-based Skill Rolls
Offensive Combat Value (OCV)	3	5 Character Points per +1 OCV	Indicates the character's accuracy in combat
Defensive Combat Value (DCV)	3	5 Character Points per +1 DCV	Indicates how hard it is to hit the character in combat
Offensive Mental Combat Value (OMCV)	3	3 Character Points per +1 OMCV	Indicates the character's accuracy in Mental combat
Defensive Mental Combat Value (DMCV)	3	3 Character Points per +1 DMCV	Indicates how hard it is to hit the character in Mental combat
Speed (SPD)	2	10 Character Points per +1 SPD	Determines how frequently the character gets to act in each Turn of combat
Physical Defense (PD)	2	1 Character Point per +1 PD	Protects the character from Physical attacks (such as punches and clubs)
Energy Defense (ED)	2	1 Character Point per +1 ED	Protects the character from Energy attacks (such as fire and lasers)
Recovery (REC)	4	1 Character Point per +1 REC	Indicates how quickly the character recovers from being Knocked Out or injured
Endurance (END)	20	1 Character Point per +5 END	The "personal energy" that "fuels" many abilities and powers
Body (BODY)	10	1 Character Point per +1 BODY	Indicates how hard it is to kill the character
Stun (STUN)	20	1 Character Point per +2 STUN	Indicates how hard it is to Knock Out the character

Movement

Every character can run and swim at a certain velocity, and leap a certain distance. These forms of movement aren't Characteristics, but are listed here for convenience.

A character's ability to move is measured in meters. All characters can Run up to 12m in a Phase, Swim up to 4m, and Leap up to 4m forward. Characters can increase these rates of movement by buying the appropriate Movement Power (Running, Swimming, or Leaping). The Movement Table lists the costs of those Movement Powers for easy reference.

Using a character's natural modes of movement costs END. Determine the END cost as if the character had paid Character Points for the movement. For example, Running 12m would cost 12 Character Points if bought as a Power; therefore a character must spend 1 END to use his natural 12m Running.

If circumstances reduce one of a character's modes of movement to 0m or below, he may no longer use it. If that's his only mode of movement, he's essentially paralyzed, unable to move (though he could still swing his arms, attack, use weapons, and so forth). Negative movement values have no other effect.

MOVEMENT TABLE

Base Value	Movement Mode	Cost
12m	Running	1 Character Point per +1m
4m	Swimming	1 Character Point per +2m
4m	Leaping	1 Character Point per +2m

Characteristic Rolls

In some situations, it may not be clear whether a character can perform a particular action. For example, Andarra falls out of a building and tries to grab a ledge as she passes it — will she succeed? In this sort of situation, where no Skill applies, the GM can ask a character to make a *Characteristic Roll* based on one of the following Characteristic: STR, DEX, CON, INT, EGO, or PRE. (In this case, a DEX Roll would be the most appropriate choice for Andarra.) Characteristic Rolls equal 9 plus the Characteristic divided by 5:

9 + (CHAR/5)

Thus, a DEX Roll is 9 + (DEX/5) or less. Andarra (DEX 15) has a DEX Roll of 12- (9+(15/5)). She grabs the ledge if she rolls 12 or less on 3d6.

The text below describes the effects of different Characteristic Rolls. Don't use Characteristic Rolls too much, since they can slow down play and may rob the player of control over his character.

EXPLANATION OF CHARACTERISTICS

The following descriptions explain the use and effects of each Characteristic in the game.

STRENGTH (STR)

Strength represents a character's raw physical power: how much damage he does in HTH Combat; how much he can lift and carry, how far he can throw things; and so forth. STR has a Base Value of 10; each additional +1 point of STR costs 1 Character Point. Every +5 Character Points represents +1d6 damage and a doubling of the character's lifting capacity.

Using STR costs END — 1 END per 10 points of STR used in most cases (as an optional rule, some Heroic campaigns charge 1 END per 5 STR used, due to the prevalence of armed combat in those genres). However, a character only has to pay the END cost for his STR once per Phase, regardless of how many different ways he uses it in a single Phase. For example, suppose a character has STR 50. If he uses Casual STR (see 6E1 131) to break out of a Grab, then uses STR to punch an enemy for 10d6 damage in that same Phase, he only pays 5 END, even though he's used his STR in two different ways that Phase. However, this rule does *not* apply to situations or game elements that allow a character to make two or more STR-based attacks in a Phase (such as an Autofire HA, or the *Multiple Attack* Combat Maneuver). In that case, the character has to pay END for his STR once for each attack.

COMBINED STRENGTH

Sometimes two or more characters want to combine their STRs to accomplish some task none of them can perform individually. For example, a group of brawny warriors might try to lift a portcullis together. In that situation, add up all the characters' lifting capacities based on their individual STRs, then use that overall lifting capacity to determine the "group STR" score of the people involved (use the next lowest STR rating if the lifting capacity doesn't match some rating exactly).

Example: *Five cargo robots — STR 10, 15, 15, 20, and 25, respectively — want to lift a cargo pallet. Their lifting capacities are 100, 200, 200, 400, and 800 kilograms, respectively, for a total of 1,700 kg. According to the Strength Table, that's how much STR 30 could lift (actually, it's more than STR 30, but not enough for STR 35, so you round down to the next lowest rating). Therefore, as a group, the five robots have "STR 30" for lifting purposes. Here's hoping the pallet weighs less than 1,600 kg....*

A character's lifting capacity is indicated on the Strength Table. It represents the maximum amount of weight he can just manage to lift off the ground, stagger with for a step or two, then drop. He can easily carry or lift the weight which he can pick up with his Casual STR. Regardless of his carrying capacity, carrying more than a certain amount of weight may encumber him (see 6E2 45). In some cases, a character can Push his STR and lift even more for brief periods (see 6E2 133). If a character lifts with one hand (or half or less of his manipulatory limbs), he's at -5 STR for lifting purposes.

Every character can use his STR at a Casual rate; see *Casual Use Of Powers,* 6E1 131. This makes it easy for high-STR characters to break free from Grabs, smash through minor obstacles, carry things, and so on.

STR 0

Characters with 0 STR do no STR damage when they strike without a weapon, unless they use a Maneuver that adds damage (such as a Martial Strike). If they try to wield a weapon in a campaign that uses the STR Minimum rules, those rules apply normally (making it unlikely they can do much damage with most weapons). If a character has 0 STR, a Combat/Martial Maneuver lets him do 1d6 STR damage, add +1 DC to a Normal Damage weapon, or add +0 DC to a Killing Damage weapon. If a character has 1 or higher STR, a Combat/Martial Maneuver lets him add to his STR damage per the normal rules on 6E2 99 (again subject to STR Minimum and other such rules). Other exceptions may also apply.

At STR 0, halve the character's Running, Leaping, Swimming, Swinging, Tunneling, and Flight based on muscle power (such as most types of wings). The GM may require the character to succeed with STR Rolls just to stand up, walk, and perform similar mundane exertions.

At STR 0, halve the character's DCV.

For every 2x mass a character has above the standard human mass of 100 kg, the effects of STR 0 on movement and DCV occur 5 points of STR sooner.

If a character with STR 0 wishes to use STR to perform an Action, he must succeed with a STR Roll. This includes Actions such as aiming an attack, pulling a trigger, or changing a clip. Using a Power doesn't require a STR Roll *per se;* but while a character may be able to trigger his Blast without a STR Roll, he'll need to make a STR Roll to aim his attack at his target. If a character has bought a power with the *Gestures* Limitation, he must make a STR Roll to use that power.

A character with STR 0 can Push his STR in an attempt to overcome its effects temporarily. Getting to STR 1 or higher via a Push means he no longer has to make STR Rolls to perform most common actions.



STR ROLLS

Normally, when you want to find out the effect of exerting STR, you roll the character's damage dice from STR (see the Strength Table) and count the Normal Damage BODY. If two characters compete in a test of STR, each rolls his STR dice, and the character with the most BODY (or a predefined number of BODY) succeeds. In some cases, it may be quicker to ask for a STR Roll (9+(STR/5) or less) instead; the character who makes his roll by the most wins the contest.

THE STRENGTH TABLE

The Strength Table indicates how much a character can lift, how much damage he does in HTH Combat, and how far he can leap, based on his STR.

A character with STR 0 typically can't lift anything but the lightest of objects. The GM determines what, if anything, he can lift, and may require STR Rolls each Phase for him to hold onto anything.

ADVANTAGES FOR STRENGTH

If a character wants to purchase an Advantage for his STR, he typically buys it as a "naked" Advantage (see 6E1 314). He doesn't have to buy his STR a second time with an Advantage.

Example: *Grond (STR 90) wants the ability to do a "Shockwave" — to slam the ground with his fists and damage anyone standing nearby. He buys that as a naked* Area Of Effect (Radius Explosion) *Advantage for his STR, with certain Power Modifiers:*

Area Of Effect (16m Surface Radius Explosion; +½) for up to 90 STR, Hole In The Middle (the 1m radius area Grond stands in when he uses the power; +¼) (56 Active Points); Can Only Be Applied To Horizontal Surfaces (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0). Total cost: 32 points.

Example: *Durak (STR 70) can smash his enemies around the battlefield as if they were croquet balls. To reflect this, he buys an Advantage for his STR: Double Knockback (+½) for up to 70 STR. Total cost: 35 points.*

Many abilities defined as naked Advantages for STR take the Limitation *Requires A Strength Tricks Roll,* representing how a character uses his combat experience and finesse to obtain an unusual result. Strength Tricks is a form of the *Power* Skill.

If a character buys an Advantage for part of his STR that affects how his STR does damage (such as Armor Piercing or Penetrating), he may use the Advantage only if he uses no more than the amount of STR he bought the Advantage for. If he uses more than that amount of STR, the Advantage doesn't apply at all. For example, if a character with STR 75 buys Armor Piercing for up to 50 STR, as long as he uses no more than 50 STR the AP effect applies. If he uses 51 or more points of STR, the Advantage has no effect at all.

TOOLKITTING: THE STRENGTH TABLE

The standard Strength Table applies to all genres, and thus has to cover a wide range of STRs to allow for mighty superheroes, enormous giants, and the like. However, the GM can adjust the Strength Table to suit a particular campaign or genre if desired. For example, in a "Low Fantasy" campaign, where no character's ever going to be able to lift more than, say, 400 kg, the GM could reconfigure the Table so that STR 30 can lift 400 kg and things scale down from there. That provides a broader range of useful STR values for the campaign.

STRENGTH TABLE

Strength	Lift (kg)	Damage	Example
0	0.0	—	—
1	8.0	—	Most HTH Combat weapons, most guns, shotput
2	16.0	—	Tavern bench
3	25.0	½d6	Full suitcase, TV set, bicycle
4	38.0	½d6	Small refrigerator, plate armor
5	50.0	1d6	Adolescent human, recliner
8	75.0	1½d6	Brass bed, washing machine
10	100.0	2d6	Adult human
13	150.0	2½d6	Refrigerator
15	200.0	3d6	Two men, piano, motorcycle, boar
18	300.0	3½d6	Medium floor safe
20	400.0	4d6	Chariot, grizzly bear
23	600.0	4½d6	Sailboat, cow, horse
25	800.00	5d6	Sportscar, horse and rider
28	1,200.0	5½d6	Medium missile
30	1,600.0	6d6	Small car, large missile
35	3,200.0	7d6	Truck, limousine
40	6,400.0	8d6	Small jet, large elephant
45	12.5 tons	9d6	Jetfighter, subway car
50	25.0 tons	10d6	Frigate, small standing stone
55	50.0 tons	11d6	Bulldozer, main battle tank
60	100.0 tons	12d6	Space Shuttle, blue whale
65	200.0 tons	13d6	Statue of Liberty
70	400.0 tons	14d6	Trawler, large starship
75	800.0 tons	15d6	Drilling rig
80	1.6 ktons	16d6	Small bridge
85	3.2 ktons	17d6	Freighter (loaded)
90	6.4 ktons	18d6	Destroyer (unloaded)
95	12.5 ktons	19d6	Temple
100	25.0 ktons	20d6	Large bridge, castle

Lift: The maximum amount of weight the character can usually just manage to lift off the ground, stagger with for a step or two, then drop, in kilograms (1 kg = 2.2 pounds). This assumes a solid lifting surface.

Damage: Normal Damage in HTH Combat

DEXTERITY (DEX)

Dexterity represents a character's agility and reaction time. Many important Skills are DEX-based. DEX has a Base Value of 10; each +1 point of DEX costs 2 Character Points.

A character with DEX 0 loses control over his reactions, and must succeed with DEX Rolls to perform *any* Action requiring physical movement (including things like walking, aiming at a target, or making Gestures). If he fails the DEX Roll, he cannot perform the Action that Phase.

DEX ROLLS

You should use DEX Rolls when a character wants to perform a major feat of physical agility or a task that requires a fine touch or steady hand. However, you shouldn't let DEX Rolls substitute for Agility Skills; if players know their characters can drive in combat by making DEX Rolls, they won't buy Combat Driving. The results of a successful DEX Roll should never be as good as those obtained by successfully using an appropriate Agility Skill. Encumbrance affects DEX Rolls.

TOOLKITTING: CHANGING THE COST OF DEXTERITY

DEX costs more than the other main Characteristics because it's got a particularly important function: it determines who acts first in combat and other crisis situations. The character who acts first is often the one who gets the advantage (or even wins right away), so DEX is especially valuable in most campaigns.

However, not all campaigns revolve around combat or similar situations where the order of the characters' actions holds a lot of importance. In that case, DEX's main function in the game is to provide the basis for Agility Skills, and you can probably lower its cost to 1 Character Point per point without affecting the balance of your campaign.

CONSTITUTION (CON)

Constitution represents a character's health and hardiness. A character's CON determines how easily he's Stunned in combat. CON has a Base Value of 10; each +1 point of CON costs 1 Character Point.

At CON 0, a character must succeed with a CON Roll to expend END in any way. Any Action that costs END requires a CON Roll, with separate rolls for each Action if the character performs multiple Actions in a Phase. If the character fails the roll, he cannot perform the Action that Phase.

CON ROLLS

Use a CON Roll whenever a character has to perform a feat of physical hardiness or endurance. This might include resisting poisons or diseases, accomplishing physically arduous tasks, and so forth.

INTELLIGENCE (INT)

Intelligence represents a character's intellect, memory, reasoning, perceptiveness, and general "thinking power." To a certain extent it also reflects his ability to take in and process information quickly. It does not necessarily reflect knowledge or lack thereof (a character could be ignorant or a genius, but still have an INT of 10). INT serves as the basis for Perception Rolls (a specific type of INT Roll) and many important Skills. INT has a Base Value of 10; each +1 point of INT costs 1 Character Point.

At INT 0, a character must succeed with an INT Roll to make any decision or else continue doing what he was doing. Performing any sort of Action at all requires a successful INT Roll.

INT ROLLS

Use INT Rolls when a character tries to employ knowledge not specifically represented by a Skill, or when he attempts to remember something or figure something out (particularly when the player is stuck on a problem and his substantially smarter character might be able to solve it).

EGO (EGO)

Ego represents a character's mental strength and strength of will. EGO helps a character when he undergoes a test of willpower, becomes wounded, resists interrogation or Mental Powers, or tries to overcome his Psychological Complications (see 6E1 425). EGO has a Base Value of 10; each +1 point of EGO costs 1 Character Point.

At EGO 0, a character must succeed with an EGO Roll to act each Phase. The character follows all orders given to him from any source unless he succeeds with an EGO Roll. A character who fails the EGO Roll may initiate no Actions of his own. But if he makes his EGO Roll, not only can he reject an order given to him, he's free to do something of his own choice that Phase without making a second EGO Roll. In the absence of instructions, characters with EGO 0 tend to follow the dictates of any applicable Psychological Complications they have. Treat such Psychological Complications as if they were an order from someone. In the event the character receives multiple orders in the same Phase, if he fails an EGO Roll he attempts to carry out all orders. If the orders contradict in some fashion, he does nothing.

EGO ROLLS

Use EGO Rolls when a character must succeed in a test of willpower. This includes things like resisting temptation or attempts by others to intimidate him, overcoming the effects of a Psychological Complication, or to keep going against the odds.

PRESENCE (PRE)

Presence represents the character's forcefulness, charisma, bravery, confidence, bearing, and leadership qualities — in short, his impressiveness. PRE allows characters to impress or awe others and to resist the effects of another character's high PRE. PRE has a Base Value of 10; each +1 point of PRE costs 1 Character Point.

A character with PRE 0 must succeed with a PRE Roll each Phase to act offensively or remain in the face of anything even remotely threatening. If he fails the roll, he flees.

PRE ROLLS

PRE Rolls are rarely used, since Presence Attacks (6E2 135) simulate the effects of trying to impress or frighten someone, and they're resisted with straight PRE, not a PRE Roll. Still, you can use PRE Rolls to determine just how impressed a character is by something (the more he fails the roll by, the more impressed he is) and for similar effects.

OFFENSIVE COMBAT VALUE (OCV)

Offensive Combat Value represents a character's general accuracy in combat. It's used to make Attack Rolls, but does not have a Characteristic Roll. OCV has a Base Value of 3; each +1 point of OCV costs 5 Character Points.

See 6E2 36-37 regarding how OCV is modified and reduced.

DEFENSIVE COMBAT VALUE (DCV)

Defensive Combat Value represents how difficult it is to hit a character in combat. It factors into Attack Rolls made against him, but does not have a Characteristic Roll. DCV has a Base Value of 3; each +1 point of DCV costs 5 Character Points.

See 6E2 36-38 regarding how DCV is modified and reduced.

OFFENSIVE MENTAL COMBAT VALUE (OMCV)

Offensive Mental Combat Value represents a character's general accuracy in Mental Combat. It's used to make Mental Attack Rolls, but does not have a Characteristic Roll. OMCV has a Base Value of 3; each +1 point of OMCV costs 3 Character Points.

See 6E2 39 regarding how OMCV is modified and reduced.

DEFENSIVE MENTAL COMBAT VALUE (DMCV)

Defensive Mental Combat Value represents how difficult it is to hit a character in Mental Combat. It factors into Mental Attack Rolls made against him, but does not have a Characteristic Roll. DMCV has a Base Value of 3; each +1 point of DMCV costs 3 Character Points.

See 6E2 39 regarding how DMCV is modified and reduced.

SPEED (SPD)

Speed represents how many Phases a character has in a Turn, and when they occur (see 6E2 16-17). SPD has a Base Value of 2; each +1 point of SPD costs 10 Character Points.

Generally, SPD is limited to a maximum of 12 (the number of Segments in a Turn). SPD above 12 only serves to help the character resist Drain SPDs and similar attacks; it doesn't allow a character to have more than 12 Phases or take more Actions in a Turn.

A character with SPD 0 cannot move; he's frozen in place. He has DCV 0, and Hit Location modifiers for Placed Shots made against him are halved. He can only take Post-Segment 12 Recoveries, and drowns as if he had SPD 2. His Persistent Powers, such as many defenses, remain in effect. Persistent Attack Powers don't shut off, but they can't hurt anyone because the character cannot take any Actions. (The GM could make an exception for, say, a Persistent Damage Shield if he wanted to.) Constant Attack Powers shut off; the character cannot maintain them.



PHYSICAL DEFENSE (PD)

Physical Defense represents a character's ability to withstand damage from physical attacks, such as punches. Characters subtract their PD from the STUN and BODY damage done by Normal Damage physical attacks. PD has a Base Value of 2; each +1 point of PD costs 1 Character Point per 1 point.

Physical Defense is a form of Normal Defense, which means it doesn't protect against the BODY of Killing Damage (see 6E2 103). However, a character can make his PD Resistant by buying the *Resistant* (+½) Advantage for it (6E1 147). If a character buys an Advantage for his PD, he calculates the cost based on the full value of the PD, not just on the points he spent to buy it up above 2.

PD 0 has no effect on a character beyond leaving him defenseless against Physical attacks.

ENERGY DEFENSE (ED)

Energy Defense represents a character's ability to withstand damage from energy attacks, such as electricity or fire. Characters subtract their ED from the STUN and BODY damage done by Normal Damage energy attacks. ED has a Base Value of 2; each +1 point of ED costs 1 Character Point per 1 point.

Energy Defense is a form of Normal Defense, which means it doesn't protect against the BODY of Killing Damage (see 6E2 103). However, a character can make his ED Resistant by buying the *Resistant* (+½) Advantage for it (6E1 147). If a character buys an Advantage for his ED, he calculates the cost based on the full value of the ED, not just on the points he spent to buy it up above 2.

ED 0 has no effect on a character beyond leaving him defenseless against Energy attacks.

RECOVERY (REC)

Recovery represents how fast a character recovers from being exhausted or Knocked Out; it also allows a character to heal more quickly. REC has a Base Value of 4; each +1 point of REC costs 1 Character Point.

REC 0 means a character cannot Recover spent END or lost STUN and BODY.

ENDURANCE (END)

Endurance represents the energy a character expends to act, exert himself, and use his powers — the more END he has, the longer he can keep doing things. A character who uses a Power, moves, or uses STR expends END. END has a Base Value of 20; each +5 points of END (or fraction thereof) costs 1 Character Point.

A character who has 0 or less END can still act. However, lacking END, he must use STUN in its place — he takes 1d6 STUN damage for every 2 END (or fraction thereof) he would normally use. No defense applies against this damage. This means heroes sometimes Knock themselves Out to make sure the job gets done.

TOOLKITTING: ELIMINATING ENDURANCE

In some campaigns, the GM prefers to remove END from the game altogether to cut down on in-game "bookkeeping." This makes it easy for characters to fight at full power all the time, which may make combats take longer; it also requires the GM to create alternate rules for Pushing (6E2 133) if he wants to retain that rule.

Even if the GM removes END from the campaign, some characters may still want an END-like mechanic to represent abilities that tire them out or weaken them (which are common in genre fiction). In that case perhaps the GM can let characters who want END apply a Limitation (call it *Tiring*) to powers and abilities that cost END, and then buy END for themselves even if other characters don't have it as a Characteristic.

BODY (BODY)

Body represents how much damage a character can take before dying. BODY has a Base Value of 10; each +1 point of BODY costs 1 Character Point.

For information BODY at 0 or below, see 6E2 107.

STUN (STUN)

Stun represents how much damage a character can take before being Knocked Out. STUN has a Base Value of 20; each +2 points of STUN (or fraction thereof) costs 1 Character Point.

A character with 0 or less STUN is Knocked Out; see 6E2 106.

2

DORMANT ABILITIES

In some *HERO System* campaigns, some Characteristics or other abilities that all characters typically have are "dormant." They don't exist for purposes of the campaign, which means characters cannot buy more of them or sell them back — in effect, they don't exist.

For example, some games choose not to use the END rules. In that case, no character has an *Endurance* Characteristic at all; he can't sell it back for some extra Character Points. In a campaign that has no psychic or psionic powers at all, OMCV, DMCV, and Mental Defense should become dormant — they serve no purpose in such a game, so characters can't buy more of them or sell them back.

OTHER CONSIDERATIONS

The following additional rules and guidelines apply to Characteristics.

Reducing Characteristics

Characters may reduce (or "sell back") Characteristics below their Base Values. The points gained are the same as the price for raising the Characteristic by a corresponding amount.

Example: *Fred wants his character to be less healthy than normal — in game terms, to start the campaign with a Constitution of 7 instead of 10. If he decides to do this, he gains the Character Points appropriate to the loss. Since his character lost 3 points of CON, and CON is worth 1 Character Point per point, the character gains 3 Character Points to buy other Characteristics or Skills. However, Fred's character is rather frail.*

A character may sell back as many Characteristics as he wants, but may not sell them back to 0 unless the GM specifically permits him too (*i.e.,* 1 is the minimum for Characteristics for this purpose).

Characters may also sell back their starting movement (Running 12m, Swimming 4m, and Leaping 4m). This might represent a lame person who can't run quickly, a desert nomad who's never learned how to swim, or the like.

Points received from selling back Characteristics, movement, or the like do not count as Complications, nor do they reduce the number of points of Matching Complications a character should select. They simply give the character more Character Points to spend.

Except for BODY and STUN (which have specific combat effects; see 6E2 106-07), Characteristics cannot be reduced below 0; there's no such thing as "-5 CON" or "-12 STR." However, a Characteristic that's been affected by a negative Adjustment Power (such as a Drain) can be "reduced into the negatives" solely for the purpose of determining how long it takes to regain the lost points. For example, a character could be attacked with a Drain STR until he's at "-25 STR." He functions as if he had STR 0, but it will take him longer to regain all the Drained STR because he starts regaining it from "-25," not from 0.

Limited Characteristics

You can Limit Characteristics (or apply Advantages to them) using the *Characteristics* Power (or, in some cases, a naked Advantage). See 6E1 178 and 314 for details.

The GM should examine any Limited Characteristics carefully to make sure they don't unbalance or adversely affect the game. Limited SPD, in particular, can cause problems because it allows a character to act (typically, to attack) far more frequently than other characters. Limited OCV and DCV may also create balance problems in the campaign. Be very cautious about allowing such abilities into your game.

TOOLKITTING: CHANGING CHARACTERISTICS

Because they're fundamental to every single character, Characteristics are one of the most important parts of the *HERO System,* and your campaign. Changing them is one of the best ways to create a certain "feel" for your campaign, or to enforce the way you see your campaign working... but also one of the easiest ways to create unintended consequences, so tread carefully.

There are three basic changes you can make to the Characteristics. The first is to add one or more Characteristics to the lineup. This is an easy way to show players what's particularly important or useful in your campaign, or to foreshadow what sort of perils they're likely to face in their adventures. Some examples:

- In a "Psychic Wars" campaign focused on factions of mentalists using their powers to compete for influence in the shadows of normal society, Mental Defense is so common, and so important, that the GM makes it a Characteristic (Base Value of 2, cost 1 Character Point per +1 point).
- In a Fantasy Hero campaign featuring powerful wizards and a magic system that defines magic as drawing primarily on the caster's personal energy but also ambient arcane power, the GM requires all spellcasters to have a *Mana* (MANA) Characteristic (Base Value 20, costs 1 Character Point per +10 Mana). Mana functions like END, but only for spells. However, characters only Recover MANA like they do BODY, on a per-month basis — so a wizard can cast a particularly powerful spell, but then he'll be a long time "recuperating" before he can do it again. On the other hand, areas with "high levels" of ambient magical energy make spellcasting easier and less stressful.
- In a Horror Hero campaign, characters have a *Sanity* (SAN) Characteristic (Base Value of 20, costs 1 Character Point per +2 points). Sort of like STUN and physical attacks, characters lose SAN when exposed to or "attacked" by horrific or stressful situations and beings.

Second, the GM can remove Characteristics that he doesn't want to use. For example, removing END is discussed elsewhere in this chapter. In a campaign with no Mental Powers at all, OMCV and DMCV aren't needed, so you could remove them and save space on your character sheets. (See *Dormant Abilities,* 6E1 46.)

Lastly, the GM could change the cost of a Characteristic to make it easier or harder for characters to afford. For example, in a game where the GM wants characters to be less "durable," he could increase the cost of BODY. However, changing the cost of a Characteristic can affect Adjustment Powers, combat, and many other aspects of the game, so proceed cautiously.

CHARACTERISTICS COMPARISON TABLE

Char	Weak	Challenged	Average	Skilled	Competent	Legendary	Superhuman
STR	1-2	3-5	6-10	11-13	14-20	21-30	31+
DEX	1-2	3-5	6-10	11-13	14-20	21-30	31+
CON	1-2	3-5	6-10	11-13	14-20	21-30	31+
INT	1-2	3-5	6-10	11-13	14-20	21-50	51+
EGO	1-2	3-5	6-10	11-13	14-20	21-50	51+
PRE	1-2	3-5	6-10	11-13	14-20	21-50	51+
OCV/DCV	1-2	1-2	2-3	3-4	5-7	8-10	11+
OMCV/DMCV	1-2	1-2	2-3	3-4	5-7	8-10	11+
SPD	1	1-2	1-2	2-3	4-5	6-7	8+
PD, ED	0-1	1-2	3-4	5-6	7-10	11-15	16+
REC	1	1-2	2-4	5-6	7-10	11-13	14+
END	1-4	6-10	11-20	21-26	27-40	41-60	61+
BODY	1-2	3-5	6-10	11-13	14-20	21-30	31+
STUN	1-4	7-11	12-20	21-27	28-40	41-60	61+
Running	1-2m	3-6m	7-12m	13-16m	17-20m	21-26m	27m+
Leaping	0m	1-2m	3-4m	5-6m	7-10m	11-22m	23m+
Swimming	0m	1-2m	30m	5-6m	7-10m	11-18m	19m+

Char	Weak	Challenged	Average	Skilled	Competent	Legendary	Superhuman
STR	Infant	Child, elderly person	Average person	Typical weight-lifter	Olympic-class weight-lifter	Gorilla Horse	Hercules Thor Elephant Ox Rhinoceros Whale
DEX	Infant	Child, elderly person	Average person	Cop Pickpocket Soldier	Sleight of hand artist Elite soldier	Elite martial artist	Hermes
CON	Infant	Child, elderly person	Average person	Soldier	Elite soldier Horse Wolf	Rasputin Elephant Ox Rhinoceros	Hercules Thor Whale
INT	Infant	Imbecile	Average person	Elite soldier	Albert Einstein	Sherlock Holmes	Super-computer
EGO	Infant	Weak-willed person, many insane people	Average person	Elite soldier	Person w/ psychic powers Sorcerer	Psionic superhero Powerful sorcerer	Zeus Odin
PRE	Infant	Coward	Average person	Televangelist Wolf	Julius Caesar Vampire	Vampire lord	Zeus Apollo Odin
OCV	Infant	Child, elderly person	Average person	Cop Soldier	Elite soldier	William Tell Annie Oakley	Apollo Artemis
BODY	Infant	Child, elderly person	Average person	Pro football player	Rasputin Horse	Elephant Rhinoceros	Hercules Thor Whale



2

Characteristics Comparisons

For purposes of analyzing characters and their Characteristics, many *HERO System* campaigns use seven categories: Weak, Challenged, Average, Skilled, Competent, Legendary, and Superhuman.

Characteristics in the *Weak* range usually represent infants, extremely aged people, persons afflicted with terrible diseases, and the like. *Challenged* is one step up from that; it represents some children and elderly people, persons suffering from illnesses or handicaps, and so on.

Average is just that — the range of Characteristics for the typical people encountered during the game, from active children to healthy senior citizens. The normal people characters interact with during the game tend to have Characteristics of about 5-8; heroes start with 10s because they're exceptional persons, destined for greatness.

One step up from Average is *Skilled.* Characteristics within the Skilled range can still represent more or less normal persons without any special training or benefits. For example, many ordinary people have Skilled-range STR from exercising, INT, EGO, or PRE due to genetics and personality, and so forth. But the Skilled level also represents the average athlete, police officer, or soldier who has some specialized training.

Once you get into the *Competent* range, things become a little different. Normal people can sometimes edge into Competent, but usually Competent-level Characteristics result from intensive training, truly rare genetic gifts, or the like. This would include many Olympic athletes, elite soldiers and law enforcement officers, and so forth. Many Player Characters have a majority of their Characteristics in this range or higher — that's one of the things that makes them heroes.

Beyond Competent is *Legendary.* Few humans reach this lofty plateau; generally speaking, ordinary people can *never* attain it. Only truly exceptional individuals — heroes and superheroes, plus the best of the best in fields such as athletics — have Legendary Characteristics. The upper limit of Legendary is the upper limit of normal human attainment.

At the pinnacle is *Superhuman.* A character cannot have even a single Characteristic in this range unless he's not human or some superhuman phenomenon — superpowers, magic, mutation, super-technology, or the like — exists. However, a character doesn't have to have Superhuman-range Characteristics to be considered a "superhuman." The Superhuman label is simply a convenient one for defining a specific threshold. Being a superhuman depends primarily on having superhuman abilities of some sort, or an appropriately superhuman origin. For example, look at Firebrand on 6E1 18. None of his Characteristics fall into the range for "Superhuman" on the Characteristics Comparison Table. And yet, he's clearly superhuman — he can fly, fire energy bolts, and so forth.

Each GM determines for his own campaign what numbers fall within these seven categories. In one game, an Average person might have Characteristics in the 6-10 range, and Superhuman ones in the 31+ range. In another game, Average might be 10-15, and Superhuman 51+. It all depends on GM and player preference, the nature of the campaign, and other such factors. The accompanying Characteristics Comparison Table lists some *suggested guidelines* that should apply well to most campaigns, but the GM can change the ranges listed for each category if he wants.

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CHARACTERISTIC MAXIMA

Here's an optional rule about Characteristics (and some other game elements) that you may wish to consider using in your game: *Characteristic Maxima.*

In some campaigns, primarily Heroic ones, the GM imposes a Maximum Value on Characteristics. If a character wants to buy his Characteristics above the Maximum Value, it costs *double.* For example, if the Maximum Value for STR is 20, then buying STR 20 up to STR 21 would cost 2 Character Points, not 1 like usual. This isn't a Complication characters can select; it's simply a campaign "ground rule" that affects everyone in the setting equally.

Campaigns that impose Characteristic Maxima usually also establish *Movement Maxima* that double the cost of buying Running, Swimming, and Leaping beyond a certain point. The GM can waive this rule in the interest of common sense, dramatic sense, and considerations of game balance. This is particularly appropriate when characters buy any of the following: (a) Advantaged, Limited, or restricted bonuses to those Movement Powers intended to represent special abilities or the like (rather than general increases in the character's ability to move); and (b) bonuses to those Movement Powers bought as Foci (gadgets, devices, or the like). For example, if a wizard in a *Fantasy Hero* campaign creates a set of enchanted boots that provide Running +20m and Leaping +12m, the GM should charge only the standard cost, not the doubled cost.

Characteristic Maxima rules typically do not apply to equipment defined with Characteristics (such as Automata, Bases, Computers, and Vehicles; see Chapter Seven of 6E2. Typically they also do not apply to Characteristics obtained through Powers, Talents, or the like. This would include, for example, the *Characteristics* Power, Adjustment Powers, Growth, and Lightning Reflexes. However, the GM may change this if he sees fit. Additionally, Adjustment Powers aren't affected by the cost-doubling imposed by Characteristic Maxima — they add or remove points in a Characteristic or Power at the standard rate, even if the character has paid extra points to buy that Characteristic or Power above the defined Maxima threshold.

The accompanying Characteristic Maxima Table lists *suggested* Characteristic and Movement Maxima suitable to most Heroic campaigns. See below about changing these Maxima.

CHARACTERISTIC MAXIMA TABLE

Characteristic	Maximum Value
Strength (STR)	20
Dexterity (DEX)	20
Constitution (CON)	20
Intelligence (INT)	20
Ego (EGO)	20
Presence (PRE)	20
Offensive Combat Value (OCV)	8
Defensive Combat Value (DCV)	8
Offensive Mental Combat Value (OMCV)	8
Defensive Mental Combat Value (DMCV)	8
Speed (SPD)	4
Physical Defense (PD)	8
Energy Defense (ED)	8
Recovery (REC)	10
Endurance (END)	50
Body (BODY)	20
Stun (STUN)	50
Running	20m
Swimming	10m
Leaping	10m

SETTING THE CHARACTERISTIC MAXIMA

The listings in the Characteristic Maxima Table are *suggestions,* not hard and fast rules. They work well for most campaigns that want to use Characteristic Maxima. But the GM may, if he wishes, change the Maxima for Characteristics. Higher values may be appropriate for more "cinematic," higher-powered Heroic campaigns, reduced values for campaigns which are particularly "realistic" or low-powered. Some possibilities include:

- For lower-powered campaigns, lower the Characteristic Maxima doubling point. If characters have to start paying double at 15 STR instead of 20, or 6 OCV instead of 8, Characteristics in the upper half of the range become rarer. However, PCs may end up with fewer points to spend on Skills and abilities.
- For higher-powered campaigns, increase the Characteristic Maxima doubling point, perhaps by as much as 50%. This makes it easier to buy Characteristics in the Legendary or Superheroic range, which may be perfect for certain types of campaign (such as a Fantasy Hero game based on Greek mythology).
- Lower the Characteristic Maxima breakpoint selectively by character type, to emphasize certain archetypes. Choose one Characteristic that's important for each character archetype (for example, in a High Fantasy campaign that might be EGO for priests, DEX for rogues, STR for warriors, and INT for wizards). That archetype can buy that Characteristic up to 20 for the normal cost, but must pay double at a lower breakpoint (such as 15) for all other Characteristics. For example, maybe warriors can buy STR 20, but all other character types must pay double for each point of STR above 15. This heightens each archetype's natural strengths, but may cause difficulties when you try to create some character concepts.

Other Maxima

Besides Characteristic Maxima and Movement Maxima, some GMs like to extend the Maxima concept to other game elements.

SKILL MAXIMA

The most common of these is *Skill Maxima,* a campaign ground rule that buying a Skill Roll above a defined limit costs double. In other words, for Characteristic-based Skills, each +1 to the roll above the Maxima costs 4 Character Points instead of 2. (If a character has a Characteristic that's so high that he acquires a roll of 14- or higher just from buying the Skill, the cost of the Skill remains unchanged. But if he wants to improve the Skill Roll, the Skill Maxima rule applies.)

In most campaigns that use Skill Maxima, the doubling point is a 13- roll (corresponding to a 20 doubling point for DEX, INT, or PRE). However, the GM can reduce that to 12- for more "realistic"/"gritty" campaigns, or increase it to 14- (or more) if he wants to make it easier for characters to perform astounding feats.

SKILL LEVELS

Since they would provide an inexpensive work-around for Skill Maxima, characters in campaigns that have a Skill Maxima may not buy Skill Levels unless the GM specifically permits them to (which he rarely should). The exception is equipment that provides Skill Levels, such as a set of finely crafted lockpicking tools (+2 to Lockpicking rolls with the *Focus* Limitation).

PENALTY SKILL LEVELS

In the absence of Skill Levels, and with the increased cost of raising a Skill above 13-, Penalty Skill Levels become an important way for a character to improve his ability with a Skill if the GM uses the optional rule that allows PSLs to counteract negative Skill Modifiers. They allow a character to learn how to use a Skill in certain situations that ordinarily hinder people.

SPENDING EXPERIENCE POINTS

During the course of a campaign, a player may spend Experience Points on one of his Characteristics and as a result increase his Skill Roll. In this case, the Skill Maximum still applies, and the player must spend twice as many points to raise the Skill above 13-. Points previously spent on the Skill are not lost; they simply don't raise the roll until the total points spent raises it as per the rules above.

Example: *Sylarin has DEX 17 and Lockpicking 13- — he spent 3 Character Points on Lockpicking, and another +2 points to increase the roll by 1, to 13-. After a few adventures, he spends 2 Experience Points to increase his DEX to18. That's enough to increase his base DEX Roll to 13-, and his base Lockpicking roll to 13- as well. Since his base roll is now at the Skill Maximum, the +2 Character Points previously spent to increase his Lockpicking roll now have no effect — he still only has a 13- roll with Lockpicking. To raise it to 14-, he'll have to spend another +2 points (for a total of 4 points), per the Skill Maxima rules.*



PHYSICAL, MENTAL, OR DAMAGE MAXIMA

The GM can also emphasize certain types of abilities by establishing a Maxima for other abilities. For example, in a "Psychic Wars" campaign that focuses on characters' Mental abilities, "physical" abilities (STR, CON, HA, and so on) might have Maxima, while "mental" ones (INT, EGO, Mental Blast...) do not. On the other hand, in a Weird Conspiracy game where a few people have verifiable but weak psychic powers, physical abilities might be unaffected (or given relatively high Maxima), while mental ones have low Maxima that makes it difficult to become a really powerful mentalist.

Similarly, some GMs like to establish Active Point or "effectiveness" ceilings to prevent characters in their campaigns from becoming too powerful (see 6E2 282). In that situation the GM might think of that rule as a "Damage Maxima" and let characters exceed the campaign standard by paying double. For example, if the limit in the campaign is 60 Active Points for powers, a character could buy a Blast 14d6, but he'd have to pay 80 Character Points for it instead of the usual 70.





CHAPTER THREE
SKILLS



SKILLS

3

Skills are abilities characters have learned or were trained to perform; in some cases, they may represent a character's innate "knack" or talent for something, or an ability he's born with. Examples of Skills include lockpicking, spaceship piloting, knowing all about politics, and fencing. This section describes the different Skills available in the *HERO System,* their point costs, and how Skills affect the game.

All characters have a basic knowledge of the world around them: they can speak their native language, do simple arithmetic, and so forth. These standard abilities vary according to the campaign — in a medieval setting most people are illiterate, while in a high-tech environment, everyone might be proficient in several languages and know how to operate a simple computer. See *Everyman Skills,* 6E1 60, for more information.

Buying Skills

Not all characters possess Skills like the ability to pick a lock or fire a gun. They must purchase them with Character Points — the same Character Points used to buy Characteristics and Powers.

A character may obtain a Skill by paying the Character Point cost listed (usually 3 points). Once a character has bought a Skill, he may use that Skill over and over without paying any more Character Points. However, improving the character's ability with the Skill costs more points.

The *HERO System* groups Skills into five categories for ease of reference: Agility Skills; Background Skills; Combat Skills; Intellect Skills; and Interaction Skills. Characters may have Skills from any or all categories. Skill Enhancers (6E1 96) lower the cost of certain Skills.

SKILL COST STRUCTURES

The *HERO System* has five cost structures for Skills. The most common is the standard **Characteristic-Based Skill** model: for 3 Character points, a character gets a base roll of (9+(CHAR/5)) or less; +1 to the roll costs +2 Character Points.

Characters buy some types of Characteristic-Based Skills, such as Forgery, Gambling, and Survival, by **limited categories.** These Skills cost 2 Character points for a base roll of (9+(CHAR/5)) or less with one category, or 1 Character Point for that roll with a specific subcategory (subsequent categories and subcategories also cost 2 Character Points and 1 Character Point, respectively). Improving the roll by +1 with all categories costs +2 Character Points. Animal Handler, Navigation, and Weaponsmith differ slightly because they don't have subcategories — the first category costs 2 Character Points, and each subsequent category costs 1 Character Point.

Background Skills such as Knowledge Skill, Professional Skill, and Science Skill cost 2 Character Points for a base 11- roll. Characters can "upgrade" the base roll to a Characteristic Roll (typically an INT-Based roll) for +1 Character Point. Improving the roll by +1 costs +1 Character Point.

Weapon Familiarity and **Transport Familiarity** have slightly different cost structures. The ability to use one subcategory (such as Blades or Camels) costs 1 Character Point. Knowing how to use an entire category of weapons or vehicles (such as Common Melee Weapons or Riding Animals), if purchasable at all, costs 2 Character Points.

Lastly, some Skills, such as Combat Skill Levels, Cramming, or Two-Weapon Fighting, have a set cost.

TOOLKITTING: SKILL COMBINATIONS

In games where Skills aren't an important element of play, or where the GM wants to simplify the options players have to learn to create a character, you can consider combining two or more Skills into one single Skill (a "meta-Skill," if you will). These are called *Skill Combinations.* In some ways you can think of them as similar to a Template, since they typically relate to a specific profession, pursuit, or activity.

The GM should determine what Skill Combinations exist in his game. Some possibilities include Athletics (Acrobatics, Breakfall, Climbing), Cat Burglar (Climbing, Lockpicking, Security Systems), Detective Work (Criminology, Deduction, Forensic Medicine, Interrogation), Politician (Bureaucratics, Oratory, Persuasion), and Surveillance (Bugging, Concealment, Shadowing). The GM also determines the cost for each Skill Combination. Typically they cost 5-12 Character Points each — roughly the same as buying them individually under the standard rules.

SKILLS AS POWERS

In appropriate circumstances, characters can buy Skills as part of a device or a weapon (*i.e.,* combined with Powers and Power Modifiers). For instance, a character could purchase Combat Skill Levels with a rifle, subject to certain Limitations such as *Focus.* For further information, refer to *Skills,* 6E1 283.

Skill Rolls

Most Skills are rated with a number that indicates how well a character knows them — the higher the number, the better he is at the Skill. In general, a character with an 11- is fairly good at a Skill, while any Skill over 14- is remarkable. See the Skill Roll Table for more information.

In ordinary situations, when a character is under no stress or pressure and has sufficient time to perform a task correctly, he doesn't have to make a Skill Roll (or Perception Roll) — the GM can assume success for ease of game play. Characters must make Skill Rolls whenever they attempt to use a Skill in difficult or dangerous situations, when under pressure, when success is crucial or unlikely, or when in combat. To use a Skill successfully, a character must roll less than or equal to his Skill Roll on 3 six-sided dice (3d6). If the roll exceeds his Skill Roll, he has failed. (See the accompanying Odds On 3d6 table for the percentage chances of success.)

Typically, making a Skill Roll constitutes a Half Phase Action, but this can vary depending on the Skill used, the task attempted, and the circumstances — sometimes making a Skill Roll requires hours of effort or no time at all.

TOOLKITTING: CHANGING THE SKILL ROLL CALCULATION

Some GMs prefer to calculate Skill Rolls differently than 9 + (CHAR/5) to offer characters more options. Some possibilities include:

6 + (CHAR/3)
7 + (CHAR/3)
8 + (CHAR/4)

This creates a little more granularity for Heroic games, but may cause "Skill inflation" problems in Superheroic games, where Characteristics are higher. Somewhere between 20 and 30 DEX/INT/PRE, these methods start to yield higher Skill Rolls than the standard method. Using a different Skill Roll calculation may also require you to change the cost of Skill Levels to keep them balanced.

A more radical possibility is to remove Characteristics from the Skill Roll calculation entirely: for 3 Character Points, a character buys an 11- roll in what used to be a Characteristic-Based Skill, and he can then buy the roll up normally from there. This might be a good option for "realistic"/"gritty" games where characters tend to fail frequently and rarely have high Skill Rolls.

STANDARD SKILL ROLLS

The base Skill Roll for most Intellect, Agility, or Interaction Skills (also called Characteristic-Based Skills), and some Background Skills, is calculated by the following formula:

Base Skill Roll = 9 + (Characteristic/5) or less

Thus, the base Skill Roll for an Intellect Skill is 9 + (INT/5) or less (standard rounding rules apply). Most Background Skills have a base 11- roll.

Improving the Skill Roll for standard Characteristic-Based Skills costs 2 Character Points per +1 to the roll. Background and Combat Skills, and a few special Skills, have different costs, explained in their individual descriptions. Characters may apply Limitations to these straightforward improvements to individual Skill Rolls, unless the GM rules otherwise. For example, a sneaky wilderness scout might buy +4 to his Stealth roll with the -½ Limitation *Only In Wilderness Environments.*

Characters can also improve Skill Rolls by purchasing Skill Levels. Every Skill Level adds +1 to the base roll of the Skills it applies to. The cost of a Skill Level depends on the number of different Skills to which it applies (see *Skill Levels,* 6E1 88).

SKILL ROLLS BASED ON ALTERNATE CHARACTERISTICS

When characters use Characteristic-Based Skills, sometimes the GM will want them to make a Skill Roll based on an alternate Characteristic because of the way they're employing the Skill. This most often occurs when characters use technology-oriented Skills (which are usually based on INT but involve the use of the hands), or when they need to remember some fact pertaining to a Skill not based on INT.

For example, suppose a character has Demolitions and wants to disarm a bomb. Given the way the GM described the bomb, the disarming procedure involves cutting two difficult-to-reach

TOOLKITTING: CHANGING THE WAY SKILL ROLLS WORK

If you want fewer dice-rolling mechanics in the game, consider changing Skill Rolls (and Characteristic Rolls) to work like Attack Rolls. Each task has a *Difficulty Value* (DV) rated from 1 (Routine) to 20 or more (Sheer Folly) — the higher the number, the harder the task. Instead of having a roll like 11- or 14-, for 3 Character Points a character buys a *Skill Value* (SV) with a Skill, equal to the relevant Characteristic divided by 3. For example, a character with INT 20 could buy an SV of (20/3 =) 7 with Security Systems for 3 Character Points. (A +1 SV with any Skill costs 2 Character Points.) When he needs to make a Skill Roll, the character subtracts the number he rolls on 3d6 from his SV + 11; the result is the DV he can "hit" (succeed at). If the DV of the task is equal to or less than that, he succeeds; otherwise he fails.

THE ODDS ON 3D6

Roll	Chance To Roll <= On 3d6
3	0.46%
4	1.85%
5	4.63%
6	9.26%
7	16.20%
8	25.93%
9	37.50%
10	50.00%
11	62.50%
12	74.07%
13	83.80%
14	90.74%
15	95.37%
16	98.15%
17	99.54%
18	100.00%

Don't forget that in the *HERO System*, a roll of 3 always succeeds, and a roll of 18 always fails, unless the GM rules otherwise or a specific rule indicates a different result.

wires... and failure may trigger the explosion! The GM decides the character must make his Demolitions roll based on DEX, not INT.

Even when the GM requires a character to use an alternate Characteristic to make a Skill Roll, a character may still apply any bonuses or Skill Levels bought to affect that Skill. This includes Skill Levels with "all Skills based on a particular Characteristic" when the "particular Characteristic" is either the one normally used for the Skill or the alternate one. For instance, in the Demolitions example above, if the character had bought a 3-point Skill Level with Bugging, Computer Programming, and Demolitions, he could apply it to his roll. He could also apply a Skill Level with All Intellect Skills (since Demolitions is ordinarily an Intellect Skill) or with All Agility Skills (since the GM's currently requiring him to make his roll based on DEX). However, if a character has 4-6 point Skill Levels with both categories of Skill (the one the Skill normally belongs to and the one he's currently using it as) he may *not* apply both — he has to decide which one to apply.

SKILL ROLL TABLE

Characteristic Value	Skill Roll	Description
N/A	8-	A **Familiarity** — a very basic knowledge. See main text.
2 or less	9-	
3, 4, 5, 6, 7	10-	A **Proficiency** with a Skill. See main text.
8, 9, 10, 11, 12	11-	**Competent:** The character can perform routine tasks easily, and difficult tasks with a little effort. He's qualified to get a job using the Skill.
13, 14, 15, 16, 17	12-	**Skilled:** The character is well-versed in the Skill. Routine tasks are easy, and more difficult tasks are well within his abilities. He's qualified to manage or assist less-skilled workers as they use the Skill.
18, 19, 20, 21, 22	13-	
23, 24, 25, 26, 27	14-	**Very Skilled:** The character is a master with the Skill. Easy tasks are a breeze, and he can perform more difficult or unusual tasks without too much trouble.
28, 29, 30, 31, 32	15-	
33, 34, 35, 36, 37	16-	**Highly Skilled:** The character is one of the very best people in the world with that Skill. Unusual or difficult tasks which give lesser masters pause are matters of routine. He often works on cutting-edge applications of the Skill.
38, 39, 40, 41, 42	17-	
43, 44, 45, 46, 47	18-	**Extremely Skilled:** The character is one of the greatest masters of the Skill in history. He develops new uses for the Skill and "pushes the envelope" of what it can do.
48, 49, 50, 51, 52	19-	
53, 54, 55, 56, 57	20-	**Incredibly Skilled:** The character amazes even other skilled practitioners. He's perhaps the greatest master of the Skill in history. This is the realm of superheroes, gods, heroes of myth, and supergeniuses.

...and so on. Characters can also improve Skill Rolls by paying more Character Points for the Skill, as listed in the text. Having a high Characteristic isn't the only way to get a high Skill Roll.

FAMILIARITY AND PROFICIENCY

A character may buy *Familiarity* with any Characteristic-Based, Knowledge, Science, or Professional Skill. Familiarity with a Skill costs 1 Character Point and gives the character a basic knowledge of the ability described. The Skill Roll is an 8- for any Skill with which the character has a Familiarity, whether or not the Skill is Characteristic-Based.

The 1 point spent for the Familiarity counts toward the cost of the Skill if the character later buys the full 3 point Skill. Thus, if Andarra buys Familiarity with Contortionist for 1 point and later decides to buy Contortionist, which costs 3 points, she need only spend 2 additional Character Points.

No Skill Levels (not even Overall Skill Levels) add to the 8- chance to perform a Skill with which a character is Familiar, since the character doesn't understand the Skill well enough to use his expertise. However, the GM may assign Skill Modifiers to make performing a Familiar Skill easier — for example, taking several Turns should make many tasks easier. A Familiarity can serve as a Complementary Skill (see below), but other Skills can't be Complementary to a Familiarity unless the GM allows it.

With the GM's permission, characters may also buy *Proficiency* with a Characteristic-Based Skill. A Proficiency functions just like Familiarity, but provides a 10- roll for 2 Character Points.

SUCCESSFUL SKILL ROLLS

If the character rolls less than or equal to his Skill Roll, taking all modifiers into account, he succeeds. The more he makes the roll by, the greater his degree of success.

Example: *Two characters — Garrett Starbow, with Computer Programming 14-, and Alacar West, with Computer Programming 12- — both try to reprogram an enemy computer system to open a door. Garrett rolls a 12, and Alacar rolls a 7. Even though Alacar knows less about computers in general than Garrett does, he did much better at this task than Garrett did — he made his roll by 5, whereas Garrett only made his roll by 2. Apparently Alacar knows something about automatic door programming that Garrett doesn't... or maybe he just got lucky.*

FAILED SKILL ROLLS

If the character rolls greater than his Skill Roll, taking all modifiers into account, he fails. A failed Skill Roll means the character can't perform the chosen action (such as picking a particular lock) or receives no benefit from the Skill until the situation changes in the character's favor — in other words, until he somehow gets at least a +1 modifier to the Skill Roll. Obtaining a +1 to a Skill Roll can be as simple as taking more time (see *Skill Modifiers*).

Typically a failed roll means just that — the character failed, no more and no less. But a badly-failed roll (by 4 or more in most cases) may have further negative consequences for the character. Possible examples include hurting himself, breaking his equipment, making additional attempts to use the Skill at that time harder or impossible, and alerting others to his activities.

A character who fails his Skill Roll is still more proficient at a given Skill than a character without the Skill — GMs shouldn't assume that failing a Skill Roll is worse than not having the Skill at all. (However, with certain Skills, such as Demolitions, characters may be better off not trying to use the Skill unless they're reasonably proficient.)

The GM may want to make some Skill Rolls himself, just to keep the characters guessing. In this case, he can tell them "You *think* the bomb is rigged properly" or "You're not sure they believed your disguise," according to the roll. If the roll fails by a significant amount, the GM can tell the player it seemed successful even though it wasn't (leading to difficulties).

Skill Versus Skill Contests

Sometimes characters use their Skills in opposition, such as when one character tries to conceal something while another character tries to find it. This is called a *Skill Versus Skill Contest.* In such cases, use the following rules.

In any Skill Versus Skill situation, the character taking action makes his roll first. If he succeeds, the character who reacts takes a negative modifier based on the first character's degree of success (see below). For example, the character setting a bomb makes a Demolitions roll. The character trying to defuse the bomb suffers a modifier based on how well the first character made his Demolitions roll.

If the first character fails his Skill Roll, the opposing character doesn't have to make a Skill Roll to undo the first character's efforts — he can undo them automatically. If the first character succeeds with his Skill Roll, the opposing character must (a) have the appropriate Skill and (b) succeed with a Skill Roll at -1 for every 1 point by which the first character makes his Skill Roll. In other words, the second character must succeed by the same or a greater margin as the first.

Example: *Andarra has Computer Programming on a 12-. She knows a hacker plans to steal valuable information from her computer. She decides to set up defensive programs, and rolls a 14 (failing her roll by 2). Andarra has not set up a valid program. She tries again, taking more time in this attempt, so the GM gives her a +1 modifier to her Skill Roll. Andarra now needs to roll a 13 or less. She rolls a 9, succeeding by 4. Her data is now protected from casual access. Anyone trying to get to the data must make a Computer Programming roll at a -4 penalty.*

Resist the temptation to overuse the Skill Versus Skill system — in obvious situations, there's no need to make Skill Rolls. For instance, if the first character conceals an object in a drawer, and the opposing character searches that very drawer, he'll find the object. Roleplaying these situations reduces the need to make die rolls.

Most Skills work directly against the same Skill. However, some Skills, such as Stealth, work against a Perception (PER) Roll: the first character makes a Stealth Roll, and characters attempting to spot him make PER Rolls.

Complementary Skills

Sometimes a character has two (or more) Skills that apply to the problem at hand. In such situations, the GM determines which Skill is the primary Skill, and then decides what other Skill(s) are *Complementary* to the problem at hand. The character then attempts a Skill Roll for the Complementary Skill(s) (if two or more apply, the GM may restrict the number of Complementary Skills the character can use). For every 2 points by which the character succeeds with his Complementary Skill Roll(s), he adds +1 to his chance to perform the primary Skill. For example, if a character makes a Complementary Skill Roll by 0, 1, or 2, he gets a +1 to the primary Skill Roll; if he makes the roll by 3 or 4, he gets +2 to the primary Skill Roll; and so forth. The GM may impose a limit on how much of a bonus Complementary Skills can provide (such as no more than +2, or +3 if two or more characters both make Complementary rolls) to keep Complementary Skills from becoming too effective.

The Complementary Skill rule also applies if another character helps the character perform the Skill. For example, two characters with Electronics could team up to build a gadget. The one with the lower roll makes his Skill Roll as Complementary to the other character, thus increasing their overall chance of success.

Gamemasters who want to improve characters' chances of success should allow many Complementary Skills; GMs who want to make things difficult should permit only one. In appropriate circumstances, Characteristic Rolls or PER Rolls can act as Complementary Skill Rolls.

WHEN *NOT* TO ROLL

In ordinary situations, when a character's under no stress or pressure and has sufficient time to perform a task correctly, he doesn't have to make a Skill Roll (or Perception Roll) — the GM can assume success for ease of game play. The same applies to any situation where the facts involved are so commonly known, the knowledge required so basic, or the task being performed so elementary that it strains believability to think that someone could know the Skill but not know that fact or be able to perform that task easily. Characters must make Skill Rolls whenever they attempt to use a Skill in difficult or dangerous situations, when under pressure, when success is crucial or unlikely, when in combat, or the like.

In short: Skill Rolls are a part of the game to add dramatic tension and fun, not in defiance of common sense and dramatic sense. The GM shouldn't bother to have a character make a roll unless there's a good reason why the character should — why his success or failure might be in doubt and might significantly impact the events of the story being created.

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
See text	Preparing for extra time
+1 to +3	Character has extensive knowledge of the object of the Skill Roll
+1 to +3	Character roleplays the use of the Skill well
+1 to +3	Character uses 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 perform the Skill on
-1 to -5	Character uses poor equipment, or lacks the proper equipment (if appropriate)
-1 to -3	Combat conditions, for Skills not normally used in combat



Example: *Randall Irons tries to get some information from a young woman; he believes she knows the whereabouts of the Aztec artifact stolen from his hotel room. Randall has both Conversation 12- and Charm 13-. Since Randall wants to gain information, the GM rules that Conversation is the primary Skill, and Charm is Complementary. Randall rolls a 10 on his Charm roll, making it by 3. The charming Randall gets a +2 to his Conversation roll for this conversation, which improves his chance to find out any useful information the woman knows.*

SPECIALIZING SKILLS

The Complementary Skill rules allow characters to "specialize" their Skills by buying related Background Skills. For example, a character with Forgery (Art Objects) might want to have a special talent for forging Rembrandt paintings. He could buy KS: Rembrandt or PS: Forge Rembrandts, and use those as Complementary Skills for his Forgery rolls.

This system also allows GMs to individualize certain Skills for specific campaigns by requiring characters to buy particular Background Skills when they buy those Skills. For example, in a Science Fiction campaign where the characters all work for the Galactic Federation, when they buy Computer Programming the GM could require them to also buy a related Background Skill, PS: Use Galactic Federation Computers, to reflect their more advanced training with that type of computer.

Skill Modifiers

The GM should apply modifiers to Skill Rolls depending on the circumstances. All Skill Modifiers change the number the character needs to roll, not the dice roll itself (thus, a positive modifier, like +2, is good because it increases a character's Skill Roll; a negative modifier, like -3, is bad because it reduces the roll). This also applies to the character's Skill Levels and any Complementary Skills (though usually Skill Modifiers apply only to the base Skill being used, not to the Complementary Skill, which itself can provide a positive Modifier).

Example: *Andarra attempts to conceal an illegal mind control helmet in her spaceship. The GM rules that since Andarra has a small spaceship, this attempt suffers a -2 modifier to Andarra's Concealment roll. Andarra has Concealment 12-. With the -2 modifier, Andarra needs to roll a 10- to successfully hide the device.*

The GM should provide modifiers to deal with each situation that comes up in the course of the game. Skills are very general; they cover a variety of situations, and circumstances can modify the chance of success tremendously. Modifiers help describe the situation to the players in a very concrete fashion, making the game more visual and exciting. Positive modifiers also promote player cleverness and creativity, and that's when players have the most fun.

The accompanying table provides a general list of modifiers that apply to most of the Skills. The GM should use this list as a guideline when determining modifiers — remember, circumstances alter modifiers, and some Skills may not use some of these modifiers. Also, the GM should be careful not to go overboard with modifiers; don't forget that on the *HERO System*'s 3d6 bell curve, even a +/-1 modifier can significantly alter a character's chances of success (see 6E2 280).

Equipment modifiers only apply to Skills that requires equipment, or can be performed with it. If the Skill requires equipment (Lockpicking, for example), then lack of proper equipment means the character cannot use the Skill at all (unless, perhaps, he can substitute appropriate Powers for equipment). Unless noted otherwise in a Skill's description, a character who buys a Skill that requires equipment doesn't automatically have that equipment; he has to acquire it as part of his background or during the game (but he doesn't have to pay Character Points for it).

THE TIME CHART

Sometimes characters receive a positive modifier to a Skill Roll if they take extra time to perform a Skill. The GM should determine the minimum amount of time it takes to complete a task (from 1 Phase to days or weeks). If the character takes additional time beyond that minimum, he receives a +1 for each level down on the Time Chart.

Example: *Chiron tries to pick a lock. The GM determines this would normally take 1 Turn (12 seconds). Success is crucial, so Chiron spends 1 Hour picking the lock. This moves down the Time Chart by 4 levels, so Chiron receives a +4.*

Alternately, if a character has to perform a task in less time than it normally takes, he suffers a -3 penalty for each level up the Time Chart. For example, to perform a task that normally takes five minutes in 12 seconds (one Turn), a character must make his Skill Roll with a -6 penalty to his Skill.

SKILL PERIOD

The GM should decide which Skills characters in his campaign can buy. Not all Skills are appropriate for all genres (genre books published by Hero Games provide suggestions regarding Skill availability). For example, characters in most Fantasy campaigns can't learn Computer Programming; that Skill depends upon modern electronics and other technologies not available in pre-industrial or early industrial settings. The GM can also alter the names of Skills to match the campaign. For instance, in a Fantasy campaign Paramedics becomes *Healing* or *Chirurgy,* and High Society becomes *Courtier.*

The Skill List, below, assigns all Skills to one or more of three time periods: Fantasy, Modern, or Future. "Fantasy" includes most pre-industrial societies, such as found in the typical Fantasy campaign. They usually involve little or no use of modern-day technology, and often little or no understanding of basic principles or science behind the Skill (if any). A Fantasy-era character who has the opportunity to use Skills from later periods often suffers a Skill Roll penalty of -3 to -5 for dealing with Modern situations, -5 to -8 for Future.

"Modern" signifies Skills appropriate for campaigns set circa the year 2000 on Earth. In many respects, the Modern period also includes near-future times, and even some prior industrial periods (such as the Pulp or Victorian eras). A Modern character trying to use his Skills in Fantasy era situations (for example, to use Security Systems, which he learned to defeat electronic burglar alarms, to neutralize a trapdoor), or in Future eras where he may not completely understand what's going on, suffers Skill Roll penalties of -2 to -4.

"Future" includes far-future settings such as those featured in most Science Fiction campaigns. Future characters trying to apply their Skills to Modern settings or technologies may suffer Skill Roll penalties of -2 to -4; the penalty increases to -5 or greater in Fantasy eras.

These periods serve as guidelines for which Skills are appropriate for which types of campaigns. The GM may alter the list, create more complex period lists, or allow exemptions for specific characters based on conception. For example, a time-traveling wizard from a Fantasy campaign might learn Electronics, or a Science Fiction campaign featuring lots of strange alien creatures might use Riding.

Gamemasters should remember that Skill capabilities vary from period to period and genre to genre. For example, characters from any time period can purchase Criminology, but not until the early Modern period can they take advantage of fingerprinting techniques. Genre books from Hero Games describe Skill applications appropriate for specific periods and genres.

TIME CHART

Time Period/Duration
1 Segment
1 Phase
1 Turn (Post-Segment 12)
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Season (3 months)
1 Year
5 Years
25 Years
1 Century



SAMPLE EVERYMAN SKILL LISTS

VIKING FANTASY

Acting
Climbing
Concealment
Conversation
Deduction
Native Language
(4 points' worth, no literacy)
Paramedics (Healing)
Persuasion
One PS at 11-
(a character's job, hobby, or the like)
Shadowing
Stealth
TF: Small Wind-Powered Boats
AK: Home country or region 8-

MODERN

Acting
Climbing
Concealment
Conversation
Deduction
Native Language
(4 points' worth, includes literacy)
Paramedics
Persuasion
One PS at 11-
(a character's job, hobby, or the like)
Shadowing
Stealth
TF: Small Motorized Ground Vehicles
AK: Home country or region 8-

SCIENCE FICTION

Acting
Climbing
Computer Programming
Concealment
Conversation
Deduction
Native Language
(4 points' worth, includes literacy)
Paramedics
Persuasion
One PS at 11-
(a character's job, hobby, or the like)
Shadowing
Stealth
TF: Personal-Use Spacecraft
AK: Home country or region 8-

Everyman Skills

All characters have some ability in a few Skills to reflect the fact that everybody knows how to do these things to some extent. The actual "Everyman" Skills vary according to the genre and the campaign setting. In modern campaigns, the Everyman Skills include Acting, Climbing, Concealment, Conversation, Deduction, Paramedics, Persuasion, Shadowing, Stealth, and Transport Familiarity. All characters have Familiarity (an 8- roll) with these Skills for free. (If the character comes from an extremely unusual culture, he might have different Everyman Skills.) You should note them on your character's sheet, but since they're free, you shouldn't include the cost in the character's total cost. A character can purchase and improve these Skills just like any other Skills, but he must pay the full cost — the Everyman Familiarity doesn't reduce the cost.

In some cases, a character may not know all the Everyman Skills he should — for example, a modern-day character who's spent all his life in a big city with easily-accessed mass transportation may never learn how to drive a car. If so, he may sell back any Everyman Skills he doesn't know for 1 point each.

Despite the name, Everyman Skills are really Every*character* Skills. Not every single person in a given society has these Skills, but every PC and prominent NPC does. Heroes, after all, generally tend to be more competent at a wide variety of abilities than the average person.

DETERMINING EVERYMAN SKILLS

When creating a campaign, the GM must decide what Everyman Skills characters have. This depends on the environment the characters grew up in; Everyman Skills reflect the basic abilities individual characters learn while growing up. Hence, if the characters came from a high-tech information-based society, they might all know how to operate computers. Conversely, characters who come from a Phoenician trading society may all know how to sail. Characters in the same campaign may have different Everyman Skills if they come from radically different backgrounds (for example, Viking-type characters and horse nomad-type characters in a large Fantasy setting).

UNTRAINED SKILLS

Sometimes a character wants to attempt an action for which he doesn't know the appropriate Skill — not even as an Everyman Skill. For example, he might want to bribe a guard even though he doesn't have the *Bribery* Skill, defuse a bomb even though he knows nothing about Demolitions, or find his way through the wilderness even though he lacks the *Navigation* Skill. At the GM's option, a character in this situation can use the Skill *untrained*. A character's roll with an untrained Skill is a flat 6-, and he cannot apply any type of Skill Levels to improve this roll. The GM may choose to allow Skill Modifiers (both positive and negative) or Complementary Characteristic Rolls to apply (but if so, he may wish to cap Untrained Skill rolls at 8-, regardless of bonuses, so that characters have a reason to buy Familiarities). The GM may rule that characters cannot use some Skills, such as obscure KSs, untrained.

Extraordinary Skills

As an optional rule, a character can attempt an incredible feat with a Skill if he has a Skill Roll of 18- or better. Any incredible feat takes a -10 penalty or more to begin with, and the GM can assign other modifiers as he sees fit. For example, a character could use Breakfall to land on his feet and take no damage after a fall from an airplane, or a character with Persuasion could convince a target of a patent untruth ("Are you going to believe me or your own eyes?"). This optional rule allows a GM to run a more fantastic campaign with amazing feats not possible in the real world or even most adventure fiction.

THE SKILL LIST

All Skills are listed in the accompanying table alphabetically, with the Type of Skill, the Base Roll on 3d6, the Base Cost in Character Points, the cost of a +1 to the Skill Roll, and the appropriate Period(s) for the Skill. This list is not exhaustive; the GM can create other Skills or let characters buy Skills not on the list. General categories such as Professional Skills and Knowledge Skills cover Skills not listed; refer to the text for further information.

Skill	Type	Base Roll	Base/ +1 Cost	Period
Acrobatics	Agility	9+(DEX/5)	3/2	All
Acting	Interaction	9+(PRE/5)	3/2	All
Analyze	Intellect	9+(INT/5)	3/2	All
Animal Handler	Interaction	9+(PRE/5)	2/2	All
Autofire Skills	Combat	—	Varies	Modern, Future
Breakfall	Agility	9+(DEX/5)	3/2	All
Bribery	Interaction	9+(PRE/5)	3/2	All
Bugging	Intellect	9+(INT/5)	3/2	Modern, Future
Bureaucratics	Interaction	9+(PRE/5)	3/2	All
Charm	Interaction	9+(PRE/5)	3/2	All
Climbing	Agility	9+(DEX/5)	3/2	All
Combat Driving	Agility	9+(DEX/5)	3/2	All
Combat Piloting	Agility	9+(DEX/5)	3/2	Modern, Future
Combat Skill Levels	Combat	—	Varies	All
Computer Programming	Intellect	9+(INT/5)	3/2	Modern, Future
Concealment	Intellect	9+(INT/5)	3/2	All
Contortionist	Agility	9+(DEX/5)	3/2	All
Conversation	Interaction	9+(PRE/5)	3/2	All
Cramming	Intellect	—	5/—	All
Criminology	Intellect	9+(INT/5)	3/2	All
Cryptography	Intellect	9+(INT/5)	3/2	All
Deduction	Intellect	9+(INT/5)	3/2	All
Defense Maneuver	Combat	—	Varies	All
Demolitions	Intellect	9+(INT/5)	3/2	Modern, Future
Disguise	Intellect	9+(INT/5)	3/2	All
Electronics	Intellect	9+(INT/5)	3/2	Modern, Future
Fast Draw	Agility	9+(DEX/5)	3/2	All
Forensic Medicine	Intellect	9+(INT/5)	3/2	Modern, Future
Forgery	Intellect	9+(INT/5)	2/2	All
Gambling	Intellect	9+(INT/5)	2/2	All
High Society	Interaction	9+(PRE/5)	3/2	All
Interrogation	Interaction	9+(PRE/5)	3/2	All
Inventor	Intellect	9+(INT/5)	3/2	All
Knowledge Skill	Background	11*	2/1*	All
Language	Background	—	1/1	All
Lipreading	Intellect	9+(INT/5)	3/2	All
Lockpicking	Agility	9+(DEX/5)	3/2	All
Martial Arts	Combat	Varies	Varies	All
Mechanics	Intellect	9+(INT/5)	3/2	Modern, Future
Mimicry	Intellect	9+(INT/5)	3/2	All
Navigation	Intellect	9+(INT/5)	2/2	All
Oratory	Interaction	9+(PRE/5)	3/2	All
Paramedics	Intellect	9+(INT/5)	3/2	All
Penalty Skill Levels	Combat	—	Varies	All
Persuasion	Interaction	9+(PRE/5)	3/2	All
Power	Varies	9+(CHAR/5)	3/2	All
Professional Skill	Background	11*	2/1*	All
Rapid Attack	Combat	—	10/—	All
Riding	Agility	9+(DEX/5)	3/2	Fantasy, Modern
Science Skill	Background	11*	2/1*	All
Security Systems	Intellect	9+(INT/5)	3/2	All
Shadowing	Intellect	9+(INT/5)	3/2	All
Skill Levels	—	—	Varies	All
Sleight Of Hand	Agility	9+(DEX/5)	3/2	All
Stealth	Agility	9+(DEX/5)	3/2	All
Streetwise	Interaction	9+(PRE/5)	3/2	All
Survival	Intellect	9+(INT/5)	2/2	All
Systems Operation	Intellect	9+(INT/5)	3/2	Modern, Future
Tactics	Intellect	9+(INT/5)	3/2	All
Teamwork	Agility	9+(DEX/5)	3/2	All
Tracking	Intellect	9+(INT/5)	3/2	All
Trading	Interaction	9+(PRE/5)	3/2	All
Transport Familiarity	Background	—	Varies	All
Two-Weapon Fighting	Combat	—	10/—	All
Ventriloquism	Intellect	9+(INT/5)	3/2	All
Weapon Familiarity	Combat	—	Varies	All
Weaponsmith	Intellect	9+(INT/5)	2/2	All

*: Characters can base these Skills on a Characteristic (usually INT).

Skill Types

The *HERO System* groups Skills into five categories: Agility Skills, Background Skills, Combat Skills, Intellect Skills, and Interaction Skills. The only Skill that doesn't fall into one of those categories is Skill Levels, which lets you improve your Skill Roll with several Skills. (The *Power* Skill falls into whatever category uses the Characteristic its roll depends on.) Characters may have Skills from any or all categories.

AGILITY SKILLS

Agility Skills are based on DEX. They cost 3 Character Points for a base (9 + DEX/5) or less roll; a +1 to any Agility Skill costs 2 Character Points. Agility Skills suffer penalties when a character is Encumbered (see 6E2 45). Agility Skills include:

- Acrobatics
- Breakfall
- Climbing
- Combat Driving
- Combat Piloting
- Contortionist
- Fast Draw
- Lockpicking
- Riding
- Sleight Of Hand
- Stealth
- Teamwork

BACKGROUND SKILLS

Background Skills represent different kinds of information or knowledge a character possesses. Typically, characters acquire them by growing up in a certain society, studying under a teacher, or through their life experiences. Background Skills help flesh out a character and may prove crucial in non-combat situations. However, they're not intended to replace other Skills, and the GM should be careful to make sure that doesn't happen. For example, PS: Paramedic is *not* the equivalent of the *Paramedics* Skill and doesn't provide any of the abilities Paramedics does.

The cost for Background Skills varies according to type. They include:

- Knowledge Skill
- Language
- Professional Skill
- Science Skill
- Transport Familiarity

COMBAT SKILLS

Combat Skills help the character fight effectively. Typically they do not require a Skill Roll. They include:

- Autofire Skills
- Combat Skill Levels
- Defense Maneuver
- Martial Arts
- Penalty Skill Levels
- Rapid Attack
- Two-Weapon Fighting
- Weapon Familiarity

INTELLECT SKILLS

Intellect Skills are based on INT. Most cost 3 Character Points for a base (9 + INT/5) or less roll; a +1 to the roll of most Intellect Skills costs 2 Character Points (a few, such as Cramming, Forgery, and Survival, have different cost structures). Intellect Skills include:

- Analyze
- Bugging
- Computer Programming
- Concealment
- Cramming
- Criminology
- Cryptography
- Deduction
- Demolitions
- Disguise
- Electronics
- Forensic Medicine
- Forgery
- Gambling
- Inventor
- Lipreading
- Mechanics
- Mimicry
- Navigation
- Paramedics
- Security Systems
- Shadowing
- Survival
- Systems Operation
- Tactics
- Tracking
- Ventriloquism
- Weaponsmith

INTERACTION SKILLS

Interaction Skills are based on PRE. Most cost 3 Character Points for a base (9 + PRE/5) or less roll. A +1 to most Interaction Skills costs 2 Character Points. The *Striking Appearance* Talent (6E1 115) may modify the use of some Interaction Skills in some situations. Interaction Skills include:

- Acting
- Animal Handler
- Bribery
- Bureaucratics
- Charm
- Conversation
- High Society
- Interrogation
- Oratory
- Persuasion
- Streetwise
- Trading



3

SKILL DESCRIPTIONS

Here are the descriptions of and rules for the Skills. The header for each one lists its type, how to calculate its roll (if appropriate), and its cost in Character Points.

ACROBATICS

Agility: 9 + (DEX/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Agility Skill allows a character to perform flips, jumps, and rolls like a circus acrobat. Acrobatics lets the character jump from one moving vehicle to another safely, swing from flagpoles, bounce off awnings, and execute other tricky moves. A character with Acrobatics could jump and flip over an obstacle, then land on his feet ready to fight.

Acrobatics doesn't just impress bystanders — it's useful in combat. An acrobat can often gain +1 to +3 to his OCV by surprising his opponent with an acrobatic maneuver (the GM determines this bonus; see *Surprise Move,* 6E2 51). Typically this is a Zero Phase Action, or an Action that takes no time. If a bonus is appropriate, a good rule of thumb is +1 OCV for every 3 full points by which the character succeeds with his Acrobatics roll (*i.e.,* if the character makes the roll by 3-5, he gets +1; by 6-8, he gets +2, and so on).

A character with Acrobatics can also retain his balance when walking on narrow or difficult surfaces, such as tiny mountain ledges, the edges of buildings, or tightropes. The GM should assign modifiers according to the difficulty of the situation. The character can perform easy feats of balance (like walking on a balance beam) with no chance of falling.

ACTING

Interaction: 9 + (PRE/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Interaction Skill can alter his physical mannerisms and speech patterns to seem to be another person, to fool someone, or to fake moods and emotions. A character can use it to hide his true identity or to impersonate another individual.

To detect an acting character, use Acting versus an INT Roll in a Skill Versus Skill Contest. It's more difficult to impersonate a specific person (-1 to -3) or to maintain an impersonation over a long time (-1 to -3). The character may receive bonuses (+1 to +3) if he's had a chance to study the individual or if the viewers don't know the individual well. Acting does not impart any skill with disguises; if the character wants to look like a specific person, he either must know Disguise or have help from someone who does. Area Knowledge, Mimicry, and Disguise can all help the character impersonate someone, or even act as Complementary Skills for Acting, depending on the circumstances.

Failing an Acting Roll usually means the acting was not convincing and the target saw through the impersonation, realized the character's trying to fool him, or the like. However, in some cases, it may just make the target suspicious or distrustful of the character.

ANALYZE

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Intellect Skill allows a character to analyze another character's abilities or skills to determine the other character's level of power or degree of competence. The character must specify what he can analyze using this Skill when he buys it; examples include Analyze Style (martial arts styles), Analyze Combat Technique (fighting skills and tactics), Analyze Magic (magical styles and training), and Analyze Agility Skills (competence at Skills based on DEX).

If a character makes his Analyze roll exactly, he has a general idea of how skilled the target is in comparison to him ("He's better than me," "I could do better than him easily"). If he makes his Analyze roll by 1 or 2, he knows where, how, and by whom the target was trained (if applicable). If he makes his Analyze roll by 3 or more, he can discover distinctive mannerisms about the target that grant him +1 DCV against any attacks (or -1 on Skill Versus Skill rolls) made by the target. If the character makes his Analyze roll by half or more (for example, by rolling a 6 or less on a 12- roll), he gains +2 for all relevant rolls against the target (this bonus is equivalent to two Overall Skill Levels; the character may assign the bonus as he sees fit from Phase to Phase).

A character cannot make successive Analyze rolls against the same character in the same encounter — he only gets one try. The knowledge and bonuses gained through use of Analyze last for that encounter only; they do not "carry over" to future encounters. The character may retain the rough knowledge — "I'm better than him" — but not the bonuses. However, at the GM's option, the character may receive a positive Skill Modifier to reflect his past familiarity with the target's techniques.

The GM can expand Analyze to allow a character to analyze and evaluate just about anything — buildings, technology (or specific types of technology, like computers), you name it — to determine how well-built they are, and their capabilities, in relation to similar items he knows about. In this case, Analyze acts as a particularly useful Complementary Skill — it grants a +1 bonus to related Skill Rolls for every *1* point by which the character makes his Analyze roll.

ANIMAL HANDLER

Interaction: 9 + (PRE/5)

Cost: 2 Character Points for a category, +1 point for each additional category; +1 to roll with all categories per +2 points

This Interaction Skill lets a character train animals to do his bidding. Characters purchase the ability to handle one category of animals for 2 points for a (9+(PRE/5)) or less roll. Additional categories of animals cost 1 point each; the character may increase his Skill Roll with all categories purchased at a cost of 2 points per +1 to the roll.

The chance to train an animal depends on the handler's Skill Roll; the GM should modify it depending on the length of time the handler has to work with the beast, the animal's intelligence, the difficulty of the "trick" the character wants to teach the animal, and the handler's familiarity with the species. The temperament of the animal also makes a difference — it's much easier to train a beagle than a camel or griffon. Training usually takes weeks, but a skillful animal handler can do it much more quickly.

A character should make an Animal Handler roll whenever he wants an animal to do something unusual or out of the ordinary. For example, a trained attack dog could attack an enemy in combat without a roll. However, if the handler wants the dog to attack one man out of a crowd, the character must make an Animal Handler roll (with a penalty if the crowd is large). A failed roll means the dog's too confused to attack, or attacks the wrong person.

Characters can also use Animal Handler to calm down wild animals and ferocious beasts. This usually requires them to succeed with a roll at a -2 to -5 penalty, depending upon the type of animal and its intent (getting a stubborn wildebeest to move out of the road is easier than preventing a charging guard dog from attacking). In this sense characters can even use Animal Handler to represent a quasi-mystic "rapport" between a character and all wild creatures.

Characters do not have to use this Skill on animals bought with Character Points (as Followers; see 6E1 102); they're automatically friendly to the character.

ANIMAL HANDLER CATEGORIES

Animal Categories	Examples
Aquatic Animals	Fish, whales, octopi, jellyfish
Birds	All birds other than Raptors
Bovines	Cattle, bison
Camels	
Canines	Dogs, foxes, wolves
Dragons	Dragons, wyverns
Elephants	Elephants, mammoths
Equines	Horses, donkeys, unicorns
Felines	Housecats, tigers, lions
Insects & Arthropods	Insects, spiders, scorpions
Raptors	Falcons, hawks, eagles
Reptiles & Amphibians	Snakes, lizards, frogs
Ursines	Bears

The GM may create other categories, depending upon the campaign setting and character conception.

AUTOFIRE SKILLS

Combat: No roll required

Cost: 5 Character Points for each Autofire Skill

These four Combat Skills let characters use Autofire attacks more efficiently. Characters can "stack" them together to, for example, execute Accurate, Concentrated, Skipover Sprayfire. When "stacking" in this fashion, a character takes the total of all the OCV penalties for the Skills used. Except as noted under each Skill, standard Autofire rules apply.

Each Autofire Skill costs 5 Character Points. Using any of them takes a Full Phase and halves a character's DCV (this penalty is not cumulative if he uses two or more Autofire Skills at once). An Autofire Skill applies to any and all Autofire attacks a character has or uses.

Although they're usually associated with Autofire weapons like submachine guns, Autofire Skills can also apply to innate powers and abilities. Thus, if a character has an Autofire Blast (or the like), he could buy one or more Autofire Skills to represent his skill at using it.

ACCURATE SPRAYFIRE

The character can use Autofire against multiple targets with great accuracy. He suffers only a flat -1 OCV penalty (instead of the usual -1 OCV per 2m area fired into penalty). Accurate Sprayfire bonuses also apply when characters use Suppression Fire against an Area.

CONCENTRATED SPRAYFIRE

When using Autofire against multiple targets, the character can concentrate his attack to fire multiple shots at a particular target, instead of the standard one shot per target. He incurs a -1 OCV penalty (in addition to standard Autofire modifiers).

Example: *Renegade (CV 7) wants to use his H&K MP5 submachine gun (5-shot Autofire) to shoot three thugs standing next to one another. Using normal Autofire, he could only hit each thug once. However, using Concentrated Sprayfire, he fires all 5 shots and hits Thug #1 twice, Thug #2 twice, and Thug #3 once. He suffers a -3 OCV penalty for firing Autofire over 6m, plus another -1 OCV for Concentrated Sprayfire, giving him OCV 3. He'd better hit them, since using Concentrated Sprayfire reduces his DCV to 4.*

RAPID AUTOFIRE

A character with this Skill may use Autofire attacks with the Combat Maneuver *Multiple Attack* (see 6E2 73). He must fire the same number of shots in each burst of Multiple Attack Autofire (*i.e.,* if he fires 3 shots at his first target, he must fire 3 shots at all targets, even if his Autofire could fire up to 5 shots). He suffers Multiple Attack's cumulative -2 OCV penalty for each burst of Autofire fired after the first, in addition to any standard Autofire penalties.

Example: *Magnum (OCV 10) carries a fully-loaded Uzi submachine gun (5-shot Autofire). He attacks three ninja (DCV 5) armed with swords. Since he'd rather not be filleted, he makes a Multiple Attack to shoot each of them once with a three-round burst (thus expending a total of nine bullets). He suffers a -4 OCV to all shots he takes, so he needs a 12- to hit. He rolls an 8 against the first ninja, hitting him three times. Then he rolls a 13 against the second ninja and misses. Since he missed Ninja #2, he automatically misses Ninja #3.*



SKIPOVER SPRAYFIRE

When firing at multiple targets, a character with Skipover Sprayfire can fire Autofire attacks in small bursts at nonadjacent targets so he doesn't waste Charges or energy firing into empty areas. He only has to fire into the areas he wants to fire into (*i.e.,* those with targets in them), instead of into each 2m part of the line. He incurs the standard -1 OCV penalty for each 2m area he tracks his attack across (even if he doesn't fire an attack into that area), and can track his attack across a number of 2m areas no greater than the number of shots he can fire. Skipover Sprayfire attacks are at -1 OCV (in addition to Autofire penalties).

Example: *Renegade (CV 7) attacks four more thugs who've spread themselves out so that there's an empty 2m area between them (thus, they occupy a 14m "line"). Unfortunately for them, Renegade has Skipover Sprayfire, so he won't waste any bullets on the empty areas. Since Renegade's gun has an Autofire rate of 5, he can track his attack across 10m — so he can't attack all four thugs. He attacks the first three on his left. Using Skipover Sprayfire and Concentrated Sprayfire, he fires two shots at Thug #1, two at Thug #2, and one at Thug #3. He suffers a -5 OCV for tracking Autofire across 10m, -1 OCV for Concentrated Sprayfire, and -1 OCV for Skipover Sprayfire, making his OCV 0. Good luck.*

BREAKFALL

Agility: 9 + (DEX/5)
Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Agility Skill can perform many tasks related to keeping his footing and protecting himself from falls and related situations.

First, a character can use Breakfall to stand up from falling, being prone, lying down, or otherwise being on the ground without taking a Half Phase. If the roll succeeds, the character gets to his feet as a Zero Phase Action.

Second, characters can use Breakfall to take only half damage from a fall. Each 4m (or fraction thereof) the character falls imposes a -1 penalty on the roll. If the character succeeds with his Breakfall roll by half (after applying the height modifier), he takes no damage at all; if he makes an Extraordinary Skill Roll, he can survive (albeit barely) a fall from just about any height regardless of the height modifier. (See 6E2 140 for details on falling damage.) The GM should assign modifiers of -1 to -5 if the character is wounded, Encumbered, or landing on an extremely hard surface. For example, a roll to prevent damage from landing on a carpeted floor or loose earth might be at -1; from a fall onto a wooden floor or packed earth, -2; from a fall onto cement or asphalt, -3. If the surface is uneven, cluttered, or sloped, an additional -1 might be appropriate; a slippery surface might add an additional -1 to -2 penalty. Landing on a soft surface (such as water, a cushion or mat, or a featherbed) would make the roll easier (+1 to +3).

Third, characters can use Breakfall to resist damage from being Thrown (see 6E2 80). A successful roll (at -1 for every 2d6 in the Throw attack) halves the damage taken.

Fourth, a character can use Breakfall to land on his feet if he suffers Knockback or Knockdown. Each +4m (or fraction thereof) of Knockback imposes a -1 on the Breakfall Roll (there's no penalty for Knockdown). If the roll succeeds, he takes no damage and doesn't have to spend a Half Phase standing up. Characters who are Knocked Back into something (like a wall or a vehicle) cannot use Breakfall to lessen the effects of Knockback.

Fifth, characters can use Breakfall to stay on their feet when walking on soft or slippery surfaces, such as ice, wet stone, mud, or shallow water. The GM should assign modifiers according to the difficulty of the situation (see *Environmental Conditions,* 6E2 47).

Except where indicated otherwise, a single Breakfall roll can only accomplish one of the tasks described above; to do more than one at once requires two rolls. For example, a character who wanted to both resist damage from a Throw and get back on his feet immediately would have to make two rolls.

BRIBERY

Interaction: 9 + (PRE/5)
Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Interaction Skill knows when to bribe someone, how to approach him, and how much to offer. The proper bribe can vary greatly from place to place; usually it's money, but sometimes things such as food or cigarettes work best. Characters should roleplay bribery attempts as much as possible, with the GM allowing a character to make Bribery rolls at crucial points in the bargaining to determine how much to offer, how subtle to be, and so on.

If the Bribery attempt fails badly, or if the character attempts to bribe an incorruptible target, the potential bribee may call his superior or the police, arrest the character, or threaten him with a weapon. Also, just because a character has bribed someone doesn't mean he'll *stay* bribed. Complementary Skills can include Persuasion, Charm, and Area or Culture Knowledges. The right language also helps immensely.

BUGGING

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Intellect Skill can plant and operate listening, visual, or other sensing devices ("bugs") and wiretaps properly. He can also "sweep" (search physically or with detectors) for bugs and wiretaps. He can follow a properly bugged vehicle with a successful Bugging roll and a tracking device (though he may need Shadowing to keep the target from perceiving him).

A successful Bugging roll lets a character find an existing bug, or correctly place microphones or cameras and get good sound or video reception from them. (This doesn't necessarily mean the bug's well-hidden; that requires a Concealment roll, with Bugging acting as a Complementary Skill.) A failed Bugging rolls can mean the character used the wrong bug for the job, the equipment broke, bad sound or false noises make the bug useless, and so forth.

Generally, the GM can assume that characters with Bugging have access to a small supply of bugs and bugging equipment of average quality. If not, or if they want better equipment, they can obtain it by building the devices with Character Points (typically using Clairsentience)... or, in Heroic campaigns, buying them with money.

Since Bugging generally requires sophisticated electronic equipment, it's usually only bought in Modern or Future campaigns. However, at the GM's option, in Fantasy periods it might become *Eavesdropping,* the ability to find the best places from which to spy on and overhear people. In this case, Eavesdropping acts as a Complementary Skill for the character's PER Roll when he attempts to overhear or spy on someone.

BUREAUCRATICS

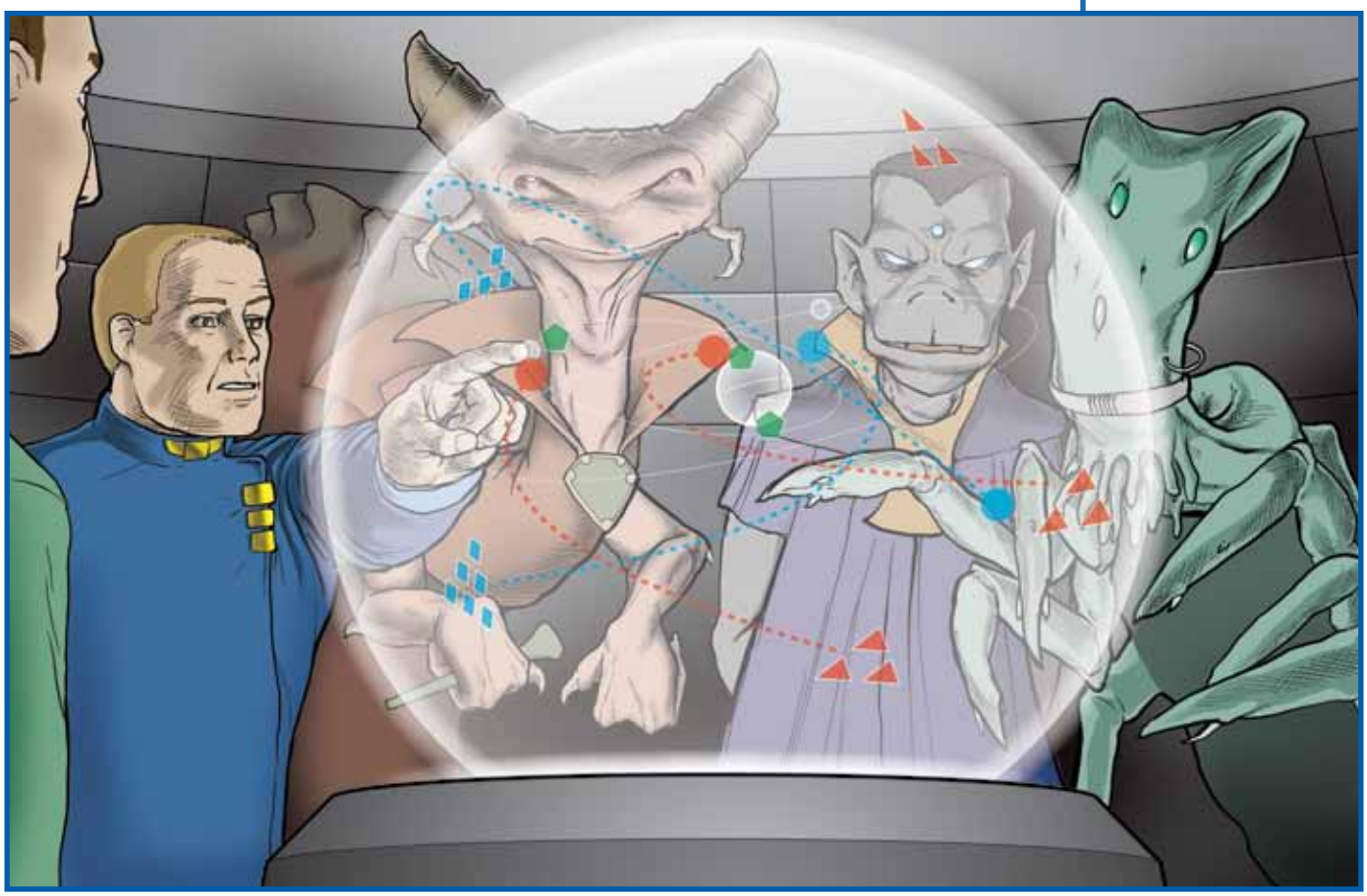
Interaction: 9 + (PRE/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Interaction Skill can deal with bureaucrats, cut through red tape, and extract information from bureaucracies. He also knows the right people to talk to (for just about anything) and how to reach them. Bureaucratics comes in handy when characters need travel papers in a foreign country, go through Customs, have to arrange an appointment, and so on.

Bureaucratic procedures usually take time, from several hours to several days. The character can get quicker action with a better Bureaucratics roll. Complementary Skills for Bureaucratics include Knowledge Skill (of the locale or culture), Charm, Bribery, and Persuasion. If the character has some sort of technical request, the relevant Science Skill would be Complementary. Failed Bureaucratics rolls can result in the character's request being turned down — or worse, stalled forever in red tape.

Bureaucratics proves most useful in Modern or Future campaigns, where large bureaucratic organizations are commonplace. However, it's also appropriate for some Fantasy-era campaigns — many medieval-era kingdoms had byzantine courts and bureaucracies.





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CHARM

Interaction: 9 + (PRE/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Interaction Skill is the ability to gain others' trust by offering companionship or favors. Depending on the circumstances, its uses can range from simply making friends, to getting on someone's good side, to outright sexual seduction. Charm is normally only for use on NPCs; a player should have more control over his character's actions. The GM may rule that Charm can be used on a PC when it fits his Complications or personality.

A successful Charm roll usually makes it easier to learn information or gain favors from the victim. An unsuccessful Charm roll usually means the attempt failed, but an exceptionally bad roll could indicate the target finds the character vulgar or distasteful and becomes completely disinterested in him.

When a character succeeds with a Charm roll, typically the target gets to make an EGO Roll in a Skill Versus Skill Contest to resist the proffered friendship or other offer/request. The GM may modify the Charm roll based on the quality of the character's conduct, the receptivity of the target, the target's Psychological Complications, and other factors. (Alternately, the GM can modify the EGO Roll instead.)

Circumstances have a great effect on this Skill. The *Striking Appearance* Talent usually modifies Charm rolls. Manner and personality are equally important, so a PRE Roll might be Complementary to Charm.

CLIMBING

Agility: 9 + (DEX/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Agility Skill allows a character to climb unusually difficult walls, trees, and buildings, as long as handholds exist. Most characters can climb ordinary things (like ladders) without a Skill. A character with Climbing may climb difficult surfaces with a successful Skill Roll. STR Rolls sometimes act as Complementary Rolls.

Climbing speed varies according to the structure being climbed, but the base speed is 2m per Phase (at most). Climbing equipment (such as rope, grapnels, pitons, or special shoes) may provide bonuses to the roll or speed the pace of climbing. At the GM's option, a character can climb at the rate of an additional +2m per Phase per -3 penalty to the Climbing roll (the GM can limit how much the character can increase his climbing speed this way).

A climbing character's OCV and DCV are halved, and may be 0 if the character is in a really difficult position (see 6E2 49). A failed Climbing roll usually means the character cannot climb that area, but sometimes means a fall if the roll was spectacularly bad.

COMBAT DRIVING

Agility: 9 + (DEX/5)

Cost: 3 Character Points;
+1 to roll per +2 points

Characters with this Agility Skill can drive and control a ground or water vehicle in difficult situations. It applies to all vehicles that operate in two dimensions, from carts and chariots, to automobiles, to surface boats and ships.

To use Combat Driving, the character must know how to operate the vehicle (see *Transport Familiarity,* 6E1 92). Characters with this Skill automatically have Familiarity with one 1-point subcategory of vehicles that operate in two dimensions (but if they want to buy the full category, this "free" point does not reduce the cost). Characters who want to know how to operate more than one class of vehicle should purchase Transport Familiarity.

Characters use Combat Driving for driving during combat. They don't need to make Combat Driving rolls while driving normally on the road (or other surface) unless something unusual happens, such as someone attacking the vehicle. In combat, this Skill allows the character to drive the vehicle with up to its full DCV, making it much harder to hit (see 6E2 195).

Although most appropriate for Modern and Future societies, Combat Driving has uses in some Fantasy settings under such names as *Charioteering, Teamster, Sailing,* or *Sledding.* Characters use it the same way; it just applies to a more limited class of vehicles.

COMBAT PILOTING

Agility: 9 + (DEX/5)

Cost: 3 Character Points; +1 to roll per +2 points

Characters with this Agility Skill can pilot and control vehicles that operate in three dimensions (everything from airplanes, to submarines, to spaceships) in difficult situations (primarily combat).

To use Combat Piloting, the character must know how to operate the vehicle (see *Transport Familiarity,* 6E1 92). Characters with this Skill automatically have Familiarity with one 1-point subcategory of vehicles that operate in three dimensions (but if they want to buy the full category, this "free" point does not reduce the cost). Characters who want to know how to operate more than one class of vehicle should purchase Transport Familiarity.

Characters use Combat Piloting when landing, taking off, and piloting during combat (or other stressful situations, such as storms). Characters don't need to make Combat Piloting rolls while landing normally (at an airport) unless something unusual happens (such as someone attacking the vehicle). In combat this Skill allows a pilot to fly the vehicle at its full DCV, making it much harder to hit (see 6E2 195).

Characters with this Skill know how to read a map, but would have difficulty determining their location in unfamiliar territory, or after becoming lost (that requires Navigation).

Combat Piloting is usually only available in Modern and Future cultures. However, in some unusual Fantasy settings, characters might use it for magical wind-riding ships and similar vehicles.

COMBAT SKILL LEVELS

Combat: No roll required

Cost: 2-10 Character Points per Level (see text)

Once a character knows how to use an attack, he can improve his skill with it by buying *Combat Skill Levels.* Characters can use Combat Skill Levels ("CSLs") to improve their OCV, DCV, or damage with an attack, but a single CSL can only be used for one thing at a time (this is referred to as "assigning" or "allocating" a CSL to that purpose).

Standard CSLs cannot be used with Mental Combat. Mental Powers use a different cost structure for CSLs; see below.

When you buy CSLs for a character, think of the kind of combat or weapon skills the character should have. The more CSLs the character buys, the more choices he has during combat.

Example: *Randall Irons has a 3-point CSL with Pistols, a 3-point CSL with Knives, and a 10-point CSL with All Combat. Irons, armed with his trusty revolver, fights a Nazi death-ray robot. He puts his 3-point CSL with Pistols into +1 OCV and his 10-point Level into +1 OCV. He now has a bonus of +2 OCV. His CSL with Knives doesn't apply because he's fighting with a pistol; however, if someone attacked him with a knife he could use that CSL to improve his DCV against the knife attack (assuming he's somehow using his knife).*

Characters can use Overall Levels as CSLs, but if so, cannot use the Overall Level for anything else that Phase (see *Skill Levels,* 6E1 88).

ASSIGNING COMBAT SKILL LEVELS

A character can change the assignment of his CSLs as a Zero Phase Action. However, unless the GM permits otherwise, a character may not change the assignment of his CSLs more than once in a Phase. After he attacks or takes some other action, his CSLs stay as they are until he chooses to re-allocate them in a later Phase (or when he Aborts to a defensive Action and assigns them to DCV).

Example: *Renegade has four 10-point CSLs with All Combat. When his turn comes to act in Phase 8 (he is DEX 25), he assigns 2 Levels to OCV and 2 to DCV. His CSLs stay that way until he acts in Phase 10 (again, on DEX 25), at which point he can decide to leave them as they are or rearrange them.*

Unless the GM permits otherwise, a character can only allocate a CSL on a Phase when he uses an attack/power that CSL applies to. For example, if a character has a 3-point Combat Skill Level with his Blast, he can only assign that Level (for any purpose) on Phases when he uses his Blast.

USING COMBAT SKILL LEVELS

There are three different uses of Combat Skill Levels:

INCREASE OCV

Characters can use one CSL as +1 OCV with any attack the CSL applies to. This is the only way to use a 2-point CSL; 2-point CSLs cannot apply to DCV or increase damage.

INCREASE DCV

Characters can use one CSL costing 3 or more Character Points as a +1 DCV against the same types of attacks (HTH or Ranged) for which the CSL could increase OCV. For example, a CSL with swordfighting could increase DCV in HTH Combat (against any type of HTH attack), but not in Ranged Combat. A CSL (of any cost) applied to DCV is not Persistent (and cannot be made so except by buying the Skill *Defense Maneuver* at level IV; see 6E1 74); instead, the character must specify when he's using the CSL (he cannot specify that he uses it "at all times").



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As an optional rule, the GM can distinguish between a character's DCV against HTH attacks and his DCV against Ranged attacks. In this case, a character cannot use a CSL to provide a DCV bonus against Ranged attacks unless the CSL applies to All Combat (a 10-point Level). Moreover, a character with a CSL that applies specifically to a Ranged attack or class of Ranged attacks can never use the Level to improve his DCV. This optional rule reflects the fact that it's difficult to dodge a bullet or arrow, regardless of your expertise at shooting bullets or arrows. The GM should always use it when characters buy CSLs with Limitations (an accurate gun doesn't make its user harder to hit, for instance).

INCREASE DAMAGE

Characters can use *two* CSLs to increase the damage done by a HTH or Ranged attack by +1 Damage Class (see 6E2 99 for more information). For instance, a 1d6+1 Killing Damage weapon does 1½d6 if a character uses two CSLs to increase its damage; four CSLs would raise its damage to 2d6, and so on. Similarly, a 4d6 Normal Damage club would do 6d6 if a character used four CSLs to increase the damage.

COMBAT SKILL LEVEL TABLE

Cost	Application
2	+1 OCV only with a single attack
3	+1 with a Small Group of attacks
5	+1 with a Large Group of attacks
8	+1 with All HTH Combat *or* All Ranged Combat
10	+1 with All Attacks

TYPES OF COMBAT SKILL LEVELS

The Combat Skill Level Table lists the several types of CSLs.

2-POINT CSLS

For 2 Character Points, a character can buy a CSL that provides +1 OCV only with a single weapon or attack. A character could buy this to help him with, for example, his broadsword, his Blast, or the *Move Through* Combat Maneuver. The weapon or attack is defined generically. For example, a 2-point CSL with "Broadswords" applies to *all* broadswords, not just one broadsword the character owns, and it applies to any form of attack made with that weapon or ability (such as a Strike, Haymaker, or Multiple Attack with the sword's blade, an attempt to Disarm or Move By a foe, and so forth). A 2-point CSL can only increase the attacker's OCV; it cannot increase his DCV or the damage caused by an attack.

If a character buys a 2-point CSL with Strike, he must define the type of Strike — Punch, Sword Slash, or whatever. He cannot apply the Level to any type of Strike (but at the GM's option, a character could buy 3-point CSLs that apply to all HTH Strikes, or all Ranged Strikes).

3-POINT CSLS

For 3 Character Points, a character can buy a CSL with a *Small Group* of attacks. This means any group of up to three related maneuvers or attacks, or any other group of attacks the GM regards as smaller than a Large Group. (With the GM's permission the group can include both HTH and Ranged attacks, or both standard and Mental attacks, but the GM may wish to restrict this for simplicity or to preserve game balance.) Examples

of a "Small Group" include any three Combat and/or Martial Maneuvers, a tight group of weapons (such as "all pistols" or "all swords"), or any three powers or similar attacks.

The 3-point CSL can apply to OCV, DCV, or damage as outlined above.

5-POINT CSLS

For 5 Character Points, a character can buy a CSL with a *Large Group* of attacks. A "Large Group" means more attacks than a Small Group, but fewer than "all HTH Combat" or "all Ranged Combat." Examples of a "Large Group" include any Power Framework with more than three slots, or any Martial Arts style with more than three Martial Maneuvers.

The 5-point CSL can apply to OCV, DCV, or damage as outlined above.

8-POINT CSLS

For 8 Character Points, a character can buy a CSL that applies to either *all HTH Combat* or *all Ranged Combat.* The 8-point CSL can apply to OCV, DCV, or damage as outlined above.

10-POINT CSLS

For 10 Character Points, a character can buy a CSL that applies to *All Attacks,* HTH or Ranged (but not Mental attacks; see below). The 10-point CSL can apply to OCV, DCV, or damage as outlined above.

COMBAT SKILL LEVELS WITH LIMITATIONS

With the GM's permission, characters can put Limitations on CSLs (for example, to build equipment, like a laser sight for a gun). The GM may restrict which types of CSLs a character can Limit; for example he might rule that only 3-point or more expensive CSLs can have Limitations. Unless the GM rules otherwise, CSLs with Limitations can only increase the user's OCV, not DCV or damage. (Limitations such as "Only For OCV" or "Only For DCV" are not legal for CSLs; if a character wants that, he should just buy more of the *OCV* or *DCV* Characteristics.)

Example: *Harbinger wants to create a rifle that has gyroscopic balancers and a laser sight so he can hit small targets at long range. He buys the attack as an RKA on an* Obvious Accessible Focus. *He then buys a targeting scope, defined as +4 with Rifles. Those are 3-point CSLs, so they cost 12 Active Points. The scope is an OAF (-1), so the Real Cost he pays for it is 6 Character Points. Whenever Harbinger uses the gun, he receives a +4 to his OCV.*

COMBAT SKILL LEVELS FOR MENTAL POWERS

Ordinary Combat Skill Levels do not apply to Mental Powers or attacks that use OMCV (unless the GM rules otherwise). Instead, characters have to buy *Mental Combat Skill Levels* (MCSLs).

For 1 Character Point, a character can buy +1 OMCV only with *a single Mental Power or attack.* A 1-point MCSL can only increase the attacker's OMCV; it cannot increase his DMCV or the damage caused by or effect of a Mental attack.

For 3 Character Points, a character can buy an MCSL with *a group of Mental Powers or attacks* (usually no more than three). A character can use a 3-point MCSL to increase his OMCV, increase his DMCV, or to increase the damage caused by or effect of a Mental attack (see below).

For 6 Character Points, a character can buy an MCSL with *all Mental Powers or attacks.* A character can use a 6-point MCSL to increase his OMCV, increase his DMCV, or to increase the damage caused by or effect of a Mental attack (see below).

All standard CSL rules apply to MCSLs unless the GM rules otherwise. For example, it takes 2 MCSLs to add +1 Damage Class to an attack. (One DC with a Mental Power equals +½d6 with Mental Blast, or +1d6 of effect with Mental Illusions, Mind Control, Mind Scan, or Telepathy.) Similarly, the GM might require a character who wants to Limit his MCSLs to apply the Limitation only to 3-point or 6-point MCSLs, and he could only use the Limited Levels to increase OMCV.

COMPUTER PROGRAMMING

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

A character with this Intellect Skill can program and operate computers. This includes knowledge of, and the ability to use, hardware, software, operating systems, and the like.

Computer Programming also allows characters to penetrate computer systems electronically (commonly known as "hacking" or "cracking") and to create security for computers. The character may attempt to discover access codes, gain information, conceal tampering, extract information from data banks, defeat computer-assisted Security Systems, falsify records or other data, and so on. A character may have to make separate Computer Programming rolls to perform each task. Cryptography often acts as a Complementary Skill. Of course, a character can only "crack" computers he has access to (either directly, or via a modem or some other remote means). Target computers may have sophisticated security programs, resulting in a -1 to -5 (or greater) modifier. If the character does not know the proper passwords, similar modifiers may result, or perhaps he can't crack the computer at all.

Computer Programming usually takes a fair amount of time, from several minutes to many hours or days, depending on the complexity and difficulty of the task. If the computer has unfamiliar software or hardware, the character may suffer a -1 to -5 modifier. Unsuccessful Computer Programming rolls may set off alarms or cause a system to crash, but usually the character simply fails to program the computer properly.

Characters from Fantasy settings and other pre-industrial campaigns cannot buy Computer Programming, since those eras lack computers.

CONCEALMENT

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Intellect Skill represents a character's ability to hide things and to find things others have hidden — important papers, weapons, jewels, artifacts, drugs, and so forth. Concealment is a lot more fun if the GM actually describes the situation, and the character then describes exactly where he hides the object. Characters can also use Concealment to hide and find traps, security devices, bugging devices, and the like. Any Skill directly connected with the object being hidden (like Demolitions when hiding a bomb) acts as a Complementary Skill.

Failing a Concealment Roll may mean the object isn't really hidden properly, or that it's in a location a searcher can easily check. But just because an object's in an open, obvious place doesn't mean someone will find it — remember Poe's story *The Purloined Letter?*

CONTORTIONIST

Agility: 9 + (DEX/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Agility Skill gives a character the ability to manipulate his body so as to get out of ropes and other bonds (including some forms of Entangle). An attempt to escape from normal ropes would incur a -0 or -1 modifier, wires would be -2 or -3, and handcuffs would be -3 or -4. Escaping from an Entangle depends on its special effect (a net requires a normal Contortionist roll, a sticky web would impose a big penalty, and a block of ice would be impossible). The character may also contort his body so he can work on normally inaccessible locks (though he must use Lockpicking to unlock them) or other equipment. Contortionist isn't a mystical way to escape bonds — some reasonable way for the character to escape must exist.

A character with Contortionist can also try to escape constraints in a combat situation. Any Phase after an opponent Grabs a character with this Skill (see 6E2 62), the character can use Contortionist to help break out. When he tries to break free, he should make a Contortionist roll. If he succeeds, he can add +1d6 to his STR dice for every 1 point by which the roll succeeds (if the character makes the roll exactly, he still may add 1d6 to his STR). Thus a character who makes his Contortionist roll by 4 gets to add 4d6 to his STR dice, only for the purpose of escaping the Grab. Using Contortionist this way takes no time (the character may take more time to improve his chances), but the character may only attempt it once per Phase.

Example: *Ogre grabs Zigzag during a battle. Knowing his puny 15 STR will never overcome Ogre's might, Zigzag uses his Contortionist skill. He rolls a 9, making the roll by 6. He can now roll 3d6 (for STR) + 6d6 (for Contortionist) = 9d6. Ogre, with a 60 STR, rolls 12d6. They roll their dice; Zigzag gets 8 BODY and Ogre gets 11. Pity.*

Lastly, Contortionist allows a character to contort his body so he can fit into tiny spaces which he's normally too big for. This is ideal for escaping from collapsed mine shafts, hiding in small cupboards, and so forth.

CONVERSATION

Interaction: 9 + (PRE/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Interaction Skill allows a character to extract information from people with careful conversation, and/or to be an entertaining conversationalist. Use of this Skill takes time, and if the character fails the roll, the subject typically realizes he's being subtly "pumped" and stops talking. However, if Conversation is performed correctly, the victim won't even know he's divulged anything. Sometimes the target of Conversation is using his own Conversation to get information, too.

To use Conversation properly, the character must know the language being spoken. If he doesn't know the language well, the GM should apply a -1 to -3 modifier. If the desired information is closely linked with another Skill, that Skill is Complementary — it helps to know what to ask. Charm, High Society, and Persuasion can also act as Complementary Skills for Conversation.

Although successful Conversation rolls indicate that a character is a witty and intriguing conversationalist, in general you shouldn't substitute this Skill for roleplaying. If a character makes clever or stupid statements, the GM should apply modifiers to the roll. You should roleplay most conversations without using Conversation rolls.

CRAMMING

Intellect: No roll required

Cost: 5 Character Points

Cramming, which is an Intellect Skill although it involves no roll, allows a character to acquire a basic understanding of a non-combat Skill quickly. The character needs several hours to study the Skill, and must have access to learning resources, like a teacher or library. (With the GM's permission, a character may begin a game session with a Skill already Crammed, or he may be able to reduce the necessary Cramming time by having lots of really good teachers, using Eidetic Memory and/or Speed Reading, and so forth.)

After studying the subject, the character acquires a Familiarity (an 8- roll) with the Skill, basic conversation (1 point) in a language, or any 1-point Skill (such as a TF or WF) that he can use for the duration of the adventure. He cannot increase or improve this roll in any way (including Skill Levels or Skill Enhancers), and he forgets what he's learned once the adventure ends. (Characters who wish to acquire the learned Skill permanently may spend Experience Points to do so.) If the GM permits and circumstances allow, a character can change his Crammed Skill in mid-adventure by taking the time to study some other subject (in the process forgetting whatever he had first Crammed). Characters can purchase Cramming multiple times, allowing them to Cram for more than one Skill per adventure.

CRIMINOLOGY

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Intellect Skill knows how to look for clues, dust for fingerprints, analyze evidence, examine criminal records and files, do ballistics tests, and perform other criminalistic tasks. These procedures can tell the character which gun fired the bullet that killed someone, where dirt on a tire came from, and who touched the murder weapon. The character can discern many other details of a person's identity, origin, habits, and recent whereabouts.

Criminology tests often require a great deal of time, but characters can tell a lot from a quick examination of a crime scene. Extensive use of Criminology requires some equipment (microscopes, a chemistry lab, fingerprinting materials, and other tools are necessary for certain tests), access to information files, and sometimes Bureaucratics. Area or City Knowledge and some Sciences (such as Pharmacology) act as Complementary Skills for certain facts.

Characters with Criminology also know something about the behavior patterns and *modus operandi* of criminals, criminal psychology, and so forth. Streetwise and Science Skills like Psychology may be Complementary when characters use Criminology to find out such facts.

Failing a Criminology Roll can result in improper conclusions or results. However, it generally means "no conclusive result."

Criminology is most appropriate for Modern (including near-modern) and Future settings. For example, the authorities have used fingerprinting and other scientific techniques in crimefighting for only about a century. However, it does have some applications in Fantasy settings and similar genres, where it's sometimes renamed *Inquisition.* It serves as more of an observational Skill, akin to Deduction and Interrogation, but includes knowledge of criminal behavior and the ability to skillfully interview witnesses and gather whatever clues the society has the technological capability to analyze.



CRYPTOGRAPHY

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Intellect Skill allows a character to solve ciphers and codes, encrypt or encode messages, and hide messages in ordinary text. Ciphers, which involve replacing letters and numbers in a message with other letters and numbers, range from the simple (alphabet-number substitutions) to the very complex (involving nulls [meaningless characters] or multiple substitutions). Codes, which involve substituting one word or phrase for another one, are very difficult to break unless there have been many messages or the codebook has been discovered. Science Skills (like Mathematics) and Computer Programming are usually Complementary to Cryptography.

The main use of Cryptography is to decode and decipher messages. This can take a long time — sometimes years — unless the character has some clues to the nature of the code or cipher. Modern computer-generated codes and ciphers are virtually impossible to break without the aid of other computers (and sometimes not even then). A failed roll may mean an inability to decode the message, or an incorrect translation of the message.

A character with Cryptography may also encode and hide messages. This may involve invisible inks and other techniques for hiding data; it can take a long time unless the character has devices to help him. Secret messages may be imprinted on paper in ultraviolet, grown into crystal structures, or hidden until looked at through certain optic fibers. A failed roll may indicate improper encoding or a garbled message.

In some campaigns, Cryptography can also represent a character's knowledge of ancient, obscure, and dead languages. While the character cannot speak these languages, or read them easily, he can, given sufficient time and reference materials, translate them — thus providing a means to read the grimoires of long-dead wizards, the instructions on treasure maps from empires that fell millennia ago, and so forth. If a character can only use Cryptography this way (*i.e.,* he cannot decode and encode messages), he can buy it with a -½ Limitation.

DEDUCTION

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

Deduction, an Intellect Skill, represents the ability to take several facts and leap to an inobvious conclusion — the classic detective's skill. Complementary Skills include any Skill directly connected with the problem confronting the character (such as Bureaucratics for a paperwork mystery). A failed Deduction roll usually indicates the character can't think of an answer, but it may mean an incorrect deduction.

You should use Deduction sparingly. It's useful when the character should be able to figure out what's going on (even though the player is stumped) and/or the GM wants to move the scenario along. The GM should try to help the character out, but not reveal everything — it's usually more fun for players to solve mysteries on their own. The GM should use successful Deduction rolls as a reason to provide tips or point out overlooked clues instead of just handing the characters all the answers on a silver platter.

DEFENSE MANEUVER

Combat: No roll required

Cost: 3-10 Character Points (see text)

A character with this Combat Skill is an expert at moving while in combat. He never allows an attacker a clear shot at his back. This Skill requires a Half Phase Action to use; the character can also make a Half Move or attack, for instance. When performed, Defense Maneuver offers several benefits, depending upon how many points the character spent on it:

Defense Maneuver I: No attacker is considered to be attacking "from behind": 3 points.

Defense Maneuver II: Eliminates Multiple Attacker Bonuses as to attackers the character can perceive: +2 points.

Defense Maneuver III: Eliminates Multiple Attacker Bonuses to all attackers, even those which the character cannot perceive: +3 points. (This does not allow him to perceive said attackers — it simply means that the way he moves in combat, no one can get a clear shot at his back, regardless of whether he knows they're there. For example, he'd still suffer the reduced DCV that comes from being attacked by a foe he couldn't perceive with a Targeting Sense, but that foe wouldn't get a Multiple Attackers Bonus or bonus for attacking him "from behind.")

Defense Maneuver IV: Acts as a "sense," *i.e.,* the character need not spend a Half Phase to use his Defense Maneuver (using it takes no time); any Combat Skill Levels that improve the character's DCV are considered Persistent for this purpose: +2 points.

Characters must buy the levels of Defense Maneuver in order; they cannot, for example, buy Defense Maneuver III without first buying levels I and II. Thus, full Defense Maneuver costs 10 Character Points.

The benefits of Defense Maneuver remain in effect from when the character uses the Skill until the beginning of his next Phase. Thus, a SPD 3 character who uses Defense Maneuver I on his Phase in Segment 4 retains the Maneuver's benefits until the beginning of his next Phase in Segment 8. If the character wants the benefits to continue to apply, he has to use another Half Phase Action to keep Defense Maneuver "in effect." Using Defense Maneuver IV takes no time,

so it can remain "in effect" throughout a combat. (The GM should apply his common and dramatic sense to determine when the Defense Maneuver IV would help the character in non-combat situations.)

A character with Defense Maneuver (at any level) can still be Surprised. Defense Maneuver eliminates the possibility of being attacked "from behind" or suffering from a Multiple Attacker Bonus; it does not make a character immune to being Surprised, especially out of combat.

DEMOLITIONS

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Intellect Skill can use explosives properly. He knows about different types of explosives, how to handle and set off explosives, where to plant explosives for maximum effect, how to estimate the amount of explosives necessary to destroy structures, and which types of explosives are best for which jobs. He may also defuse explosive devices, find a bomb's fusing mechanism, and discover any booby traps in an explosive device (disarming such traps may require Security Systems, though).

Mechanics or Chemistry may be Complementary to Demolitions, depending on what the character tries to do. Knowledge Skill: Explosives helps in most situations; Security Systems would be Complementary if the character wants to blow up security devices. It's a good idea to increase the character's roll with Demolitions, because if he fails the roll badly enough....

Demolitions has no applicability in pre-gunpowder societies, such as most Fantasy games. In games set in the early gunpowder era, this Skill is often renamed *Sapper,* to highlight the Skill's primary use (in siege warfare), or *Gunsmith* (in conjunction with the appropriate *Weaponsmith* Skill).

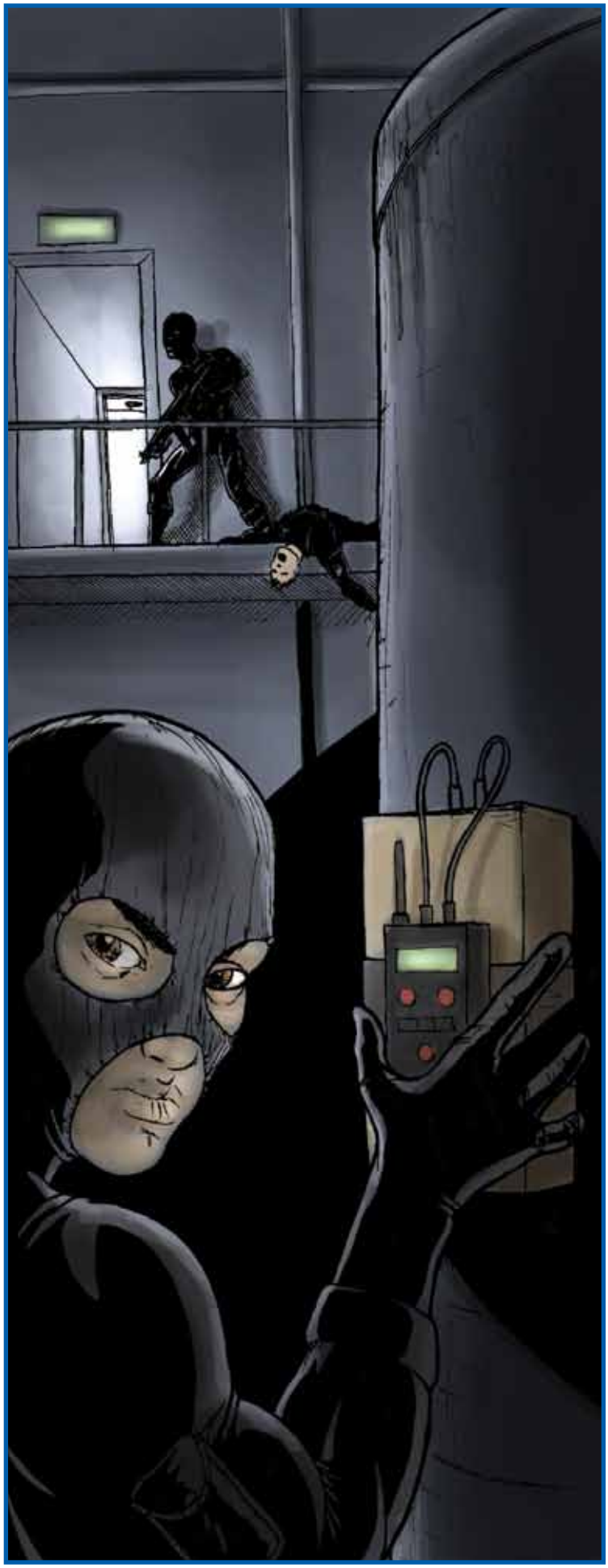
DISGUISE

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Intellect Skill allows a character to change his appearance with makeup, costumes, body language, and facial expression. He can, with a successful roll, alter his appearance to make himself unrecognizable, or disguise himself to look like a specific person (though this usually involves a -1 to -3 penalty). A character with this Skill can also disguise other characters.

Disguises can be spur-of-the-moment things, like putting on a fake moustache, but the best ones require hours of preparation. It's more difficult to maintain a disguise over a long time (-1 to -3), and a character incurs penalties if he tries to disguise himself as someone from a race or species that looks *extremely* different from his own (-2 to -5). Good makeup and the right props add +1 to +3 to the Disguise Roll.



To spot someone wearing a disguise, an onlooker must make a PER Roll in a Skill Versus Skill Contest against the character's Disguise.

Just because a character can Disguise himself doesn't mean he has the ability to effectively impersonate his subject — that requires Acting. Disguise enables a character to look like someone specific, while Acting lets him act like someone specific. Area Knowledges, Acting, Mimicry, and various KSs and PSs may all be Complementary to Disguise. Failing a Disguise roll means the disguise, if closely inspected, is obviously false.

ELECTRONICS

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Intellect Skill allows a character to identify, understand, build, repair, and rewire electronic devices. "Electronic devices" includes a wide range of technology, from simple radios to interplanetary teleporters. The character needs tools to perform these procedures, and, for intricate procedures, a lot of time as well. Electronics also helps characters determine the purpose of electronic devices they may discover (and disable them, if necessary).

Skills such as Bugging, Security Systems, Systems Operations, and some Sciences may be Complementary Skills, depending on the exact function of the particular device examined or built. Unsuccessful Electronics rolls indicate failure or that the character's latest electronic creation will malfunction.

Electronics has no applicability in pre-electricity societies, such as most Fantasy campaigns.

FAST DRAW

Agility: 9 + (DEX/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Agility Skill represents the ability to ready and use a weapon (or, at the GM's discretion, any sort of attack) quickly. A character with Fast Draw can draw a weapon as a Zero Phase Action instead of the usual Half Phase Action (see 6E2 23). Characters must buy Fast Draw separately for each type of weapon (defined by Weapon Familiarity groups) they wish to use the Skill with — for example, Fast Draw: Common Melee Weapons, Fast Draw: Small Arms, or Fast Draw: Bows. (With the GM's permission, a character could instead define his Fast Draw as working with a small group of specific weapons, such as "all the weapons in my Multipower.")

If a character uses a weapon that has Charges bought with Clips (such as most firearms), a successful Fast Draw roll also allows him to change Clips as a Half Phase Action. A character may change two Clips in a Full Phase using this rule; he only has to make his roll once to change both Clips.

If two characters simultaneously use Held Actions, a character who succeeds with a Fast Draw roll (instead of a DEX Roll) acts first. Fast Draw has no effect in this situation unless both characters use a Held Action — it does *not* allow a character to act before his DEX (to do this, buy Lightning Reflexes, or use the Combat Maneuver *Hipshot*).

FORENSIC MEDICINE

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

Characters with this Intellect Skill can make inferences from a corpse about the cause of death, how long the individual has been dead, if someone moved the corpse after death, and so forth. The character can also perform autopsies (though possessing this Skill does not make him a licensed physician). He may spot obvious data about the corpse with just a cursory glance; a full autopsy takes several hours.

Complementary Skills may include Criminology and the Science Skills *Medicine, Biology,* and *Anatomy.* An unsuccessful Forensic Medicine roll usually means failure to gain information, but may mean incorrect information.

In Fantasy campaigns, Forensic Medicine often becomes *Embalming;* priests, necromancers, and others who need to preserve dead bodies know it. In such situations, the ability to determine the cause of death is limited, at best; the character can identify obvious causes (like sword wounds), but probably not more subtle causes (like a heart attack or some diseases or poisons).

FORGERY

Intellect: 9 + (INT/5)

Cost: 2 Character Points for a category, or 1 Character Point for a subcategory; +1 to roll with all categories and subcategories per +2 points

This Intellect Skill represents the ability to duplicate documents, objects, and money. Characters buy Forgery by categories. Each category costs 2 points; individual subcategories (such as Paintings) cost 1 point each. The base roll with all categories and subcategories the character knows is (9+(INT/5)) or less; +1 to the roll for all categories costs +2 Character Points.

In most cases, forging any type of item requires time and specialized equipment, especially for highly technical forgeries. Simply duplicating a signature by hand only takes a few seconds, though.

The more a character makes his Forgery roll by, the more time it takes to discover the forged item is fake — it may take years or decades in some cases. To uncover a successful use of Forgery, the character investigating the forged item must know Forgery himself, conduct a detailed examination of the object, and make his Forgery roll in a Skill

Versus Skill Contest against the forger's original Forgery roll.

A failed Forgery roll doesn't necessarily mean the forged item is obviously fake. The examiner must make a successful INT Roll (or Forgery, if he has it, with an INT Roll as a Complementary Skill) to determine that. A character who fails a Forgery roll doesn't always know it, even after examining the forged item.

GAMBLING

Intellect: 9 + (INT/5)

Cost: 2 Character Points for a category, or 1 Character Point for a subcategory; +1 to roll with all categories and subcategories per +2 points

This Intellect Skill represents a character's ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. Characters may also use Gambling to cheat, unless the cheating involves sleight of hand (which requires Sleight Of Hand).

Characters buy Gambling in categories. Each category costs 2 points; individual subcategories (such as Poker) may be bought for 1 point each. The base roll with all categories and subcategories the character knows is (9+(INT/5)) or less; +1 to the roll for all categories costs +2 Character Points. The Gambling Table lists some common categories and subcategories; GMs and players may create others as appropriate.

If the character plays a game which has a large "house advantage" or which he's never played before, apply a negative modifier to the Gambling roll (-1 to -3).

If characters engage in games of skill, ordinarily the GM should determine the winner randomly. However, a character with Gambling can use his abilities to tilt the odds in his favor. A successful Gambling roll means the character won the game (or cheated successfully) — the more he makes the roll by, the more he wins. (If two or more characters try to use Gambling at once, it becomes a Skill Versus Skill Contest.) Failing the roll means he lost, or that his cheating didn't succeed. Anyone with a PER Roll can spot unsuccessful cheating, but only someone else with Gambling can spot a successful cheat. A successful PER Roll may be a Complementary Skill to spotting a cheater; Acting may serve as a Complementary Skill when the Gambling roll involves bluffing.

A character can use Gambling to bet more wisely in random games (craps, roulette, and the like), so that it takes him longer to lose his money. If he's willing to cheat, he can actually win at such games. The GM usually should not let Gambling give the character very large wins or losses unless that helps advance the storyline of the game.

HIGH SOCIETY

Interaction: 9 + (PRE/5)

Cost: 3 Character Points; +1 to roll per +2 points

Characters with this Interaction Skill know about upper-class culture and how to interact with it: what clothes to wear, what are considered "sophisticated" drinks, which fork to use for shrimp, how to mingle with royalty. They also know who's who among VIPs (the fabulously wealthy, nobility, business executives, politicians, and so on), who likes who, the gossip and "court politics" applicable to the situation, and so forth. High Society is very useful for the character who wants to get into those special parties (and get invited back).

Characters typically learn High Society for their native culture. High Society varies from culture to culture (and even within some large cultures), so Area and Culture Knowledges are important Complementary Skills. Some cultures, especially alien ones, may be so strange that the GM imposes minuses (-1 to -3) to High Society rolls. (Andarra can't even eat Denebian Grub flambé, much less do it elegantly.) A character may even be more familiar with a particular foreign culture than with his own (a Westerner raised in China, for example). High Society makes some disguises or uses of Acting very effective.

A badly failed High Society roll usually means the character makes a terrible mistake at a social function. However, at the GM's option, it may simply mean he forgot something; he can make an INT Roll to remember the proper thing to do.

In Fantasy campaigns, this Skill is often renamed *Courtier.* Courtier not only provides the standard benefits of High Society, but gives the character knowledge of, and insight into, court intrigues, politics, and personalities.

FORGERY TABLE

Documents
Papers (official documents, signatures, seals, magnetic codes, and so forth)
Identity Cards (passports, drivers' licenses, Social Security cards, badges)
Money (Counterfeiting)
Coins
Paper Money
Art Objects
Paintings
Sculpture
Metalwork
Jewelry
Vehicle License Plates
Commercial Goods
Clothing
Credit Cards
Machine/Vehicle Parts
Medicines

GMs should create new or different Forgery categories to suit their campaigns, if necessary.

GAMBLING TABLE

Card Games
Baccarat
Blackjack
Bridge
Faro
Poker
Dice Games
Craps
Board Games
Backgammon
Chess
Dominoes
Roulette
Sports Betting
Baseball
Basketball
Dog Racing
Football
Horse Racing

GMs should create new or different Gambling categories to suit their campaigns, if necessary.



3

INTERROGATION

Interaction: 9 + (PRE/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Interaction Skill can extract information from people, either forcibly or through psychological manipulation. He knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing the desired information. Interrogation works against an EGO Roll in a Skill Versus Skill Contest; the Talent *Resistance* helps victims resist Interrogation. Many uses of this Skill aren't very heroic; Interrogation is most often bought by villains in many campaigns.

Depending on his background and/or the campaign setting, a character with Interrogation may also have technical knowledge of mind control drugs, mind control devices, hypnosis, or the like. Interrogation need not always be violent; sometimes subtle "brainwashing" or persuasive techniques work just as well. Some Sciences or other technical Skills can be Complementary to this form of Interrogation.

In Fantasy settings, Interrogation is usually known by the less euphemistic name *Torture*. As that name implies, it primarily involves forcing a subject to talk by causing him physical pain.

INVENTOR

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Intellect Skill allows a character to design and construct new devices. It represents that spark of genius, creativity, or perhaps madness that leads to new discoveries. Inventor does not grant a character any scientific or technical knowledge; to use it, he needs related Skills (for instance, Weaponsmith to invent new weapons, or Electronics and SS: Physics to design a satellite). An inventor may design devices that require several Skills, as long as he has each of those particular Skills.

Designing gadgets requires considerable time in the laboratory; the GM should decide on a reasonable time (usually one week or more). However, the GM may allow characters with Inventor to modify equipment or gadgets in combat, as long as the modifications are fairly minor and well justified by the character. The time required varies based on the complexity of the modification and the equipment available to the character. A negative modifier (-1 to -3) may be appropriate for using the Skill in combat conditions. An unsuccessful Inventor roll may mean the character doesn't know how to make the device, or it could mean a laboratory accident (though those should be rare).

Although Inventor has more applications in Modern or Future campaigns, it is quite appropriate for characters in other periods, such as Fantasy. However, the GM should not allow characters to revolutionize society with an incredible invention (like gunpowder in a Fantasy game), unless that's exactly the kind of game the GM wants. In Fantasy settings, the GM can rename Inventor *Spell Research* for use by wizards who want to research and devise new spells.

KNOWLEDGE SKILL

Background: See text

Cost: 2 Character Points for an 11- roll, or 3 Character Points for an INT-based Roll; +1 to roll per +1 point

This very general and flexible Background Skill includes knowledge of certain groups, places, people, and things — any subject the character wishes to have knowledge of. The character must define the subject when he purchases the Skill.

Two Character Points in a Knowledge Skill (KS) gives the character an 11- roll to know a fact about the subject. Alternatively, a character can base a KS on INT for 3 Character Points, giving a base (9 + (INT/5) or less) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

Characters define how specific their KSs are. The more general the KS, the less the character knows about specific aspects of the subject. For example, a character with KS: African Cultures has a wide overview of that subject — he knows a lot of general information about Africans and could roughly describe them, but wouldn't know details. If he'd chosen a KS of one particular African culture (such as KS: Zulu Culture), he would know many details about that one culture, but not much about other African cultures. KS: African Culture gives him general information about Zulu culture, but not much more unless he makes an incredible Skill Roll; even then he knows less information than he would with KS: Zulu Culture.

Even with a specialized Knowledge Skill, some facts are more obscure than others. The GM should apply appropriate modifiers for difficulty based upon the obscurity or rarity of the information the character needs to know. For example, a character with KS: Zulu Culture could probably make an unmodified roll to know the major Zulu holidays or festivals. But knowledge of the secret rituals of ancient Zulu sorcerers might require him to make the roll at a -3 penalty.

There are four general categories of Knowledge Skills: Groups, People, Places, and Things. These categories help you determine what KSs a character should buy.

Knowledge Skill — Groups: Knowledge of different organizations or cultures, like KS: Confederation Of Planets, KS: The Martial World, or KS: Boston Police Department. This gives the character thorough knowledge of a culture or organization, including such things as its structure, members, duties, customs, taboos, requirements, and protocols. A KS of a group is sometimes known as a *Cultural Knowledge* (CuK).

Knowledge Skill — People: Knowledge of a type of person, or even a single person. For instance, a character could have KS: Spellcasters, KS: Wizards, KS: Necromancers, or KS: Karna Doom the Dark Necromancer. Such Knowledge would tell the character about individuals or (more generally) how such people react to specific situations (like being asked questions or offered money).

Knowledge Skill — Places (Area Knowledge, City Knowledge): Thorough knowledge of an area, ranging from an individual street in a city to an entire continent or planet. For large areas, this KS gives a character knowledge of the area's geography, major cities, politics, economy, and so forth. A relevant and accurate map or reference book, should a character have one, adds +1 to +3 to the roll, depending on what he wants to know (inaccurate sources impose corresponding penalties). An unsuccessful Knowledge Roll usually means the character doesn't know the answer to the particular question, but may mean incorrect (and possibly dangerous) answers.

Applying this Skill to a city gives the character thorough knowledge of a city's layout, streets, transportation terminals, meeting places, taverns, fine restaurants, shortcuts, criminal areas, and important residents. Where Area Knowledge (AK) gives only general information about a city (where it is, how big it is, major landmarks), City Knowledge (CK) gives very specific information. CKs help during chases and can cut down travel time within the city.

Characters can also learn AKs of various terrain types (such as Plains, Forest, Desert, Caves, or Mountains), which are Complementary to Skills like Survival and Tracking. This could also include strange alien environments, such as planets covered in molten rock, with chlorine gas atmospheres, or with extremely high gravity. Of course, the Skill could be very specific (AK: Luray Caverns) or very general (AK: Underground Caverns).

Knowledge Skill — Things: Knowledge of anything that doesn't fall into the other categories. This category does not include sciences (see *Science Skill*). Examples include Alien Statues, Trees, Known Superhumans, History, Art History, Video Games, Philosophy, Religion, Skateboards, Horses, Thoroughbred Horses, Politics, Secret Societies, and Tax Evasion. The possibilities are infinite; talk to the GM about exactly what KSs would be most appropriate for a character.

When buying a KS, think about the character's background. Usually, a character's KSs help explain how he learned other Skills, and this in turn may suggest other KSs he should buy.

Players should differentiate between Knowledge Skills, Professional Skills (PSs), and Science Skills (SSs). Knowledge Skills provide a character with knowledge of what something is, how it works, who's involved with it, and related subjects. Professional Skills give the character the ability to do things or perform certain tasks — though a KS may be required for the character to have in-depth knowledge of how he's about to exercise those physical skills. To put it another way, a KS provides *theoretical* knowledge and a PS *practical* knowledge of a given subject. Science Skills are a sort of cross between KSs and PSs for certain scientific or technical fields of knowledge; they include both theoretical knowledge of the subject and the ability to perform experiments and use equipment associated with that subject.

For example, a character might have KS: Electrical Systems. This provides him with knowledge of how different electrical systems and devices work, the history of electrical systems, how (theoretically) to install them, who installs them, and so on. But it doesn't give him the physical skills to do the actual installation work himself; that requires PS: Electrician. A character with PS: Electrician may not be able to tell you all the theoretical and technical details about what he installs, but he knows how to install them, tune them, repair them, and replace them. He also knows how to use all the types of equipment associated with electricians' work. Neither of these characters can actually design an electrical system, though — that requires SS: Electronic Engineering.

LANGUAGE

Background: No roll required

Cost: 1-5 Character Points (see table)

This Background Skill represents a level of fluency in, and knowledge of, a language. Each character knows his native language for free (at the 4-point level as described in the Fluency Table). Learning other languages costs Character Points; the point cost of each level of fluency in a language is shown by the Fluency Table.

A character without complete command of a language (*i.e.,* who knows it at less than the 5-point level) may sometimes have to make an INT Roll to understand phrases that are very rapid, slurred, or in obscure or strange accents or dialects. In campaigns where literacy is unusual (like most Fantasy settings), PCs must spend +1 point for Literacy with a given language (or, at the GM's option, with all languages the character knows).

LANGUAGE FLUENCY TABLE

Fluency	Character Points
Basic Conversation	1
Fluent Conversation	2
Completely Fluent, with accent	3
Idiomatic, native accent	4
Imitate dialects	5
Literacy (if not standard for society)	+1 point

OPTIONAL LANGUAGE TABLE

For additional realism, use the optional Language Table. With this table, a language's cost depends on how closely it relates to languages the character already knows.

Languages enclosed by a *thin orange box with rounded corners* have 4 points of similarity. These languages are so similar that they overlap — a character with points in one of the languages has half those points in all other languages in that group, up to a maximum of 2 points (halves round down). For instance, a character with 4 points of German has, effectively, 2 points of Yiddish.

Languages enclosed by a *thick blue box with rounded corners* have 3 points of similarity. Characters with 2 points in any language in that group may make an INT roll to understand phrases in other languages in that group. Also, other languages in that group cost -1 Character Point to learn (the minimum 1-point investment gets the character 2 points of effectiveness in the language).

Languages enclosed by a *thin green box with square corners* have 2 points of similarity; characters may learn any other languages in such boxes at -1 Character Point cost.

Languages enclosed by a *thick red box with square corners* have 1-point of similarity; there is no cost benefit or penalty for learning these languages.

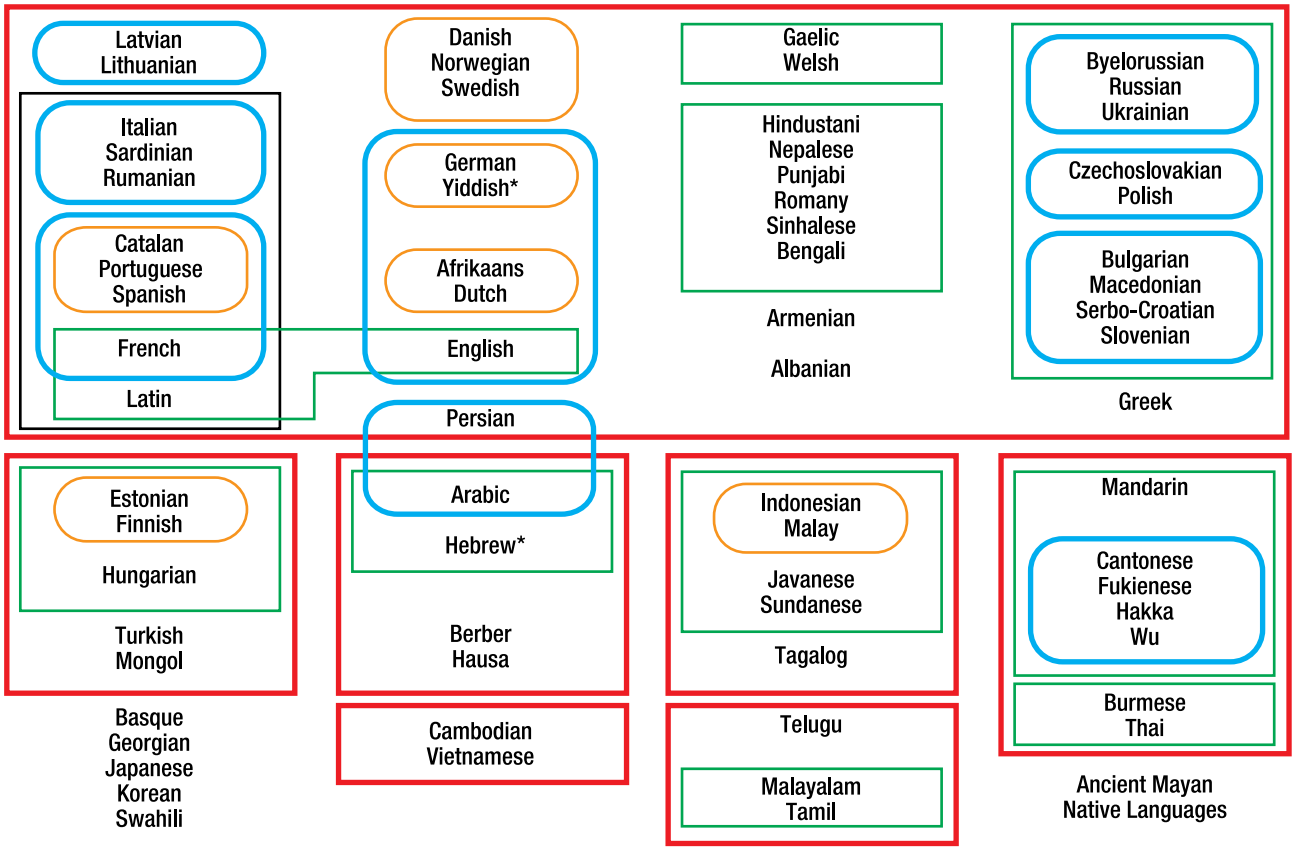
At the GM's option, languages outside the thick box with square corners where the character's native language is located cost +1 point (one additional point) — Basic Conversation costs 2 Character Points, Fluent Conversation costs 3 Character Points, and so on. After buying that first language, the character can learn other languages related to it using the standard rules.

Example: *Fast Eddie knows English as his native language; he has it at the 4-point level. He can make INT Rolls to understand people speaking in German, Yiddish, Dutch, or Afrikaans. The length of the speech, how well he heard the speaker, and other factors modify this INT Roll. Eddie may learn German without too much trouble: for a 3 Character Point cost he could have 4 points of German. This automatically gives Eddie the ability to speak Yiddish at the 2-point level. Eddie also learns Mandarin Chinese. Since Mandarin has no similarity to English, the GM might rule that it costs him 3 points to earn 2 points of language ability. Now, however, Eddie can learn Cantonese for -1 Character Point cost, since he knows another language in that group.*

Even if a character already knows multiple languages that relate to another language, he can only get one cost reduction from the Language Table (the best of the ones available to him, naturally). However, the effects of the Language Table are cumulative with those of the *Linguist* Skill Enhancer. The character's native tongue, which he knows for free as an Everyman Skill, functions with the Language Table and can reduce the cost of related languages.

In campaigns where characters have to pay for Literacy, the use of the Language Table does not allow characters to obtain Literacy for free — that's something they always have to pay for. Nor do points spent on Literacy with a language affect how much fluency a character obtains in related languages; related language benefits depend solely on how many points a character spends on speaking a language.





* Yiddish and Hebrew have 2 points of similarity.

MARTIAL MANEUVERS COSTS

Maneuver	Cost	Maneuver	Cost
Choke Hold	4	Martial Grab	3
Defensive Strike	5	Martial Strike	4
Killing Strike	4	Martial Throw	3
Legsweep	3	Nerve Strike	4
Martial Block	4	Offensive Strike	5
Martial Disarm	4	Sacrifice Throw	3
Martial Dodge	4	+1 Damage Class	4
Martial Escape	4	Weapon Element	1

LIPREADING

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Intellect Skill allows a character to read someone's lips to tell what he's saying. The character must know the language being spoken to lipread it successfully.

A PER Roll is necessary to see someone's lips properly. A large beard, moustache, or other facial obscurement can mean a -1 to -3 modifier to the roll, or even make Lipreading impossible. Failing a Lipreading roll usually means the conversation was not understood (possibly because the person turned or hid his mouth), but may mean a misinterpretation of what was said.

LOCKPICKING

Agility: 9 + (DEX/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Agility Skill allows a character to open key, combination, electronic, and magnetic locks using special tools instead of keys. It does not allow the character to find or bypass alarms, traps, and other security devices; that requires Security Systems (6E1 88). An expert can pick some locks in an amazingly short time — just as fast as using a key. Complementary Skills include Mechanics for picking key and combination locks and Electronics for picking electronic and magnetic locks.

Characters must have lockpicks or other equipment to use Lockpicking (or, at the GM's option, use an appropriate Power, such as Telekinesis). Sometimes characters can use objects like hairpins or credit cards as improvised lockpicks, but with minuses to the roll (-2 to -5). Of course, some locks are particularly tricky even if the character has the right tools. Difficult locks impose a -1 to -5 modifier to the Lockpicking roll.

A failed Lockpicking roll can mean a jammed lock, an alarm going off, or even a broken lockpick. But usually it just means the character cannot pick the lock.

In Fantasy settings, this Skill is in some ways easier, since usually only relatively primitive mechanical locks are available. However, characters may also have to contend with magical locks and warding spells. It's up to the GM whether Lockpicking can bypass such locks or counter-magic is required.

MARTIAL ARTS

Combat: No roll required

Cost: 3-5 Character Points per Martial Maneuver, with a minimum expenditure of 10 Character Points (see text)

Martial Arts represent any form of hand-to-hand combat that requires training (or innate ability or experience) and expertise, such as the precise movements and dodging of aikido, the hammer and tongs of boxing, the rough-and-tumble of dirty infighting, advanced weapon techniques like fencing, or the instinctive claw-fighting abilities of tigers and werewolves. The *Martial Maneuvers* rules (6E2 90) discusses Martial Arts in detail, including the effects of the Martial Maneuvers, how to construct a Martial Arts style (like Karate or Boxing), and ways to use Martial Maneuvers in combat.

The accompanying sidebar summarizes Martial Maneuvers' cost. Characters must buy a minimum of 10 Active Points' worth of Martial Maneuvers (even if it's just two 5-point maneuvers). Extra Damage Classes, Weapon Elements, and the like do not count toward this total; he must spend at least 10 points on actual maneuvers. Generally, characters may not put Limitations on Martial Maneuvers, but the GM can allow them to. Martial Maneuvers do not cost END to use.

MECHANICS

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

A character with this Intellect Skill can build and repair mechanical devices. It also allows a character to modify mechanical devices — for example, to alter an automobile engine to power a boat.

Characters almost always need tools of some sort to perform Mechanics. A KS or SS relating to the particular mechanism the character's going to work on is a Complementary Skill.

An unsuccessful Mechanics roll usually means an inability to perform the task. However, it sometimes means the device fails later under stress.

Mechanics is less appropriate for genres such as Fantasy where mechanical devices are rare. However, in such settings characters can still use it to build and repair wagons, millwheels, winches, and the like.

MIMICRY

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Intellect Skill can imitate someone else's voice, or certain other sounds, perfectly. Other people can detect Mimicry with a Skill Versus Skill Contest pitting the listener's Hearing PER Roll against the Mimicry roll.

Some situations make Mimicry easier. It's especially useful for fooling someone over the radio or the telephone, since the poorer quality of the sound reproduction can add +1 or +2 to the Skill Roll. Noisy surroundings, short speeches, or whispers can also help Mimicry (+1 to +3).

However, some situations make Mimicry more difficult. Imitating the opposite sex or a radically different voice is -1 to -3 (or more) to the Mimicry roll. The longer a character speaks in a fake voice or makes a fake sound, the greater his chance of making a mistake (-1 to -3). Using Mimicry while speaking a foreign language is -1 to -3, unless the character has 4 or more points of fluency in that language. Failing a Mimicry roll means the deception is immediately obvious if the listeners know the voice (even if they don't, they usually become highly suspicious, at the very least).

NAVIGATION

Intellect: 9 + (INT/5)

Cost: 2 Character Points for a category,
+1 point for each additional category;
+1 to roll with all categories
per +2 points

A character with this Intellect Skill can determine his location and plot an efficient course between two points. Navigation is extremely useful for characters who are charting unknown regions or want to find their way home when lost.

Navigation actually consists of several subskills: Land Navigation (or Orienteering); Marine Navigation; Air Navigation; and Space Navigation. A character who knows how to find his way across uncharted lands doesn't necessarily know how to steer a ship or plot the course of a starship. Some types of Navigation may not be available in some settings; for example, in Fantasy campaigns, it's unlikely anyone knows Space Navigation. The GM should create new Navigation categories if appropriate for his campaigns; for example, a dimension-hopping campaign might need Dimensional Navigation, a magic-oriented campaign Astral Navigation, and a time-travel campaign Temporal Navigation.

The first type of Navigation a character buys costs 2 Character Points for a (9+(INT/5)) or less roll; subsequent types cost 1 point each. To improve the roll for all types of Navigation the character knows costs 2 Character Points per +1 to the roll.

Characters can perform Navigation by a variety of methods, ranging from astronomical triangulation, to dead reckoning, to using the location of planets, stars, nebulae, and other astronomical objects — it all depends on which Navigation categories the character knows, where he tries to use them, and how he was trained. Characters with Bump Of Direction frequently gain bonuses of +2 or more to Navigation rolls, but this depends on the circumstances. Characters receive penalties for bad conditions like a cloudy night, lack of landmarks, unfamiliar stars, and so forth. Appropriate KSs and AKs are Complementary to the Navigation roll.

A successful Navigation roll means the character can determine his location as precisely as the circumstances and/or technology allow. A failed roll means the character cannot be sure of finding his way accurately or has gotten lost.

ORATORY

Interaction: 9 + (PRE/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Interaction Skill represents the ability to speak to an audience and deliver a convincing presentation. A good orator knows how to modulate his voice, use body language, and speak to listeners so they're receptive to his message. He also knows if he's losing his audience and can extemporize well before a crowd. Oratory does not help characters argue — it's only useful when the audience isn't talking back. Characters who want to be able to lie convincingly or argue effectively should buy Persuasion.

Modifiers are important for Oratory. If the crowd is attentive, or if it wants to hear the speaker, allow a positive modifier (+1 to +3). Conversely, if the crowd is skeptical or hostile, or if someone heckles the speaker, the GM should apply a negative modifier (-1 to -3).

A successful Oratory roll indicates the speaker has held the attention of the audience and convinced it to think about what he was saying. If he succeeds by 4 or more, the orator has swayed the crowd to his line of reasoning (a skilled speaker can be very convincing). A failed roll usually indicates the listeners simply ignore the speaker's message, but a spectacular failure may mean they start throwing things at or attacking him.

Oratory helps characters make effective Presence Attacks on large groups. If the character makes an Oratory roll, add +1d6 to the Presence Attack against three or more persons. If the character makes his roll by half, add +2d6.

PARAMEDICS

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

Characters with this Intellect Skill can perform first aid, stop bleeding, treat injuries, and generally keep someone alive.

A character at zero BODY is dying (see *Death,* 6E2 107). A character with Paramedics may keep an injured person alive with a Paramedics roll, or provide temporary relief for other health problems, such as broken bones. (Gamemasters who desire additional realism may require the character to make the roll at -1 for every 2 BODY the injured individual is below zero BODY or below his starting BODY.)

Stopping a character from bleeding requires just one Full Phase. Other uses of Paramedics take at least a full Turn, and often longer. The character may wish to take more time to get a bonus to the roll (see *Skill Modifiers*).

A character with Paramedics is not necessarily a doctor. To be a licensed doctor, the character must also buy SS: Medicine and Fringe Benefit: License To Practice Medicine. Furthermore, Paramedics only provides immediate, emergency care; it does not involve the long-term care and cures, intensive therapy, or invasive surgical procedures that doctors perform. Almost all medical doctors have Paramedics, but not every character who has Paramedics is a doctor.

When a character uses Paramedics on an unfamiliar species or race, he may incur a penalty of -1 to -3, depending on how different the being is. For example, if Chiron (a human thief in a Fantasy campaign) tried to save a dwarf from dying, the GM might impose a -1 on his roll. Characters with appropriate Background Skills (like SS: Dwarven Anatomy) don't suffer these penalties.

Unsuccessful Paramedics Rolls usually mean the character cannot stop the bleeding or temporarily alleviate the problem. However, badly failed rolls (by 4 or more) may indicate the character has actually made the situation worse, inflicting another point or two of BODY damage.

In Fantasy campaigns, this Skill is often known as *Healing* or *Chirurgeon.* In many Fantasy societies, there's no formal training for doctors, so a character with this Skill *is,* in effect, a doctor — someone the community looks to for healing and medicines. In some settings, this Skill may also involve the use of healing spells and similar magic. In Future settings, advanced medical technology, operable by anyone, may make this Skill obsolete.

PENALTY SKILL LEVELS

Combat: No roll required

Cost: See Penalty Skill Levels tables

Penalty Skill Levels (PSLs) are a type of Skill Level that only reduce or counteract a specific type of combat-related penalty. They come in two varieties, Offensive and Defensive.

OFFENSIVE PENALTY SKILL LEVELS

The most common category of Penalty Skill Levels reduces or counteracts negative OCV modifiers for making particular types of attacks. Examples include:

- **Range Skill Levels (RSLs),** which offset the Range Modifier (they have no value at point-blank range)
- **Targeting Skill Levels,** which offset the penalty for targeting any and all Hit Locations
- **Throwing Skill Levels,** which offset the penalties for throwing unbalanced or unaerodynamic objects

To determine the cost of an Offensive Penalty Skill Level ("OPSL"), consult the Offensive Penalty Skill Level Table.

A character cannot use OPSLs to increase OCV generally, to increase the damage an attack does, or to increase DCV. He can only use them to reduce or counteract a specific type of negative OCV modifier. A character cannot buy "generic" OPSLs that apply to more than one negative OCV modifier; he must specify which penalty a OPSL applies against when he buys it. Nor can he buy OPSLs to counteract the standard OCV penalty imposed by a Combat Maneuver (such as the -3 OCV for a Grab By), or to counteract the Unfamiliar Weapon penalty (6E2 51).

Example: *Randall Irons wants to be exceptionally good at shooting distant targets with pistols (to reflect his steady hand). He buys some Range Skill Levels. The cost for a +1 RSL with Pistols is 2 points. Randall spends 6 Character Points and receives a +3 to his OCV when using Pistols — only to offset Range Modifiers.*

Later, Randall's in a gunfight at a range of 14m. This would normally be a -2 to his OCV, but because he has the RSLs, Randall suffers no penalty. However, he receives no direct bonus to his OCV, regardless of how close his opponent gets.

A character can change how his OPSLs are assigned as a Zero Phase Action. However, unless the GM permits otherwise, he may not change the assignment of his OPSLs more than once in a Phase.

With the GM's permission, characters can put Limitations on OPSLs. The GM may restrict which types of OPSLs a character can Limit; for example he might rule that only 3-point OPSLs can have Limitations.

DEFENSIVE PENALTY SKILL LEVELS

The second, less common, category of PSLs reduces or counteracts negative DCV modifiers imposed by particular conditions. Examples include:

- **Groundfighting Skill Levels,** which offset the DCV penalty for being prone
- **Encumbrance Skill Levels,** which offset the DCV penalty for being Encumbered
- **Environment Skill Levels,** which offset the DCV penalty associated with fighting in a particular environment (such as underwater)

To determine the cost of a Defensive Penalty Skill Level ("DPSL"), consult the Defensive Penalty Skill Level Table. DPSLs are available for specific conditions, or a group of related conditions; beyond that characters should simply increase their *DCV* Characteristic.

A character cannot use DPSLs to increase DCV generally, to increase damage, or to increase OCV. He can only use them to reduce or counteract a specific type of negative DCV modifier. A character cannot buy "generic" DPSLs that apply to more than one negative DCV modifier; he must specify which penalty a DPSL applies against when he buys it. The GM can forbid any type of DPSL if he thinks it would be too unbalancing.

A character can change how his DPSLs are assigned as a Zero Phase Action. However, unless the GM permits otherwise, he may not change the assignment of his DPSLs more than once in a Phase.

With the GM's permission, characters can put Limitations on DPSLs. The GM may restrict which types of DPSLs a character can Limit; for example he might rule that only 3-point DPSLs can have Limitations.

At the GM's option, a DPSL that counteracts the DCV penalties imposed by a condition also simultaneously counteracts the same amount of Damage Class penalties imposed by that condition. For example, characters fighting underwater are at -2 DCV and -2 DCs to all attacks. One 2-point Environment Skill Level (Underwater) would counteract both -1 DCV and -1 DCs; two such DPSLs would eliminate the DCV and DC penalties in full.

PERSUASION

Interaction: 9 + (PRE/5)

Cost: 3 Character Points;
+1 to roll per +2 points

Characters with this Interaction Skill can convince, persuade, or influence individuals, or tell believable lies. Typically characters only use Persuasion on NPCs; PCs are usually allowed more latitude with their decisions. However, a successful Persuasion roll should make a PC much more inclined to believe the speaker or do as he requests.

When a character succeeds with a Persuasion roll, typically the target gets to make an EGO Roll in a Skill Versus Skill Contest to resist the suggestion or see through the lie. The GM may modify the Persuasion roll based on the quality of the character's statements, the believability of what he's saying, the target's Psychological Complications, and other factors. (Alternately, the GM can modify the EGO Roll instead.) Some possible modifiers include:

- the target wants to believe the character: +3 to the Persuasion roll (or -3 to the EGO Roll)
- the target is skeptical or suspicious: -1 to -5 to the Persuasion roll (or +1 to +5 to the EGO Roll)
- the target has a Psychological Complication that agrees/disagrees with the character's statement: +1/-1 to the Persuasion roll for a Moderate Psychological Complication, +2/-2 for Strong, +3/-3 for Very Strong (reverse the modifiers if they're applied to the EGO Roll)
- use appropriate modifiers listed under Presence Attacks (6E2 136) as a modifier to the Persuasion roll (for example, a +2d6 modifier would equal a +2 Persuasion roll modifier [or a -2 EGO Roll modifier]).

Other factors may also affect the roll. For example, in a Star Hero campaign, some alien species may be incapable of lying, and, believing others to be the same, be very gullible (thus granting a bonus to the Persuasion roll, or a penalty to the EGO Roll).

The more outrageous and unbelievable the lie or advocated position is, the more negative modifiers the GM should attach to the Persuasion roll (or bonuses to the EGO Roll). Remember, Persuasion isn't Mind Control — ridiculous suggestions entail enormous penalties to the roll, and the GM should always keep common sense and dramatic sense in mind when adjudicating the results.

OFFENSIVE PENALTY SKILL LEVEL TABLE

Cost	Application
1	+1 to offset a specific negative OCV modifier with any single attack
2	+1 to offset a specific negative OCV modifier with any three maneuvers or tight group (*e.g.,* +1 vs. Range With Pistols)
3	+1 to offset a specific negative OCV modifier with all attacks

DEFENSIVE PENALTY SKILL LEVEL TABLE

Cost	Application
2	+1 to offset a specific negative DCV modifier imposed by any single specific condition
3	+1 to offset a specific negative DCV modifier imposed by a group of conditions

POWER

Varies (see text)

Cost: 3 Character Points;
+1 to roll per +2 points

This Skill represents a character's ability to use one of his powers or abilities in creative or unusual ways. Its name varies from campaign to campaign, setting to setting, character to character. Characters can base Power on any one of several Characteristics, depending on the nature of the Skill as the character uses it. If based on INT, it's considered an Intellect Skill; if on DEX, an Agility Skill; and so forth.

Power serves two related functions. First, it may act as a Required Skill Roll (6E1 389) for abilities the GM rules must have a Skill Roll to function. For example, in a Fantasy campaign, Power would be called *Magic* and all wizards would use it to cast spells. It could also be called *Prayer* when used by priests to call forth divine aid (*i.e.,* activate their gods-given holy powers).

Second, Power can simulate a character's level of skill with a particular power, ability, or attack. Characters who make appropriate Power rolls can perform "tricks" or do unusual things with their powers. For example, a super-strong character in a comic book superhero campaign might buy Power as *Brick Tricks* and use it to etch a message into hardened steel without breaking the steel or hurting himself.

The GM should control all uses of Power carefully. Power isn't a cheap substitute for a Variable Power Pool, and shouldn't be used as one. Characters shouldn't use Power to provide Advantages for their Powers or to overcome Limitations (except in rare circumstances), nor should it provide bonuses in combat. Characters who want to perform a particular "trick" or "power stunt" frequently should pay Character Points for it (especially if it has an effect on combat). For example, the GM might let a character with *Brick Tricks* make a roll and use his awesome STR to squeeze coal so hard it turns into diamond (a type of Transform) — once. If he wants to do it again, he should buy it as a separate ability. On the other hand, in more free-wheeling games, it might be appropriate to allow a character to perform a "trick" repeatedly using Power (perhaps with an OCV penalty or other restriction), or even to make Power an Everyman Skill for the campaign.

PROFESSIONAL SKILL

Background: See text

Cost: 2 Character Points for an 11- roll, or 3 Character Points for a Characteristic-based Roll (usually based on INT);
+1 to roll per +1 point

This Background Skill gives a character the ability to perform certain professions, crafts, tasks, and the like. For 2 Character Points, the character has an 11- roll to perform a given Professional Skill (PS). Alternately, characters can base the Skill upon a Characteristic for 3 Character Points, giving a base (9 + (CHAR/5) or less) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

Whereas Knowledge Skills give a character knowledge of how or why something works, Professional Skills give a character the ability to perform some task or do some type of work. For example, a character with KS: Plumbing knows generally how plumbing works, the history of



plumbing, how much plumbers earn on a yearly basis, and so forth. A character with PS: Plumbing might not understand the intricacies of water pressure and water flow friction, but he could fix a broken pipe and knows how to use plumbing tools. A character could (and often should) have a KS and a PS of the same subject to reflect both a theoretical and practical knowledge.

As the name indicates, Professional Skills are often used in a character's employment. However, they can also represent hobbies, interests, and other abilities which don't have much to do with earning a living. Play Piano, Flower Arranging, Play Chess, Sculptor, Singing, Singer, and Poet are all valid PSs.

The list of Professional Skills is limitless. Examples include: Accountant, Actor, Alchemist, Armorer, Artist, Blacksmith, Brain Surgeon, Butcher, Campaign Manager, Carpenter, Construction Worker, Cook, Dentist, Dogcatcher, Electrician, Explorer, Fisherman, Freelance Game Designer, Goldsmith, Gunslinger, Hockey Player, Innkeeper, Jester, Jeweler, Knight, Laborer, Lawyer, Mason, Messenger, Musician, Necromancer, Newscaster, Optometrist, Park Ranger, Photographer, Policeman, Priest, Queen, Reporter, Scientist, Secretary, Starship Captain, Student, Taxi Driver, Undertaker, Valet, Vigilante, Waiter, Wizard, X-ray Technician, Yeoman, and Zookeeper.

RAPID ATTACK

Combat: No roll required

Cost: 10 Character Points (see text)

A character with this Combat Skill has a heightened ability to move in combat. He can make a Multiple Attack (6E2 73) as a Half Phase Action, instead of a Full Phase Action. (This includes Multiple Attacks made with the *Two-Weapon Fighting* Skill.) No roll is required, and all other Multiple Attack penalties and rules apply.

Rapid Attack costs 10 Character Points and applies to all forms of Multiple Attack. If a character only wants to be able to use it with Multiple Attacks only featuring HTH attacks, or only featuring Ranged attacks, he can apply a -1 Limitation, *HTH Multiple Attacks Only* or *Ranged Multiple Attacks Only.*

RIDING

Agility: 9 + (DEX/5)

Cost: 3 Character Points;
+1 to roll per +2 points

Characters with this Agility Skill can ride living creatures (such as horses, camels, rocs, and the like) under difficult circumstances. To use Riding, the character must know how to ride the animal (see *Transport Familiarity,* 6E1 92). Characters with this Skill automatically have Familiarity with one 1-point class of riding animals. Characters who want to know how to ride more than one type of animal should purchase Transport Familiarity.

Under normal conditions, a character doesn't have to make rolls to ride a mount for which he has the appropriate Transport Familiarity. A character with Riding can ride his mount under rough conditions, and can fight mounted. He also knows how to take care of all riding animals he is familiar with. Characters should make Riding rolls whenever they attempt maneuvers such as jumps, trick moves, leaping onto a mount, or similar difficult tasks. A failed roll means the maneuver didn't succeed, with possible bad consequences for the rider (like falling off and getting hurt).

SCIENCE SKILL

Background: See text

Cost: 2 Character Points for an 11- roll, or 3 Character Points for an INT-based Roll; +1 to roll per +1 point

This Background Skill gives a character a solid grasp of and working knowledge of a particular field of science (whether a physical science, like Chemistry, or a social science, like Anthropology). A Science Skill (SS) functions as a combination of a PS and a KS, since it provides both theoretical knowledge of the subject and the practical skills of working with the equipment associated with a Science.

Science Skills cost 2 points for a base roll of 11-. Alternately, characters can base the SS upon INT for 3 Character Points, giving a base (9 + (INT/5) or less) roll. In either case, each +1 to the Skill Roll costs 1 Character Point. Characters may not take a Science that exactly duplicates another Skill (like Computer Programming), although Skills often partly overlap.

Characters need equipment to perform some tests or procedures with an SS. If a character attempts to perform a Science Skill without adequate equipment or time, the GM may apply modifiers of -1 to -5 to the roll. The GM may give positive modifiers for excellent equipment. Usually, a character may carry a "field bag" with some basic equipment (enough to perform simple experiments without a penalty).

A character need not buy a general category of science before buying a specific science (for example, a character doesn't have to buy Chemistry before buying Biochemistry). A character with a specific science has a vague knowledge of the general science, and vice versa. For example, a character with Microbiology knows a lot about microscopic organisms, but only general facts about Biology as a whole.

Some examples of Science Skills include: Accounting, Anthropology, Archaeology, Astronomy, Bacteriology, Biochemistry, Biology, Biophysics, Botany, Chemistry, Ecology, Exobiology, Genetics, Geology, Hydrology, Inorganic Chemistry, Marine Biology, Mathematics, Medicine, Metallurgy, Microbiology, Molecular Biology, Nuclear Physics, Organic Chemistry, Paleontology, Pharmacology, Physics, Psychology, Robotics, Sociology, Statistics, Subatomic Physics, Surgery, Veterinary Medicine, and Zoology.



SECURITY SYSTEMS

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

A character with this Intellect Skill can locate, recognize, evade, and build various types of alarms and traps. These alarms and traps include such things as deadfalls, electric eyes, motion detectors, poison needle traps, retina scanners, voiceprint analyzers, security cameras, trapdoors, tripwires, and pressure plates. The character needs equipment for dealing with many types of Security Systems; time (one Turn or longer) is often required as well.

Many security systems are very complicated, with multiple backup alarms, so a -1 to -5 modifier is not unreasonable in some situations. An unsuccessful roll may simply mean the character failed to disarm the device... but if he fails the roll badly, the alarm should go off. Complementary Skills could include Electronics, Mechanics, or Computer Programming, according to the type of alarm.

SHADOWING

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Intellect Skill is the ability to follow or watch someone subtly. Characters can perform Shadowing on foot or in a vehicle.

Different circumstances modify Shadowing rolls tremendously. For example, following someone in a desert without being seen is very difficult, and would impose negative modifiers (-1 to -5). Conversely, it's easy to follow someone in a busy airport (+1 to +3). The person doing the Shadowing should make a new roll whenever the subject consciously or unconsciously does something to lose the tail — like changing taxicabs, entering a store and running out the back door, or turning around and walking back the way he came.

Failing a Shadowing roll typically means the shadower lost the subject, or must do something obvious to keep tailing. Badly failing the roll may mean the subject has somehow detected the shadower.

Shadowing also lets a character spot and lose a tail. If the tail failed his Shadowing roll, the subject only needs a successful PER Roll or Shadowing roll (whichever is higher) to spot the tail. If the tail made his Shadowing roll, the GM should perform a Skill Versus Skill Contest using the subject's Shadowing (or PER Roll) to oppose the tail's roll.

Shadowing also allows characters to set up and maintain static surveillance of someone without being detected. It doesn't allow a character to use sensing equipment such as bugs — that requires Bugging — but does cover the use of static listening devices such as parabolic microphones, telescopes, and binoculars to best effect. He also knows how to blend into the background so that it isn't obvious he's watching a particular person or location.

City Knowledge and Area Knowledge may be Complementary Skills to Shadowing.

SKILL LEVELS

No type

Cost: See Skill Levels Table

Skill Levels provide bonuses to related Skills. (Skills may be related without being in the same category; the GM is the final judge of whether Skills are related.) The cost for Skill Levels is indicated on the accompanying table.

A character can only apply a Skill Level to one task at a time. He can change how his Skill Levels are assigned as a Zero Phase Action. However, unless the GM permits otherwise, he may not change the assignment of his Skill Levels more than once in a Phase.

The 12-point "Overall Level" can apply to any Skill Roll, Characteristic Roll, PER Roll, Contact/Favor roll, or any other roll the GM approves. (Some GMs forbid characters to apply them to rolls they feel characters have no "control" over, such as some Required Rolls [see 6E1 389].) Characters can also use Overall Levels as if they were Combat Skill Levels to improve CV, MCV, the damage done by an attack, or for any other use to which a CSL can be put. Except for Overall Levels, Skill Levels do not apply to Combat Skills.

With the GM's permission, characters can put Limitations on Skill Levels. The GM may restrict which types of Skill Levels a character can Limit; for example he might rule that only 3-point Skill Levels can have Limitations.

SKILL LEVELS TABLE

Cost	Type of Level
2	+1 with one Skill or Characteristic Roll
3	+1 with any three pre-defined Skills (*e.g.,* +1 with Culture Knowledge, High Society, and Charm; +1 with Mechanics, Security Systems, and Lockpicking)
4	+1 with all Intellect Skills, all Interaction Skills, or a similar broad group
6	+1 with all Agility Skills
10	+1 with All Non-Combat Skills
12	+1 Overall (see text) (*i.e.,* +1 with any Skill Roll or Characteristic Roll). Characters can also use Overall Levels as Combat Skill Levels.

Note: Skill Levels with Agility, Intellect, or Interaction Skills do not apply to Background Skills that are based on the Characteristic affected by the Skill Level. 4-point Skill Levels with all Intellect Skills do not apply to PER Rolls.

SLEIGHT OF HAND

Agility: 9 + (DEX/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Agility Skill represents the ability to palm items, fool the eye, perform certain magic tricks, and so forth. It's useful when a character needs to get a weapon into his hand without anybody seeing him do it, or for subtly transferring objects to someone else. Large objects (anything bigger than a small pistol) are, of course, more difficult to palm (-1 to -5).

Characters can also use Sleight Of Hand to pick pockets. When picking pockets, use Sleight Of Hand versus a PER Roll in a Skill Versus Skill Contest. An unsuccessful Sleight Of Hand roll doesn't necessarily mean the character's action was detected; other characters must make a PER Roll to perceive what's happening.

STEALTH

Agility: 9 + (DEX/5)

Cost: 3 Character Points; +1 to roll per +2 points

Characters with this Agility Skill can hide in shadows, move silently, conceal himself, and/or avoid detection in combat conditions.

When a character wants to be stealthy, use his Stealth roll versus the PER Rolls of anyone attempting to find him (or who might perceive him even if not actively trying to) in a Skill Versus Skill Contest. If a character tries to hide himself in a confined area, Contortionist may be a Complementary Skill. A failed Stealth roll doesn't necessarily mean the character was perceived, though; see *Senses In The HERO System,* 6E2 7.

A character who tries to use a Power while being stealthy may suffer a penalty to his Stealth roll based on the Obviousness of the Power, or may not be able to use Stealth at all. See *Sensing Powers And Special Effects,* 6E1 124.

An Encumbered character, or one who tries to move across an open or well-lit area, finds it harder to be stealthy (-1 to -3). Good conditions for Stealth include loud background noise and dark, crowded areas (+1 to +3).

Stealth applies equally to all forms of movement. No mode of movement is inherently "stealthier" than any other. However, a character who wants to move quietly with Stealth usually can't move quickly. See 6E1 125 for more information.

Stealth typically applies to all Senses, including Combat Sense and Danger Sense, unless the GM rules otherwise in a particular situation based on considerations of game balance, common sense, and dramatic sense. For example, an ordinary human probably couldn't use Stealth to avoid the Normal Smell of a dog, since there's no real way to "hide" body scent. However, the GM might allow it if the character could, for example, rub himself with something to disguise or conceal his normal body scent.

STREETWISE

Interaction: 9 + (PRE/5)

Cost: 3 Character Points; +1 to roll per +2 points

This Interaction Skill gives a character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs and criminals, gain information, deal with organized (and not so organized) crime figures, and so on. He also knows who the main powers are on the street and in the underworld, and the location of their spheres of influence.

Streetwise is much more difficult if the character doesn't know the native language (-3 to -5 or more). Characters typically learn Streetwise for their native city or culture. Area, City, or Culture Knowledges are Complementary Skills, depending on the type of information the character is trying to find; KSs of various shady organizations are also helpful. Some cultures, especially alien ones, may be so strange as to give minuses (-1 to -3) to Streetwise rolls.

Success on a Streetwise roll usually means the character found someone who has the information or resources he's looking for. That doesn't mean he automatically learns the information, though; he may have to pay for it, or get it through force or threats. Nor does success guarantee he's safe; the tough people who run the streets often don't like it when characters ask questions. Failing a roll not only means the character didn't find what he was looking for, but is even more likely to alert unfriendlies that someone is snooping around.

Encourage players to roleplay this Skill as much as possible — it's a lot of fun.

SURVIVAL

Intellect: 9 + (INT/5)

Cost: 2 Character Points for a category, or 1 Character Point for a subcategory; +1 to roll with all categories and subcategories per +2 points

Characters with this Intellect Skill can live off the land, find food and water, hunt game, locate or build crude shelters, identify dangerous plants and animals, and so on. It's very popular among intrepid explorers and adventurers. It does not, however, include knowledge of tracks (that requires Tracking) or how to use weapons (that's Weapon Familiarity).

Characters purchase Survival by different types of environments — knowing how to survive in the desert doesn't guarantee you can survive in arctic conditions, for example. Each environment group (such as Arctic) costs 2 Character Points for a (9+(INT/5)) or less roll; subgroups (such as Arctic Plains) cost 1 Character Point apiece if characters wish to buy them separately. Improving the Skill Roll with all groups the character knows costs 2 Character Points for each +1 to the roll.

A character should make a Survival roll only when he's underequipped for a particular area (usually when he's marooned, or the like). The Survival roll should be made on a daily basis to see if he's found food, shelter, and other necessities. The GM might require rolls more often in a particularly harsh or dangerous environment (in an arctic area during a blizzard, for instance).

Lack of available resources like tools, gatherable or huntable food, potable water, and clothing imposes a -1 to -5 modifier to the Survival roll. Very benign conditions (good equipment, plentiful game, lots of water) could mean a +1 to +3 modifier.

To a certain extent Survival includes knowledge of what's edible and what's not. KSs relating to the creatures and plants in the area are Complementary to Survival. In particularly hazardous environs, the GM might *require* characters to have appropriate KSs to use Survival (it doesn't matter how many fish you catch if you don't know which ones are poisonous). At the GM's option, a character in an unfamiliar environment may be able to use his Survival for some tasks at a -3 to -5 penalty (for example, hunting in the mountains may not differ much from hunting in temperate forests, but skill at identifying edible plants might not carry over to other environments).

A successful Survival roll usually means the character has found enough food, shelter, and other necessities to keep himself alive and moving for the day (though maybe just barely). Failure can be damaging to the character; failing the roll several days in a row could be fatal (see *Environmental Effects,* 6E2 142).

At the GM's option, a character with Survival can use it in an environment he hasn't bought it for at a penalty — a minimum of -2 for relatively similar environments (such as Temperate and Tropical), up to -8 for very dissimilar ones (Arctic and Desert).

SURVIVAL ENVIRONMENT GROUPS

Arctic/Subarctic	***Tropical***
Arctic/Subarctic Coasts	Tropical Coasts/Pelagic Environments
Arctic/Subarctic Plains (Tundra)	Tropical Forests (Jungle)
Arctic/Subarctic Forest (Taiga)	Tropical Plains (Savannah)
Mountains	***Deserts***
Temperate/Subtropical	***Marine***
Temperate/Subtropical Coasts	Surface
Temperate/Subtropical Forests	Underwater
Temperate/Subtropical Plains	***Urban***

Note: This list of environments applies primarily to Earth-like locales. GMs should create their own environment groups if their campaign settings are radically different from Earth.

SYSTEMS OPERATION

Intellect: 9 + (INT/5)

Cost: 3 Character Points; +1 to roll per +2 points

Characters with this Intellect Skill understand how to operate sensing and communication devices properly. This includes radios, radar systems, air traffic control devices, sonar, electronic countermeasures (ECM), and many similar pieces of equipment. It does not cover navigational equipment (that's Navigation) or encoding transmissions (that's Cryptography), but it does allow characters to send or intercept navigational or encoded data. Characters also use Systems Operation to operate many advanced weapons systems, such as missile batteries or satellite-based weapons; see *Weapon Familiarity,* below.

In addition to sending messages and operating sensors, characters with Systems Operation can attempt to locate weak transmissions, jam enemy transmissions, and so forth (assuming they have the proper equipment). The GM may assign modifiers of -1 to -5 to simulate poor or damaged equipment, the weakness of signals, jamming, poor positioning, countermeasures, and similar circumstances.

Systems Operation varies tremendously according to the genre. In a Modern campaign, it allows characters to operate radar screens and monitor radio transmissions. In a Future campaign, it lets them use high-tech sensors to sweep for ships, planets, and stars. Characters could examine a planet for cities, radioactivity, life forms, or metals, and then communicate their findings back to headquarters via hyperspace radio. Systems Operation generally has no applicability in pre-industrial settings, such as Fantasy campaigns, though it might allow characters to develop and use low-tech signaling systems.

TACTICS

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

Characters with this Intellect Skill know how to fight effectively and efficiently. Generally Tactics only applies to discrete battles and small units (squads, platoons, or companies at the most), not to overall strategic or theater planning (which requires a host of Knowledge Skills in addition to Tactics).

A character with Tactics is an expert at individual and small-unit combat. He usually knows what must be done to win a battle or conflict, or at least the best thing to do given the resources available to him (such as choosing the best position to set up his forces, or ways to use his platoon's scarce ammunition to best effect). He's got sound tactical judgment, allowing him to direct the tactics of small units, know when the situation is hopeless and he should retreat, and so forth.

You should use Tactics sparingly; it's most useful if a character should be able to figure out how to deal with a combat situation, but the player cannot. In this case, the GM should require a Skill Roll. If the roll succeeds, the GM should give the player hints about what his opponent intends to do next, and ways the character could counteract his foe's maneuvers. A failed Tactics roll usually means the character can't think of a way to beat the enemy, but it may mean an incorrect tactic.

TEAMWORK

Agility: 9 + (DEX/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Agility Skill reflects a character's ability to fight well with others in combat. Use it when characters try to Coordinate attacks (see 6E2 44). Characters do not have to buy Teamwork separately for each person or group they want to Coordinate with; it simulates a character's general ability to work as a "team" with any other character in combat. However, a character's Teamwork applies only to himself; he cannot use his Skill to improve other characters' chance to Coordinate.

TRACKING

Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Intellect Skill can follow a trail by observing tracks, marks, broken twigs, and the like. He also knows how to hide tracks. He can derive a great deal of information from tracks, such as the weight of the travelers (or how much weight they're carrying), their number, how long ago they passed by, what they were doing, and so forth.

The GM should require a character to make a Tracking roll if the person or creature being tracked does something unusual to throw off the pursuit, or when he passes over difficult terrain (like bare stone). Successful rolls indicate the character keeps following the trail. A failed roll indicates the character has lost the trail (or, in cases of extreme failure, has gone in the wrong direction). If the character knows he's lost the trail, he can stop, take extra time to examine the surroundings carefully, and make another roll (with appropriate bonuses for taking more time).

The GM may impose penalties (-1 to -3) if the person or creature being tracked knows about it and tries to conceal his trail, doubles back, attempts to throw off pursuit, and so forth. If the person being trailed knows Tracking too, have the two characters engage in a Skill Versus Skill Contest. The GM can also impose penalties if weather or other conditions obliterate or mar the tracks.

Area Knowledges (of both regions and specific types of terrain) are Complementary to Tracking; so is Survival in some situations.

TRADING

Interaction: 9 + (PRE/5)

Cost: 3 Character Points;
+1 to roll per +2 points

This Interaction Skill gives a character the ability to strike a good bargain with a merchant or customer. Prices often aren't fixed, especially in noncontemporary genres, so a character with Trading can save (or make) considerable money.

A successful Skill Versus Skill Contest (versus the other character's Trading or an INT Roll) means the character gets a bargain price — the better the roll, the better the bargain. A failed roll usually just means further haggling (or a refusal to buy if he can't get the price down to where he wants it) — but if he fails the roll badly, he'll cheerfully pay too much under the impression he's getting a bargain. It helps if the GM makes some of these rolls instead of the player, so the player can't see the results.

TRANSPORT FAMILIARITY

Background: No roll required

Cost: 1 Character Point per TF, or 2 Character Points for a category (if purchaseable)

This Background Skill allows characters to drive or pilot specific types of vehicles, or ride a living mount, under routine conditions. It does not include combat maneuvering (that requires Combat Driving, Combat Piloting, or Riding). However, a character with a TF does have an 8- roll for performing dangerous maneuvers (jumps, screeching turns, and so forth). Characters don't have to make rolls to operate vehicles normally.

Each Transport Familiarity (TF) costs 1 Character Point, or 2 Character Points for an entire category (if characters can purchase the category as a group).

Example: *Fast Eddie pays 2 points for Common Motorized Ground Vehicles, 1 point for Small Wind-Powered Boats, and 1 point for Snowmobiles. Eddie now has an 8 or less roll with all of these vehicle types.*

TWO-WEAPON FIGHTING

Combat: No roll required

Cost: 10 Character Points (see text)

A character with this Combat Skill has been trained to fight with two weapons, one in each hand.

Two-Weapon Fighting is the ability to use the Combat Maneuver *Multiple Attack* (6E2 73) with greater skill and accuracy than normal when using two weapons (one in each hand). It allows a character to ignore the first -2 OCV modifier when making two or more attacks with Multiple

TRANSPORT FAMILIARITY CATEGORIES

Category	Examples
Riding Animals (A) (includes use of animals in teams, if applicable)	
Camels	
Dogs	
Equines	Horses, donkeys, mules, unicorns
Huge Beasts	Elephants
Other (purchased by animal type)	
Muscle-Powered Ground Vehicles (B)	
One-Wheeled Muscle-Powered Ground Vehicles	Unicycles
Two-Wheeled Muscle-Powered Ground Vehicles	Bicycles, velocipedes
Carts & Carriages	(also requires TF: appropriate riding animal)
Sleds	Sleds, sledges, sleighs, dogsleds (also requires TF: Dogs)
Common Motorized Ground Vehicles (A)	
Small Motorized Ground Vehicles	Cars, pickups, jeeps, ambulances, taxis
Large Motorized Ground Vehicles	Trucks, tractor-trailers, buses
Uncommon Motorized Ground Vehicles (B)	
Two-Wheeled Motorized Ground Vehicles	Motorcycles, motoscooters
Tracked Military Vehicles	Tanks, IFVs, some APCs
Wheeled Military Vehicles	Reconnaissance vehicles, some APCs
Snowmobiles	

Notes:
A: Can be purchased as a group
B: Must be purchased separately

Category	Examples
Air Vehicles (B)	
Balloons & Zeppelins	Hot air balloons, zeppelins, blimps
Small Planes	Propeller planes, autogyros, gliders, volantors
Large Planes	Jumbo jets, C130 transports
Combat Aircraft	F15s, F117As, B2s
Helicopters	
Water Vehicles (B)	
Rowed Boats	Canoes, rowboats, kayaks, biremes
Wind-Powered Boats	Sailboats, longboats, clipper ships, galleons
Small Motorized Boats	Speedboats, CRRCs/Zodiacs
Large Motorized Boats	Pleasure yachts, tugboats, barges, tankers
Military Ships	Cruisers, destroyers, aircraft carriers
Submarines	
Recreational Vehicles (B) By individual type; examples include Hanggliding, Parachuting, SCUBA, Skateboarding, Skating (ice or roller), Skiing (snow or water), and Surfing.	
Science Fiction & Space Vehicles (A) (includes FTL travel, if any)	
Grav Vehicles/Hovercraft	
Personal-Use Spacecraft	Consumers' spacecraft
Commercial Spacecraft & Space Yachts	
Military Spacecraft	
Mecha (A)	

Attack. (In other words, the character's first two Attack Rolls are at no OCV penalty from Multiple Attack; any Attack Rolls in the same Multiple Attack sequence are at the standard cumulative -2 OCV per Attack Roll.) Since a Multiple Attack is considered to be made with the character's "good hand," a character using Two-Weapon Fighting doesn't incur Off Hand penalties.

Characters using Two-Weapon Fighting are subject to all rules for Multiple Attack (6E2 73) regarding the attacks they can use, CV modifiers, time required, END cost, number of targets, and so forth. Characters can combine Two-Weapon Fighting with Rapid Attack to perform the two-weapon attack as a Half Phase Action.

Characters with more than two manipulatory limbs do not automatically get to make a normal attack with each limb just because they know Two-Weapon Fighting. This Skill only removes the OCV penalty for one Multiple Attack attack. Using additional limbs would count as further Multiple Attack attacks, and would incur the normal penalty.

Unless the GM permits it, characters cannot use Two-Weapon Fighting with unarmed HTH Combat attacks, innate powers like Blast, and so on. As the Skill's name indicates, it's generally intended for use with weapons, not personal powers or abilities.

Two-Weapon Fighting costs 10 Character Points and applies to all forms of Multiple Attack. If a character only wants to be able to use it with Multiple Attacks only featuring HTH attacks, or only featuring Ranged attacks, he can apply a -1 Limitation, *HTH Multiple Attacks Only* or *Ranged Multiple Attacks Only.*

VENTRILOQUISM

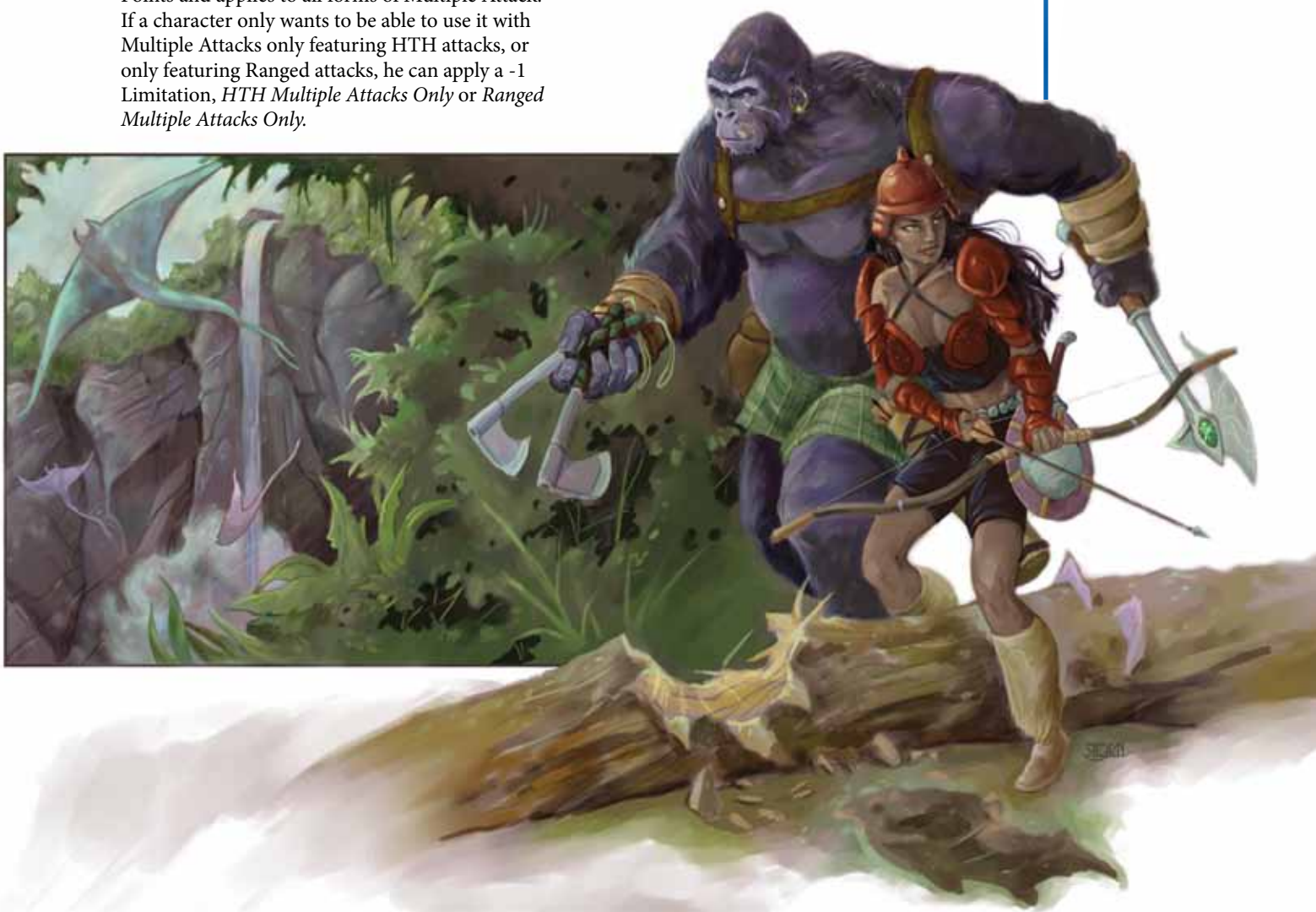
Intellect: 9 + (INT/5)

Cost: 3 Character Points;
+1 to roll per +2 points

A character with this Intellect Skill can make his voice sound as if it's coming from somewhere other than himself. Ventriloquism also allows him to speak without apparently moving his lips. Ventriloquism is detected with a PER Roll in a Skill Versus Skill Contest.

The Ventriloquism roll takes a -1 for every 2m of distance (or fraction thereof) between the ventriloquist and the point where the voice will "speak."

Ventriloquism is particularly useful for deception — one of the oldest tricks in the book is for a character to cast his voice behind a gunman, saying "Freeze!" This can distract the gunman enough so the character can try to escape. An unsuccessful Ventriloquism roll means other people realize the sound comes from the ventriloquist.



WEAPON FAMILIARITY

Combat: No roll required

Cost: 1 Character Point per WF, or 2 Character Points for a category (if purchasable)

Weapon Familiarity represents the knowledge of how to use specific weapons. It's used primarily in Heroic campaigns; characters in Superheroic campaigns, who pay Character Points for their weapons, automatically know how to use them (see 6E2 180). A character with a WF knows how to perform basic cleaning and maintenance on a weapon he's Familiar with, but he can't repair it, modify it, or the like (that requires Weaponsmith).

A character fights at -3 OCV when using a weapon for which he does not know the Weapon Familiarity. If a weapon has an inherent OCV or Range Modifier penalty, having the WF for that weapon does not eliminate that penalty.

Example: *Andarra's gun is knocked out of her hand, so she grabs a laser sword off the wall. She doesn't know how to use a laser sword* (i.e., *she didn't pay for WF: Blades), so she suffers a -3 OCV penalty.*

Later on, Andarra gets her gun back. It's not well built, so it has an inherent -1 OCV penalty. She suffers this penalty even though she has WF: Small Arms; the Weapon Familiarity doesn't eliminate the weapon's inherent negative modifier.

Weapon Familiarity is bought by category (see accompanying table, 6E1 95). Large categories that characters may purchase as a group, such as *Common Melee Weapons* or *Small Arms,* cost 2 Character Points; individual categories, such as *Handguns* or *Blades,* cost 1 Character Point each. A character must buy Weapon Familiarity separately for each weapon category in weapon groups he cannot buy as a group. All characters have Familiarity with Clubs, Fist-Loads, Unarmed Combat, and Thrown Rocks for free.

A character can buy a WF with whatever the GM is willing to let him define as a "weapon." That eliminates the -3 OCV penalty for Unfamiliar Weapon (6E2 51), but not any other penalties (such as for the inherent bulkiness or awkwardness of a weapon).

3

TOOLKITTING: CHANGING THE COST OF WEAPON FAMILIARITY

Weapon Familiarity is the standard rule for most campaigns because heroes tend to know how to use lots of weapons, or are adept at easily figuring out how to use one even if they've never practiced with it before. But in more "realistic" campaigns, or campaigns where weapon use is a significant factor (such as some Fantasy games), this may not be appropriate. In that case the GM may want to charge more for WFs to distinguish characters more effectively and to better balance weapon use in the campaign. Some possibilities include:

- each specific type of weapon (Swords, Knives, Maces, Lances, Handguns, and so on) requires a 1-point WF; there are no categories at all.
- a category of WF (such as Common Melee Weapons) costs 5 Character Points; subcategories cost 3 Character Points, and individual weapon types not defined as subcategories cost 1 Character Point
- a category of WF (such as Common Melee Weapons) costs 10 Character Points; subcategories cost 5 Character Points, and individual weapon types not defined as subcategories cost 2 Character Points

WEAPON FAMILIARITY CATEGORIES

Common Melee Weapons (A)
Unarmed Combat
Axes, Maces, Hammers, and Picks
Blades
Clubs*
Fist-Loads*
Polearms and Spears
Two-Handed Weapons
Uncommon Melee Weapons (B)
Flails
Garrote
Lances
Nets
Staffs
Whips
Common Martial Arts Melee Weapons (A)
Chain & Rope Weapons
Ninja Weapons
Rings
Staffs
War Fan
Common Missile Weapons (A)
Thrown Rocks*
Bows
Crossbows
Javelins and Thrown Spears
Thrown Knives, Axes, and Darts
Uncommon Missile Weapons (B)
Blowguns
Boomerangs
Slings
Siege Engines (A)
Ballista
Catapult
Siege Tower
Trebuchet
Small Arms (A)
Assault Rifles/LMGs
Handguns
Rifles
Shotguns
Submachine Guns
Thrown Grenades
Uncommon Modern Weapons (B)
Flamethrowers
Grenade Launchers
General Purpose/Heavy Machine Guns
Shoulder-Fired Weapons
Vehicle Weapons (must buy per vehicle)

Notes:
A: Can be purchased as a group
B: Must be purchased separately
* = All characters have this Weapon Familiarity for free

WEAPONSMITH

Intellect: 9 + (INT/5)

Cost: 2 Character Points for a category, +1 point for each additional category; +1 to roll with all categories per +2 points

A character with this Intellect Skill can make, maintain, and repair various types of weapons. He can also identify the origin, uses, and effects of any weapon he's familiar with or has time to analyze.

Weaponsmith does not cover the building of explosives, bombs, and related weapons such as landmines; that requires Demolitions. Nor does it cover the invention of new types of weapons, which requires Inventor in addition to Weaponsmith.

The cost for buying Weaponsmith with one category of weapons is 2 points for a (9+(INT/5)) or less roll. Each additional category costs 1 point. A character may increase his roll in all categories he knows for 2 Character Points for each +1 to the Skill Roll.

Complementary Skills for Weaponsmith vary based on category. Electronics is usually Complementary for Energy Weapons; SS: Ballistics would be Complementary for Firearms or Missiles & Rockets; and several SSs would be Complementary to Chemical or Biological Weapons.

A character with Weaponsmith can identify weapons (and their effects) of any type he can build. For example, Weaponsmith: Firearms allows a character to recognize guns by sight or sound, and possibly to identify the origin of a gun.

WEAPONSMITH CATEGORIES

Category	Examples
Muscle-Powered HTH	Swords, knives, axes, maces, polearms, clubs
Muscle-Powered Ranged	Bows, crossbows, javelins, throwing blades
Firearms	Revolvers, pistols, rifles, shotguns, machine guns
Missiles & Rockets	Stingers, Patriots, rocket launchers
Chemical Weapons	Tear gas, nerve gases
Biological Weapons	Bacteriological and viro-logical warfare agents
Incendiary Weapons	Flamethrowers, napalm, thermite, white phosphorus
Energy Weapons	Lasers, blasters, magnetic weapons, tasers



SKILL ENHANCERS

Skill Enhancers reduce the cost of certain Skills or Perks. Each Skill Enhancer costs 3 Character Points, can only be purchased once, and cannot be increased beyond the basic level.

The minimum cost of any Background Skill learned through a Skill Enhancer is 1 Character Point, but for that 1 point the character receives an 11- roll.

Jack of All Trades: The character picks up trades, crafts, and similar Skills extremely easily; he learns new Professional Skills at -1 Character Point to the cost.

Linguist: This Skill Enhancer allows the character to learn new Languages more easily. Linguist decreases the cost of each Language Skill a character buys by 1 point. The minimum cost of a Language is still 1 point, but for 1 point the character speaks fluent conversation (which usually costs 2 points).

Scholar: The character learns Knowledge Skills easily, at -1 Character Point to the cost. Scholar does not help the character learn AKs, CKs, or CuKs (see *Traveler*).

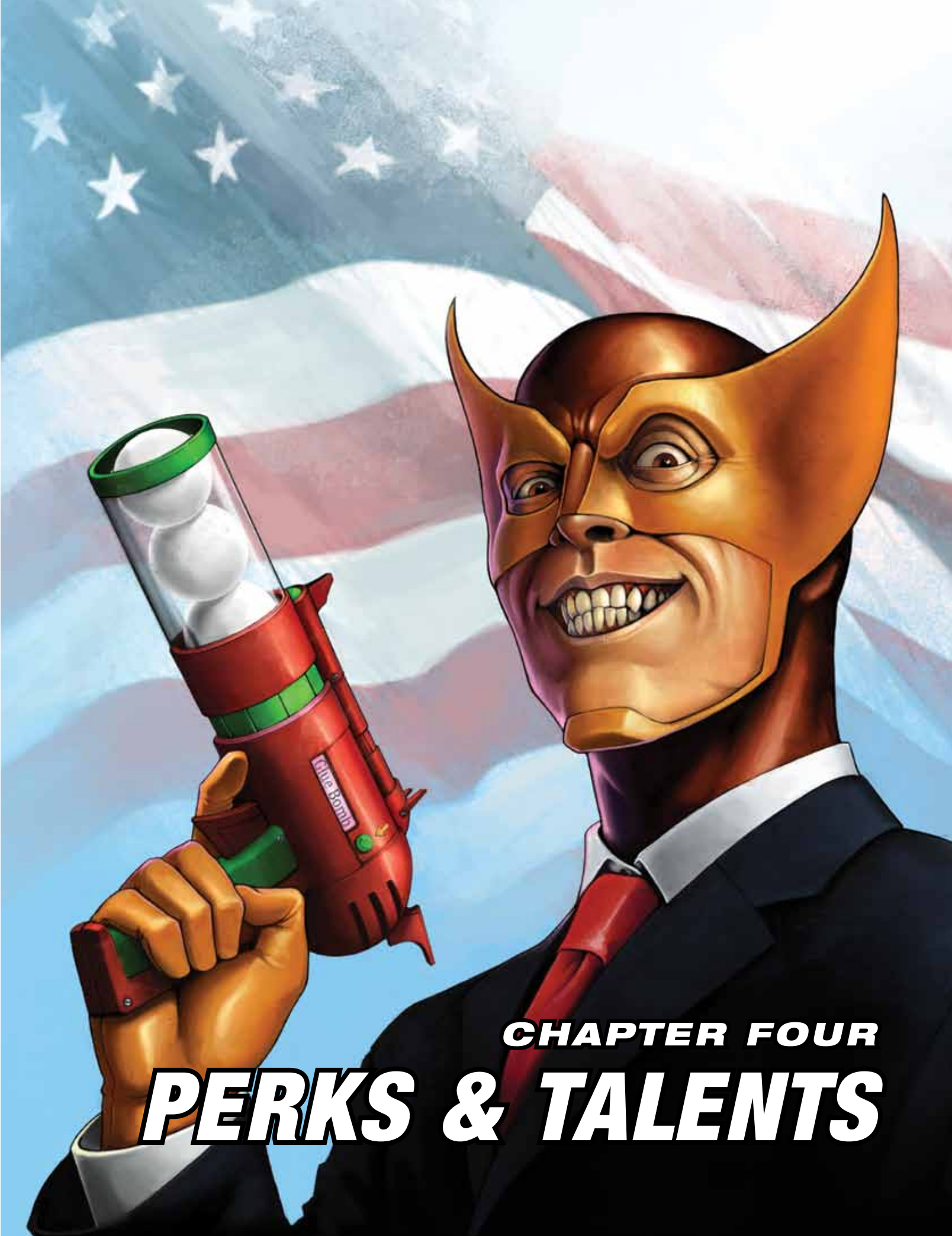
Scientist: The character learns Science Skills easily, at -1 Character Point to the cost.

SKILL ENHANCERS TABLE

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

Traveler: A character with Traveler is adept at learning about new locations and cultures. The character learns new Area Knowledges, City Knowledges, and Cultural Knowledge Skills easily, at -1 Character Point to the cost. However, the character must acquire the knowledge through hands-on experience (*i.e.,* he must actually visit the location).

Well-Connected: This Skill Enhancer affects the cost of certain Perks, rather than Skills. The character is extremely skilled at making friends and earning favors. He makes Contacts easily, at -1 Character Point to the cost. Characters with Well Connected may also purchase two Favors for only 1 point (thereby halving the cost).



CHAPTER FOUR

PERKS & TALENTS



PERQUISITES (PERKS)

PERK SUMMARY TABLE

Perk	Cost	Description
Access	1-5 points	Character has special access to a secured area
Anonymity	3+	No official records of character exist
Computer Link	1-10 points	Character has a link to an important or useful computer system
Contact	1 point for an 8- roll; 2 points for an 11- roll, +1 to the roll per +1 point	Character knows someone who sometimes helps him
Deep Cover	2	Character has an elaborate cover identity
Favor	1	Someone important owes character a favor
Follower	1 Character Point per 5 Character Points in Follower	Character has a loyal servant or helper
Fringe Benefit	Varies	Character has some influence or authority based on a job or position in society
Money	Varies	Character is wealthier than normal
Positive Reputation	Varies	The character is well-known and highly regarded for something
Vehicles and Bases	1 Character Point per 5 Character Points in Vehicle or Base	The character has a special vehicle or facility

Perks (or Perquisites) are useful resources, items, privileges, and contacts to which a character has special access. Perks are not innate abilities, but rather special benefits the character enjoys.

Unlike Skills, Perks are inherently transitory in nature. A character can gain Perks during the course of the campaign and later lose them just as easily. If a character loses a Perk he typically get the Character Points he spent on it back, unless the rules for a specific Perk note otherwise. However, the final decision is up to the GM, since it may depend on the situation, the special effects of the Perk, common sense, dramatic sense, and other factors.

Characters cannot purchase Perks in Power Frameworks, or apply Power Modifiers to them, except as specifically noted elsewhere or with the GM's permission. For example, some GMs allow characters with Gadget Pools to buy Vehicles through the Pool.

Gamemasters don't have to use the rules for Perks at all; players can handle most of the situations described by roleplaying. (See also *Everyman Abilities,* 6E1 32.) However, the Perk costs help provide a rough estimate of the value each Perk has for characters. Perks can help flesh out a character conception or give the GM another way to manipulate a character during an adventure. The GM should use this list of Perks as an example of what Perks can cost, and then decide what Perks are available and appropriate for the campaign. Players should always ask the GM for approval before buying a Perk.

PERKS IN POWER FRAMEWORKS

Typically characters cannot buy Perks in a Power Framework. Sometimes a GM allows an exception in the interest of common and dramatic sense (such as a Computer, Vehicle, or robot Automaton bought through a Gadget Pool).

PERK DESCRIPTIONS

ACCESS

Cost: 1-5 Character Points

Sometimes characters have access to heavily secured areas or buildings as a result of secret entrances or passages they know of or built, security passes they have stolen or forged, and so forth. For example, if a character suspects that one day he may need to gain secret access to the King's bedchamber, he can bribe the castellan to make him an extra key, or persuade the builder to create a secret passage only the character knows about.

The *Access* Perk represents this sort of resource. Access costs from 1-5 points, depending upon how useful the secret passage or other form of access is likely to be. Generally, Access is completely foolproof and/or undetectable; in some cases, Concealment, Forgery, or other Skills may detect the Access. Characters can make their Access better hidden or less detectable at the cost of 1 point per -1 to any Skill Rolls made to detect the Access.

ANONYMITY

Cost: 3 or more Character Points

For many characters, a high degree of anonymity is a valuable asset — what the authorities don't know about someone, they can't use to catch him. With the GM's permission, characters can buy this Perk. Anonymity means no official or police records exist regarding the character — or if they do exist, they don't contain any truly useful information.

If Anonymity is bought before a character has the chance to establish a record for criminal, dissident, rebel, or other illicit conduct, it costs 3 Character Points. If purchased after the character has attracted the attention of the authorities, it may cost more than 3 points (possibly much more). The cost depends upon how much information the authorities have on the character and how damaging it is. (Of course, the GM should not allow a PC to buy this Perk after the game begins without running an appropriate adventure to explain its effects.)

Like many Perks, Anonymity can be nullified. If the authorities acquire information about the character after he purchases Anonymity, the effects of the Perk are diminished or lost. In this case, the character does not get the Character Points he spent on Anonymity back — and if he wants to preserve his Anonymity, he'll have to purchase the Perk again.

COMPUTER LINK

Cost: 1-10 Character Points

Although many computer databases are open to the public, some of the ones characters would like access to, such as FBI computers or the Galactic Empire's military computers, are heavily restricted. A character can buy Computer Link to reflect the fact that he has permanent access to such databases.

Computer Link costs 1-10 Character Points, depending upon the size and usefulness of the system the character has access to. For example, a Computer Link to a local police, government, or corporate computer system might cost 1-3 points; similar national or federal systems, 4-6 points; worldwide or galactic-level systems, 7-10 points. Sensitive systems, such as those containing law enforcement or military information, cost more.

In a more generic sense, characters can also buy this Perk to represent access to any restricted source of information. For example, in a Fantasy campaign, the privilege of being able to read books in the Mages' Guild library could be a form of "Computer Link."

CONTACT

Cost: See Contact Table

A character with this Perk knows someone who can occasionally help him out. Characters can purchase this Perk multiple times; in each case, it represents a person or persons the character knows. The Contact usually holds a job or position that can be useful to the character. Contacts must always be defined when the character buys the Perk, and any Contact must be approved by the GM. Examples of Contacts include the captain of the guard, a CIA clerk, a Senator in the Galactic Senate, an armorer, a helicopter pilot, or an underworld informant.

A character cannot take the same NPC as a Contact and a DNPC, as a Follower and a Contact, or as a Follower and a DNPC unless the GM specifically permits him to.

BUYING CONTACTS

A Contact can help the character on an 8- roll for 1 Character Point, or an 11- for 2 Character Points; with +1 to the Contact Roll for every +1 Character Point thereafter. Exceptionally useful Contacts (like the King, a KGB colonel, or a generous billionaire) may cost more (see below). The minimum cost for a Contact is always 1 Character Point, even after applying the modifiers described below.

CONTACTS LIMITED BY IDENTITY

If the character has two or more identities, and he can only access a Contact through one identity, the Contact costs -1 point. This may occur if the Contact is only available to the character's Social Complication: Secret Identity (but not his "masked" persona), or if the Contact is known to a character through a disguise-based identity or Deep Cover.

CONTACT TABLE

Cost	Contact
1	Basic 8- Contact
2	Basic 11- Contact
+1	+1 to Contact Roll
-1	Contact limited by identity
+1-2	Contact has very useful Skills or resources
+3	Contact has extremely useful Skills or resources
+1	Contact has access to major institutions
+1	Contact has significant Contacts of his own
+1-2	Good relationship with Contact
+3	Contact is slavishly loyal to character
-2	Contact is unfriendly to character
x3	Organization Contact



EXTREMELY USEFUL RESOURCES

The rules assume all Contacts possess information, skills, or resources useful to the character. If the Contact has *very* useful skills, information, or resources, he costs +1 to +2 points; examples include minor underworld figures; minor arms dealers; minor political figures (a city council member, a guild leader, a Congressional staffer, a local judge, most bureaucrats); or minor corporate figures. If the Contact has *extremely* useful skills, information, or resources, he costs +3 points. Examples of this include powerful underworld figures; the King's trusted advisor; well-connected black market arms dealers; major political figures (the President, a Congressman, a Galactic Senator); an extremely wealthy person; a highly skilled armorer or gadgeteer; and major corporate figures.

ACCESS TO IMPORTANT INSTITUTIONS

If the Contact grants the character access to important organizations or institutions, he costs +1 point. The extra cost here depends on two factors: how important and useful the organization or institution is; and the quality of the access granted by the Contact. A Contact who's a member of the King's Guard would be worth +1 point (important group, but the Contact has little overall influence on it), whereas the Captain of the Guard would be +3 points (important group, Contact has high level of influence over the group). The priest of a small local church would be worth +1 point (great influence over group, but group is of little importance). Organizations or institutions generally considered "important" include organized crime groups, the military, governments and government agencies and offices, popular or well-connected social clubs, major religions, megacorporations, and key bureaucracies or lobbying groups.

THE CONTACT'S CONTACTS

If the Contact has a significant quantity or quality of Contacts of his own, he costs +1 point. Buying a Contact often means the character obtains access to a whole network of quasi-Contacts — "friends of a friend" who may prove helpful to him. (The character may also make "enemies by association" this way.) If the character attempts to gain the help of a "friend of a friend" directly (without going through the Contact), there's a -2 to all rolls involved with contacting and using that person.

NATURE AND QUALITY OF THE RELATIONSHIP

The nature of a character's relationship with his Contact may affect the cost of that Contact. If the character has an especially long-lasting, good, or deep relationship with the Contact, the cost is +1-2 points. Contacts of this nature are more likely to be available to the character and to do what he asks. Examples include a childhood buddy, a good friend, an old flame, or a long-time comrade or colleague with whom the character has frequently worked. If the Contact is slavishly loyal to the character, the cost is +3 points. Loyal Contacts are almost always available

to the character and will do virtually anything he asks (though they're not as readily available, or as willing to help, as a Follower). Examples include someone whose life the character saved (or for whom the character performed some extremely important favor in the past), someone who's in love with the character, or someone who owes the character a large debt (of any sort) and will do anything to work some of it off.

Not all Contacts are friendly to the character. If a character has acquired a Contact via blackmail, intimidation, or similar unscrupulous methods, the Contact will deliberately try to make it harder for the character to find him and do his best to weasel out of or subvert any work given to him by the character. Such Contacts cost -2 points.

ORGANIZATION CONTACTS

Most Contacts are with individuals, but sometimes a character wants to buy a Contact defined as an entire group or organization rather than a person — for example, *Contact: CIA 11-* rather than *Contact: CIA Agent Jim Brewster 11-*. This sort of Contact grants the character broad access to the organization, its resources, and its knowledge. Organization Contacts cost three times what a standard Contact costs: 3 points for an 8-, 6 points for 11-, +1 to the roll per +3 Character Points thereafter.

The multiplier for an Organization Contact applies after all additions and subtractions to the base Contact cost have been made (the minimum cost is 3 Character Points — the standard minimum of 1 Character Point, times 3). If the character has the *Well-Connected* Skill Enhancer (6E1 96), it affects the Contact's cost last, after the character applies all other modifiers (both additive/subtractive and multiplicative) (thus, the minimum cost for an Organization Contact bought through Well-Connected would be 2 Character Points).

USING CONTACTS

When a character needs some special help during an adventure (or even between adventures), he can try to get in touch with his Contact. This requires a Contact Roll. The GM should apply appropriate modifiers (for example, camping out on the Contact's doorstep adds a +2 bonus).

If the character reaches the Contact, then he has to convince the Contact to help him. The base chance is the Contact Roll. This is modified extensively by the exact nature of the help the character needs. The Contact Modifiers Table has modifiers for finding and using Contacts.

A characters should only use his Contacts to do things he can't do or would have great difficulty doing. Contacts should never hand the solution to an adventure or dilemma to a character — they're there to help move the adventure along when the players are stumped about how to proceed or need a little help to get through a difficult spot, not to take the PCs' place. Characters most often use Contacts to gather information, obtain equipment or money, broker deals, arrange meetings with important people, and so forth.

A Contact can be almost anyone, from a janitor all the way to the President. People with important positions and/or influence are often the most watched, and therefore will refuse to help in many ways. If a character had the President as a Contact (perhaps they're childhood friends), the President couldn't get a murder charge dismissed — he'd be impeached. However, he could probably get the character an invitation to a diplomatic party or an appointment with almost anyone. A police records clerk can usually get information much more easily than a police captain, whose conduct is watched more carefully. The GM should always control Contacts and their use.

Often characters don't start the game with Contacts. The GM may award a Contact to a character when it's appropriate in the course of an adventure, as a way of giving out Experience Points (though the character should get Experience Points as usual in addition to the Contact). For instance, if the characters befriend a wizard during an adventure, the GM might give each character an 8- Contact with that wizard.

CONTACT MODIFIERS TABLE

Finding the Contact Modifiers	Modifier
Long-lasting or deep relationship	+1
Slavishly loyal Contact	+3
Contact is "settled" (has a steady job, family, *etc.*)	+2
Contact is being blackmailed by PC	-1
Character devotes substantial time to finding Contact	+2

What the Contact Will Do Modifiers	Modifier
Requested action is very beneficial to Contact	+2
Requested action is beneficial to Contact	+1
Requested action is potentially harmful to Contact	-1 to -2
Requested action is potentially very harmful to Contact	-3 to -5
Use of Persuasion	+1 per 2 points roll is made by
Lavishing gifts, *etc.*, upon Contact	+1 to +5
Long-lasting or deep relationship	+1
Slavishly loyal Contact	+2
Unfriendly Contact	-1 to -2

DEEP COVER

Cost: 2 Character Points

A character with this Perk, also known as *Alternate Identity,* has a long-established, nigh-unquestionable false identity or disguise he can use. The player defines how his character established the Deep Cover — he may have spent years creating an elaborate false persona, killed someone and taken over his identity, or the like. In any case, the cover is so well-established that no one suspects it *is* a cover. Deep Covers cost 2 Character Points each.

The GM should carefully examine every Deep Cover a character wants to buy to make sure it won't unbalance the campaign (for example, the GM probably shouldn't let a PC buy a Deep Cover as the Sultan's vizier, a general in the U.S. Army, or the like).

Characters can lose Deep Covers. If a PC acts oddly for a long time, does something completely out of character, or is somehow discovered, the Deep Cover may be "blown." That means the character's been exposed and can never use that identity safely again. The PC does *not* get the 2 Character Points back to spend again; he loses them forever. The GM may allow him to replace the blown Deep Cover with another Deep Cover, but it should take the PC months or years of game time to craft another such identity.

FAVOR

Cost: 1 Character Point

This Perk means someone, or some organization, owes the character a favor.

A Favor functions like a Contact with a 14- roll. However, once the character uses the Favor, it's gone — he can only call in a Favor once. Really large tasks may require him to call in several Favors. Use the guidelines from the Contact Modifiers Table to determine how easily a character can call a Favor in.

Most Favors cost 1 Character Point. More important Favors, or Favors owed by particularly powerful or important people, may cost more. Again, use the modifiers for Contacts as a guideline. But since a character can only use a Favor once, it should generally be cheaper than a Contact.

Some GMs often award Favors to PCs as part of the Experience Points for an adventure. For instance, if the characters save an admiral's life during an adventure, the GM might give each of them a Favor from that admiral. If PCs can buy Favors on their own, the GM should approve every Favor to make sure it doesn't unbalance the campaign.

FOLLOWER

Cost: See text

This Perk means the character has a Follower of some kind — an individual who's loyal to the character and willing to do what he asks. Examples of Followers include human agents, animal companions, kid sidekicks, familiars, intelligent computers, zombie servants, and golems.

BUYING FOLLOWERS

Players build Followers just like any other character. They typically use the same Total Points as some category of character on the Character Types Guidelines Table (6E1 34), and must select the indicated amount of Matching Complications. Usually a Follower is built on fewer Character Points than the character who creates him. For example, a Standard Superheroic character might have a Follower (a sidekick) who's built as a Low-Powered Superheroic or a Very Powerful Heroic-character, or a Standard Heroic character would have one who's a Competent or Skilled Normal. With the GM's permission a Follower can be built on more Character Points than the character who buys him, but generally this shouldn't be allowed (consider it a "Caution Sign" ability).

The GM should write up Followers, or review and approve Followers written up by players. A character cannot take the same NPC as a Contact and a DNPC, as a Follower and a Contact, or as a Follower and a DNPC unless the GM specifically permits him to. A character cannot buy another PC as a Follower, nor can he buy a known NPC (such as the king, or an infamous supervillain) as a Follower without the GM's permission.

The character pays 1 Character Point for each 5 Character Points the Follower is built on (in other words, the Follower's Total Points; his Matching Complications points don't reduce this cost).

Example: *Captain Australia, fearless hero from Down Under, wants to buy a sidekick, Jacko. Captain Australia's built on 400 points; Jacko's built on 225 Character Points (including 50 points' worth of Matching Complications). Jacko costs Captain Australia 225/5 = 45 Character Points.*

A character can have two times as many Followers for +5 Character Points (*i.e.,* twice as many Followers for +5 points; four times as many for +10 points, and so on). These additional Followers do not have to be identical to the first Follower, they just have to be built on the same number of Character Points (or less). For example, a character who's a knight built on 150 Character Points might have two Followers, each built on 100 points — a well-trained horse and a squire. Followers cannot themselves have Followers, except with special permission from the GM.

USING FOLLOWERS

A Follower is loyal to the character (sometimes slavishly so), but that doesn't mean he'll do anything for him. He'll often risk life and limb to aid the character, but the character can't exploit

him at will. Followers won't tolerate abuse, degradation, or similar poor treatment any more than any other NPC would; a character who wants to keep a Follower's loyalty has to treat that Follower with a certain amount of respect. The GM determines what tasks a Follower will perform, taking common sense and dramatic sense into account.

The GM should review Followers' Complications to make sure they're balanced and fair, and that they genuinely hinder the Follower in some way. Follower "Complications" that help the character who bought the Follower (such as the Psychological Complication *Obeys Master*) aren't really disadvantageous, and thus worth 0 points. If a character creates a Follower without selecting the standard value of Matching Complications, the Follower's Total Points are reduced as discussed on 6E1 28.

After a Follower enters the game, he earns Experience Points just like a PC. However, in most adventures a Follower earns far fewer Experience Points than his "master" — after all, he's not the main focus of the game. A Follower should only earn Experience Points for adventures he participates in with his "master;" he shouldn't be allowed to take part in, or earn Experience Points for, "solo" adventures. A character cannot spend his own Experience Points to "improve" a Follower after purchasing him, unless the GM specifically permits this.

If a Follower dies during an adventure, the character may permanently lose the Character Points spent on him. At the GM's option, the character can recruit another Follower (built on the same amount of Character Points) to replace the dead Follower, but this typically takes a long time and should be roleplayed.

FRINGE BENEFIT

Cost: See Fringe Benefits Table

A Fringe Benefit is a Perk which the character acquires from his job or background — a "perk" in the classic sense.

Membership represents the benefits that accrue to a character from belonging to a large and/or powerful organization — the King's Guards, the FBI, an organized crime family, a trade guild, you name it. The character can call on the group's resources when he needs them (within reason, and subject to the GM's permission). On the other hand, being a member of a group means the character also has responsibilities to that group (often reflected with related Complications, such as *Hunted (Watched)* or *Social Complication: Subject To Orders*).

The cost of Membership depends on two things: the extent of the group's power and resources; and the character's position within the organization. The greater the power/resources, and the more important the character's position, the more points Membership costs. Thus, being a lowly member of the King's Guard or a street gang might cost 1 point; an FBI or CIA special agent, 2-3 points; head of an organized crime family, 4-5 points (maybe more); a member of the King's elite Circle of Champions, 6 points; and Deputy Director of Operations of the CIA, 8-10 points.

Security Clearance, which is separate from Membership, also costs 1 to 10 Character Points. It represents the character's access to classified or secret data. Typically this is government data, but it could be corporate data or something similar. The cost depends upon the character's degree of access: a low-level filing clerk might have only 1 point of Security Clearance; the President has 10 points. The GM should be wary of letting characters buy this Fringe Benefit at too high a level. It can unbalance the campaign to give PCs access to a lot of sensitive information. The GM should examine and approve every Security Clearance to make sure it isn't abusive.

FRINGE BENEFITS TABLE

UNIVERSAL FRINGE BENEFITS (APPLY IN ANY GENRE OR TIME PERIOD)

Cost	Fringe Benefit
1 point	License to practice a profession (*e.g.,* Lawyer, Engineer, Physician)
1 point	Right to Marry (can perform the marriage ceremony)
1-10 points	Membership (see text)
5 points	Diplomatic Immunity
10 points	Head of State (with GM's permission; may cost more)

MODERN-DAY FRINGE BENEFITS

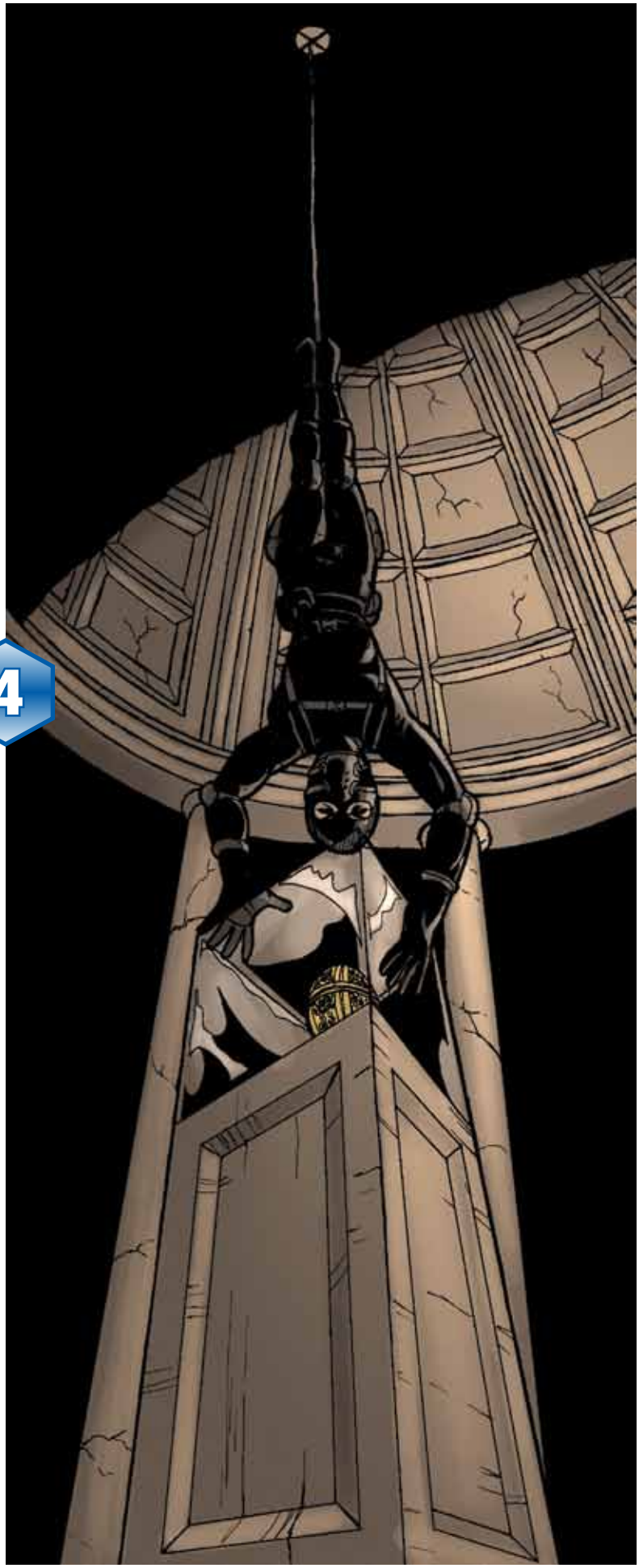
Cost	Fringe Benefit
1 point	International Driver's License
1 point	Passport
1 point	Press Pass
1 point	Weapon Permit (where appropriate)
2 points	Concealed Weapon Permit (where appropriate)
2 points	Local Police Powers
2 points	Private Investigator License
3 points	Federal/National Police Powers
5 points	International Police Powers
10 points	License to Kill
1-10 points	Security Clearance (see text)

FANTASY FRINGE BENEFITS

Cost	Fringe Benefit
2 points	Knight
2 points	Member of the Lower Nobility
3 points	Low Justice: Character has the right to mete out justice in a Fantasy setting
5 points	Member of the Aristocracy/Higher Nobility

SCIENCE FICTION FRINGE BENEFITS

Cost	Fringe Benefit
1 point	Starship License
3 points	Galactic Computernet Access Card
5 points	Planetary Police Powers
8 points	Interstellar Police Powers



4

MONEY

Cost: 1-15 Character Points

This Perk represents the amount of money or related assets a character possesses. Money may not make the world go round, but it can help motivate PCs. Characters receive money as payment for services, loot from treasure hoards, bribes, and so forth. They use the money to buy equipment or homes, bribe guards, travel, and the like.

The type of Money a character has depends on whatever currency or commodity is appropriate for the genre and campaign. In a Fantasy setting it might be gold pieces or bushels of wheat; in a Science Fiction campaign, it's megacredits. For simplicity's sake, the descriptions of this Perk use United States dollars. The GM should determine the appropriate currency for his campaign.

HOW MUCH MONEY DOES A CHARACTER HAVE?

The GM has several choices when determining how much money a player has. The first option is to start all the PCs with roughly the same amount. Thus, at the beginning of a modern campaign the GM could assume each character has a home, a job, a vehicle, and about $5,000. In a Fantasy setting, each character could start with basic equipment, a horse, and enough coins of the realm to eat for a month or two. Or the characters could all start out penniless, giving them a powerful motivation right from the start.

The second option is for the GM to assign amounts of money depending on each character's background. For example, Mr. Fortune owns stock in a major corporation and therefore has $100,000 in the bank, while Randall Irons, an out-of-work adventurer, has only $5 to his name.

The third choice is to use the Optional Money System (see sidebar).

The GM should carefully control the amount of money possessed by the characters, since that directly influences game play. Letting PCs have lots of Money affects most campaigns. You can't motivate rich characters by offering them a reward; conversely, impoverished characters may not be able to *afford* an adventure. Characters' wealth should fluctuate as a campaign proceeds. Perhaps the players discover a revolutionary device and sell it for $1,000,000; or the local Baron seizes their property, leaving them with nothing. Changes like that are much more interesting than a steady, reliable income.

Money matters less in some campaigns than in others. Incredibly wealthy superheroes aren't uncommon, and even perpetually impoverished superheroes somehow always seem to be able to afford all those nifty gadgets they use (maybe that's why they're so poor the rest of the time). On the other hand, wealthy people are uncommon in most Fantasy settings, and wield great power. The GM shouldn't let characters be wealthy (except in appropriate campaigns) unless he's ready to deal with the consequences for the other characters and the campaign.

OPTIONAL MONEY SYSTEM

In the Optional Money System, characters buy their annual income level with Character Points (or, if they are poor, receive Character Points for that Complication, which counts as one of the character's Complications).

Income levels aren't set in stone — rich characters sometimes lose their money, poor characters can strike it rich. The GM can assume the Money System represents characters' starting annual income levels — their annual income at the beginning of the campaign. Thus, if a poor PC struck it rich, he'd have to buy off his *Poverty* Complication or exchange it for new Complications. Perhaps the alien princess starts hunting him for stealing her gems, his poor Reputation grows, or he acquires a new DNPC "friend."

Alternately, these rates can reflect a character's expenses, not just his current wealth. For example, a poor character doesn't necessarily lack money, but has a gambling problem or a large family with associated expenses. Even if he comes into a lot of money, he'll soon have spent it all, unless he buys off the Complication. Conversely, a wealthy character who suffers a financial reverse could regain his wealthy status through family connections, good credit, or an old (and rich) friend.

In either case, remember that money, even tremendous amounts of it, should only help a character, not solve (or create) all his problems or substitute for Skills or roleplaying. Don't let characters use it that way.

OPTIONAL MONEY SYSTEM: INCOME LEVELS

Destitute (10-point Complication): Income of $3,000 or less per year. The character cannot pay bus fare or be sure of eating day to day, has no fixed address, and so forth.

Poor (5-point Complication): Income of $10,000 or less per year. Unemployed and/or in debt, the character cannot make any large purchases. He might be hounded by creditors, or simply have a number of outstanding financial obligations (like a large family). He must take jobs where he can get them.

"Middle" Class (0 points): Income of $75,000 or less per year. This is the standard income level for PCs; it ranges from just above the poverty level to reasonably well off. A Middle income character can make occasional large purchases, is financially secure enough to withstand sudden reverses of fortune, can pay for his son's braces, and so forth.

Well Off (1-5 points): Income of $500,000 or less per year. The character has more than enough money to support himself; he can take lengthy leaves from work and not feel the financial pinch. He can make major purchases with some regularity and probably owns numerous vehicles, homes, and other luxuries. This cost for this Perk is:

Points	Money
1	$100,000 or less per year
2	$200,000 or less per year
3	$300,000 or less per year
4	$400,000 or less per year
5	$500,000 or less per year

Wealthy (6-10 points): Income of $5,000,000 or less per year. The character, a typical millionaire, has the capacity to do, or buy, pretty much whatever he pleases in the financial realm. The cost for this Perk is:

Points	Money
6	$1,000,000 or less per year
7	$2,000,000 or less per year
8	$3,000,000 or less per year
9	$4,000,000 or less per year
10	$5,000,000 or less per year

Filthy Rich (15 points): Unlimited income. The character, a typical multi-billionaire, has more money than he can spend. He might head a megacorporation or lead a small country.

POSITIVE REPUTATION

Cost: See Positive Reputation Table

While some reputations mostly hinder a character, and are a Complication (see 6E1 424), many are primarily beneficial. Positive Reputations are Perks and cost Character Points.

Before buying this Perk, a player should decide, after consulting with his GM, whether his character's Reputation is beneficial or not. A Negative Reputation that's more likely to cause problems for a character than to help him is a Complication. A Positive Reputation that's more likely to help a character than to hinder him is a Perk. When making this decision, take into account what the character will do throughout the campaign. For example, the Negative Reputation *Violent* causes problems for most characters when they deal with the general public, law enforcement, government, and some potential employers. However, in some Dark Champions campaigns, being known as violent can be very helpful to a PC — it makes his adversaries (criminals, enemy soldiers, and the like) scared of him. Thus, while Violent is usually a *Negative Reputation* Complication, in some Dark Champions campaigns it may be a Perk. A character may have the same, or similar, Reputations as a Perk and as a Complication, since different groups view certain Reputations different ways.

Example: *The Harbinger of Justice has two Reputations. One, the Perk* Ruthless Vigilante, *reflects the fact that he's the terror of the underworld. When he uses Interrogation, Persuasion, or Presence Attacks based on fear against criminals, he receives positive modifiers. The other, the Complication* Murderous Vigilante, *indicates the general public views him as an extremely dangerous, sociopathic serial killer. When Harbinger tries to interact with the general public, he suffers negative modifiers, because most people are terrified of him.*

Characters may purchase Positive Reputation multiple times. Each level of Positive Reputation adds +1 to relevant Interaction Skills (and related Skill and Characteristic Rolls) and +1d6 to Presence Attacks that take advantage of the Positive Reputation. For example, a character who spends 2 points on having *Positive Reputation: Honesty* in the Chicago area on an 11- receives +2 to his Persuasion rolls when he tries to convince a Chicagoan he's telling the truth.

The cost of a useful Positive Reputation depends upon how widely and well the Positive Reputation is known, as indicated by the accompanying table. The minimum cost per level of Positive Reputation is 1 Character Point, regardless of modifiers.

Roll the "How Well Known" frequency whenever the character encounters someone who might know his Positive Reputation. The frequencies are just guidelines; some characters may automatically know another character's Positive Reputation (for example, every criminal in Hudson City knows who the Harbinger is; they don't have to make a Positive Reputation roll).

Example: *Caldan the Conqueror has a Positive Reputation in the land of Valdoria as a* Champion Gladiator *— his prowess as a gladiator helps him intimidate people and earns him favors from fans. Because this Positive Reputation applies in an entire nation, and he wants it known on a 14-, it costs 3 points per level. He buys three levels, giving him +3/+3d6 to appropriate Interaction Skill Rolls and Presence Attacks. While most Valdorians know him (14- roll), gladiatorial afficionados and mercenaries may automatically know who he is, without the need to make a roll.*

A character may have more than one Positive Reputation, if appropriate. For example, a character with a Deep Cover might have a Positive Reputation as a *Generous Philanthropist* in his normal identity, and another one as a *Dangerous Crimelord* in his other identity.

A Positive Reputation can be lost, or converted into a Complication, if a character doesn't live up to it. For example, if Brak the Barbarian has the Positive Reputation *Brave And Valiant,* but suddenly starts refusing fights and running away from danger, his Positive Reputation becomes a *Negative Reputation* Complication — *Cowardly.* Brak must somehow restore his good name; how he can do so depends upon the situation and the GM.

POSITIVE REPUTATION TABLE

Cost Per Level	How Widely Known
0 point	A small to medium sized group (close neighbors) or a limited geographic area (a neighborhood)
1 points	A medium-sized group (everyone in a small area, all doctors) or a large geographic area (a city, state, or region)
2 points	A large group (all the citizens of a country, world, or interstellar region) or a huge geographic area (a nation, internationally, intergalactically)

Modifier	How Well Known
-1	8-
0	11-
+1	14-

The minimum cost for the *Positive Reputation* Perk is 1 Character Point per level, regardless of modifiers.



VEHICLES AND BASES

Cost: See text

A character with this Perk has a Vehicle or Base of some kind. Vehicles range from flying carpets, to the souped-up coupes of pulp fiction, to a sleek modern sportscar equipped with the latest weapons and devices for use by a master spy, to the star cruisers of Science Fiction. A Base could be a castle, a superhero's gadget-laden secret headquarters, or Starbase 7-Alpha.

In Heroic campaigns, characters should pay for Bases and Vehicles with money. In Superheroic campaigns, characters must buy them with Character Points. (See Chapter Seven of 6E2 for Vehicle and Base construction rules.)

Vehicles and Bases are built with Character Points. They should have Complications if necessary, and the GM may require them to take a minimum amount of Matching Complications. For example, most military vehicles have Distinctive Features.

A character pays 1 Character Point for each 5 Character Points used to build the Vehicle or Base (in other words, the Vehicle's or Base's "Total Points;" any Complications it selects don't reduce this cost). With the GM's permission a Vehicle or Base can be built on more Character Points than the character who buys it, but generally this shouldn't be allowed (consider it a "Caution Sign" ability).

More than one character can contribute toward the cost of a Base or Vehicle.

Example: *The Guardians build a Base. The players sit down together and design a "team headquarters" that costs 290 points (they also give it 40 points' worth of Complications). Therefore it costs the Guardians 290/5 = 58 Character Points. The team members can divide this cost up in whatever way they see fit. They decide that each of the six members will contribute 10 Character Points, and the team will save the remaining 2 points in case they want to "upgrade" the Base later.*

A character can have two times as many Bases or Vehicles for +5 points (*i.e.,* twice as many Vehicles or Bases for +5 points; four times as many for +10 points, and so on). These additional Bases or Vehicles do not have to be identical to the first Base or Vehicle, they just have to be built on the same number of Character Points (or less). For example, a character who's a spy built on 150 Character Points might have four Vehicles each built on 100 points — a souped-up sportscar, a high-tech motorcycle, a mini-sub, and a mini-plane. However, a character must buy Vehicles and Bases separately; he cannot buy a Vehicle, pay +10 Character Points to have four times as many Vehicles, and then define one of the Vehicles as a Base.

Characters typically shouldn't purchase Vehicles through Power Frameworks. However, with the GM's permission, a character with a "Gadget Pool" Variable Power Pool might buy a Vehicle with it. If so, the cost of the Vehicle for Pool purposes is its full cost, not the cost divided by 5 which the character would pay if he bought the Vehicle separately.

If a Vehicle or Base suffers damage, it can be repaired at the rate of 1 BODY per day (the GM may alter this to suit campaign needs if he sees fit). If a Vehicle or Base is destroyed during an adventure, the character can spend the Character Points spent on it to build a replacement, again at the rate of 1 BODY per day (the character may not "recover" the spent points and use them to buy something else, such as a new Power or spell; he must spend them to replace the destroyed item).



TALENTS

Talents are unusual abilities some characters possess. They include weird or unique attributes, bizarre skills, and a variety of effects that aren't common among normal folk, but are sometimes possessed by heroes and their enemies.

The GM should examine the Talent list carefully. Not all Talents fit every campaign, and in some extremely realistic campaigns the GM won't allow Talents at all. Talents are usually appropriate for Heroic campaigns, though the GM may wish to forbid characters to buy some of the more outlandish ones (such as Universal Translator).

THE NATURE OF TALENTS

Think of Talents as a halfway step between Skills and Powers. Some of them, like Combat Sense, resemble Skills. Others, like Universal Translator or certain forms of Danger Sense, are more like Powers. They are, in effect, a collection of "super-Skills." They often represent abilities like Eidetic Memory which, while extremely uncommon in the real world, do exist.

Talents aren't actually a distinct game element — you construct them using Skills and/or Powers. (See the Appendix in 6E1 for a breakdown of how each one described here was built.) Players and

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TALENT SUMMARY TABLE

Talents	Cost	Description
Absolute Range Sense	3	Character can gauge distances accurately
Absolute Time Sense	3	Character can gauge the passage of time accurately
Ambidexterity	1/2/3	Character doesn't suffer Off Hand penalties
Animal Friendship	20	Character has an innate affinity for relating to beasts
Bump of Direction	3	Character has an innate sense of direction
Combat Luck	6+	Character has a knack for avoiding injury
Combat Sense	15/1	Character can fight effectively in HTH Combat even while blinded
Danger Sense STOP	15+	Character has a special "sixth sense" for danger
Deadly Blow ⚠	12/16/19	Character's attacks do more damage in certain circumstances
Double Jointed	4	Character's flexible joints make some Skills easier to use
Eidetic Memory	5	Character has a photographic memory
Environmental Movement	2-6	Character can move and act without restriction in an unusual environment
Lightning Calculator	3	Character can perform mathematical calculations rapidly
Lightning Reflexes ⚠	Varies	Character reacts more swiftly than normal with some attacks
Lightsleep	3	Character is rarely surprised while asleep
Off-Hand Defense	2	Character gets +1 DCV in HTH Combat when fighting with a weapon in each hand
Perfect Pitch	3	Character can identify musical pitch exactly
Resistance	1+	Character can withstand interrogation better than normal
Simulate Death	3/1	Character can feign death
Speed Reading	4+	Character can read much faster than normal
Striking Appearance	Varies	Character is unusually attractive or ugly
Universal Translator STOP	20/1	Character can communicate in any language
Weaponmaster STOP	12/20/24	Character does more damage with certain types of weapons

GMs may design their own Talents the same way, using the examples provided here as guidelines. Similarly, the GM can expand the Talents list with Skills and Powers which seem more appropriate as Talents for a given campaign.

Talents do not cost END to use, unless the description of a specific Talent notes otherwise. The perceivability of a Talent depends on the game elements used to build it; most are Inobvious or Invisible (see *Sensing Powers And Special Effects,* 6E1 124).

SENSORY TALENTS

Several Talents — Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Combat Sense, Danger Sense, Lightning Calculator, and Perfect Pitch — are really just special forms of Detect (see 6E1 210), and were constructed using the rules for Detect. However, a character almost never has to make a PER Roll to use some of them, such as Absolute Time Sense and Bump Of Direction — they function automatically with absolute accuracy. Only when the character experiences stress (for example, in combat) or something interferes with his ability should the GM even consider having him make a PER Roll to use such Talents. As noted in their rules, a few sensory Talents (such as Combat Sense and Danger Sense) do require frequent rolls.

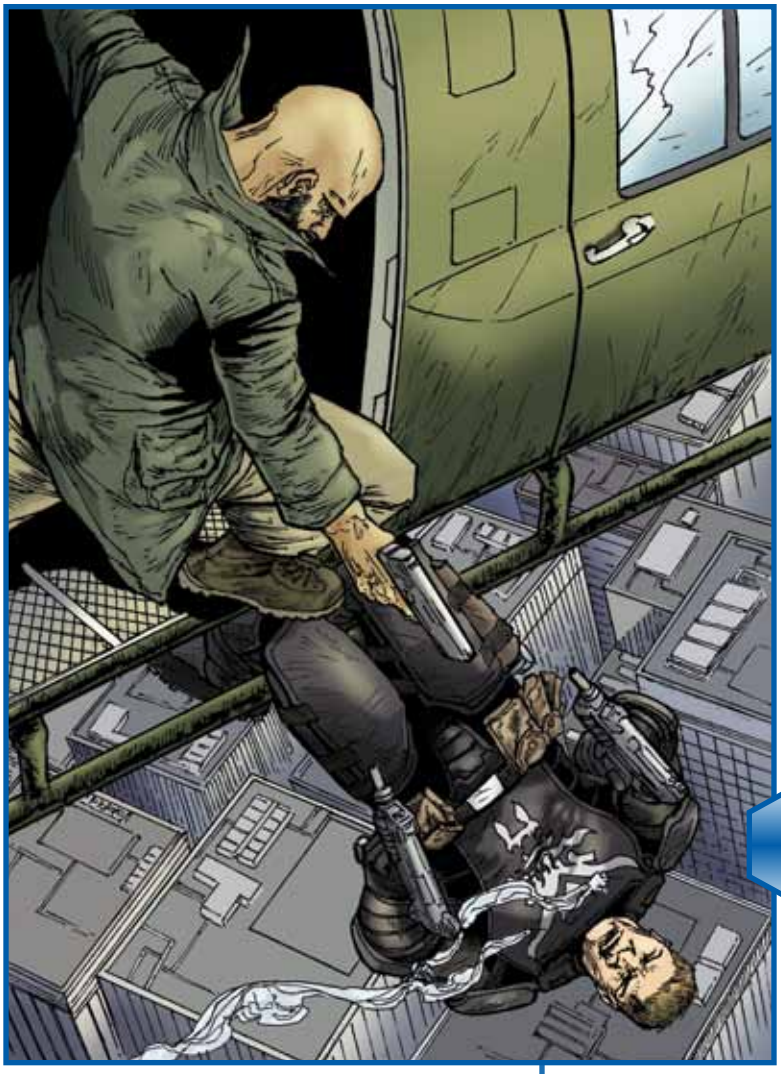
Enhanced Perception (6E1 211) or other bonuses that apply to "all of a character's Senses" generally do not apply to Sensory Talents. Just because sensory Talents are "built" as Detects doesn't mean they *are* Detects in the full sense of the term.

LEARNING TALENTS

Characters cannot learn most Talents as easily as they can learn Skills. First, of course, the GM must allow Talents in the campaign. Second, the character must possess some natural aptitude for the ability. It's impossible to learn to be ambidextrous, and no one just acquires an Eidetic Memory. Therefore, the GM may rule that characters cannot learn some or all Talents after the campaign begins.

However, because some Talents are "Skill-like," conceivably a character could train himself in them. Characters probably could, for example, learn to react more swiftly (Lightning Reflexes) or read quickly (Speed Reading). Therefore the GM may allow characters to learn some Talents after character creation.

As an optional rule, a character could have a "latent" Talent for the cost of 1 Character Point. A latent Talent gives the character no benefit, but allows him to buy the Talent later. The GM might also decide that a character must undertake some special quest or perform a special mission to gain a Talent after the campaign has begun. For example, a martial artist might have to travel to a lonely monastery in Tibet and study there before he could buy Combat Sense.



Characters shouldn't purchase Talents with Power Modifiers or in Power Frameworks unless the GM permits it or the text notes otherwise. If the GM or rules permit this, apply the Power Modifier to the listed cost of the Talent; don't "re-build" it using the construction noted for the Talent with the new Modifier. Similarly, if a character puts a Talent in a Power Framework, he uses the Talent's listed cost.

To keep Talents rare and "special," GMs may wish to allow only one PC in the campaign to buy each one. Once one character buys, say, Danger Sense, no other character can buy that Talent: it's the first character's "trademark" special ability, one no other PC has.

UNBALANCED TALENTS

Every effort has been made to balance the Talents. However, some Talents can be more powerful than they initially appear. These Talents are marked with a ⚠. A second group of Talents can completely alter a GM's plot or scenario. These Talents are marked with a STOP. For more information, see *Balancing Powers,* 6E1 120.

TALENT DESCRIPTIONS

ABSOLUTE RANGE SENSE

Cost: 3 Character Points

A character with this Talent can detect the distance between himself and any object within his Line Of Sight accurately without the aid of any external measuring devices. The character still suffers the Range Modifier to Attack Rolls and Skill Rolls, however. The character doesn't have to make a roll to perform this Talent; it always succeeds.

ABSOLUTE TIME SENSE

Cost: 3 Character Points

A character with this Talent can gauge the passage of time accurately without using a watch, the sun, or other external means. This Talent can be useful when timing explosives, coordinating assaults and infiltrations, estimating distance traveled, and so forth. The character doesn't have to make a roll to perform this Talent; it always succeeds.

AMBIDEXTERITY

Cost: 1 Character Point to reduce Off Hand penalty to -2; 2 Character Points to reduce Off Hand penalty to -1; 3 Character Points to eliminate Off Hand penalty entirely

This Talent allows the character to use either hand to perform tasks with no penalty. Normally, a character using a weapon or performing certain Skills with his off hand (the left hand for right-handers, and vice-versa) suffers a -3 OCV (or -3 Skill Roll) penalty. Ambidexterity reduces or eliminates this penalty, but does *not* allow the character to attack twice in one combat Phase. (To attack more often in a turn, buy more SPD; to attack more than once in a Phase, use the Combat Maneuver *Multiple Attack* or buy the Skill *Two-Weapon Fighting*.) Ambidexterity is particularly useful when the character's good hand is injured.

ANIMAL FRIENDSHIP

Cost: 20 Character Points

The character has an innate bond with animals, or a mystical ability to make animals like and respect him. Whenever he encounters an animal, he can make a PRE Roll at +3 to gain that animal's friendship (the GM may impose penalties for fierce or angry animals, particularly magical ones). He can make a similar roll to teach an animal tricks or get it to perform some task. However, this Talent does not allow the character to speak with animals.

BUMP OF DIRECTION

Cost: 3 Character Points

A character with this Talent has an innate sense of direction. He can always tell direction without reference to visual clues, and can also tell if he is above or below the local ground level (Bump of Direction applies in three dimensions, not just two). This Talent doesn't automatically allow him to find his way out of a maze, but he will know which way he's facing at all times. He doesn't have to make a roll to perform this Talent; it always succeeds. In most circumstances characters with this Talent gain a +2 (or greater) bonus to Navigation rolls.

COMBAT LUCK

Cost: 6 Character Points for 3 points of Resistant PD and ED

This Talent represents a character's ability to avoid damage in combat due to luck, skill, training, or some similar reason. Although referred as Combat *Luck,* it can indicate a character's skill at dodging attacks (it's sometimes known as the "just missed me!" effect).

Combat Luck provides a character with 3 points of Resistant PD and ED for 6 Character Points. (Characters may buy Combat Luck more than once, unless the GM rules otherwise.) This defense is considered Hardened (see 6E1 147). It works together with any other applicable defenses a character has, such as his innate PD/ED, armor he wears, his Resistant Protection power, and the like.

Because Combat Luck depends on a character's ability to dodge, block, or otherwise avoid damage, it doesn't work if the character is asleep, unconscious, or deliberately throws himself in the way of an attack (for example, to save a comrade from injury). Nor does it protect him from damage in most situations where he deliberately does something he knows will hurt him (such as performing a Move By/Through, both of which cause him to take some of the damage he does to the target). In some cases Combat Luck won't apply if the character is Surprised (see 6E1 50); the GM may require a PER Roll or other roll to determine if the character perceived the attack in time to use his Combat Luck.

Among other things, Combat Luck is a good way for characters in Heroic campaigns to have a little Resistant defense at all times without having to wear armor everywhere they go.

COMBAT SENSE

Cost: 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for 1 point; +2 Character Points to make the ability a Sense

This Talent gives a character the innate ability to fight effectively even while in darkness or blinded. Combat Sense costs 15 Character Points for a base 9 + (INT/5) or less roll, +1 for 1 Character Point.

A successful Combat Sense roll allows a character to make, or defend himself against, HTH Combat attacks without suffering a penalty to his OCV or DCV because he's unable to perceive his opponent with a Targeting Sense. The character must roll each Phase to keep track of his opponents; this takes a Half Phase (unless the character pays +2 Character Points to make this ability a Sense). Should the roll fail, the character suffers normal penalties for not being to perceive his opponent with a Targeting Sense (see *Lack Of Senses In Combat,* 6E2 7).

A character with Combat Sense isn't restricted to reacting to other attackers. He can use Combat Sense "proactively" to seek out and attack someone who's within his Reach (see 6E2 54) without waiting for that person to attack first. It does not, however, allow him to perceive foes who are beyond HTH Combat distance with him (unless the GM permits this for some reason). A character cannot extend the "sensory range" of Combat Sense by using long weapons, Stretching, or the like; it only applies to find and fight foes within 1m of the character.

Combat Sense has no effect on Ranged combat. The OCV and DCV of a character who's blinded or in darkness are not affected by Combat Sense when he makes a Ranged attack or is attacked with one.

Combat Sense does not simulate any Sense Group (see *Enhanced Senses,* 6E1 207). It stands alone, and only Sense-Affecting Powers specifically bought to affect it can interfere with it.

DANGER SENSE

Cost: See Danger Sense Table

A character with this Talent has a sixth sense about danger. At its most basic level, Danger Sense prevents the character from being surprised in combat; at more powerful levels, Danger Sense alerts the character to any threat to his person, or even his world.

BUYING DANGER SENSE

The character may make a PER Roll to perceive danger in combat for 15 Character Points. Using Danger Sense requires a Half Phase Action; for +2 Character Points, Danger Sense functions as a Sense (it works all the time; no Half Phases required). A character can increase his Danger Sense roll by +1 for every +1 Character Point. A successful roll prevents the character from being surprised in combat by any danger to himself (not to others).

A character can make his Danger Sense more sensitive by paying more points:

Out Of Combat (+5 points): For +5 points, the character who succeeds with a Danger Sense roll will not be surprised while out of combat; he perceives surprise attacks before they occur (if they could be perceived, given his senses). For example, a normal human with this type of Danger Sense could see a sniper who was about to shoot at him from the top of a building, but couldn't sense that he was walking into a cloud of odorless, colorless gas.

Any Danger (+5 points): For an additional +5 points, the Danger Sense transcends normal human senses — the character will be forewarned of any danger to his person, regardless of the source or whether he could detect the danger with his other Senses.

As noted above, most forms of Danger Sense only let a character perceive dangers he could perceive given his other Senses. The benefits to this type of Danger Sense are (a) it doesn't belong to any Sense Group, and therefore works even when the character's other Senses are "blinded," inoperative, or subject to PER Roll penalties; and (b) the character can use his PER Roll as Complementary to his Danger Sense roll. At the GM's option, Danger Sense might have a slight extrasensory effect, so that it functions as a mild intuition or "sixth sense" that alerts the character even when he can't perceive the source of the danger with his normal senses (perhaps the character subconsciously notices that something's "wrong").

DANGER SENSE TABLE

Cost	Danger Sense
15	Basic Danger Sense (requires a Half Phase Action)
+2	Danger Sense functions as a Sense (it doesn't require a Half Phase Action to use)
+1	+1 Character Point for each +1 to the Danger Sense roll
Cost	**Dangers Detected**
+0	Character can perceive dangers in combat
+5	Character can perceive dangers out of combat
+10	Character can perceive any type of danger, in or out of combat, and regardless of whether he could perceive it with his standard Senses
Cost	**Area Covered**
+0	Character can only perceive dangers to himself
+5	Character can perceive dangers to anyone in his immediate vicinity
+10	Character can perceive dangers to anyone in his general area (such as the city he's in)
+15	Character can perceive dangers to anyone in any area (see text)
Cost	**Modifiers**
-5	Intuitional (see text)

A character can make his Danger Sense cover a broader area and more people by paying more points:

Immediate Vicinity (+5 points): For +5 points, a character who succeeds with a Danger Sense roll is forewarned of danger to anyone or anything in his immediate vicinity (say, the room he's standing in).

General Area (+5 points): For an additional +5 points, the character can detect any danger in his general area (city).

Any Area (+5 points): For an additional +5 points, the character can detect danger over any area. This is subject to GM's discretion; danger at the planetary level is usually a good upper limit.

These forms of Danger Sense do not suffer from the Range Modifier, nor do they require Telescopic or MegaScale to work.

Characters can also restrict Danger Sense:

Intuitional (-5 points): This form of Danger Sense cannot be bought to detect Any Danger, nor can it cover more than the character's Immediate Vicinity. It represents an almost preternatural intuitive ability that tells the character that "Something's not right here...." Characters with Intuitional Danger Sense get their full DCV against dangers, but cannot make attacks at full OCV if they make the roll by half. Because Intuitional Danger Sense derives, in part, from a character's experiences, the GM may apply modifiers based on how familiar a particular danger would be to the character.

Characters can also buy Danger Sense with some Sense Modifiers (see *Enhanced Senses,* 6E1 207). For example, a character could apply *Discriminatory* or *Analyze* to Danger Sense to provide him with precise information of the danger facing him, regardless of whether he makes a half roll (see below). Bonuses from Enhanced Perception apply to Danger Sense rolls.

EFFECTS OF DANGER SENSE

Normally, Danger Sense just gives a character the "feeling" of being in danger; it doesn't tell him exactly what danger he's exposed to or exactly where it's located. If he reacts, he's allowed his full DCV against an attack (and may, if he wishes, Abort to a defensive Action such as Dodge). If he rolls less than or equal to half his Danger Sense roll, he can ascertain the true position and type of danger well enough to launch an attack at full OCV.

Example: *Michiko, a ninja assassin, has Danger Sense (11-, out of combat) because she's exceptionally observant and almost never surprised. While preoccupied with her meditation, she fails to notice three samurai enter her garden. However, as they approach her, she makes a successful Danger Sense roll. Sensing danger, she spins, pulling a knife from her boot scabbard and denying her attackers a Surprise bonus.*

Danger Sense does not simulate any Sense Group (see *Enhanced Senses,* 6E1 207). It stands alone, and only Sense-Affecting Powers specifically bought to affect it can interfere with it.



DEADLY BLOW

Cost: 12, 16, or 19 Character Points

The character's combat skill allows him to strike highly accurate and deadly blows with weapons in limited circumstances (such as only versus a certain type of creature, or only when the target's Surprised). Characters often rename this Talent to represent exactly what targets it works against (see examples below).

Deadly Blow adds +3 Damage Classes to appropriate Killing Attacks involving weapons. (See *Adding Damage,* 6E2 99, if you have to add damage to a weapon built with Advantages.) The character must decide when buying the Talent whether it applies to HKAs or RKAs; to apply it to both, he must buy it twice. Characters may buy Deadly Blow multiple times, thus increasing its damage to +6 DCs, +9 DCs, and so forth, though the GM may restrict how much Deadly Blow can be bought for any one attack.

Deadly Blow comes in three forms. The first form applies only in *very limited circumstances,* or against a *very limited group of targets,* as defined by the character when he buys the Talent. This form costs 12 Character Points per +3 DCs Killing Damage. Typical examples include:

- **Dragonsbane:** only works against dragons
- **Gnomeslayer:** only works against gnomes
- **Lionkiller:** only works against great cats

The second form applies only in *limited circumstances,* or against a *limited group of targets,* as defined by the character when he buys the Talent. This form costs 16 Character Points per +3 DCs Killing Damage. Typical examples include:

- **Assassin's Touch:** only works against humanoid beings
- **Expert Hunter:** only works against beasts
- **Slayer Of The Undead:** only works against the undead
- **Sneak Attack:** only works with blows struck from behind or against Surprised targets

The third form works in *broad circumstances,* or a *broad group of targets,* as defined by the character when he buys the Talent. This form costs 19 Character Points per +3 DCs Killing Damage. Typical examples include:

- **Mounted Combat Master:** only works when fighting from horseback
- **Sacred Warrior:** only works against evil foes

Deadly Blow typically applies to Killing Damage weapons, since they're the most common in the Heroic genres the Talent's most appropriate for. (In genres where characters pay Character Points for their weapons, they can simply buy more damage with Limitations as a partially-Limited compound power). However, characters can define it as working with Normal Damage weapons instead if they prefer.

Characters cannot buy Deadly Blow just for certain types of weapons; for that, see the *Weaponmaster* Talent.

DOUBLE JOINTED

Cost: 4 Character Points

A character with this Talent has unusually flexible joints. Double Jointed gives a bonus of +1 to +3 to Contortionist rolls (and sometimes Breakfall rolls as well), depending on the circumstances.

EIDETIC MEMORY

Cost: 5 Character Points

A character with this Talent has a photographic memory. He can remember images and other sensations which he's studied (including written pages) with near photographic exactness. This doesn't mean he remembers everything that happens perfectly, or that he doesn't forget facts over time. But he can remember any information he memorizes exactly, down to the smallest detail. Functionally, it allows the character to smuggle information very safely (he stores it in his head); he can also memorize phone books, code books, and the like. He doesn't have to make a roll to perform this Talent; it always succeeds.

Eidetic Memory applies to all Senses, not just Sight. If a character can only remember particular types of sensations (such Visual Only, or Audio Only), he may buy his Eidetic Memory with a -1 Limitation (or -½ for only two Senses). You can build cameras, recorders, and similar devices as Eidetic Memory on a Focus.

Eidetic Memory doesn't teach a character any Skills, even though he can recall facts from books he's read. A character may spend Experience Points to retain any information he studies as permanent KSs or SSs, or use Eidetic Memory as an in-game explanation for his ability to learn Skills quickly. However, most Skills require more than simple "book learning," so just studying them in a text isn't a good way to learn them. The GM may wish to limit characters to 8- or 11- rolls for any Skills learned primarily through Eidetic Memory (if appropriate).

ENVIRONMENTAL MOVEMENT

Cost: 2-6 Character Points

A character with this Talent can move easily and without restrictions in environments which hamper most characters. For example, walking or fighting on ice without slipping is difficult, as is doing just about anything underwater; in Science Fiction settings, adapting to zero gravity often requires effort. A character with Environmental Movement doesn't suffer the standard penalties associated with a specific environment (characters must buy this Talent separately for each type of environment). Instead, he may move, act, and fight in the chosen environment as if born to it — with his full movement rate, DCV, DCs, and Skill Roll.

For further information on the penalties associated with certain environments, see *Environmental Conditions,* 6E2 47.

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ENVIRONMENTAL MOVEMENT EXAMPLES

Aquatic Movement (no penalties while in water): 4 Character Points

Crawlspace Ace (no OCV or DCV penalties in cluttered or cramped areas): 4 Character Points

Icewalking (no penalties on slippery surfaces): 2 Character Points

I Can Drunk Just As Good Fight! (no penalties for intoxication): 4 Character Points

Master Climber (counters up to -2 worth of DCV penalties while climbing): 4 Character Points

Supreme Balance (no penalties on narrow surfaces): 4 Character Points

Zero-G Training (no penalties in zero gravity): 6 Character Points

LIGHTNING CALCULATOR

Cost: 3 Character Points

A character with this Talent has the innate ability to perform mathematical operations mentally with startling speed. Multiplying four-digit numbers takes a Full Phase; calculating the vector of an approach orbit with regard to relative speeds, gravities, and rotation speeds takes a full Turn; medium calculations take medium times. This is a handy Talent for those galaxy-spanning heroes of Science Fiction. But remember: Garbage In, Garbage Out. A character's calculations are only as good as the information they're based on.

LIGHTNING REFLEXES TABLE

Cost	Effect
1	+1 DEX to Act First with All Actions
1	Up to +2 DEX to Act First with All HTH Attacks *or* All Ranged Attacks
1	Up to +3 DEX to Act First with a Large Group of Actions
1	Up to +4 DEX to Act First with a Small Group of Actions
1	Up to +5 DEX to Act First with a Single Action

LIGHTNING REFLEXES

Cost: See Lightning Reflexes Table

A character with this Talent can act before other characters with higher DEXs. A character with Lightning Reflexes has an increased effective DEX only for the purpose of acting earlier in a Phase. Lightning Reflexes doesn't affect Skill Rolls or DEX Rolls (not even DEX Rolls for the purpose of resolving simultaneous or Held Actions). Nor does it change the rate at which a character recovers from Drain DEX attacks.

Example: *A character with a base DEX of 16 and +6 Lightning Reflexes (total effective DEX 16 + 6 = 22) would act before a character with a base DEX of 20. However, his Agility Skill Rolls remain 12-.*

A character can purchase Lightning Reflexes to affect all of his Actions, a group of Actions, or a single Action. The cost is indicated on the accompanying Lightning Reflexes Table.

When a character uses Lightning Reflexes to increase his effective DEX, he may only execute the specific Action or maneuver he purchased Lightning Reflexes for. For example, if a character has +4 Lightning Reflexes that only work with his Defensive Strike, he may only use his Defensive Strike (no movement, acrobatics, or other Actions) in a Phase when he uses the +4 effective DEX.

Example: *Michiko has DEX 23 and +4 Lightning Reflexes she can only use with her shuriken. On a normal Phase she can make a Half Move and then throw some shuriken. If she decides to use her Lightning Reflexes to act at an effective Dexterity of 27, she may only attack with the shuriken; she may not move or take other Actions.*

LIGHTSLEEP

Cost: 3 Character Points

A character with this Talent sleeps lightly, and therefore is rarely surprised while asleep. Normally a character must make Hearing PER Rolls at -6 to wake up when someone enters the room, leans over his bed, makes an unusual noise, or the like. A character with Lightsleep makes his normal PER Roll to wake up (if the other individual makes a Stealth roll, this becomes a Skill Versus Skill Contest). Lightsleep also allows the character to conceal the fact he has awakened with a successful EGO Roll.

OFF-HAND DEFENSE

Cost: 2 Character Points

A character with Off-Hand Defense is skilled at using a weapon in his Off Hand to block and parry attacks. When he has a weapon in his Off Hand he receives +1 DCV in HTH Combat. This Talent is most appropriate for Martial Arts campaigns, but may be suitable for characters in some other genres and settings. When Blocking, a character with Off-Hand Defense may add his DCV bonus to his OCV to determine if the Block succeeds.

Characters may only purchase Off-Hand Defense once, unless the GM permits otherwise. It does not allow the character to attack twice in a Phase, however; that requires the Skill *Two-Weapon Fighting* or making a Multiple Attack.

PERFECT PITCH

Cost: 3 Character Points

A character with this Talent can tell the exact pitch of a musical tone by listening; no roll is necessary. Perfect Pitch also adds a +1 to any music-related Skill Roll.

RESISTANCE

Cost: 1 Character Point per +1 to EGO Roll

Resistance represents a character's ability to resist interrogation and questioning through self-hypnosis, meditation, pure stubbornness, or the like. It also helps a character fool lie detectors. Resistance has *no effect* on Mental Powers or Pushing. Resistance costs 1 Character Point for each +1 to the character's EGO Roll for the purpose of resisting interrogation (or -1 to the PS: Polygraph Operator roll when the character takes a lie detector test).

At the GM's option, Resistance also helps a character withstand the pain of injuries. If the campaign uses the optional Wounding rules (see 6E1 108), every point of Resistance a character has adds +1 to his EGO Rolls for purposes of withstanding wounds.

4 OTHER "RESISTANCES"

By using Resistance as a model, you can easily create Talents that allow characters to resist the effects of other Interaction Skills. Here are some examples, each with the same cost of 1 Character Point per +1 to the appropriate Characteristic or Skill Roll to resist:

- Drama Critic (resists Acting)
- Ferocious (resists Animal Handler)
- Incorruptible (resists Bribery)
- Rulesmonger (resists Bureaucratics)
- Unfriendly (resists Charm)
- Tight-Lipped (resists Conversation)
- Blasé (resists Oratory)
- Immovable (resists Persuasion)
- Hard Bargainer (resists Trading)

SIMULATE DEATH

Cost: 3 Character Points, +1 to the EGO Roll per +1 Character Point

This Talent allows a character to slow his metabolism down to the point where he appears completely dead (although a thorough medical investigation would reveal signs of life). For 3 Character Points, a character can simulate death; he receives +1 to his EGO Roll for purposes of making Simulate Death rolls for +1 Character Point. The character should determine either the length of time he wishes to remain in his death-like state or what set of circumstances awaken him before he makes his Skill Roll.

When a character Simulates Death, no non-Persistent powers function, and he cannot spend END on anything. He cannot make PER Rolls of any sort; he has no awareness of his surroundings (except to the extent he requires "awareness" to determine the wake-up condition). He does not gain any of the benefits of Life Support of any type, unless the GM chooses to give them to him in the interest of dramatic sense (though he should be considered to be "asleep," so there's no need for Diminished Sleeping). Even if the GM chooses to allow some Diminished Eating or Extended Breathing, he probably shouldn't allow Longevity. If the character wants those effects, he should buy them Linked to his Simulate Death.

Preparing to enter a Simulate Death trance takes 5 minutes; if the character wishes to take a shorter amount of time, he must make an EGO Roll at -1 for every level on the Time Chart (thus, at -4 to enter the trance on the same Phase). If the character makes his EGO Roll, he enters the trance as desired and wakes up at the appointed time. Once the character enters the trance-like state, nothing can awaken him except the passing of the proper amount of time or the stated circumstances.

If the character fails his EGO Roll, he fails to go into a trance. However, if he fails it badly or rolls a 18, he enters the trance anyway. He must then attempt a CON Roll. If he fails, he has slipped into an unregulated trance and will truly die if he does not receive immediate medical attention. If the character makes the CON Roll, he simply remains in his trance 1d6 hours longer than anticipated.

It takes a Paramedics roll at -5 to detect that a character is using Simulate Death. A character with Forensic Medicine can detect it with a normal roll, but this takes time. A character simulating death breathes and otherwise functions at 1/10 his normal metabolic rate.

Simulate Death is even better than Resistance for fooling lie detectors. Characters who make their roll with a +2 positive modifier will completely fool any polygraph, regardless of how skilled the operator is.

SPEED READING

Cost: 4 Character Points at base level, +2 Character Points for each additional x10 reading speed

This Talent allows a character to read books and documents up to ten times faster than normal. A book that takes three hours to read can be read in twenty minutes with Speed Reading. When combined with Eidetic Memory, Speed Reading allows a character to memorize documents as fast as he can turn the pages.

Characters may purchase Speed Reading multiple times; each purchase increases the character's reading speed by a factor of 10. Thus, for 6 points a character reads 100 times as fast; for 8 points, 1,000 times as fast; and so forth.

STRIKING APPEARANCE

Cost: +1 with Interaction Skill Rolls and +1d6 with Presence Attacks versus all characters for 3 Character Points; +1/1d6 only versus a specific group of characters for 2 Character Points

A player can describe his character's appearance and attractiveness however he wants, but the description has no effect in the game. A character can be "one of the most beautiful women in the kingdom" or "so ugly he can only get a job in a circus sideshow," but that provides no modifiers to Skill Rolls or any other in-game benefit.

Characters who *do* want their appearance to provide a specific benefit in the game can buy this Talent. It provides a bonus to Interaction Skill rolls and Presence Attacks, but exactly which ones depend on how it's defined. If a character's defined as "beautiful" or "handsome," then the bonus applies to many uses of Skills like Charm, Conversation, and Persuasion, and to Presence Attacks that might work better coming from an attractive person (such as, "Won't you please help me?"). If a character's defined as "ugly," the bonus applies to many uses of Interrogation and to Presence Attacks based on fear or disgust.

Each +1/+1d6 that can be used against all characters in appropriate circumstances costs 3 Character Points, and must be defined as "attractive" or "ugly" when purchased. If the character's appearance only benefits him with regard to a limited group of people (for example, only Denebians regard him as attractive, to all other species he's ordinary-looking), Striking Appearance costs 2 Character Points per +1/+1d6.

Characters can purchase Striking Appearance multiple times, thus indicating relative "levels" of attractiveness — a character with +2/+2d6 Striking Appearance is prettier than one with only +1/+1d6. If desired, the GM can establish an "upper limit" on this so characters know what it takes to be "the fairest woman in the land" or "the ugliest mutant in Amrica."

If a character wants to make another character more attractive (or uglier) as an attack, he can do that with a Cosmetic Transform.

EYE OF THE BEHOLDER?

The GM determines whether Striking Appearance applies, and to what extent. Not all forms of interaction between characters can be influenced by a character's attractiveness (or lack thereof). And in many respects "beauty" and "ugliness" are highly subjective; what one NPC finds attractive might not interest another at all.

UNIVERSAL TRANSLATOR

Cost: 20 Character Points for INT Roll, +1 to roll for 1 Character Point

A character with this Talent can understand any form of communication — from verbal speech, to gestures and body language used as part of a deliberate process of speaking (such as sign language), to written text — and communicate back in a crude fashion.

To use Universal Translator, a character must make an INT Roll. If he succeeds, he comprehends what he hears or reads. The GM should impose negative modifiers (-1 to -3) if the language the character tries to understand is extremely different from known forms of communication. Conversely, if he tries to understand a language similar to others he has already encountered, he gets a bonus (+1 to +3). He can improve his INT Roll by spending more time, as with a Skill Roll.

Universal Translator allows a character not only to understand speech and speak back, but to write and read as well. But remember, it's a form of communication, not "know all languages for free." If the character isn't involved in some sort of process of communicating, generally the GM shouldn't allow him to use Universal Translator. This Talent lets a character "understand any form of communication," but the GM should apply any restrictions necessary in the interest of common sense, dramatic sense, and preserving game balance.

Universal Translator isn't restricted to written or spoken languages. It could comprehend (and, in appropriate circumstances, allow the character to respond) semaphore signals, signal fires or drums, and the like (assuming they're not encrypted or encoded).

Universal Translator only allows a character to understand the current communication; it doesn't automatically allow him to communicate back unless he has the proper physical attributes. For example, if the Butterfly People of Altair "talk" by reflecting sunlight off their wings, a Human translator could understand them but couldn't talk back. In addition, Universal Translator only allows a character to translate what he hears or reads, and to make a reasonable response; he doesn't know the language. He always has to make his Universal Translator roll (even for the simplest words), and always has an obvious accent.

Ordinarily, Universal Translator works on languages from all planets, dimensions, and places. If a character's form of Universal Translator only works on certain groups or types of languages (for example, a computerized translation device programmed with all Earth languages, but no languages from other planets), then he may buy Universal Translator with a Limitation (usually -½ to -1).

WEAPONMASTER

Cost: 12, 20, or 24 Character Points

The character is so skilled and deadly with certain types of weapons that he does more damage than ordinary. Characters often rename this Talent to represent exactly what types of weapons it works with (see examples below).

Weaponmaster adds +3 Damage Classes to appropriate Killing Damage weapons. The character must decide when buying the Talent whether it applies to HKAs or RKAs; to apply it to both, he must buy it twice. Characters may buy Weaponmaster multiple times, thus increasing its damage to +6 DCs, +9 DCs, and so forth, though the GM may restrict how much Weaponmaster can be bought for any one attack.

Weaponmaster comes in three forms. The first form applies with a *very limited group of weapons,* as defined by the character when he buys the Talent. This form costs 12 Character Points per +1d6 Killing Damage. Typical examples include:

- **Daggermaster:** only works with daggers
- **Expert Sniper:** only works with rifles
- **Pistol-Fighter:** only works with handguns

The second form applies only in *limited circumstances,* as defined by the character when he buys the Talent. This form costs 20 Character Points per +1d6 Killing Damage. Typical examples include:

- **Blademaster:** only works with swords and daggers
- **Expert Shooter:** only works with firearms

The third form works with all HTH Killing Damage weapons the characters uses (or all Ranged Killing Damage weapons, if he so defines the Talent). This form costs 24 Character Points per +3 DCs Killing Damage.

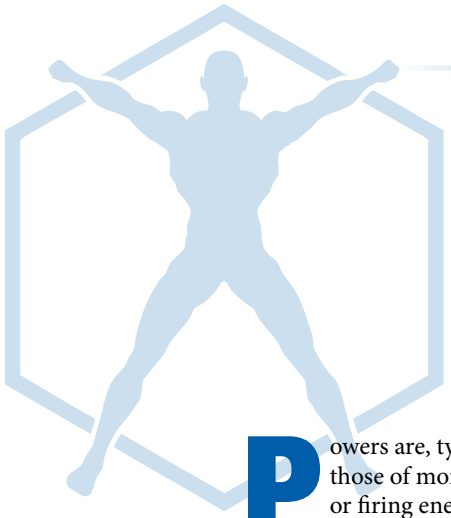
Weaponmaster typically applies to Killing Damage weapons, since they're the most common in the Heroic genres the Talent's most appropriate for. (In genres where characters pay Character Points for their weapons, they can simply buy more damage with Limitations as a partially-Limited compound power). However, characters can define it as working with Normal Damage weapons instead if they prefer.

At the GM's option, characters can buy Weaponmaster for other types of attacks, provided it only applies to certain types of attacks which can be grouped into appropriately-restricted categories. For example, you could rename the Talent *Spellmaster* and apply it to certain types of spells (such as only with fire spells, only with elemental spells, and with all Ranged spells).

Characters cannot buy Weaponmaster that only works under certain conditions; for that, see the *Deadly Blow* Talent.



CHAPTER FIVE
POWERS



POWERS

Powers are, typically, abilities far beyond those of mortal men — for example, flying or firing energy bolts. They can simulate the superpowers of a superhero, the spells of a sorcerer, or the abilities of an alien.

You can also use Powers to create a wide variety of abilities and skills common to characters from many genres of fiction, but which don't fit the standard definition of "superpowers." For example, many a strong-jawed Pulp hero has the ability to take blow after blow without falling because of his strong will to triumph over evil and injustice. You might represent this with a Limited form of Damage Reduction. Many Heroic characters buy a few points' worth of Powers like Running, Swimming, Leaping, and Hand-To-Hand Attack.

Equipment, particularly weapons, is often built using Powers. For example, a sword is a Hand-To-Hand Killing Attack with the *Focus* Limitation.

The rules for each Power define the basic structure of a power or ability built with that Power. For example, when a character buys Blast, the rules define the amount of damage the attack does, how to perform the Attack Roll, and the maximum Range of the power.

You can create most characters' abilities by purchasing the appropriate Power. However, if an ability requires more than a Power by itself, you can apply *Power Modifiers* (Advantages and Limitations) to improve or restrict the Power appropriately. Power Advantages (6E1, Chapter Six) increase the cost of a Power and extend the Power's capabilities. For example, a Power Advantage can make a Blast affect all targets in an area or decrease the target's defenses by half. Power Limitations (6E1, Chapter Seven) reduce the cost of a Power but restrict the Power's capabilities. For example, a Limitation can remove a Blast's ability to work at Range or increase its END cost.

Sometimes characters have several related powers grouped together in a *Power Framework*. Frameworks allow a character to buy several Powers for a greatly reduced cost, but with some restrictions on how he can use those Powers. For example, typically a character cannot use all of the Powers in a Framework at the same time. See Chapter Eight of 6E1 for more information.

You can create virtually any ability using a combination of Powers and Power Modifiers. Like everything else in the *HERO System,* Powers are parts in the toolkit, and you can use them to build anything you want your character to have.

BUYING POWERS

The following basic rules apply to the purchase of Powers with Character Points.

WHO CAN BUY POWERS

Not all characters have Powers. You can build a modern spy or a Fantasy swordsman with only Characteristics, Skills, and Talents (though he may need Powers to simulate some types of equipment or special abilities). On the other hand, a superhero or a wizard can easily have many different Powers.

The GM should define which Powers characters in his campaign can purchase, and how they can use them. He may also require certain Limitations or Advantages on all Powers characters purchase — many Heroic campaigns have strict limits on which Powers a character can purchase, what he can purchase them for, and how many Active Points an ability built with Powers can have. For example, in a campaign focusing on psychic PCs, characters could purchase Mental Powers, but might have to take the *Concentration* Limitation on them. Superheroic campaigns, such as those based on comic book superheroes, allow characters to purchase Powers with few restrictions. The GM decides whether to allow a Power in the campaign, and if so, how characters must purchase and use it.

If the GM wants to let characters buy only a limited group of Powers, he may want to consider making those Powers (perhaps in a slightly altered form) into Talents (see 6E1, Chapter Four).

HOW TO BUY POWERS

Characters purchase Powers by paying the Character Point cost listed under each Power. These are the same Character Points used to buy other game elements, such as Characteristics and Skills. The minimum cost of any Power, regardless of how it's defined or the Limitations applied to it, is 1 Character Point. A character cannot "buy" a Power for 0 Character Points.

The amount of points paid for a Power often determines what the character can do with it.

For instance, if a character has 50 Character Points in Blast, he may do up to 10d6 damage with it.

Most Powers have a variable cost — the more Character Points spent on the Power, the better the Power becomes. However, some Powers (such as Desolidification and Extra Limbs) have a fixed cost; beyond a certain level, spending more points on them doesn't improve them.

Ordinarily, once a character has bought all of his Powers, he can't shift points from one Power to another. But because there are so many Powers, the first characters a player builds might not have exactly the Powers he wants. The GM should allow a player to rebuild his character once he gains more familiarity with the rules.

Few characters are all-powerful when built, but they improve as time goes on. After each game, the GM may award a character Experience Points (6E2 292). The character can spend his Experience Points just like Character Points. For example, he may use them to improve the Powers he already possesses. The GM may even allow him to buy totally new Powers — a character can buy Powers (or anything else) after character creation, if he has a valid in-game rationale for doing so. Usually this involves an expansion or evolution of the character's existing powers.

Although characters build all their powers from the same list of Powers, each power is a new and unique power unlike any other character's power. Five different characters' Blasts 10d6, even if they have the same special effect, are each unique.

A character can purchase the same Power more than once if he wants. This makes the most sense if each use of the Power differs from the others in some way (for example, it has different Power Modifiers).

ACTIVE POINTS AND REAL POINTS

As you work with Powers, you should keep in mind two important concepts: *Active Points* and *Real Points*.

The *Active Points* in a power (also called the "Active Cost") is the total cost of a power after all Adders and Advantages are applied (before you reduce the cost via Limitations or other modifiers). For example, a Blast 8d6 has 40 Active Points (8 x (5 points per d6)); a Blast 8d6, Armor Piercing has 50 Active Points ((8 x (5 points per d6)) x (1 + ¼)). The Active Points in a power determine how much END it costs, the Skill Roll penalties for using it (if any), whether it fits into the reserve of a Multipower, and so forth.

The *Real Points* in a power (also called the "Real Cost") is the final cost of a power after you apply all Advantages *and Limitations.* In short, Real Points is the actual number of Character Points a character spends to buy the power. For example, a Blast 8d6 with no Limitations has a Real Point cost of 40; one bought with the Limitation *OAF* costs 20 Real Points (a base of 40 Active Points, subject to a -1 Limitation). For a Power with no Advantages, Adders, or Limitations, the Active Point and Real Point costs are the same.

"COMPOUND" POWERS

A "compound power" is a power built with two or more Powers. A partially-Advantaged or partially-Limited power (6E1 366) also qualifies as a compound power. Generally, compound powers are built as and function just like any other power, but there are special rules for certain aspects of them.

The Active Points in a compound power equals the sum of the Active Points the character combines to create the power. For example, a Blast 8d6 + Sight Group Flash 4d6 has 60 Active Points (40 + 20). For information on the END cost, Skill Roll penalty (if any), and Multipower reserve allocation (if appropriate) for compound powers, see 6E1 130, 390, and 400, respectively.

Generally, a character cannot Link two instances or uses of a single Power to form a compound power. He can create a partially-Advantaged or partially-Limited power, or even a two-part power that adds together without being partially Limited, but he receives no Limitation for doing so.

Example: *Gravitar has the ability to manipulate gravity. One of the powers she uses to represent this is Telekinesis — she has Telekinesis (60 STR). However, there are times when she wants to focus all her efforts into moving objects through gravitic manipulation. Therefore she buys a slot in her* Gravitic Powers *Multipower defined as Telekinesis (+40 STR). That Telekinesis can't be used on it's own; as the plus sign indicates, it only adds to her base STR 60 Telekinesis. She does not get to apply the* Linked *Limitation to the +40 STR Telekinesis, or otherwise Limit it, just because she can only use it with her standard Telekinesis — that's simply how she chooses to define this particular compound power.*

MINIMUM COSTS

In some campaigns, GMs may choose to impose minimum costs on Powers (beyond the minimum cost of 1 Character Point that applies to everything in the *HERO System*). This means characters must buy a certain minimum amount of every Power they buy. For example, if the minimum cost of Mental Blast is 20 Character Points, characters must always buy a minimum of Mental Blast 2d6 whenever they buy that Power. Minimum costs do not include Adders or Advantages. A character cannot, for example, satisfy a minimum cost of 20 Character Points for Teleportation by buying Teleportation 10m, x4 mass — he must buy a minimum of 20 points' worth of unmodified Teleportation, or 20m.

Minimum costs are most appropriate for Superheroic games, where larger-than-life characters have lots of points to spend. The GM can, if desired, set an appropriate minimum cost for each Power to reflect this. Minimum costs are rarely appropriate for Heroic games, where characters often need just a few Character Points to build a particular ability.

The most important effect of minimum costs relates to Adjustment Powers such as Drains. If an Adjustment Power reduces a Power below its minimum cost (including any Advantages applied to that Power), the victim cannot use that Power, even if it wasn't reduced to 0 points. When the lost points return to a level equal to or above the minimum cost, the Power functions again (albeit at reduced strength until all lost points are regained). However, if a Power has a fixed minimum cost established by the rules (like Desolidification, which always costs 40 points), then all points in it (including points for Advantages) must be removed before it ceases to function (see 6E1 138).

Example: *For his comic book superhero campaign, Andy establishes a minimum cost for Blast of 10 Character Points (2d6). Starburst buys a Blast 8d6 with the Advantage* Armor Piercing (+¼). *If a villain Drains Starburst's Blast to, say, 10 points, Starburst cannot use it, since 10 is less than the Power's (minimum cost x Advantages), or 12 points. At the next Post-Segment 12 Recovery, when Starburst's Blast recovers to 15 points, he can use it again, but it will only be a Blast 2d6, AP until he recovers more points.*

OTHER REQUIREMENTS

The GM may establish any other requirements he deems appropriate for purchasing Powers. For example, he could establish a Characteristic minimum as a prerequisite for buying a particular Power, or require a character to buy Power A before he buys Power B. This does not, however, entitle characters to a Limitation or any reduction in the cost of the Power.

Balancing Powers

Each Power's point cost serves to balance it against the other Powers. However, in certain situations, some Powers are more powerful than usual. Powers that may be extremely effective in certain circumstances are marked with a ⚠ icon. For example, a character with a Multipower or Absorption may, in some situations, have capabilities that exceed his point total. The GM should carefully examine abilities built with ⚠ Powers before permitting them in his campaign.

A second group of Powers can alter a GM's storyline substantially. For example, characters with Extra-Dimensional Movement or Summon may easily solve mysteries that would stump characters without these Powers. Powers that can radically alter a scenario are marked with a STOP icon. The GM should carefully consider the impact of these Powers before permitting them in a scenario.

SPECIAL EFFECTS

One of the most important things to remember when you use the *HERO System,* particularly for creating superpowers, spells, and other abilities, is the concept of *special effects.*

The *HERO System* explains Powers in game terms: a certain number of Character Points buys so many dice of Blast; Resistant Protection provides 2 points of Resistant Defense for 3 Character Points; and so forth. The Power descriptions don't explain what Powers look like, or what they're made of. For example, the text of Blast just describes it as a way to inflict damage at Range. It doesn't mention whether the Ranged attack is made of fire, lightning, magic, "pulson particles," rubber bullets, magic power, plasma, or something else. A Power's description simply explains what it does in rules terms. It's up to you to define what the power is and what it looks like — in other words, you decide what its *special effect* is.

If you read through this book, you won't find any specific rules for things like "fire blasts" or "lightning bolts" or "magic." Fire, lightning, and magic are all special effects, and the *HERO System* rules let you pick the special effect you want. So, if you want your character to have the power to project a lightning bolt, you might spend 40 Character Points to buy him a Blast 8d6, then label that Blast "Lightning Bolt." Later on, if you design a character who's a fire elemental, you might want him to have the power to shoot a blast of fire at his enemies. You could spend 40 Character Points on a Blast 8d6 and call it "Fire Blast." Both characters have a Blast 8d6, but for one character the special effect is "lightning," while for the other the special effect is "fire." Power Modifiers (6E1, Chapters Six and Seven) often help you better define a power in game terms to represent the special effect you have in mind.

The accompanying sidebar has a list of some special effects, but it includes just a few of the dozens of possibilities. There's no "master list" of special effects because there are no restrictions on the concept other than your own imagination.

THE EFFECT OF SPECIAL EFFECTS

The special effects of a Power define how it works, what it looks like, and any other incidental effects associated with it. Sometimes a Power receives minor benefits and drawbacks because of its special effects. These minor modifiers don't change the cost of the Power, but if the special effect provides a major benefit, you have to pay Character Points for that to buy an Advantage (6E1, Chapter Six). If the special effect significantly restricts an ability, you can save Character Points by taking a Limitation (6E1, Chapter Seven) for it. In the *HERO System,* you have to pay Character Points for things that help your character, but you save points if something hinders your character — in short, you get what you pay for.



For example, a character with Ice powers can help keep his friends cool if they're trapped in a boiler room. While the character could buy this (as Life Support [Safe Environment: Intense Heat], Usable By Nearby), the effect is so minor the GM should allow him to do it without paying Character Points for it — it's just an "indirect benefit" of his chosen special effect. Only if this effect becomes useful in the game on a frequent basis, or the character tries to exploit it in combat, should the GM make him pay points for it (or make him use his *Power* Skill, if he has it, to achieve the desired effect). Once the benefits or drawbacks of the Power become significant, the cost of the Power should reflect them.

Example: *Howler has a sonic Blast. Since her attack is sound, it wouldn't work in a vacuum, and would probably work better underwater (perhaps adding 1-2d6 or becoming a small Explosion). The GM might allow her to shatter glass in a room without making an Attack Roll. Generally, these effects are so minor that she doesn't have to pay for them (nor do they entitle her to a Limitation). If Howler were in a campaign involving frequent adventures in outer space, she could take a Power Limitation on her Blast* (Limited Power: Doesn't Work In A Vacuum, -¼), *since a vacuum would be a common occurrence. If she were in a campaign where the characters often ventured underwater, she might have to buy an Advantage to reflect the greater effectiveness of her Blast in such an environment (perhaps* Area Of Effect (Radius Explosion) *as a naked Advantage with the Limitation,* Only Underwater (-1)).

Another example of a special effect is Flight, defined as a spell that leaves a glowing trail of light as the character flies through the air. The trail helps the character because it shows his friends where he's gone. However, it hinders him because his enemies can follow it, too. These effects balance out, so the character doesn't modify the cost of his Flight. However, suppose part of the special effect of the character's powers is that he's made of energy, so he can power his Flight without any effort. In game terms, that means it costs no END. That's a significant benefit, so he has to pay Character Points to buy the Advantage *Reduced Endurance.*

The GM should bring the PCs' special effects into play on occasion, allowing them to affect the campaign world or the course of a scene. Sometimes the only way a character can get out of a trap or save the day is by using his powers and their special effects creatively. The *Power* Skill (6E1 86) is often helpful in these situations.

Often a specific set of special effects provides inspiration for the design of a PC or NPC. A character who glides through the air with a parawing differs from a character who glides by making himself lighter than air, even though both buy the Power *Flight* with the *Gliding* Limitation. Extra Running bought through a skateboard has some inherent Limitations and Advantages that simple sprinting doesn't (a skateboard doesn't work well offroad, but gets velocity bonuses going downhill). The better you know your character's special effects, the more fun you'll have with the character.

SPECIAL EFFECTS: A SAMPLE LIST

Acid
Air/Wind
Animal Powers
Athletic Prowess
Body Control
Ch'i Manipulation
Cosmic Energy
Cyberkinesis
Darkness
Density Alteration
Dimensional Manipulation
Earth/Stone
Electricity
Emotion Control
Energy Manipulation
Fire/Heat
Force Manipulation
Gadgets
Gravity
Hyper-Characteristics
Hypersenses
Ice/Cold
Illusions
Kinetic Energy
Light
Luck
Magic
Magnetism
Martial Arts
Matter Manipulation
Mental/Psionic Precognition
Radiation
Shape Alteration
Size Alteration
Sleep/Dreams
Solar/Celestial
Sonic
Speedster Powers
Spirit Projection
Strength/Toughness Powers
Stretching Powers
Super-Skills
Technology
Telekinetic
Teleportation
Time
Training, Advanced
Vibration
Water
Weapons
Weather
Wood/Plant

THE LIMITS OF SPECIAL EFFECTS

While special effects are an extremely important part of the *HERO System,* it's important to remember that generally speaking, *nothing about choosing a particular special effect grants a character anything for free, nor harms him in any particular way.* If he wants a special effect to have a particular game effect, a character has to pay for it somehow — perhaps by applying a Power Modifier to his power, perhaps by buying an entirely separate ability of some sort.

Exactly how far you can go with a character's special effects is up to the GM, and one of the factors he considers is how strongly the proposed impact of a special effect can affect the game world. For example, if a character suggests that his power should cause harm to people in some secondary ways, that's probably too extreme a thing to give him "for free" as an aspect of his special effect. On the other hand, some trivial additional benefit that doesn't have a significant effect on game play, or that makes game play more fun, is probably acceptable.

For example, suppose a character has a Fire-based power, and that power needs oxygen to work (he's even taken a Limitation on the power that it won't work in a vacuum to reflect this). If he's in an enclosed area, technically he could use up all the oxygen and cause anyone in there with him (possibly himself) to asphyxiate. But that's a powerful ability and he didn't pay Character Points for it, so the GM shouldn't let him do it — that would be carrying his special effect too far. On the other hand, if the character and some other people are trapped in a freezer, the character's Fire powers might keep everyone warm enough to survive until they're rescued. The character shouldn't be able to rely upon that effect consistently — if he gets in situations like that, he should buy an appropriate power using Life Support (Safe Environment: Intense Cold) — but once every now and then won't harm the game and may make things more exciting and fun.

The GM should also look at the *Power* Skill (6E1 86) when considering these issues. It's included in the *HERO System* in part to give characters a way to use their abilities in minor, creative ways without having to spend Character Points on every little thing. The guidelines for that Skill can help the GM make decisions about these questions, or he may want to require all characters to purchase some form of the Skill in Powers-heavy games.

REASONING FROM SPECIAL EFFECTS

Most roleplaying games don't work the way the *HERO System* does. Instead of letting you choose the special effects of a power and create the power the way you want, they give you a list of powers and abilities, and you have to pick from what they offer. For example, in some games you might find "Lightning Bolt" and "Fire Shield" listed among the powers you can choose from. You won't find that in the *HERO System;* instead, you'll find generic Powers like *Blast* and *Resistant Protection* from which you could create *your own* "lightning bolt" or "fire shield."

This has important ramifications for how you create your character and his abilities. To get the most enjoyment out of the *HERO System* — to take advantage of the enormous creative freedom it offers you — you have to *reason from special effects.* In other words, you have to do three things:

1. Decide what sort of power you want to create by choosing the power's special effect. At this step, don't think about the rules. Instead, focus on what you want the power to be and to do: "I want my character to have weather control powers"; "I want my character to have the power to fire laser bolts from his eyes."

2. Once you've chosen a special effect for a power, decide what game effect you want that power to have. Think about what you expect the character to do with the power in the game. Does he use it to hurt people? To move around the battlefield? To make another character tired and weak? To protect himself from energy attacks?

At this step, you need to think in rules terms. Remember, the *HERO System* rules are "generic." You won't find a rule or a Power called "laser bolts." You have to think about what a laser bolt power does *generically:* it causes damage to people and objects. What types of powers in the *HERO System* cause damage? The Attack Powers. Therefore you want to use the rules for one of the Attack Powers to create a laser bolt power.

3. Last but not least, you have to put 1 and 2 together, combining your power idea with your knowledge of the rules to build the power you want. All you have to do is decide which Power (and possibly which Advantages and Limitations) works best for the effect you have in mind. Think of the *HERO System* rules as a set of building blocks, then choose the right ones to build what you have in mind.

This may sound a little complicated, but it's really pretty simple. The more you do it, the easier it becomes. Here are two examples:

WEATHER POWERS

Suppose you want to create a character who can control the weather and generate various weather-based effects. As with any *HERO System* ability, think about the idea for a minute. You've done the first step: you've decided on a special effect, "weather control." But there's no Power in the book called "Weather Control" — you have to build your character's weather control powers using the *HERO System* rules.

So, you proceed to the second step and decide what weather control can do for your character *in game terms.* In other words, what *game effect* does "weather control" have?

First, there's the simple effect of "changing the weather." Looking through the Powers, you decide *Change Environment* seems like the best way to alter the local weather — and you're right, that's one of the classic uses of that Power. So you buy some Change Environment defined as "changing

the weather." You choose a basic combat effect of -1 to PER Rolls (defined as blinding rain, snow, or fog; distorting heat waves; and so on), then apply the Advantages *Area Of Effect* and *MegaScale* to make it affect a large area around you.

But you have some other weather-based effects in mind, too. Change Environment just lets you alter the local weather; it doesn't let you blast people with lightning bolts or use the wind to fly. So you've got some more powers to build. You decide you want three more powers: the ability to project lightning bolts; the ability to create intensely cold mini-blizzards; and the power to fly on the wind.

Step two recommends that you determine a power's game effect and use that to tell you how to build a power. For the Lightning Bolt, the power's game effect is "it causes electrical damage at range." That definitely sounds like an Attack Power (6E1 144) of some sort. After you look through the list of Attack Powers, you decide either Blast or Ranged Killing Attack would work for your Lightning Bolt. You choose Blast.

For the mini-blizzard, once again the effect of the power is to hurt people — by freezing them so quickly, you can make them pass out. Only people who can keep themselves warm somehow can resist the attack. Once again an Attack Power is in order, but none of the basic Powers seems quite right. You decide to look at the Advantages to see if you can use one of them to make the power work *in game terms* like you envision. Sure enough, there's an Advantage called *Attack Versus Alternate Defense.* By applying that to Blast, you can create a mini-blizzard that knocks out anyone who doesn't have fire powers or the Power *Life Support (Safe Environment: Intense Cold).*

For flying on the wind, the game effect is obvious: you can move quickly through the air. Moving around means a Movement Power is involved. The list of Movement Powers makes it obvious which one you need: Flight. All you have to decide is how many meters of Flight you want to buy.

LASER BOLT EYES

This concept is a little easier. "Weather Control" is a broad special effect with lots of possible uses, but being able to shoot laser beams from your eyes is simple and straightforward.

Once again, the step two analysis tells you exactly what you want: this power causes damage to people and objects at range. But it's a little better than most attack powers; lasers can cut through targets easily. Being "better than most" suggests the power has an Advantage.

Choosing the basic power isn't too difficult. It's definitely an Attack Power, and once again it comes down to a choice between Blast and Ranged Killing Attack. Since lasers are supposed to be pretty deadly, you choose RKA. To make the laser cut through targets more easily than normal, you apply the Advantage *Armor Piercing.* Voila! — in a few seconds you've created a laser bolt power that's just the way *you* want it.

STRANGE AND UNUSUAL POWERS

Occasionally, you may come up with an idea for a power that doesn't fit into the rules smoothly. You should work with the GM to determine the best combination of Powers, Power Modifiers, and other game elements to build the power with. Powers that are often helpful when attempting to fit strange effects into the game include Change Environment, Telekinesis, and Transform.

Example: *Sniper's player wants his character to have an attack that permanently blinds an opponent by targeting his eyes with an acid mist. This sounds something like a Flash, but a Flash (even a big one) only blinds an opponent for a short period of time. Getting back to the effect, the player realizes his "Acid Mist" changes the target in a substantial, long-lasting way. This sounds like a Transform. Sniper's player buys the attack as a Transform that "transforms" his opponent into a blind individual; the victim heals from the damage at the normal rate.*

POWER CREATION CHECKLIST

For easy reference, here are the steps in building an ability using Powers.

1. Choose the Power that best represents the ability you want your character to have.

2. Spend the amount of Character Points indicated in the Power's description to buy as much of the Power as you want your character to have.

3. Spend the amount of Character Points indicated in the Power's description to buy any *Adders* that you want the ability to have.

4. Apply any *Power Advantages* (6E1, Chapter Six) you want the power to have to make it better (and thus more expensive). To determine how much an Advantage or Advantages increase the cost of a power, use this formula: Character Points already spent on the power x (1 + (total value of Advantages)). The result of the formula is the *Active Points* in the power.

5. Apply any *Power Limitations* (6E1, Chapter Seven) you want the power to have to make it less useful or effective (but also cheaper). To determine how much a Limitation or Limitations decrease the cost of a power, use this formula: Active Cost of the power divided by (1 + (total value of Limitations)). The result of the formula is the *Real Points* in the power — in other words, the amount of Character Points the character actually spends to buy it.

Adders, Advantages, and Limitations are all optional — you don't have to include any of them as part of a power you build if you don't want them.



Sensing Powers And Special Effects

All Powers are to some degree perceivable. Depending on their category and function, they're defined as Obvious, Inobvious, or Invisible (imperceivable), as described below. (Perceivability does not depend on a Power's duration, whether it costs END, or other factors, unless special rules apply.) Characters can alter the perceivability of a Power with the *Invisible Power Effects* Advantage or the *Perceivable* Limitation.

HOW POWERS ARE PERCEIVED

Powers that directly affect another character, including all attacks, are Obvious (see below). This means they can be perceived by at least two Sense Groups when in use. (No PER Roll is required in most cases.) Unless the GM rules otherwise, one of these must be the Sight Sense Group. Typically the other is the Hearing Group. Many Powers are also perceivable by other Sense Groups based on the Power's special effect (depending on the circumstances, the GM might allow a -¼ *Perceivable* Limitation for this, but usually it's worth a -0 Limitation at best). For example, a power based on energy could perhaps be sensed by the Radio Sense Group; characters can perceive a power based on burning chemicals with the Smell/Taste Sense Group. (Under special circumstances, the GM may rule that a power cannot be perceived by Hearing or Sight and allow the character to pick other Sense Groups that it's perceived by. However, characters cannot use this to get the equivalent of the *Invisible Power Effects* Advantage for free.)

Powers that don't directly affect another character, such as Movement Powers and Body-Affecting Powers, are Inobvious. This means they can typically be perceived by two Sense Groups (the Sight Group and one other, unless the GM rules otherwise) when in use, but in some cases the GM may require that a character succeed with a PER Roll or INT Roll to perceive that another character has one of these Powers (particularly if a character's trying to perceive one of these Powers with a non-Sight Sense). See *Obviousness,* below, for further discussion. Additionally, the GM may require a that character with an Inobvious Power specify a certain power, Skill, or set of circumstances that allow an opponent to identify the Inobvious Power.

Mental Powers and Sensory Powers are *Invisible* — not normally perceivable by other characters at all. Sense-Affecting Powers are also a special case. See below for more information.

When a power's defined as perceivable by a Sense Group, typically that means it can be perceived by any Sense in that Group. It's up to the GM to interpret when a Sense — such as a highly-specialized one built with Detect — wouldn't perceive a Power, based on special effects, common sense, dramatic sense, game balance, and other factors.

The appearance of a Power depends on its special effect, not what Power it is — characters cannot tell, from appearance alone, what Power is being used. For example, if a character uses a Fire Bolt, other characters have no way of knowing, from appearance alone, whether it's a Blast, an RKA, a Sight Group Flash, an AVAD, a Drain, or something else. It may become easy to determine which Power it is based on the effect it has on the target, but appearance alone doesn't distinguish one Power from another.

A Power has to be "in use" to be perceivable. In other words, the character has to be paying END for it, have activated it, be using it to affect himself or another character, or the like. if a Power isn't active or "turned on," it's not perceivable — the mere fact that a character possesses a Power isn't perceivable if he's not using it. (If it is, the GM may allow him to take the *Perceivable* Limitation and/or appropriate Complications to represent that, but in many cases, such as most Defense Powers, this isn't worth more than a -0 Limitation.) Once a character activates or turns on a Power (for example, he starts paying END for it, or it begins directly helping or benefitting him), it becomes perceivable.

Typically, Constant Powers are perceivable throughout their use, not just in the Segment when they're activated. If the GM believes a Constant Power would only be perceivable when first activated and used, he might allow the character to take a -¼ or -0 *Perceivable* Limitation on the Power to make it perceivable throughout.

STEALTH AND POWER USE

If a character's trying to use the *Stealth* Skill to hide or stay quiet, using a Power that can be perceived may make his task more difficult.

A character using an Obvious Power suffers a penalty of -1 to his Stealth roll per 10 Active Points of the Power used (or fraction thereof). The GM may establish a minimum penalty, such as -3, if that seems appropriate. A character using an Inobvious Power suffers a penalty of -1 to his Stealth roll per 20 Active Points of the Power used (or fraction thereof). In both cases, specific rules for a Power may change this; for example, using Growth makes a character easier to perceive at a defined rate.

Movement Powers are a slight exception to the general rules. While they're Inobvious, the fact that a character's moving from Point A to Point B generally cannot be hidden. A character moving at no more than 2m per Phase gets a +2 bonus to Stealth rolls; one moving up to a Half Move with Combat Movement suffers a -0 to -2 penalty; one moving up to a Full Move with Combat Movement suffers a -2 to -4 penalty. Moving at Noncombat Movement velocities, regardless of how far the character moves, entails a -5 or greater penalty. A character can improve these modifiers by taking extra time to move the same distance, thus in effect moving more slowly (see 6E1 59).

The GM determines the penalty for any given situation; typically the penalties for Hearing PER Rolls are higher than for Sight PER Rolls, since most forms of movement make some sort of noise that can be heard even if another character's not looking directly at the moving character.

WHAT'S PERCEIVED

As a general guideline, characters define what their Powers look and sound like. "Perceivable" can mean many things, from the perceptibility of the actual power itself (for example, a blue energy beam that projects from the character's hands and hits the target) to just the source of the Power being perceivable (for example, few characters can perceive a bullet in flight, but they can all see the gun, hear the shot, smell the gunpowder, and see the bullet hole in the target). However, unless the GM rules otherwise, a character who can perceive a Power can determine the following about it:

- *Activity:* that the Power is being used
- the *Source:* which character, device, or the like is using the Power (or in other words, is the "source" of it, or who/what is "generating" it)
- the *Target:* which character, object, or area is the target of the Power (if it has a target)
- the *Path:* which direction the Power is traveling or being projected along (if applicable)
- the *Special Effect:* the special effect of the Power (*e.g.,* that it's a Fire Bolt, a weapon or device of some sort, a spell, a martial arts stunt...)
- the *Intensity:* the approximate intensity of the Power (he can't tell how many dice or Active Points it has, but it's usually obvious that, for example, a Blast 12d6 is "stronger" or "more powerful" than a Blast 8d6)
- the *Target Effect:* the effect of the Power on the target (*e.g.,* it's injuring him, it's supposed to injure him but isn't having much effect, it's turning him into a frog, it's weakening him...)
- the *Source Effect:* the effect of the Power on the character or object using it, if any (*e.g.,* he's suffering painful "feedback" [in game terms, the power has a Side Effect], he's becoming tired as he maintains it [it's a Constant Power that costs END])

The GM has the final say on how perceivable a Power is, and what characters can perceive about it, based on common sense, dramatic sense, game balance, and other factors.

OBVIOUSNESS

Perceivable Powers are categorized as Obvious, Inobvious, or Invisible, as discussed above. The obviousness of a perceivable Power typically depends primarily on its category, though the final decision is up to the GM, and the rules for individual Powers may trump the general rules listed below. As always, common sense, dramatic sense, and considerations of game balance should apply.

Adjustment Powers: Adjustment Powers are Obvious.

Attack Powers: Attack Powers are Obvious.

Automaton Powers: Automaton Powers are Inobvious. However, the fact that a character has one may become perceivable based on the Target Effect. This may be Obvious, or the GM may require that a character has to succeed with a PER Roll or INT Roll to determine why the character suffered so little harm.

Body-Affecting Powers, Size Powers: Body-Affecting Powers and Size Powers are Obvious. Their Obvious nature is represented by how the Power physically affects the user: he becomes taller or shorter, changes shape, Duplicates, grows some Extra Limbs, Stretches part of his body, or the like. They typically don't have Obvious perceivable manifestations such as glowing lights, odd sounds, or the like.

Defense Powers: Defense Powers are Inobvious. However, as with Automaton Powers, the Target Effect may be Obvious after a character suffers an attack. For example, if a character gets hit by an anti-tank missile and shows few (if any) signs of harm, it's Obvious to anyone who saw the attack that the character has a Defense Power of some sort.



Mental Powers: Mental Powers are ordinarily Invisible (even if they also belong to a perceivable category, such as Attack Powers). Only the character using one, his target, and any character with Mental Awareness (6E1 211) can perceive them. See 6E1 159 for more information.

Movement Powers: Movement Powers are Inobvious. However, when they're in use it becomes Obvious that the character is moving somehow, and thus usually Obvious what sort of Movement Power he's using. Even when a Movement Power's not in use there may be Obvious manifestations of the means of movement (for example, if a character has wings, it's Obvious that he can fly). A character can buy Invisible Power Effects to, for example, make his movement silent (Invisible to the Hearing Group), but he can't use that Advantage to hide the fact that he's moved from Point A to Point B.

Sense-Affecting Powers: The Source, Path, Special Effect, and/or Intensity of Sense-Affecting Powers are usually Invisible (even if the Power also belongs to a perceivable category, such as Attack Powers). Otherwise, Sense-Affecting Powers would be useless. However, the Target Effect is Obvious, since if it's not the Power can't affect the target. (Invisibility is a special case; see 6E1 239.)

Sensory Powers: Sensory Powers are ordinarily Invisible; other characters cannot perceive that another character has one unless some specific rule indicates otherwise (such as how characters can perceive Radar pulses).

Focus: A Power bought with the *Focus* Limitation (6E1 376) is governed by the rules for the Obviousness of Foci. Even an Inobvious Power becomes Obvious if it's generated by an Obvious Focus.

Physical Manifestation, Restrainable: Powers with these Limitations (see Chapter Seven) are considered Obvious regardless of what category they belong to. In many cases they're Obvious even when not in use (for example, if a character has wings, it's Obvious he can fly even if he's standing on the ground).

A POWER'S POINT OF ORIGIN

The special effects of a power can take any form, as long as it's clear that the power comes from the character. For instance, when a character buys a Blast, the attack might come from the character's fingertips, eyes, forehead, or a weapon such as a blaster pistol. Each point of origin has its own benefits and drawbacks (an eyebeam is easy to aim, but it's hard for a character to use it to free himself if his hands are tied behind his back).

Once a character chooses a point of origin for a power, he cannot change it unless he buys the *Alterable Origin Point* Adder (6E1 144) to let him do so (or, at the GM's option, if he makes a relevant *Power* Skill roll at the usual penalty of -1 per 10 Active Points in the power).

POWER DESCRIPTIONS

Each Power has certain attributes and qualities that describe and define it. In addition to Power Category (6E1 134), these are: Duration; Target; Range; and Endurance (END) cost.

Duration

HERO System Powers are defined as having one of three types of duration: Instant; Constant; or Persistent. Characters can also make some powers Inherent.

INSTANT POWERS

An Instant Power lasts just long enough for the character using the power to make an Attack Roll. Examples include Powers like Blast, Entangle, and Flash. Although an Instant Power lasts for just a second (at most), its effects may linger. For example, the damage from a Blast could last for minutes, or even days; an Entangle remains in effect until the victim breaks out (or is broken out by someone else). These "lingering" effects cannot be Drained, Dispelled, or the like, since the Power is no longer "in use."

Adding Limitations like *Extra Time* or *Incantations* to an Instant Power does not change it into another type of Power. Duration Advantages (6E1 334) can convert an Instant Power into a Constant or Persistent Power.

CONSTANT POWERS

A character can maintain a Constant Power over time. Once a character has turned a Constant Power on, all he has to do is spend END each Phase to keep it activated. Constant Powers include Powers like Change Environment, Flight, Invisibility, and any power bought with the *Constant* Advantage (6E1 334).

If a Constant Power works against a target, the character must make an Attack Roll on the Phase he activates the Power. If he succeeds, the target takes the damage (or suffers the effect of the Power) normally. Thereafter, the character must maintain a Line Of Sight to the location of the Power and pay the END for the Power on each of his Phases. From then on the target takes damage (or suffers the Power's effect) in every Segment in which the attacker has a Phase (on the attacker's DEX) until the attacker turns off the Power, stops maintaining it (*i.e.,* stops paying END for it), or loses LOS to the target. The attacker doesn't have to make further Attack Rolls or use further Actions to maintain the Power (but see 6E1 400 regarding Constant Powers in Multipower slots) The target gets to apply his defenses to reduce the damage each Phase.

If a character uses a Constant Attack Power (for example, a Blast 10d6, Constant), in later Phases he can attack another target with that power. Similarly, he could attack the same target a second time and affect him with the power twice (he'd roll each effect separately, and the target would apply it to his defenses). Each use of the power costs END to activate and to maintain, as usual.

Example: *Sapphire has a Blast 10d6, Constant, Penetrating (100 Active Points, for a cost of 10 END). On her Phase in Segment 8, she hits Green Dragon with it. Green Dragon takes the 10d6 damage. Sapphire pays 10 END to use the power.*

When Sapphire's next Phase occurs, on her DEX in Segment 10, she pays 10 END to maintain the power and Green Dragon again takes 10d6 damage from the Blast because it's a Constant Power. If Sapphire chooses to, she can attack him again with another use of her Constant Blast. If she hits, Green Dragon takes another 10d6 damage! In that case, when Sapphire's Phase occurs in Segment 12, Green Dragon takes 10d6 for the first attack, and 10d6 for the second attack! (Of course, Sapphire has to pay END to maintain each use of the Constant Power, for a total of 20 END per Phase.)

Instead of attacking Green Dragon on her Phase in Segment 10, Sapphire might attack Snowblind instead. If she hits Snowblind, the cold-wielding supervillainess will take 10d6 damage. On Sapphire's Phase in Segment 12, Green Dragon and Snowblind each take 10d6 from the attacks Sapphire used against them. Sapphire has to pay END to maintain each use of the Constant Power (a total of 20 END per Phase).

Once a character has established a Constant Power, he can't alter the effect he established (unless the specific rules for a Power say otherwise). For example, a character cannot make an area of Darkness larger or smaller. (Movement Powers are an exception; a character can alter them to accelerate or decelerate.) To alter the Power, he has to stop using it, then re-activate it at the level of effect he now wants (in the case of Powers like Change Environment and Images, this requires him to take an Attack Action). (But see below regarding Constant area-affecting powers.)

AREA-AFFECTING CONSTANT POWERS

If a Constant Power affects an Area (either inherently or because the character purchases the *Area Of Effect* Advantage for it), the Power remains in effect in the Segments between the attacker's Phases. Any target who enters the area takes damage or is affected in the Segment he enters and every time the attacker's Phase occurs while the target remains within the area.

If a character enters a Constant Area-affecting power's field of effect more than once per Phase, he does not suffer the damage (or other effect) multiple times. However, he does continue to suffer from any ongoing circumstance the power creates (such as the penalties caused by an Area Of Effect Change Environment, or the "blindness" created by Darkness to the Sight Group).

Once established, an Area-affecting Constant Power cannot be moved unless the power has the *Mobile* Advantage (6E1 324) or the GM allows it to move for no additional cost. At the GM's option, an area-affecting Constant Power with No Range (*i.e.,* which centers on the character who creates it) may move with the character as he moves for

no additional cost. (To create an Area-affecting Constant Power that "sticks to" another character and moves as he moves, use the *Usable As Attack* Advantage.)

A character cannot alter the size of an Area-affecting Constant Power once he's established it. For example, if he creates a Darkness 5m radius, he can't reduce it to 3m; it remains 5m radius as long as it's in effect. At the GM's option, a character can buy a +5 Character Point Adder, *Alterable Size*, that allows him to change the size of an Area-affecting Constant Power this way. The character cannot make the Power larger than what he's purchased — for example, if he's bought Darkness 8m radius, he can't alter the size of his Darkness to make it larger than 8m, he can only vary it between 1m and 8m. Altering the size of a Constant Power by any amount is a Zero Phase Action, but the character can only do it once per Phase. If the ability requires *Extra Time* to use, or *Concentration* to activate or use, that restriction governs the changing of size as well. At the GM's option, characters can also apply this Advantage to Instant Powers that affect an Area, allowing them to alter the Area's size from use to use.

CONSTANT POWERS AND ENDURANCE

The END cost for a Constant Power remains the same each Phase, it doesn't add together, becoming larger and larger the longer the character maintains the Power. For example, if a character has Darkness to Sight Group 8m radius (40 Active Points), he pays 4 END per Phase to maintain it (not 4 END the first Phase, 8 END the second, and so on).

The END cost for maintaining Constant Powers is paid when the character's Phase begins, before he does anything else, unless he chooses to deactivate/stop using the Power at that time.

CHANGING CONSTANT POWERS

The *Persistent* Advantage (6E1 334) makes a Constant Power into a Persistent one. The *Instant* Limitation (6E1 373) converts a Constant Power into an Instant Power.

PERSISTENT POWERS

A Persistent Power stays activated unless the character deliberately turns it off. Persistent Powers include Mental Defense, Enhanced Senses, Resistant Protection, and any power bought with the *Persistent* Advantage (6E1 334). A character doesn't have to turn on a Persistent Power; it's assumed to be on at all times, even when the character is unconscious. A character can turn off a Persistent Power if he chooses; the Power remains off until he turns it back on. Inherently Persistent Powers never cost END.

If a Persistent Power has a Limitation that prevents it from working under certain conditions, when that condition ends or goes away the Power automatically "restarts," unless (a) the Power has its own specific rules governing such situations (in which case apply those rules), or (b) events during the period of non-functionality would prohibit automatic restart.

Most Persistent Powers are defenses, sensory abilities, and the like; Persistent attacks are rare.

CONVERTING PERSISTENT POWERS TO CONSTANT POWERS

If a character takes the *Requires A Roll* or *Costs Endurance* Limitation for a Persistent Power, it automatically becomes Constant instead. The *Nonpersistent* Limitation (6E1 373) also converts a Persistent Power into a Constant one (though not one that costs END). Once a character changes a Persistent Power to a Constant Power, he can apply the *Instant* Limitation (6E1 373) to make it an Instant Power if desired.

Depending on special effects, the GM's judgment, and considerations of game balance, common sense, and dramatic sense within the context of the campaign, some other Limitations can convert a Persistent Power to a Constant Power. Possible candidates for this include: Concentration; Gestures; and Incantations.

Applying Extra Time to a Persistent Power generally does not convert it into a Constant Power, but the GM may reduce the Limitation's value to reflect the fact that it's not as restrictive as it would be on an Instant or Constant Power (in most cases Extra Time only makes sense as a Limitation on a Persistent Power if coupled with other Limitations, such as *Nonpersistent* or *Costs Endurance*).

INHERENT POWERS

Persistent Powers that are Always On (see 6E1 367), or which in the GM's judgment function in a similar fashion to being Always On, can be made *Inherent.* An Inherent Power is one that reflects a character's natural state of being. For example, ghosts are naturally intangible (Inherent Desolidification), and many characters have tails (Inherent Extra Limbs, the most common example of an Inherent Power that's not Always On). Inherent Powers cannot be Drained or "turned off" — you can't make a ghost solid by using Drain Desolidification on him, for example. They also can't be improved or boosted through Absorption, Aid, or the like. However, Transforms and Powers *Usable On Others* can alter or remove an Inherent Power.

CHANGING A POWER'S DURATION

A Power's duration category isn't fixed. You can improve a Power's duration with a Duration Advantage (6E1 334), or restrict its duration with a Duration Limitation (6E1 373). For example, you can make an Instant Power into a Constant Power with the *Constant* (+½) Advantage. As mentioned in several places above, applying certain Power Modifiers to a Power may automatically change its duration.



Target

HERO System Powers are defined as having one of four types of targets: Self Only; Target's DCV; Target's DMCV; and Area.

Self Only Powers are Powers that only affect the character himself. They always have a Range of *Self.* Defense Powers, Sensory Powers, and Body-Affecting Powers tend to be Self Only Powers.

Target's DCV is the target for most Attack Powers and the like. It means the Power is intended for use against another person, usually to affect him negatively in some way, and that the character has to succeed with an Attack Roll to hit the target. *Target's DMCV* is similar; it's used for Mental Powers and like abilities.

AREA

Area is the target for Powers that affect an area, such as Darkness, or Powers with the *Area Of Effect* Advantage. The character has to make an Attack Roll to position them properly; target points typically have a DCV of 3 (see 6E2 40). The radius covered by these Powers is spherical, reaching "up" and "down" in addition to the four cardinal directions.

If a character buys an inherently Area-affecting power, he can apply the +¼ *Accurate* Advantage, the +¼ *Selective* Advantage, or the +½ *Mobile* Advantage from the *Area Of Effect* Advantage (6E1 319) to it with the GM's permission.

If a character using an Area-targeted power misses his Attack Roll, the GM may use the rules on 6E2 40 to determine where the effect "hits," or he can assume the attack has no effect at all.

If a character has an Area-affecting attack (either one that's inherently that way, or one with an Advantage like *Area Of Effect*) that has No Range (*i.e.,* it surrounds him), he still has to make an Attack Roll to hit the target "Area." The GM may waive this roll if desired, but even if he does so, activating the power is still an Attack Action unless a more specific rule indicates otherwise.

CHANGING A POWER'S TARGET

Several Power Modifiers allow you to change the Target of a Power. For example, the *Area Of Effect* Advantage converts a Power to targeting an Area. The *ACV* Advantage can change the type of Combat Value a power uses.

Range

HERO System Powers are defined as having one of four Ranges: Self; No Range; Standard Range (10m x Base Points); and Line Of Sight (LOS).

Self Powers only affect the character himself, and/or can only be used on/by him. Examples include most Defense Powers, Movement Powers, and Sensory Powers. Generally speaking, characters cannot make these Powers work at Range, nor can they apply the *Area Of Effect* Advantage to let others use the Power at the same time they do (that requires the *Usable On Others* Advantage, unless the GM gives permission otherwise).

No Range Powers only work, at best, within the the character's Reach — in other words, they can only affect targets within HTH Combat distance (6E2 54). This may mean the character has to touch the target of the Power to affect him, but not necessarily. Generally speaking, characters can make these Powers work at Range by applying the *Ranged* (+½) Advantage.

If a Power has No Range, the character using it does not have to remain in HTH Combat range with the target to maintain the effect — he only has to be in HTH Combat range to use it. Once the Power takes effect, the character can distance himself from the target (though in the case of Constant Powers, he still has to maintain Line Of Sight to keep the Power functioning).

Activating or using a No Range power that would normally require an Attack Action to activate and/or use still requires that Attack Action. Just making the power No Range (or "Self Only") doesn't remove that requirement.

Standard Range is commonly used for Attack Powers and the like. A Power with Standard Range has a maximum Range equal to 10 meters times the Character Points spent on the base Power (in other words, don't count Adders or Advantages). A Blast 10d6 (base cost of 50 Character Points, final cost of 50 Active Points) has a Range of 500m; a Blast 10d6, Armor Piercing (base cost of 50 Character Points, final cost of 62 Active Points) also has a Range of 500m. (This maximum range remains in effect even if the character chooses to use the power at less than full strength.) Of course, the Range Modifier (6E2 38) applies to attacks made at Range, so the chances of hitting something at a Power's extreme range are usually slim at best.

A few Powers, notably Mental Powers, have a Range defined as *Line Of Sight.* See 6E1 148 for further discussion of LOS.

CHANGING A POWER'S RANGE

A character can make a No Range Power into a Power with Standard Range by applying the *Ranged* (+½) Advantage (6E1 344), or convert a Power that works at Range into a No Range Power with the *No Range* (-½) Limitation (6E1 388). If a Power works at Range, either innately or because Ranged (+½) was applied, the Range Advantages (6E1 344) can improve the way it works at Range.

Endurance Cost

Most Powers cost END to use. Every Phase such a Power is turned on, it costs the character 1 END for every 10 Active Points of Power used (this includes the points spent on Adders and Advantages, unless the rules for them note specific exceptions). Each Power's description notes whether it costs END. The minimum END cost for a power that costs END is 1 END per Phase, regardless of how few Active Points of the Power a character uses.

If a character buys a Power that costs END, and he already has some of that Power for free (such as Running and Leaping), the END cost depends on the total amount of "Active Points" used — just because the character gets some of the Power for free doesn't mean it doesn't cost END (even if the character uses the "free" part of the Power by itself).

Example: *Zaldrok, a native of Tau Alpha V, buys Running +20m. He now has a total of 32m Running. When he uses all 32m, he pays 3 END — just as if he'd paid 32 Active Points for all 32m. The 12m he receives for free still cost END.*

The standard rounding rules apply to END cost calculations. A character using a 15 Active Point ability pays 1 END; a character using a 46 Active Point ability pays 5 END.

Powers that inherently cost no END (such as Mental Defense) always function at full strength, even if the character is Stunned or Knocked Out (unless the character chooses to deactivate them or use them at lesser strength). Powers that normally cost END turn off at the end of a Segment in which the character is Stunned or Knocked Out, even if bought to 0 END cost, unless they have the Advantage *Persistent.* For example, if a character is Knocked Out during Segment 5, at the end of Segment 5 his Change Environment power turns off, but his Resistant Protection still works.

ENDURANCE AND COMPOUND POWERS

Sometimes characters want to buy "compound" powers that combine two or more Powers in some fashion (see 6E1 119). That may impact the END cost of the total power.

If the two powers combined are the same (for example, with a partially-Limited power), calculate the END for each part separately using the normal rules. Add the END costs together to get the total END cost for using the whole power. The GM may change this if he feels a character is structuring a power primarily to take advantage of this rule and cause game balance problems.

If the two powers combined are different, calculate the END for each part separately, using the normal rules. Add the END costs together to get the total END cost for using the whole power. For example, the END cost of a Flare Blast defined as Blast 5d6 + Sight Group Flash 3d6 is 3 ((25/10) + (15/10)).

If the character applies an END-altering Power Modifier to one of the parts of a compound power, the Modifier affects only that part. Using the Flare Blast example, if the Blast 5d6 has Increased Endurance Cost (x3 END), then it costs 6 END and the Sight Group Flash 3d6 costs 1 END, for a total of 7 END. If the Blast 5d6 has Reduced Endurance (½ END), it costs 1 END and the Sight Group Flash 3d6 costs 1 END, for a total of 2 END.

If the two parts of the compound power, added together, have so few total Active Points that the whole would only cost 1 END, the GM may, in his discretion, keep that as the END cost for the power.

CHANGING A POWER'S ENDURANCE COST

The *Reduced Endurance* Advantage (6E1 345) can halve a Power's END cost or reduce it to zero. The Endurance Limitations (6E1 374) can make a Power cost END even though it normally does not, or increase a Power's END cost. Some Powers have their own special rules for changing their END cost. A character may not apply both the *Reduced Endurance* Advantage and the *Costs Endurance* Limitation to the same Power.

USING POWERS

As a general rule, a character may use as many Powers as he wants to in the same Phase, provided he (a) has the time to activate all of them, (b) can afford to pay END for all of them, and (c) has the Framework points to allocate to them if they're in a Power Framework. For example, a character could use Flight while operating his Resistant Protection that costs END and firing an Attack Power at a target, all in the same Phase (assuming he could afford the END). However, there are specific rules for using multiple powers to attack in the same Phase; see 6E2 73.

Unless the GM rules otherwise, a character cannot use an offensive power on himself. For example, he can't attack himself with his own Blast so he can use his Absorption to Absorb from it.

FULL POWER

A character doesn't have to use a Power at its maximum potential. He can use any amount of his Power, from zero to the number of Active Points he has in the Power. For instance, a superhero with 50 Character Points in Blast can do up to 10d6 damage at a cost of 5 END. He could choose to do only 8d6 and spend only 4 END.

A character must use all of a Power's Advantages and Limitations each time he uses the Power (unless a specific rule indicates otherwise). For example, if a character buys his Blast 10d6 with the Power Advantage *Armor Piercing*, the Blast is always Armor Piercing, even if reduced to 8d6.

A character does not have to use all of a power's Adders, unless the GM rules otherwise. For example, if a character has Flight 40m, x16 Noncombat, he can choose to fly only 40m and not use his extra Noncombat Movement multiples. However, he must still pay END based on the Active Points of the Power used (with Adders).

ACTIVATING POWERS

Unless a Power's description says otherwise, activating or "turning on" a Power is a Zero Phase Action, even if activating it causes or requires physical changes in the character, his powers, or his equipment. For example, even if a character activates his Powers by transforming from a human into a man-beast, converting his clothes into a suit of powered armor, or reconfiguring a gadget into another type of gadget, they still only take a Zero Phase Action to activate — the fact that he physically transforms himself or something else doesn't change the required activation time. Characters who want to alter their clothing without using another Power should buy *Instant Change* as defined under *Transform* (example powers, 6E1 307). In some cases — such as when a Power has the Limitations *Extra Time* or *Only In Alternate Identity* — activating a Power may take longer (typically a Full Phase, but sometimes more). Turning a Power off and switching slots in a Power Framework are also Zero Phase Actions.

Even though activating a Power is a Zero Phase Action, unless the GM rules otherwise a character may not both activate and deactivate a given power in a Phase (nor may he switch slots in a Power Framework more than once in a Phase). For example, a character cannot start his Phase solid, Hold his Phase, become Desolidified when someone attacks him, then become solid again and attack — having chosen to turn on his Desolidification this Phase, he can't turn it off during this Phase as well. (Movement Powers are a common-sense exception; a character can turn on a Movement Power, move from Point A to Point B, and then turn the power off to stop moving.) However, the GM may choose to allow a character to do this as a campaign ground rule, as a one-time thing in appropriate circumstances, or as a trick occasionally pulled with the assistance of an appropriate *Power* Skill roll.

A character can activate as many powers in a given Phase as he wants to, unless the GM rules otherwise or some Limitation or other rule restricts this.

ATTACK ACTIONS

Some Powers, such as Aid and Healing, are described as constituting, requiring, or taking an Attack Action, or requiring an Attack Roll. Unless a Power's description says otherwise, this means that when the character uses the Power, he must take an Attack Action and make an Attack Roll (if the roll does not succeed, he fails to use the Power). As an Attack Action, this ends the character's Phase. As always, the GM may change this if he feels it would be appropriate and not unbalancing to do so (such as when the character uses the Power on himself, or on a willing target).

SKILL ROLLS

A character never has to buy a Skill to use a Power he's paid Character Points for (unless some Limitation on the Power requires the use of a Skill). For example, in a Heroic Fantasy campaign, where characters normally get their weapons for free, they buy the ability to use weapons with the *Weapon Familiarity* Skill. But if a character chose to pay Character Points for a sword, he could use it without having to pay for Weapon Familiarity — having paid Character Points for his sword, he automatically knows how to use it. However, the ability to use a power or equipment a character pays Character Points for only extends to that one power or device. For example, the character described above suffers Unfamiliar Weapon penalties when he uses any sword other than the one he paid for unless he buys WF: Blades.

CASUAL USE OF POWERS

At the GM's option, a character can make *Casual Use* of a Power or ability that he uses as an attack (defenses, movement, and other Powers can't be used Casually). This means the character uses the Power without conscious effort as a Zero Phase Action (or in some cases even as an Action that takes no time). Only Powers and related abilities can be used Casually; a character cannot, for example, perform a Casual Haymaker, Casual Martial Strike, or Casual Block.



The GM determines whether a Power or ability can be used Casually; inability to use a Power Casually is typically a -0 Limitation. If a Power has Limitations that make it take more time or special effort to use (such as Concentration, Gestures, or especially Extra Time), typically a character cannot use it Casually; the Casual Use rules aren't intended to negate or bypass the Limitations on a Power.

When a character uses a Power Casually, he uses it at *half effect* (or even less, if he prefers). For example, a character with STR 40 has a "Casual STR" of 20; a character with a Blast 12d6 has a "Casual Blast" of 6d6. Using a Power Casually costs END, but the character only pays for the amount of the Power he's using (*i.e.,* he pays half the END he'd pay for using it at full strength).

Unless the GM permits otherwise, a character can only use a Power Casually once per Segment, and can only make Casual Use of a single Power in a Segment. After using a Power Casually in a Segment, the character can then use that same Power again in that same Segment for its usual purposes (even the same purpose he used it Casually for). However, he must pay the standard END cost for using the Power again.

A Power can only be used Casually against an unresisting target (such as a door or wall) or to escape from a Grab, Entangle, or the like. The GM can permit other uses, such as allowing a character to effortlessly carry objects using his Casual STR. But he should never allow a character to Casually use a Power to attack or harm another character, or to reduce the Knockback or other negative effects he suffers from most attacks.

Example: *Ironclad has 60 STR. He's chasing Fenris, who runs through a door and slams it shut behind him. Not wanting to slow down to open the door, Ironclad uses his Casual STR — 30 STR — to smash through it. He rolls 7 BODY on his 6d6, easily enough to smash through the 3 PD, 3 BODY door. This costs him 3 END but takes no time. Since he didn't have to slow down he catches up to Fenris in that same Phase and punches him with his full 60 STR. He can use his STR again this way, but he has to pay 6 END for doing so.*

Kasdrevan the wizard has a Fire Blast spell (RKA 2d6). He's caught in a 4 BODY, 4 PD/4ED Entangle and decides to try to use his Fire Blast spell Casually to get out as quickly as possible. He rolls RKA 1d6 but only gets 3 BODY, not enough to get past the Entangle's ED and damage it. That costs him 1 END, but didn't use up his Phase. Since he failed, he now tries his Fire Blast at full power, which constitutes an Attack Action and will thus end his Phase (unless he does really well on his damage roll; see 6E2 124).

If desired, the GM can extend this rule to trivial uses of Powers, such as a character using his Fire Blast to light candles. Depending on the situation the GM may allow a character to do this automatically, or he may require the character to succeed with a *Power* Skill roll.

THE STANDARD EFFECT RULE

You use dice to determine the effects of many Powers. This may frustrate you, since you'll sometimes get disappointingly low rolls, and counting the dice takes time during the game. At the GM's option, you can apply the *Standard Effect Rule* ("SER") to any Power. The Standard Effect Rule is that the Power does a flat 3 points of effect per die automatically for a +0 Advantage (for Powers such as Flash, where you count the BODY on the dice, this becomes a flat 1 BODY per die). This rule allows you to predict the effects of a power with much greater precision.

Example: *Arkelos has a Severe Transform spell 7d6 (turn humans to frogs). Rather than depend on the vagaries of the dice, he opts to apply the* Standard Effect Rule (+0) *Advantage to the spell. Now he knows that he'll always do 21 BODY worth of effect with the spell (enough to instantly transmute a typical person into a frog).*

At the GM's option, you can apply the Standard Effect Rule to only part of a Power. That means part of it has a fixed result, while the rest is determined randomly and added to the fixed portion. For example, Arkelos could have a Major Transform 4d6+9.

If a character applies the Standard Effect Rule to a power, he cannot switch back and forth between the "standard" effect and the rolled effect. He can only use it as a Standard Effect.

A half die counts as +1 point for the Standard Effect Rule. A +1 point likewise counts as +1 point (or, if the GM prefers, as +0 points). Just add that final one point to the total of the attack based on the dice. Ignore a -1 point, treating the dice as if they had no subtractor (for example, the SER damage for an RKA 3d6-1 would be 9 BODY).

If a character applies the Standard Effect Rule to all of a Power that allows a character to add STR to increase damage (such as an HA or HKA), it applies to any STR added to the power as well. If the SER only applies to part of the power (say, half the dice, such as an HKA 4d6 defined as 2d6+6), maintain the ratio — determine the total dice (from Power + STR), and apply the SER to the same portion of the STR as the Power. The GM may alter this approach if it doesn't make sense for a particular character, or if Limitations (such as No STR Bonus) apply to some of the dice.

THE ABSOLUTE EFFECT RULE

As discussed on 6E1 11, the *HERO System* has few, if any, "absolutes." There's no guaranteed way to hit another character with an attack, no foolproof way to avoid an attack, no total immunity to any phenomenon or type of attack. Not only are absolutes potentially unbalancing to game play, but even in genre fiction where they supposedly exist, often one point of the story is to find a way around the absolute (so it wasn't actually an absolute at all).

However, all that being said, some GMs find that they want to allow certain absolutes in their games for various reasons. To do that in the *HERO System,* you use the optional *Absolute Effects Rule* to create abilities that provide *effective absolute effects.* What this means is that, while the rules for an ability do not specifically say, for example, "this power always hits" or "this power provides complete protection from fire, regardless of the damage rolled," you can *effectively* achieve absolutism based on the campaign's parameters and standards. All you have to do is build the ability to cover the vast majority of circumstances.

For example, suppose that most swords in the campaign do 1½d6 Killing Damage. The biggest sword, with all possible bonuses and modifiers, could do 4d6 Killing Damage. On 4d6, the maximum roll would be 24 BODY. Therefore, an ability that provides 24 Resistant PD against BODY (possibly with Advantages like Hardened) *effectively* makes a character immune to damage from swords. Sure, a giant with a giant-sized sword might do enough damage to get through the defense, or an enchanted blade might slice right through the magical barrier, but for the vast majority of situations, this ability offers total invulnerability to swords.

Once you have an ability that effectively creates the absolute effect desired, the GM declares that, by campaign ground rules, the ability *has a true absolute effect.* (You should include the phrase "Absolute Effect Rule" in the ability's write-up to make this clear.) Using the example above, if the 24 Resistant PD ability has the Absolute Effect Rule applied to it by the GM, it now provides absolute invulnerability to sword damage. It doesn't matter if a sword does 53 BODY — it can't affect the character, because the ability makes him totally immune to damage done by swords. Similarly, the Absolute Effect Rule could create a power that always hits its intended target (no matter the caster's and target's respective CVs, or any negative modifiers on the Attack Roll) or that always kills its target (no matter how much defense or BODY the target has).

The Absolute Effects Rule is, of course, completely optional. The GM can use it or not, as he sees fit.



5

POWER CATEGORIES

The *HERO System* organizes Powers into several categories: Adjustment Powers, Attack Powers, Automaton Powers, Body-Affecting Powers, Defense Powers, Mental Powers, Movement Powers, Sense-Affecting Powers, Sensory Powers, Size Powers, Special Powers, and Standard Powers. Each category of Powers has certain special rules that apply to all Powers in that category. Some Powers belong to multiple categories, since some categories are functional, while others are based primarily on game rules.

WHAT POWERS DO

Here's a quick list of the primary Power categories and what the Powers in them allow a character to do, to help you when conceptualizing an ability.

Power Category	What These Powers Do
Adjustment Powers	Raise or lower the power of Characteristics or Powers
Attack Powers	Hurt or hinder another character
Automaton Powers	Special defensive abilities for Automatons
Body-Affecting Powers	Alter or improve the character's body
Defense Powers	Protect the character
Mental Powers	Attack or affect another character mentally
Movement Powers	Move the character
Sense-Affecting Powers	Blind or fool another character's senses
Sensory Powers	Improve the character's senses, or provide new senses
Size Powers	Increases or decreases a character's size
Special Powers	Powers that can't be put in Power Frameworks without GM's permission
Standard Powers	A catch-all category

CHANGING CATEGORIES

Sometimes a Power changes from one category to another because of the Power Modifiers applied to it. If so, the Power is subject to the rules governing both its original category and its new category.

Example: *Tesseract wants to have the power to Teleport other people out of her way. She buys this as Teleportation, Usable As Attack. Because this ability requires an Attack Roll, and she uses it offensively, this Teleportation-based power becomes an Attack Power. However, it's still subject to rules governing Movement Powers generally, and Teleportation specifically.*

Similarly, a Power's special effect may cause the GM to change its category. For example, suppose a character with psychic powers can create a "psychokinetic duplicate" of himself with mental energy. Although he buys this with Duplication, it doesn't really work like a Body-Affecting Power — the character's body isn't involved at all, it's his mind that creates the Duplicate. Therefore, the GM might declare that this form of Duplication is actually a Mental Power.

A Power's category is not a restriction; it's simply a way of indicating how characters generally perceive and use the Power. For example, there are special effects for Duplication that don't involve the body. However, since most uses of Duplication do involve the body, it's most appropriately placed in the Body-Affecting Powers category. Don't think of the Power categories as a straitjacket — they're simply a "shorthand" designed to make it easy to conceptualize Powers.

ADJUSTMENT POWERS

- **Absorption**
- **Aid**
- **Drain**
- **Healing**

These Powers temporarily alter a character's Powers and/or Characteristics by adding to, or subtracting from, the number of Active Points in them. Characters can use them to drain a target of his abilities, restore lost Characteristics (like healing BODY or recharging an Endurance Reserve), or temporarily raise a character's abilities above their starting values.

A character defines the effect of an Adjustment Power when he purchases it. For example, he could define his Drain as reducing STR, his Aid as increasing his CON and STUN, or his Absorption as adding to his Endurance Reserve. However, certain Advantages allow him to vary what he affects. See *Affecting Multiple Game Elements,* below, for more information.

BASIC EFFECTS AND GUIDELINES

The effects of Adjustment Powers are applied to the Active Points of a Characteristic or Power. To determine the effect of an Adjustment Power on a Characteristic, divide the points Adjusted by the Characteristic's cost per point. Adjustment Powers that affect Characteristics affect abilities derived from them (such as the lifting capacity of and damage caused by STR, or the Skill Roll calculated from DEX).

Example: *The Necromancer has a Drain DEX. He hits Chiron and rolls 15 points of effect. Chiron loses 15/2 = 7 points of DEX, which reduces his DEX-based Skill Rolls.*

The Necromancer also has an Aid Magic spell. He uses it to improve his Soul Torment spell (a Blast). He rolls 16 points of effect. Since Blast costs 5 Character Points per 1d6, his Aid Magic adds +3d6 to his Soul Torment.

A character cannot use an Adjustment Power to give himself a Characteristic, Power, Advantage, or Adder he doesn't already have. Nor can a character use an Adjustment Power to remove an Advantage or Adder from a power — he negatively Adjusts the underlying Power, and when it's reduced to 0, the Adders and Advantages become useless. (But see *Can Apply (Remove) Adders,* 6E1 142).

At the GM's discretion, a character can create an Absorption or Aid power which specifies that some or all of the Character Points received go to improve the effectiveness of the Adjustment Power itself. However, the GM should review such powers carefully, and forbid them or require the player to revise them if they prove to be too unbalancing or too disruptive of game play.

Adjustment Powers applied against Defense Powers and some related defensive abilities (including the Characteristics CON, DCV, DMCV, PD, ED, REC, END, BODY, and STUN) have only half effect. See 6E1 141 for more information.

A character must specify exactly which of a character's Characteristics or Powers he's affecting with an Adjustment Power. For example, unless the GM permits otherwise, a character couldn't declare "I'm Draining the target's most powerful Blast with my Drain Blast" — he has to specify exactly which Blast he's targeting. He can designate the target Characteristic or Power generically ("I'm targeting the Blast I saw him use three minutes ago"), but he still has to choose one in some specific fashion. (See below for more information.)

If two different Adjustment Powers are applied to the same Characteristic or ability, record and track the fade/recovery of each one individually. Depending on timing, the results of rolls, and other factors, the net effect may be that a positive Adjustment Power can "cancel out" a negative one (partially or fully), but "competing" Adjustment Powers don't innately have that effect.

Unless a Limitation or the GM says otherwise, characters can use an Adjustment Power on equipment that has some Characteristic or ability the Adjustment Power is bought to affect. This applies whether the equipment is bought with Character Points or obtained for free (found, bought with Money, or the like).

A Characteristic that's been affected by a negative Adjustment Power (such as a Drain) can be "reduced into the negatives" solely for the purpose of determining how long it takes to regain the lost points. For example, a character could be attacked with a Drain STR until he's at "-25 STR." He functions as if he had STR 0, but it will take him longer to regain all the Drained STR because he starts regaining it from "-25," not from 0.

Typically characters cannot use Adjustment Powers on Skills, Perks, or Talents. However, the GM can allow this if it seems appropriate and non-abusive. For example, a curse that reduces someone to poverty could be Drain Money.

INCREASING EXPENDABLE ABILITIES

If an Adjustment Power increases a Characteristic or Power, any part of the Characteristic or Power which is used up or removed (like STUN damage from attacks or END used to power abilities) comes out of the increased part first. When the Adjustment Power fades, those lost or used points do not then come out of the character's remaining Characteristic or Power — he's used the "added" points without sacrificing any of his own personal energy or resources.

The use or loss of points of an expendable ability (primarily END, STUN, or BODY) gained from an Adjustment Power does not affect the fade rate for the Adjustment Power in regard to the power's maximum effect. The character has to keep track of how the Adjustment Power would fade so he knows how much additional effect the power can add.

Similarly, if a character has an expendable Characteristic or Power increased to the maximum effect possible using an Adjustment Power, and he then uses up or removes some of what he gained, the Adjustment Power cannot be applied again until the Adjustment Power would fade naturally. If a character has STUN (or END) increased through an Adjustment Power, as long as his STUN (or END) total remains equal to or greater than his normal full STUN (or END), he gets no benefit to that Characteristic from Post-Segment 12 Recoveries or from normal Recoveries taken in a Phase (but see below).

Example: *A character has 30 STUN and Absorption 12 BODY (physical, to STUN). In his Phases in Segment 6, he Absorbs his maximum effect worth of STUN, 24, and thus has 54 STUN. He gets attacked in Segment 9 and suffers 10 STUN damage, so he now has 44 STUN. Since his Absorption hasn't faded yet, he cannot apply it again, even though his STUN is now less than the maximum possible he could have using Absorption. And as long as the character's STUN remains above 30, he gets no benefit to STUN from taking any type of Recovery (he could still Recover END he uses, though).*

However, in some cases, characters will gain points of an expendable ability from an Adjustment Power that has a lengthy fade rate (such as "points fade at the rate of 5 per Hour" or the like). In that situation, if a character uses some or all of the gained points, with the GM's permission he may use his REC to regain them during the duration of the Adjustment effect.

Example: *A character has 30 STUN. He uses an Aid STUN 3d6, Delayed Return Rate (points fade at the rate of 5 per 6 Hours; +2) to increase his STUN to 40. He then suffers 20 STUN damage from an attack. When he gets to take Recoveries, with the GM's permission he can Recover up to 40 STUN, not 30.*

If a character has lost/used STUN or END so that they're below their starting totals, and a positive Adjustment Power raises the STUN or END back to its starting total or above, the character still gets his Post-Segment 12 as a "phantom Recovery." Make note of the Recovery, but don't give him any additional STUN or END until the positive Adjustment Power starts to fade. When the positive Adjustment Power starts to fade, he retains whatever STUN or END he's "Recovered" to counteract the fading. (This will probably only come into play if you use the optional rule of tracking fade/return rates by 12 Segments, rather than applying the fade/return rate every Segment 12 regardless of when the Adjustment Power was used.)

Example: *HeroMan (5 REC) loses 10 STUN from an attack on Segment 8. On Segment 10, the Medic Aids him for 10 STUN, so he's now at full STUN. On Post-Segment 12, he gets a "phantom recovery" of 5 points of STUN. When the first 5 points of the Aid fade in the next Segment 10, he loses nothing, because his phantom Recovery gave him 5 points back he can counteract the fade with. If he had REC 3 instead, he'd be down 2 STUN.*

DECREASING EXPENDABLE ABILITIES

If a character uses a negative Adjustment Power (such as Drain) to decrease an expendable Characteristic (such as END or STUN), the decrease affects both the current total of that Characteristic and the maximum to which the character can Recover that Characteristic. For example, suppose a character has 60 END normally. He's spent 20, so he's at 40 END currently. Then he's hit with a Drain END that rolls 10 on the dice, thus Draining 25 points of END. That means the target now currently has 15 END. The Drain has such a long-lasting effect that the target gets to Recover all his spent END before the Drained points return. Since he's still Drained by 25 points, he can only Recover to 35 END.

When the negatively Adjusted points return to the character, they increase both his current Characteristic and the maximum to which he can Recover it. In the above example, once 5 Character Points' worth of END return to the character when the first part of the Drain wears off, that increases his END to 50, and the maximum to which he can Recover END (if he uses some) to 50 as well.

MAXIMUM EFFECT

Absorption and Aid (including the optional *Boost* form of Aid) have maximum effects. These Powers can Adjust a maximum amount of points equal to the maximum amount you can roll on the dice — for example, Absorption 6 BODY (Energy) could Absorb a maximum of 12 BODY from energy attacks. Unless noted otherwise, characters cannot increase this maximum effect other than by buying more of the Power.

A character may achieve an Adjustment Power's maximum with one or more rolls. Later rolls do not have to exceed the total of prior rolls to provide additional benefit. (A similar Adjustment Power, *Healing,* works differently; see 6E1 232.)

Even if two different characters use separate versions of one of these Powers on the same character's Characteristic or Power (or one character has two different abilities built using one of these Powers), the maximum number of points they can add to that character equals the largest maximum for any of the Powers used. For example, one character with a Aid STR 2d6 can add 12 Character Points' worth of STR to a target — but two characters, each with Aid STR 1d6, can only add 6 points of STR to a target.

Example: *Avatar has Absorption 24 BODY (Physical, to STR). An attack that does 90 STUN and 30 BODY hits her. She Absorbs 24 BODY of effect — meaning she gains 24 STR, since STR costs 1 Character Point per point. Since the maximum amount Avatar can add to her STR is 48 BODY worth of effect, she could use her Absorption in her next Phase to Absorb no more than another 24 BODY. She can use her Absorption again and again, regardless of the effect rolls, until she's Absorbed a total of 48 BODY.*

An Adjustment Power can have its maximum effect on multiple targets. For example, suppose a character has Aid STR 3d6 (maximum effect of 18 points). He uses his Aid on Bill Ferguson and rolls 12 (giving Bill +12 STR). He then uses his Aid on Randall Irons and rolls a 10. The 10 gives Randall +10 STR — the Aid isn't restricted to 18 points of effect between the two of them, it can add up to 18 points to each of them.

ADJUSTING POWERS WITH ADVANTAGES/ADDERS

When a character Adjusts a Power or Characteristic that has Advantages, you must take the Advantages into account when determining how much the character gains from being Adjusted. For example, suppose a character uses Aid to increase Avatar's Armor Piercing Blast. Normally it takes 5 Character Points to increase the Blast by 1d6, but in this case you must apply the Advantage. Since (5 x 1¼ = 6.25), it takes 6 Character Points to increase the Blast by 1d6. Drain works the same way; a character would have to Drain 6 Character Points to reduce that Blast by 1d6. (The opposite is not true; the Limitations on a Power don't make it easier or cheaper to Adjust, they have no effect on Adjustment Powers.)

Characters cannot use Adjustment Powers to apply, increase, or remove Adders unless they buy the *Can Apply (Remove) Adders* Advantage (see 6E1 142). However, the GM may allow a character who already has an Adder for a Power to increase that Adder with an Adjustment Power (for example, if a character has bought *Increased Mass* for his Teleportation, the GM might let him improve that Adder with Aid so he could carry more extra weight than usual. Characters cannot use Adjustment Powers to apply, increase, or remove Advantages.

MULTIPLE ADJUSTMENT POWERS

Sometimes a character gets affected by two or more Adjustment Powers at once — for example, two different enemies might both use Drain STUN on him, or two different allies might Aid his DEX. For Absorption and Aid, the "maximum effect" rules apply (see above).

For negative Adjustment Powers, each one affects a character separately for purposes of determining when the character recovers lost points — they don't all lump together. Regardless of whether, for example, two Drains come from a single or multiple attackers, track each use of Drain separately. The character recovers 5 points per Turn from each Drain separately either in Post-Segment 12 (standard method) or 12 Segments after a given Drain affected him (optional method). You should also apply this rule to positive Adjustment Powers, though the GM may want to grant an exception in the case of Absorption, since a single Absorption roll might "boost" the character from multiple attacks. In that case it might make more sense to lump all the points gained from a single Adjustment roll into one unit, and have that unit lose points at the rate of 5 per Turn (or whatever).

ADJUSTING MULTIPLE GAME ELEMENTS

A character may want to buy an Adjustment Power that affects two or more Characteristics, Powers, or other game elements simultaneously. Examples include a Drain that affects both STR and CON, an Aid to OCV and DCV, or a Suppress All Magic Powers. There are two ways to do this.

First, the character may choose to set up a ratio of effect between different Characteristics or Powers (for example, half the Drained or Aided points apply to END, half to STR). He must do this when he buys the Power, and cannot change it thereafter. In this case, the effect of the Power is divided in the defined ratio between the specified game elements. This doesn't require an Advantage, nor does it merit a Limitation. Typically in this case the character rolls his total dice once and then divides the result as evenly as possible (the character chooses how each time he uses the Power), but the GM can have him divide the dice and roll them separately if preferred.

Example: *Kasdrevan has a Spell Of Weakness: Drain STR and CON 4d6 (half to STR, half to CON). If he rolls 17 on his 4d6, that's either 9 points Drained from STR and 8 points from CON, or 8 from STR and 9 from CON (Kasdrevan's choice).*

Sapphire has an Energy Infusion power: Aid DEX and SPD 4d6 (25% to DEX, 75% to SPD). When she uses the power, the GM has her roll 1d6 and add the result as Character Points to DEX, and 3d6 to add to SPD.

However, sometimes a character wants an Adjustment Power to have its *full* effect against two or more game elements. This requires the *Expanded Effect* Advantage, and possibly the *Variable Effect* Advantage as well (see 6E1 142).

SPECIAL EFFECTS AND SPECIFIC POWERS

Generally speaking, characters buy Adjustment Powers in one of two ways. The first way is to buy an Adjustment Power that affects the target Characteristic or Power regardless of the Characteristic's or Power's special effect. For example, an Aid STR affects any type of STR, whether it comes from a character's natural muscles, a suit of powered armor, a magic spell, super-steroids, or the like. Similarly, a Drain Blast would affect any sort of Blast — a power beam, a lightning bolt, a rubber bullet, and so on — regardless of special effect.



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The second way is to define the Adjustment Power as only affecting Characteristics or Powers of a given special effect. Typically this is done with the *Variable Effect* Advantage or the *Limited Special Effect* Limitation (see below).

DEFINING A SPECIFIC POWER TARGET

When a character buys an Adjustment Power defined as affecting a specific Power (such as Drain Blast or Aid Growth), the Adjustment Power only works on that Power, not on similar Powers or aspects of other Powers which are similar. For example, a character cannot buy Drain Killing Attack and use it against either HKA or RKA; he has to buy Drain HKA or Drain RKA. A character with Drain Density Increase can't use it to affect Knockback Resistance even though Density Increase has a similar effect. (Of course, a character could use the *Expanded Effect* Advantage to create an Adjustment Power that could affect more than one specified Power at once.)

A character cannot Adjust a target's lifting capacity, PER Roll, or other derived aspects aspects of a Characteristic, rather than the Characteristic itself. He must affect the actual Characteristic, not the things deriving from it. He could, however, buy the Adjustment Power with the Limitation that it only affects the Characteristic for purposes of calculating the derived value.

A positive Adjustment Power (such as Aid) cannot be used to enhance the "internal" qualities of a Power, such as making Nonresistant Damage Reduction into Resistant Damage Reduction.

AFFECTING INCREMENTAL CHARACTERISTICS AND POWERS

Some Powers and Characteristics are bought incrementally, at costs greater than 1 Character Point per increment. For example, DEX costs 2 Character Points per point (increment), and Blast costs 5 Character Points for every d6 (increment of damage). In this case, a character using an Adjustment Power to Adjust that Power or Characteristic must Adjust enough Character Points to alter an entire increment of the Characteristic or Power — removing or adding less than the number of Character Points required to buy 1 point of the Characteristic (or one increment of the Power) has no effect. However, the target regains/loses the remainder of the Adjusted Character Points at the usual rate, and the remainder can be added to by another use of the Power later on, potentially taking effect.

Examples: *Aiding 3 Character Points' worth of DEX results in a gain of only 1 point of DEX , since DEX costs 2 Character Points per point. To Drain a point of SPD requires that 10 Character Points be Drained from the victim; Draining 1-9 Character Points' worth of SPD doesn't cause the victim to lose a point of SPD.*

Leech uses his Drain DEX to attack Starburst. He rolls 15 points of effect. Starburst loses 7 points of DEX, since DEX costs 2 Character Points per point. The remaining Drained point stays with Starburst until he regains the lost Character Points. Before he Recovers any lost Character Points, Leech hits him with another Drain DEX for 7 points of effect. Starburst loses 4 points of DEX (7, plus the lingering 1 unused point of effect, equals 8, enough to Drain 4 points of DEX).

In the case of Powers or other abilities bought with varying types of increments (such as Tunneling, which has an incremental movement speed and incremental PD that it affects), apply the effects of the Adjustment Power as evenly as possible to reduce the power in a logical and reasonable manner (keeping special effects, common sense, and dramatic sense in mind). The GM has the final say on how this works.

If a Power is not bought in increments (for example, Desolidification, which costs a flat 40 Character Points), a character using a negative Adjustment Power to reduce that Power or Characteristic must remove enough Character Points to remove the entire Power (including Adders and Advantages).

Once an Adjustment Power removes (or adds) an entire increment of a Power or Characteristic, the affected character must regain an entire increment's worth of lost Characteristic Points to get an increment back (or an entire increment's worth must fade before he loses said increment). Similarly, he must regain all the Character Points in a flat-cost Power before he can use it again.

Example: *Leech uses his Drain Desolidification to rob Dr. Mist of his powers. Doctor Mist spent 60 points on his* Mist Form *power (Desolidification, Reduced Endurance (0 END; +½)). Leech has to Drain the entire 60 points before Dr. Mist loses the ability to become intangible. Assuming he succeeds, Dr. Mist loses the use of his Mist Form until he Recovers all 60 Drained Character Points.*

REGAINING LOST POINTS; LOSING GAINED POINTS

The Character Points gained or lost via an Adjustment Power (except Healing) fade/return at the rate of 5 Character Points per Turn. The points are usually regained at the end of Segment 12 when normal Post-Segment 12 Recoveries are recorded. Individual Power descriptions note exceptions or other special rules.

Example: *The Necromancer Drained 15 Character Points' worth of Chiron's DEX, causing Chiron to lose 7 DEX. On the next Post-Segment 12 Recovery, Chiron regains 5 Character Points' worth of DEX, thus regaining 2 of the lost points of DEX.*

Characters can delay the fade/return rate of 5 Character Points per Turn with the Advantage *Delayed Return Rate* (6E1 142). The fade/return rate of an Adjustment Power has no connection to a character's REC or his ability to take Post-Segment 12 Recoveries (but see 6E1 141 regarding STUN and END).

If a character defines an Adjustment Power as Adjusting two or more Characteristics or Powers in a ratio (such as half to STR and half to STUN, or half to CON, one-fourth to PD, and one-fourth to ED), the points should fade from (or return to) from the affected game elements at as equal a rate as you can achieve without using fractions. If a choice has to be made to avoid a fraction, the character makes that choice when he buys the power, and cannot alter it thereafter except with the GM's permission. If the Power affects two or more Characteristics (or the like) in full simultaneously because the power has the *Expanded Effect* Advantage, the points fade from (or return to) each one at the full rate simultaneously.

Example: *Absorbo has Absorption (half to STR, half to PD) that fades at the rate of 5 points per Turn. Ordinarily that would mean 2.5 points from STR and 2.5 points from PD each Turn, but that causes fraction problems. Absorbo decides his STR loses 2 points and his PD 3 points per Turn.*

Later, Absorbo spends some Experience Points to buy Expanded Effect so that his Absorption feeds the full points Absorbed to STR and to PD simultaneously. Now when his Absorption fades, both STR and PD lose 5 Absorbed Character Points per Turn.

If you want to do some additional work, you can apportion the Character Points returned over time. This can be especially important when the return rate has been lengthened. For example, if the Character Points from a Drain were bought to return at the rate of 5 Character Points per 5 hours, the GM could rule that they return at the rate of 1 point per hour. Similarly, for shorter time intervals, the GM could allow the points to return 12 Segments after the initial effect (rather than at the end of Segment 12). These variations increase the flexibility of the Adjustment Powers at the expense of extra bookkeeping. They're not recommended for new GMs or when many characters are using Adjustment Powers.

POWER FRAMEWORKS

Special rules apply to Adjustment Powers bought in, or used to affect, Power Frameworks.

ADJUSTMENT POWERS BOUGHT IN POWER FRAMEWORKS

When a character buys an Adjustment Power through a Multipower or Variable Power Pool, if he switches the Framework to another slot the boosted (or reduced) Characteristic or Power fades at the standard rate (or whatever rate the character has paid for with the *Delayed Return Rate* Advantage). It does not dissipate immediately (but see below regarding improving a Power Framework slot).

Example: *Starburst has a Multipower with Flight, Blast, Resistant Protection that costs END, and Aid STR. If he uses his Aid STR to boost his STR, and then switches his Multipower to its Flight slot, the STR he gained from his Aid fades at the standard 5 points/Turn rate.*

POSITIVELY ADJUSTING POWER FRAMEWORKS

If a character uses an Adjustment Power such as Aid to increase a Power Framework, both the base "pool" of points and the individual slot or Power must be Adjusted. An Adjustment Power that works on more than one Power of a given special effect simultaneously (see above) can affect both the Framework's pool of points and one or more of its slots or powers at once; otherwise they have to be Adjusted one at a time. The points in an individual Multipower slot or Variable Power Pool power cannot exceed the points in the pool, regardless of the total rolled on the Adjustment Power dice.

Examples: *The Medic wants to use an Aid to boost Firelord's flame attacks. Firelord's attacks are bought as slots in a 60-point Multipower. Therefore the Medic must Aid both the 60-point reserve* and *the individual slots he wants to improve. First the Medic rolls his 4d6 and gets a 12, so the Multipower reserve is now 72 points. Then he rolls 4d6 and gets 16 points, which are added to Firelord's 12d6 Blast "Flame Blast." This would normally make the Flame Blast a 76-point Blast (15d6), but since the reserve is only 72 points, the most points the Flame Blast can have is 72 (a 14d6 Blast).*



Winter Dragon has a VPP: Ice Powers with 40 points in the Pool. Thus, Winter Dragon could have one 40 Active Point Power, two 20 Active Point Powers, or four 10 Active Point Powers in his Pool; he could also have, for example, two 40 Active Point Powers, each with a -1 Limitation. If the Medic uses an Aid to boost just Winter Dragon's Pool (to, say, 60 points, and his Control Cost to 30 points), the number of Active Points Winter Dragon can put in any one Power does not increase — he can still have, at most, 40 Active Points in a Power built with the VPP. However, he can have up to 60 Real Points' worth of such Powers at once, whereas before being Aided he could only have 40 Real Points' worth of Powers at any one time. If the Medic Aided both Winter Dragon's Pool and the Blast he builds with the Pool simultaneously, then the Blast could have as many as 60 Active Points; all other Powers built with the Pool could still only have 40 Active Points.

If a character uses an Adjustment Power to increase or improve a slot or power in a Multipower or VPP, and the subject switches the Framework to another slot or power, the points added to the previous slot or power instantly fade. When the character switches the Framework back to the Power that was Adjusted, it's at its usual strength, not its Adjusted strength. On the other hand, if a character uses Drain or similar Adjustment Powers to reduce or decrease a slot or power in a Framework, the slot or Power regains the lost points at the standard rate for the power, regardless of whether the victim switches the Framework to another slot or power.

If a character uses an Adjustment Power to increase or improve a VPP, he has to improve both the Pool and the Control Cost at their Character Point cost ratio. For example, if a VPP has 30 Pool + 60 Control Cost (costing 30 + 30 Character Points), then an Adjustment Power has to add/remove 1 Character Point from the Control Cost for every 1 point added/removed from the Pool. If the VPP has 60 Pool + 80 Control Cost (costing 60 + 40 Character Points), then the Adjustment Power must add/remove points at a 3:2 ratio — for every 3 Character Points Adjusted in the Pool, the power must Adjust 2 Character Points in the Control Cost. If the points added by the Adjustment Power aren't evenly divisible this way, any overage has no effect. However, the remainder fades at the usual rate, and can be added to by another use of the Adjustment Power later on, potentially taking effect. After boosting the VPP itself, the character must also boost individual powers bought within the Pool, as described above. If the VPP has Advantages, characters must account for that using the standard rules (see above), but only for the Control Cost, since Advantages don't change the cost of the Pool itself.

NEGATIVELY ADJUSTING POWER FRAMEWORKS

If a character uses Adjustment Powers such as Drain to reduce or decrease a Power Framework, he must reduce the individual slots rather than the base pool of points. Reducing the base pool of points doesn't affect the individual slots unless the slots are also reduced. Furthermore, the negative Adjustment Power affects the slot's Active Points, not the Real Cost of the slot. For example, suppose a character has a Multipower with a reserve of 70 points and a slot with a Blast 14d6 (which costs 7 Character Points). If an attacker uses a Drain Blast to remove 10 points' worth of power from the Blast, it becomes a Blast 12d6 (60 points' worth of Blast) — the fact that the slot costs less than 10 points doesn't matter, since the Drain applies to the slot's Active Points, not its actual cost.

If a character uses an Adjustment Power to reduce, decrease, or diminish a slot or power in a Multipower or VPP, doing so doesn't affect the reserve/Pool or otherwise restrict the target's ability to switch to or use other slots or powers. For example, suppose Avatar has a Multipower with a 60-point reserve and five slots (all Fixed slots with 60 Active Points, thus costing 6 points apiece). An enemy Drains one slot to 0 points. That means Avatar can't use that slot, but she can still use the other four slots freely — the Drain of the one slot doesn't affect the reserve.

For Variable Power Pools, the GM may rule that reducing or eliminating one power from the Pool prevents a character from creating similar powers until the Adjustment effect fades. Thus, a character can't negate the effect simply by "switching" the Pool to "another" power that's identical (or nearly so) to the one Adjusted. A character cannot reduce, decrease, or diminish just the Control Cost of a VPP to "lock in" the powers currently built with the Pool; he must affect the individual slots in the VPP as outlined above.

CHARACTERISTICS

Body: Adjustment Powers never affect a character's "negative BODY" for purposes of determining when he dies. If a character normally has 10 BODY, then he dies at -10 BODY, even if Aided to 15 BODY or Drained to 5 BODY. A character reduced to negative his BODY solely due to an Adjustment Power dies.

Endurance, Stun: A character whose STUN and/or END are negatively Adjusted (*e.g.,* Drained) regains the lost points at the return rate specified for the Adjustment Power. He does not also get to Recover the lost points by taking Recoveries (either mid-Turn, or in Post-Segment 12). He can still regain END and STUN lost (or spent) in other ways via Recoveries.

Endurance: If a character uses an Adjustment Power to boost the points in a power that costs END, the character who receives the boost must pay the extra END for using the additional points in the power. For example, if a character with STR 20 (costs 2 END to use) receives +10 STR from an Aid, and he uses all 30 points of STR he now has, he must pay 3 END.

Stun: A character Drained/Suppressed to 0 STUN or below is Knocked Out, with all that state implies. He only regains Drained STUN at the rate bought for the power — in other words, he doesn't take Recoveries of, or apply his REC to, the Drained STUN (though he could still Recover STUN lost in other ways). When he regains enough STUN to wake up, his END equals his positive STUN (6E2 106), and he regains END at the same rate as STUN. He only regains Suppressed STUN when the attacker stops maintaining the Suppress, but at that point regains all of the Suppressed STUN, and an equivalent amount of END, and awakens instantly.

POWERS

Defense Powers: To balance the usefulness of defenses in the *HERO System,* the effect of any Adjustment Power that increases or decreases any of the following is halved: any Defense Power; the Characteristics CON, DCV, DMCV, PD, ED, REC, END, BODY, and STUN; and any other ability the GM designates as primarily defensive in nature. EGO, PRE, Desolidification, and similar abilities do not count as "defensive abilities" for this purpose even though they have defensive functions.

> **Example:** *Leech buys Drain 6d6. This would normally Drain a full 6d6 worth of Character Points of a certain Power or Characteristic. However, if he buys it to apply against a defense (CON, PD, ED, STUN, or the like), he would roll 6d6 and then halve the result to determine how many Character Points of the defense he Drained.*

Movement Powers: If a character's Movement Power is reduced to 0m of movement by a Drain or similar Adjustment Power, he's unable to use that mode of movement (not even at Noncombat speeds) until he gets at least 1m of movement back. If less than his full meters of Combat Movement are negatively Adjusted, his Noncombat Movement is restricted to multiples of however many meters of Combat Movement he has left.

Characteristics: It's not uncommon for a character to buy some extra points in a Characteristic as a Power — for example, a magical amulet that adds +30 to a character's STR. This has some implications for the use of Adjustment Powers.

Typically, for simplicity's sake, negative Adjustment Powers (such as Drain) subtract Character Points from the Characteristic as a whole, not either "part" of it. But the final decision as to how to apply the Adjustment Power is up to the GM based on the situation, special effects, common sense, dramatic sense, and considerations of game balance. For example, If a target's extra Characteristic-bought-as-Power is bought that way because it's restricted somehow (maybe it's a Focus, for example), it may make more sense to apply the Drain to the target's base STR first (the GM might build the Focus with *Inherent,* so its Characteristic cannot be Drained). The GM could even let the attacker choose what to Drain, the character's base Characteristic or his Characteristic-bought-as-Power, in some situations.

Adjustment Powers that boost or improve things (like Aid or Absorption) work similarly. They usually just add to the Characteristic as a whole, but they could add to the target's base Characteristic, or his Characteristic-bought-as-Power, depending on the circumstances.

Duplication: For purposes of determining the maximum effect an Adjustment Power like Aid can have on a single character, Duplicates are considered separate characters.

Flash: Some Adjustment Powers can reduce or remove the effects of a Flash. See 6E1 235 and 6E2 16.

ADVANTAGES AND ADDERS

Area Of Effect: If an Adjustment Power has this Advantage, it affects everyone in the area equally, up to its maximum affect per individual. For example, if an Aid STR, Area Of Effect (Radius) can add a maximum of 12 Character Points, everyone in that Radius can gain up to 12 Characters Points' worth of STR.

> **Example:** *A character uses an Aid PRE 4d6, Area Of Effect, on a group of 10 characters. He rolls 14 points of effect, so each of the 10 characters gets 14 points of PRE.*

If an Adjustment Power doesn't work this way — if it has to divide its effect equally between everyone in the affected Area — it may take a -¾ Limitation, *Divided Effect.*

Can Apply (Remove) Adders (+1): A character can use an Adjustment Power with this Advantage to apply Adders to a Power which that Power does not already have, or can enhance an existing Adder if appropriate. The character chooses what Adders to apply when he uses the Adjustment Power; the Adder applied can vary from use to use.

An alternate version, *Can Remove Adders,* is appropriate for Adjustment Powers such as Drain. It allows the Power to remove Adders a target Power possesses. The Adders are removed first, before the base Power itself is Adjusted.

Constant: Applying Constant to Absorption or Aid doesn't overcome the rules about maximum effect.

Cumulative: Characters should not apply Cumulative to Adjustment Powers that increase a Power or Characteristic (such as Aid or Absorption), since they have their own rules for how many Character Points they can add to a particular Characteristic or Power and how and at what rate they're added. They can apply Cumulative to Adjustment Powers that decrease a Power or Characteristic (such as Drain).

Delayed Return Rate (+1 and up): ⚠ The Character Points gained or lost via an Adjustment Power normally return to their previous value at the rate of 5 Character Points per Turn. Characters can use this Advantage to move the fade/return rate down the Time Chart.

For a +1 Advantage, the Adjusted points fade/return at the rate of 5 per Minute. Each step further down the Time Chart (5 Minutes, 20 Minutes, 1 Hour, 6 Hours, 1 Day...) costs an additional +¼ Advantage.

The GM should examine Adjustment Powers with Delayed Return Rate carefully, particularly if the rate is bought far down the Time Chart. An Adjustment Power that lasts too long can allow a character to keep himself and his friends "boosted" virtually all the time, or let him cripple his enemies. It's a particularly potent Advantage in conjunction with Expanded Effect and/or Variable Effect (see below).

Expanded Effect (+½ or more): ⚠ Characters can buy this Advantage for an Adjustment Power to make the power have its full effect against two or more game elements simultaneously (see *Adjusting Multiple Game Elements,* 6E1 137, for more information).

To apply an Adjustment Power to any two Characteristics or Powers simultaneously is a +½ Advantage. Each additional Characteristic or Power that can be affected simultaneously is an additional +½ Advantage. Thus, affecting three at once is a +1 total Advantage, four is +1½, 5 is +2, eight is +3½, and so on. The character must define which game elements he affects when he buys the Adjustment Power, and cannot change them thereafter unless he also buys the *Variable Effect* Advantage (see below).

An Adjustment Power with Expanded Effect has its full effect on all Characteristics or Powers it can affect simultaneously. For example, if a character has Aid Toughness Characteristics 4d6 (STR, CON, PD, BODY; +1½), all four defined Characteristics get the full effect of each Aid roll, up to the maximum of +24 Character Points (though as stated above, the effect on CON, PD, and BODY is halved).

At the GM's option, if an Adjustment Power also has the *Variable Effect* Advantage, buying Expanded Effect at the "eight game elements simultaneously" level (+3½) allows the character to affect *all* game elements of the defined special effect at once, even if there are more than eight of them. For ease of reference you can write this as Expanded Effect (+4).

Any level of Expanded Effect allows a character can use an Adjustment Power to Adjust both the reserve/Pool and one or more slots in a Power Framework at once (depending on how the power's defined, the value of the Advantage, the nature of the Framework, and so forth). See above for more information on Power Frameworks and Adjustment Powers.

Characters do not have to restrict Expanded Effect to a defined special effect; they can create Adjustment Powers that affect any two, three, or more abilities that they choose. However, most uses of Expanded Effect do involve a specific special effect that ties the multiple abilities together somehow.

Trigger: Adjustment Powers affect a power with Trigger just like any other power, and fade/return in the normal fashion. Setting the Trigger doesn't "lock in" an Adjustment Power effect and keep it from fading/returning.

Variable Effect (+½): ⚠ This Advantage allows a character to vary which game element his Adjustment Power affects within a defined special effect category (or other large group, see below).

For a +½ Advantage, a character can apply an Adjustment Power to any Characteristic or Power that belongs to a defined special effect. He can then switch which Characteristic(s) and/or Power(s) it can affect from use to use. For example, a character could have Drain Fire Powers 4d6. He could use that Drain against any Characteristic or Power defined as having a "Fire" special effect. One Phase he could Drain the target's Fire Shield (Resistant Defenses, Costs Endurance), the next Phase his Fireball (Blast 6d6, Explosion), the next his Firebolt (Blast), and so on.

Switching to another Characteristic or Power does not cause the previously-affected Characteristics or Powers to immediately fade/return; they fade/return at the standard rate for the power — each use of the Adjustment Power is separate, so the points fade/return separately. There's no restriction on the number of Characteristics or Powers a Variable Effect Adjustment Power can apply to — it's just that it can only affect them one at a time. For example, if a character has Drain Fire Powers 4d6 and his opponent has

37 Fire powers, the character can affect all 37 of them... one at a time. (The GM may impose a numerical limit if he chooses.)

Variable Effect becomes particularly powerful in conjunction with the *Expanded Effect* Advantage, which allows a character to Adjust multiple game elements at once. For example, Drain Fire Powers 4d6, Expanded Effect (any four abilities at once; +1½), Variable Effect (+½) would allow the character to Drain any four Fire-based powers one Phase, four completely different Fire powers the next Phase, and so on. At the GM's option, Expanded Effects at the eight-ability level (+3½) combined with Variable Effect allows a character to Adjust *all* Characteristics and Powers with a related special effect simultaneously (even if there are more than eight of them).

Example: *Gigawatt buys Absorption that feeds the Absorbed points into his Blast (and only his Blast). Later, after earning some Experience Points, he buys the Absorption with Variable Effect (+½). Now he can use the Absorbed points to increase his Blast, Resistant Protection, Flight, or even his Absorption, all of which derive from his control of electricity. Each time he's attacked, he must decide which Power he assigns the Absorbed points to. Later he earns some more Experience Points and buys Expanded Effect (two abilities; +½). Now he can add the full amount of his Absorption to any two of his Electricity-based powers at once. Much later, he earns enough Experience Points to improve his Expanded Effect to eight powers simultaneously (+3½). The GM rules that this power lets him add the full amount of his Absorption to all of his Electricity powers, even though he has a dozen of them.*

Instead of defining a Variable Effect power as affecting a pure special effect, with the GM's permission a character can define it as working against any similarly related large group of Characteristics and/or Powers. Examples include "any Characteristic that's currently below starting value" or "any Attack Power."

An Adjustment Power with Variable Effect can have its maximum effect on all Characteristics or Powers it can affect. For example, suppose a character has Aid Characteristics 5d6 with Variable Effect. He could add 30 Character Points' worth of STR in one or more rolls, then 30 points' worth of DEX, then 30 points worth of SPD, and so on. He's not limited to a total of 30 points' worth of effect; he can add his maximum of 30 Character Points' worth of Aid to everything within his defined group (which in this case is "Characteristics").

A character cannot Autofire or Multiple Attack a Variable Effect attack and target different powers with each shot or use — he has to specify which power he's targeting in advance, and all "shots" affect it.

LIMITATIONS

Limited Special Effect (-¼ or more): If a character buys an Adjustment Power to affect a specific Power (Aid Blast, Drain Telekinesis), it takes this Limitation if it can only affect that Power when the Power has a particular special effect. Examples include Aid Blast, Fire Special Effect Only (-½), or Drain Telekinesis, Mentalism Special Effect Only (-½). The value of the Limitation depends upon how common the special effect is; a Very Common special effect would be worth -¼, a Common special effect -½, and an Uncommon special effect -1.

One Use At A Time (-1): If a character cannot use an Adjustment Power on a target a subsequent time until the first use fades entirely, it takes this Limitation.

Only Restores To Starting Values (-½): Some Adjustment Powers can raise Characteristics and Powers far above their starting levels. If an Adjustment Power can only restore lost Characteristics and Powers (but not raise them above starting values), it's bought with a -½ Limitation. Characters cannot take this Limitation for Healing (which by definition only restores Characteristics and Powers to their starting levels) or for Adjustment Powers with a Variable Effect defined as affecting "Characteristics and Powers below starting value."



ATTACK POWERS

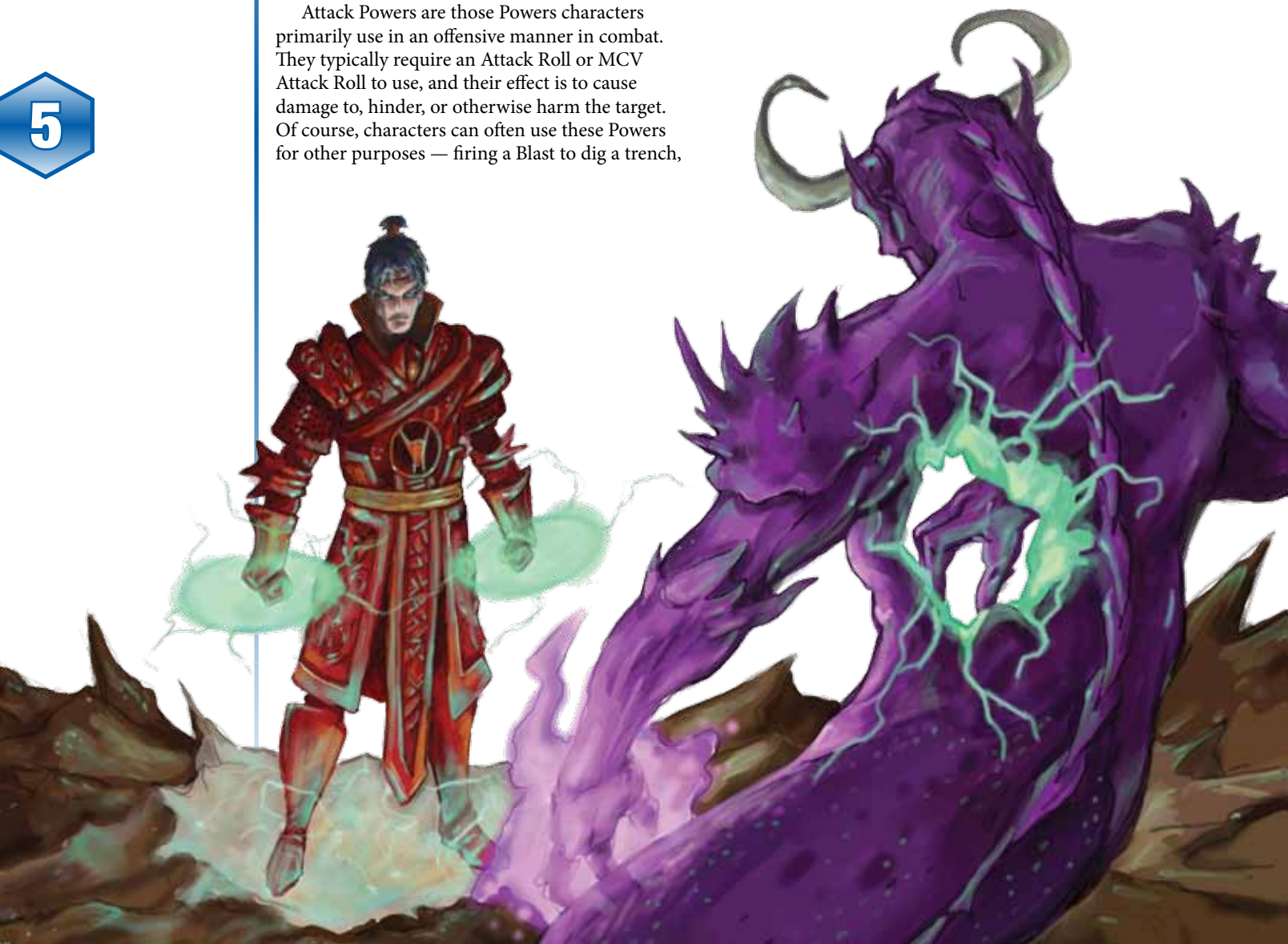
- **Blast**
- **Change Environment**
- **Characteristics (STR only)**
- **Darkness**
- **Dispel**
- **Drain**
- **Entangle**
- **Flash**
- **Hand-To-Hand Attack (HA)**
- **Images**
- **Killing Attack**
- **Mental Blast**
- **Mental Illusions**
- **Mind Control**
- **Reflection**
- **Telekinesis**
- **Transform**
- **Powers with the *Usable As Attack* Advantage**

Attack Powers are those Powers characters primarily use in an offensive manner in combat. They typically require an Attack Roll or MCV Attack Roll to use, and their effect is to cause damage to, hinder, or otherwise harm the target. Of course, characters can often use these Powers for other purposes — firing a Blast to dig a trench, for example. Similarly, characters can sometimes use other Powers to attack their enemies (and in such cases, those Powers should be considered Attack Powers). Attack Powers are Powers that are primarily offensive in nature.

ADVANTAGES AND ADDERS

Alterable Origin Point: An Attack Power with this +5 Character Point Adder can vary the point of origin of the Power on his body. For example, instead of just being projected from his hands, his Blast could come from his eyes, forehead, chest, or any other point of origin the GM permits. Changing a Power's point of origin is a Zero Phase Action, but can only be done once per Phase.

Reduced Negation: This Adder for Attack Powers counteracts Damage Negation. For each 2 Character Points spent on Reduced Negation, reduce the effect of Damage Negation by 1 DC. For example, if a character spends 6 Character Points to buy Reduced Negation (3) for his Light Blast and uses that attack against a target with Energy Damage Negation (-8 DCs), the target only subtracts (8 - 3 =) 5 DCs from the attack.



LIMITATIONS

Most of the Power Modifiers in Chapters Six and Seven of 6E1 apply primarily (though not exclusively) to Attack Powers. The ones listed here include just a few examples of other Limitations applicable to Attack Powers.

Beam (-¼): This Limitation represents a Ranged Attack Power that manifests as a thin/narrow beam or similar type of effect. You can use it to build lasers, bullets, arrows, and similar types of attacks.

Beam has several important effects. First, a character cannot Spread a Beam attack (see 6E2 49). Second, characters must use Beam attacks at maximum damage; they cannot use them at reduced effect. Third, when it damages characters or items, a Beam attack does so by "puncturing" them rather than Blasting or blowing open a larger hole — unlike most attacks, which create a human-size hole whenever they exceed the defense + BODY of a wall or similar object (see 6E2 170). This makes it very difficult for a character to blast down a door or escape from an Entangle using a Beam attack, for example.

Characters often buy Beam attacks with the Limitations *Cannot Be Bounced* and *No Knockback,* but they're not required. Attacks that affect an area (either inherently, or because they have the *Area Of Effect* Advantage) cannot take Beam.

Can Be Dispelled (-¼): Some Instant Attack Powers, such as Entangle, Mind Control, and Telepathy, have effects which "linger." However, those effects cannot ordinarily be Dispelled. But they can be if they take this Limitation; the normal rules for Dispel apply. Characters cannot take this Limitation for Constant attacks.

Can Be Deflected (-¼): Characters cannot normally Deflect some Attack Powers — such as Mental Powers, Powers bought with the *Area Of Effect* Advantage, and most Entangles — unless those Powers take this Limitation. Powers with this Limitation can also be Reflected.

Cannot Be Used With [Specific Combat Maneuver] (-¼ or -½): This Limitation represents an Attack Power (usually bought to simulate a weapon) that a character cannot use with a specific Combat Maneuver. For example, characters cannot use some weapons, such as slings, with Multiple Attack. The value of the Limitation depends upon the effectiveness, usefulness, and commonality of the Combat Maneuver in the campaign. For example, in a four-color superheroes campaign, Suppression Fire might be uncommon, so the inability to use it with a particular Attack Power might only be worth -¼ (at most). On the other hand, in a "special forces" military action-adventure campaign, Suppression Fire might be very common, so inability to use that Maneuver would be worth -½.

Cannot Use Targeting (-½): This Limitation, which only characters in campaigns that use the Hit Location rules can take, signifies that the character cannot target the Attack Power at specific areas of the body. The Attack Power does the same damage regardless of where it hits, or is so unwieldy the character cannot aim it accurately. For example, a spell that inflicts a wasting disease on someone, resulting in the target's rapid death, should not receive extra damage for Hit Locations, since it affects the whole body at once. Therefore it would take this Limitation.

No Knockback (-¼): An Attack Power with this Limitation never does Knockback, regardless of how much BODY the attacker rolls. Characters can only apply this Limitation to powers that normally do Knockback in campaigns that use the Knockback rules. In most cases, an Attack Power that does No Knockback exerts no pressure — the character can't use it to flip a switch or push a button, for example. However, it may, at the GM's discretion and based upon the nature of the special effects involved, exert pressure.

AUTOMATON POWERS

- **Cannot Be Stunned**
- **Does Not Bleed**
- **No Hit Locations**
- **Takes No STUN**

Automaton Powers are a special category of defensive abilities. Their name comes from the fact that in most campaigns they can *only* be purchased by Automatons — robots, zombies, golems, and similar beings that are usually (a) "manufactured" in some way and (b) which are controlled by some other character. (See 6E2 182 for more information.) At the GM's option Automaton Powers can be used for other types of beings. For example, a Giant Blob Monster might have No Hit Locations because its body is just one big mass of protoplasm with no true limbs or organs. However, the GM should be very wary of letting PCs buy these Powers, since they can have an unbalancing effect if frequently used.

All Automaton abilities are Self Only, Persistent, and cost no END. (The GM might want to go further and declare them all Inherent.) They should all be considered Defense Powers and Special Powers, though they're not listed separately with those categories.

BODY-AFFECTING POWERS

- **Density Increase**
- **Desolidification**
- **Duplication**
- **Extra Limbs**
- **Growth**
- **Multiform**
- **Shape Shift**
- **Shrinking**
- **Stretching**

Body-Affecting Powers alter a character's physical form or nature in some way. They may change a character's shape (Shape Shift, Stretching), size (Growth, Shrinking), or other properties (Density Increase, Desolidification).

Three Body-Affecting Powers — Density Increase, Growth, and Shrinking — alter a character's mass. If a character uses both Density Increase and Growth at the same time, all mass multipliers add together. Thus, a character with 25 points of Growth and 4 points of Density Increase has x16 normal human mass. If a character uses both Density Increase and Shrinking at once, determine the character's mass based on the use of Shrinking, then double that mass for each level of Density Increase in effect.

LIMITATIONS

Must Be Used At Full Power (-0): A character may want to have Density Increase, Growth, or Shrinking that he has to use at full effect. In most cases this is a -0 Limitation, but the GM may increase the value to -¼ if he believes this condition would significantly hinder the character in some circumstances. The value may depend, in part, on how big, dense, or small the character can become. The difference between 2m tall and 4m tall probably isn't enough to qualify for more than -0, but if a character's only option is to become 125m tall, the case for a higher Limitation value is stronger.

DEFENSE POWERS

- **Barrier**
- **Characteristics (PD and ED only)**
- **Damage Negation**
- **Damage Reduction**
- **Deflection**
- **Flash Defense**
- **Knockback Resistance**
- **Mental Defense**
- **Power Defense**
- **Resistant Protection**

Defense Powers protect the character from damage or harm in some way. This includes Powers that offer physical protection, such as Barrier and Resistant Protection, and Powers that protect less tangible things, such as Mental Defense or Power Defense.

Just because a Power isn't listed here doesn't mean characters can't use it defensively. For example, characters often use Desolidification as a defense (if an attack can't touch someone, it can't hurt him). However, Desolidification's primary purpose is to allow a character to move through solid objects, not to protect against attacks, so it's not a Defense Power.

If a character buys a Defense Power that requires him to specify how many points of PD and ED it provides (such as Resistant Protection) as a slot in a Power Framework, he must still define the points when he buys the Power. If he uses the Power at less than full strength, he reduces its protection in proportion — he cannot vary the defense provided or change the allocation. For example, suppose a character has a Multipower with a 60-point reserve. One of the slots is Resistant Protection (20 PD/20 ED). The Resistant Protection must always provide PD and ED in equal proportion. If he only uses 15 points' worth of Resistant Protection, it provides 5 PD/5 ED — he cannot only use 10 points of PD without using any ED.



ADVANTAGES

Some of the Advantages described in this section can be bought for, or are even intended for, a character's PD and ED. If a character wants to buy multiple Advantages for his PD or ED (such as Resistant and Hardened), do so as usual: add the value of all the Advantages together, then multiply the base cost (the total value of PD or ED, including the 2 "free" points all characters start with) by (1 + total Advantages). Then subtract the base cost to derive a cost for just the Advantages, similar to a naked Advantage (though in this case the Advantage(s) always apply to the PD or ED).

Area Of Effect: Generally, characters should not apply Area Of Effect to Defense Powers. If a character wants to grant a Defense Power to a large number of characters, he should use the *Usable On Others* Advantage. However, in some situations, based on special effects and other considerations, a GM might allow Area Of Effect Defense Powers.

Hardened (+¼): A Defense Power with this Advantage is particularly resistant to Armor Piercing attacks. An attack with Armor Piercing applies normally against a Hardened defense; the usual "halving" effect is ignored. Characters can buy Hardened multiple times to counteract multiple purchases of Armor Piercing.

A character's normal PD and ED, as well as any Defense Power, can be Hardened. A character must buy Hardened with each of his Defenses separately; a character who has a Hardened Power Defense doesn't automatically get Hardened Resistant Protection, for example. A character cannot have partially Hardened defenses. A given defense must be all Hardened, or it's not Hardened at all. A character can, however, have some defenses that are Hardened, and others that are not.

Impenetrable (+¼): A Defense Power with this Advantage is particularly resistant to Penetrating attacks. An attack with Penetrating applies normally against a Hardened defense; the usual "minimum damage" effect is ignored. Characters can buy Impenetrable multiple times to counteract multiple purchases of Penetrating.

A character's normal PD and ED, as well as any Defense Power, can be Impenetrable. A character must buy Impenetrable with each of his Defenses separately; a character who has a Impenetrable PD doesn't automatically get Impenetrable ED, for example. A character cannot have partially Impenetrable defenses. A given defense must be all Impenetrable, or it's not Impenetrable at all. A character can, however, have some defenses that are Impenetrable, and others that are not.

Resistant (+½): This Advantage, primarily intended for PD and ED but also available for Flash Defense, Mental Defense, Power Defense, and any other Defense Power the GM allows it for, converts points of Normal Defense into points of Resistant Defense. It doesn't increase the number of points in the defense, it just makes them Resistant so they can be applied to reduce the BODY of Killing Damage attacks (see 6E2 103).

LIMITATIONS

Ablative (-½, -1): A Defense Power with this Limitation is shot off little by little by attacks. As an Ablative Defense takes damage, it acquires a lower and lower Required Roll (see 6E1 389), until the defense is gone altogether. The value of the Limitation depends on whether STUN or BODY reduces the defense.

At the -1 value, if the STUN or BODY damage done by an attack exceeds the Ablative Defense, the Ablative Defense acquires a Required Roll of 15-. Each time an attack exceeds the Ablative Defense thereafter, the Required Roll drops by one (14-, 13-, 12-, 11-, 10-, 9-, 8-, gone). At the -½ level, the Ablative Defense is only reduced if the BODY damage of an attack exceeds it.

Every time an attack hits, the character makes the Ablative Defense's Required Roll. If he succeeds, the Ablative Defense affects the attack. If he fails the Required Roll, the Ablative Defense doesn't affect the attack (and the Required Roll doesn't drop regardless of how much damage the character takes). If a character's Ablative defenses are hit by multiple attacks in the same Segment or from the same source (such as Autofire or a Coordinated attack), each hit that can reduce the defense does so. (Thus, five hits could potentially reduce the Required Roll five steps, even if they all occur on the same DEX in the same Phase.)

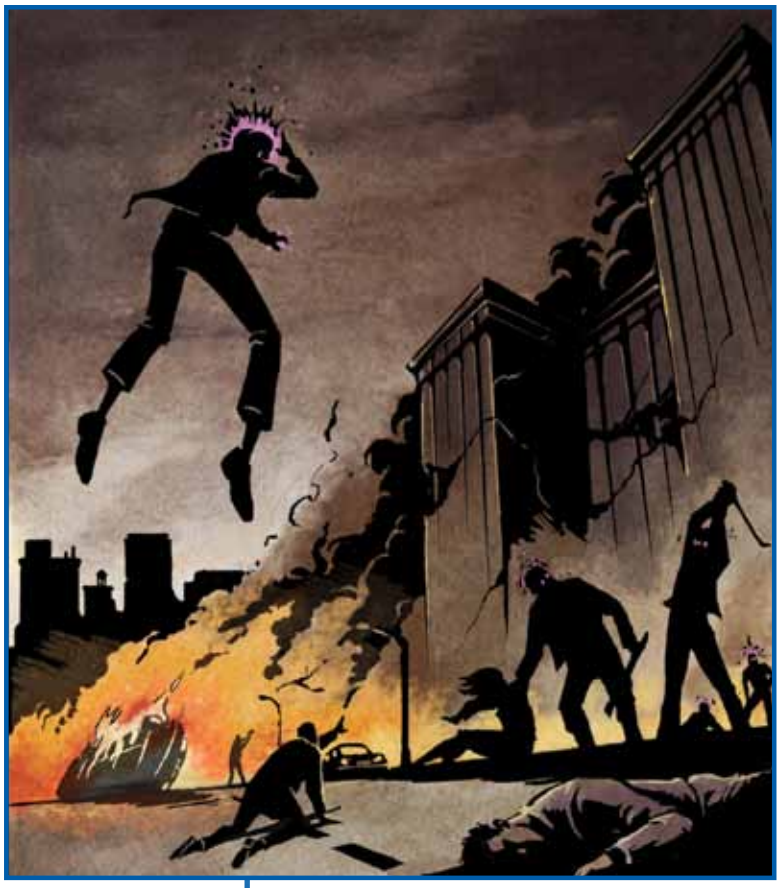
If a character has mixed types of defenses, some Ablative and some not Ablative, the Ablative defense is always "on top" — it takes damage first, and is affected by any attacks that exceed it, even if those attacks do not penetrate the non-Ablative defenses beneath it. (If the character has multiple Ablative defenses, the weakest one is "on top" for these purposes.)

If a character with Ablative Defenses uses the rules for Hit Locations and Sectional Defenses (6E2 110), he should spread his Ablative Defense around the covered Hit Locations in a roughly equal fashion (unless it's known from the way the character buys or builds the defenses which parts are Ablative and which are not). For example, if the character builds his breastplate as Ablative, but doesn't take the Limitation for his helmet, greaves, or gauntlets, it's obvious which Hit Locations the Ablative Defense protects. Only attacks that hit the Locations it protects affect this sort of Ablative Defense; hits to other locations cannot reduce it.

A character can restore his Ablative Defenses to their starting values at the end of each adventure, or more frequently given the GM's permission. This works just like Charges (6E1 367).

If a character buys an Ablative Defense Power through a Focus, attackers may specifically target the Focus with an attack and damage it per the normal rules for damaging Foci (see 6E1 376), regardless of its ablative qualities.

At the GM's option, Ablative can function in a different, but somewhat simpler, fashion: for a -1 Limitation, every shot against which an Ablative Defense Power provides protection and which could, if a good enough roll were achieved, do



5

BODY damage to the target reduces the Defense Power by 5 Active Points, regardless of whether the target itself takes damage. This Limitation would only be worth -¼ for Defense Powers such as Mental Defense and Power Defense which are not ordinarily "attacked" with Powers which cause BODY damage. The GM may even apply this form of Ablative to non-Defense Powers if he wishes.

Linked: A character cannot buy two parts of a Defense Power separately and then Link them. For example, a character can't Link Resistant Protection (20 ED) to Resistant Protection (20 PD), or Link Physical Damage Reduction to Energy Damage Reduction. Characters can buy a single Defense Power in two or more "parts" (this is often done when different Power Modifiers apply to the two "parts"), but Linking those "parts" is illegal.

Only Works Against [Limited Type Of Attack] (-¼ to -1): This Limitation represents a Defense Power which only protects against a specific type or category of damage. The value depends on how frequently the character is likely to encounter that type of attack: if it's a Rare attack (Life Force Energy, Dimensional Manipulation attacks), -1; an Uncommon attack (Sonic, Telekinetic, poisons), -¾; a Common attack (Electricity, Fire, Magic), -½; and a Very Common attack (Blasts, Killing Attacks, energy, punches), -¼. (Note: the given examples apply to most campaigns, but the GM is the final arbiter on how common an attack is in his campaign; for example, in many Fantasy campaigns Magic is a Very Common form of attack.)

MENTAL POWERS

- **Mental Blast**
- **Mental Illusions**
- **Mind Control**
- **Mind Link**
- **Mind Scan**
- **Telepathy**

Mental Powers define a character's mental, rather than physical, abilities. They directly affect the target's mind, ignoring conventional defenses. Characters target Mental Powers with Mental Combat Value (MCV), using an MCV Attack Roll:

MCV Attack Roll: Attacker's OMCV + 11 - 3d6 roll = the DMCV the attacker can hit

The character must roll equal to or less than this number on 3d6 to hit a target with a Mental Power. Willing targets can voluntarily lower their DMCV or EGO to 0, making it easy for a friendly mentalist to "lock on." A willing target can also lower his Mental Defense to 0 (or not "turn it on" if it's not already in use). A sleeping or unconscious mind has DMCV 0.

Mental Illusions, Mind Control, Mind Link, and Telepathy are sometimes referred to collectively as "continuing-effect Mental Powers," since their effects continue beyond the Phase in which a character makes an attack with them, and can sometimes be altered by the character using them.

LINE OF SIGHT

Mental Powers do not have the standard Range (10m x Base Points) — a character can use them to attack any character within his *Line Of Sight* (LOS). LOS means the character has direct perception of or can perceive any part of the target with a Targeting Sense. A character can establish LOS with any Targeting Sense. The Range Modifier does not apply to Mental Powers.

Don't read the term "line of sight" literally. First, a character can establish LOS with Targeting Senses other than Sight. Second, he cannot attack any speck on the horizon with his Mental Powers just because he can perceive it. He must at least recognize the target as a being with a mind of some sort that's susceptible to mental attack before he can attack it with Mental Powers. Third, a character doesn't literally have to "keep his eye on" a target at all times to maintain LOS; he just has to be able to do so if he's perceiving in that direction.

Conventional barriers don't stop Mental Powers. For example, a mentalist with Penetrative Sight could use his Mental Blast to attack a target through a wall, so long as he could establish LOS to the target. Once a continuing-effect Mental Power is established, a character doesn't need to maintain LOS for its effects to continue, to continue feeding END to the power, or to change the level of effect.

In some cases the GM may require a character to make an appropriate PER Roll or EGO Roll

(perhaps with a modifier, usually a bonus of +3 or more) to make sure he has sufficient LOS to use a Mental Power. If he fails the roll, either no LOS exists, or the level of recognizability is "fuzzy." In the latter case, the GM might consider imposing the Range Modifier on the mental attack, to simulate the difficulty the character has "locking on" to the target.

At the GM's option, a character with a Mental Power may make a successful mental attack even when he does not have LOS. If the character attacks a target he cannot perceive, but of whose location he's reasonably sure, halve his OMCV. If he lacks LOS but has a fairly precise idea of where a target is (for example, he knows someone's hiding in a particular closet or the trunk of a car), his OMCV might only suffer a -1 to -3 penalty. To use this rule, the character must have some reasonable idea of the location of the target mind — he can't just lash out at random, hoping to hit something with half OMCV. The GM determines whether a character can attempt an attack when he lacks LOS.

A character must establish LOS with his "naked eye" — with his Targeting Senses unaided by any outside enhancements. Thus, he could use his innate Telescopic Sight to establish LOS, but not binoculars. Characters cannot establish LOS through Clairsentience, television, or similar methods.

CLASSES OF MINDS

At their base level, all Mental Powers (including Mental Blast) affect only one class of minds. The basic classes include Human, Animal, Machine, and Alien; the GM can add other classes or alter these as he sees fit. A character's Mental Powers operate against other minds like his as a default; for example, unless specified otherwise, a human's Mental Powers work on Human minds, not on Animal minds or Machine minds. When a character purchases Mental Powers, he may specify that they work against a different class of minds.

A character who wishes to have Mental Powers that affect, for example, computers and other machines must buy the Powers at full cost, defined as affecting that class of minds. He cannot buy Mental Powers that affect Human minds and take a Limitation on them (such as *Only Affects Computers*). When using Mental Powers on machines that have INT but not EGO, substitute INT for EGO as appropriate.

Mental Powers may affect more than one class of mind if purchased with an Adder, and limited types of minds if purchased with a Limitation; see *Advantages And Adders* and *Limitations,* below. Alternately, at the GM's discretion a character can use his Mental Powers against a class of minds they can't normally affect at -3 to all MCV Attack Rolls and -10 to all Effect Rolls (Mental Blast only suffers a -5 Effect Roll).

In some cases, a character may try to attack a class of minds he cannot affect (for example, a character whose powers affect the Human class of minds could try to Mind Control a robot that he thinks is a human). In that case he uses up his Action, but he does not spend any END for the attack. He realizes the target is of a class of minds he cannot affect, but he does not know which class of minds the target belongs to.

The class of minds rules are intended to provide flavor and intriguing options for Mental Powers — not as a cheap way for abusive players to try to make their characters immune to most mental attacks. Unless the GM indicates otherwise, assume all Player Characters in the campaign are affected as if they belong to the Human class of minds, regardless of their nature, where they come from, or the like. For example, a PC who's an android is a machine, but if he's smart enough and self-willed enough to function like a human being, he should probably be affected as both the Human and Machine classes of minds (for which he may be allowed to take a Physical Complication; see 6E1 425).

EFFECT ROLLS

Once a character makes a successful MCV Attack Roll, he makes an *Effect Roll.* The *HERO System* rates Mental Powers in a number of dice of effect. Roll these dice, total them, and subtract the target's Mental Defense (if any).

For Mental Blasts, the total rolled on the Effect Roll minus the target's Mental Defense equals the STUN damage inflicted on the target.

For other Mental Powers, such as Mental Illusions, the attacker declares the effect he wants to cause. Then he makes his Effect Roll, and the GM compares the roll to the target's EGO on the Effects Table for each Power. If the Effect Roll equals or exceeds the target's EGO plus a modifier based on the desired effect, the attack succeeds.

Typically, if a character using a continuing-effect Mental Power tries to achieve a specified level of effect, but the roll only achieves a lesser degree of effect, the attack fails altogether. However, the GM may, in his discretion, allow the character to achieve a lesser effect instead (or he may let the character make his Effect Roll, then declare what he wants to achieve after seeing what he can succeed at).

Mind Link requires no Effect Roll.

RESISTING AND BREAKING FREE FROM MENTAL POWERS

The target can attempt to resist a successful Mental Illusions, Mind Control, Mind Scan, or Telepathy attack with a modified EGO Roll called a *Breakout Roll.*

Starting on the target's next Phase after being successfully attacked with a continuing-effect Mental Power, he may attempt to break free from the Power. These attempts are subconscious and take no time — whether he succeeds or fails, he may still act in that Phase. Since he can only react to the effects of a Mental Power on his own Phases, and he gets to make his first Breakout Roll on his first Phase after being successfully attacked with a Mental Power, a character always gets one (but only one) Breakout Roll before he suffers the effects of a Mental Power.

GAMEMASTERING MENTAL POWERS

Mental Powers are by default Invisible and work on a Line Of Sight basis because that simulates how they tend to function in most genre fiction. However, as always, roleplaying games are not adventure fiction, and what works in one won't always work well in another. In an RPG, where the "author" (the GM) doesn't control the "protagonist" (the PC), characters sometimes do things that generally don't occur in fiction. For example, a character with Mental Powers might hide in the crowd and mentally attack the enemy without being seen, or even stay far away from the battle and make all his attacks using Line Of Sight with long-range Senses or Mind Scan.



In some campaigns, this sort of conduct is acceptable; in others it can cause serious problems. The GM should evaluate the use of Mental Powers in his campaign carefully, and should forbid or regulate any actions that seem likely to upset game balance.

In the rare instance when a mentalist issues a command the character would have to perform before his next Phase after being attacked, such as a Mind Control command to "Abort your Phase to Dodge!", the victim gets his Breakout Roll as soon as the mentalist gives the order. The same might also apply to a Mental Illusion of fog that would interfere with a character's ability to perceive something he needs to perceive (such as a crucial clue or an enemy escaping). However, when possible the GM should simply describe or characterize the situation in a way that permits the standard rule to be used. For example, with the Mental Illusion of fog, perhaps the mentalist's lock on the character's mind wasn't yet firm enough to fully control his perceptions, and he saw whatever he needed to see — even though he doesn't make his Breakout Roll until his next Phase, it's assumed for game purposes that he wasn't ever affected, even if "by the clock" a second or two passed before he made his Breakout Roll.

Example: *Darkmind, a mentalist with SPD 6 and EGO 28, uses his Mind Control on Firelord, SPD 6 and DEX 24, in Segment 4. Since Darkmind's EGO is higher than Firelord's DEX, Darkmind acts first on Segment 4. Darkmind's MCV Attack Roll and Effect Roll both succeed. Since Firelord hasn't acted yet in Segment 4, Phase 4 is his "first Phase after being successfully attacked with a Mental Power," and he gets to make a Breakout Roll. His roll succeeds. Since Breakout Rolls take no time, he has his full Phase in which to act.*

Darkmind survives Firelord's counterattack and decides to go after easier prey. He chooses Firelord's companion Nebula (SPD 5, DEX 23). In Segment 6 Darkmind Mind Controls her to "Attack Firelord!" Since Nebula has SPD 5, she can only respond to and follow this order on Segments 3, 5, 8, 10, and 12 (i.e., she does not act on Segment 6 just because the order was given in that Segment). Therefore, Segment 8 is her first Phase since being Mind Controlled, so she gets her Breakout Roll then. (She's not entitled to a Breakout Roll in Segment 6 just because she was attacked in that Segment.) She fails, and immediately launches a Blast at the hapless Firelord!

A character's Breakout Roll equals his EGO Roll (9 + (EGO/5)). Modify the Breakout Roll by -1 for every 5 points of effect rolled over the minimum needed to achieve the desired level of effect on the Effects Table. For example, if a mentalist tries to achieve an EGO +20 effect and rolls EGO +30 for his Effect Roll, the Breakout Roll is at -2.

After the initial attempt to break free, the victim can re-attempt the Breakout Roll at +1 for each step on the Time Chart. The character thus gets to roll at +1 after 1 Turn has passed, +2 after 1 Minute has passed, and so forth. (The victim does *not* get to make a Breakout Roll on each of his Phases — only when specified by the Time Chart.)

In some cases one or more Segments will pass between when a character's attacked with a continuing-effect Mental Power and when he gets to make his Breakout Roll (since he doesn't get a Phase until then). During this "lag time" he can't take any Actions, any more than he ordinarily could, and it's possible that another mentalist might use Mind Link, Telepathy, or possibly Mental Awareness (see 6E1 211) to check on his "mental status." If so, any successful MCV Attack Roll with such a power tells the other mentalist that the character has been successfully attacked and is presently struggling to overcome the effects. The other mentalist may assist this effort, or may try to augment the Mental Power; see *Competing Mental Powers* and *Complementary Mental Powers*, below.

For ease of play, some GMs prefer to let a target character make his Breakout Roll immediately — *i.e.,* as soon as the attacking mentalist successfully uses his power. In that case, the target character does *not* get to make another Breakout Roll in his first available Phase after being attacked — his next Breakout Roll cannot be made until one Turn after his first available Phase after being attacked.

PREVENTING DETERIORATION

A character can prevent his continuing-effect Mental Power from growing weaker (*i.e.,* keep the target from getting progressive bonuses to his Breakout Roll) by continuing to pay END for the Power on each of his Phases. As long as the character pays END on each of his own Phases, the target gets no EGO Roll bonuses for the passage of time (but he does get to roll).

A character cannot feed END to a power this way unless he maintains "mental contact" with the target. (He does not have to maintain LOS.) For example, if he uses a Mental Power that's a slot in a Multipower and then switches to a different slot, or if he's Stunned or Knocked Out, he can no longer feed END to the power. When a character stops paying END to prevent deterioration, the victim makes Breakout Rolls from that point forward — he gets a roll at +1 when the next time interval for one occurs (he already got his first Breakout Roll at +0 when the mentalist attacked him), another at +2 after the next time interval, and so forth.

In some cases a character may want to start paying END to prevent deterioration from progressing after some deterioration has already occurred — for example, after 1 Minute has passed (at which point the target has a +2 bonus to his Breakout Rolls). In that case the target gets to keep making Breakout Rolls at whatever bonus applied to his last roll. Paying END keeps the deterioration from getting worse, but doesn't "heal" or counteract the deterioration that's already taken place.

A character may pay END to keep a Mental Power from deteriorating even if the Mental Power is bought to cost half END or 0 END. He must pay the Power's full normal END cost (1 END per 10 Active Points) to do so. Buying Reduced Endurance (0 END) for a Mental Power does not prevent the Breakout Roll from improving over time; the END cost for preventing deterioration and for the Power itself are separate.



Maintaining a continuing-effect Mental Power by paying END each Phase does not prevent a character from using the same Mental Power on another target.

INSTANT AND CONSTANT MENTAL POWERS

With two exceptions, Mental Powers are Instant Powers. A character pays END when he uses a Mental Power, regardless of whether it succeeds. Once a character successfully uses a continuing-effect Mental Power, he need not pay END to maintain the effect — the target continues to follow the order, see the illusion, or communicate at the same level until he resists the effect with a successful Breakout Roll. If a character using a continuing-effect Mental Power is Stunned or Knocked Out, the Power continues to affect the target. If a character has a continuing-effect Mental Power in a Multipower or Variable Power Pool, he may use the Power on a target, then switch to another slot or Power without "erasing" the effects of the Power. However, he would have to recover from being Stunned, wake up, or switch the Framework back to that Power, and then succeed with an MCV Attack Roll against the target, to change the Power in any way or to keep paying END to prevent the target from getting bonuses to his Breakout Roll. If the character loses his LOS on the target, the Power continues to affect the target and the character may continue to feed it END or attempt to change the level of effect.

To give a new order with Mind Control, change a Mental Illusion, or communicate on a different Telepathic level, the character must again attack with his Mental Power. He makes a new MCV Attack Roll, rerolls his Effect Roll and compares it to the Effects Table, and pays the END cost. If the MCV Attack Roll fails, the Power remains at its current level of effect. If the MCV Attack Roll succeeds, but the Effect Roll is insufficient to give the new order, change the illusion, or communicate at a different level, the Power ceases to affect the target (in failing to alter his "grasp" on the target's mind, the character has lost hold of it entirely).

Example: *Darkmind's Multipower has Mind Control, Mental Illusions, Telepathy, and Telekinesis slots. After using his Mind Control on Nebula, in Segment 10 he switches to his Telekinesis slot so he can throw a car at Firelord. The effects of his Mind Control do not disappear simply because he switched slots; however, he cannot alter the level of effect on the Mind Control without switching back to his Mind Control slot, nor can he feed END to it to keep it from deteriorating over time. If Darkmind wishes to increase the level of his Mind Control over Nebula, he must re-establish mental contact with her by making an MCV Attack Roll and then make an Effect Roll.*

There are two exceptions to these general rules. The first is Mind Scan, which is a Constant Power — the character must constantly maintain his "lock-on" or it vanishes. If he has Mind Scan in a Multipower or Variable Power Pool and switches from using Mind Scan to another slot or Power, the Mind Scan lock-on immediately breaks. However, unlike other Constant Powers, a character need only pay END for Mind Scan on Phases in which he makes an MCV Attack Roll with it. The second exception is Mind Link, which is Persistent.

THE PERCEIVABILITY OF MENTAL POWERS

As discussed on 6E1 126, Mental Powers are Invisible to characters who do not have Mental Awareness. However, the target of a mental attack can sense the Source of the attack and knows what Mental Power he's been attacked with. This identification occurs immediately for Mental Blast, Mind Scan, and Telepathy; for Mind Control or Mental Illusions it usually occurs after the Power no longer affects the character. The *Invisible Power Effects* Advantage (6E1 338) can conceal a Mental Power from Mental Awareness, or even prevent the target from realizing that he's being attacked with one (though he still gets Breakout Rolls). A mentalist can also prevent a target from knowing he's been attacked with a Mental Power by achieving a +20 effect on his Effect Roll.

COMPETING MENTAL POWERS

A character with Mental Powers can help another character who's affected by one of the continuing-effect Mental Powers. Once an attacker has established one of these Powers on a character, another character can attempt to break the victim free by using Telepathy, Mind Control, or, in some cases, Mental Illusions (the GM determines which Powers work in a given situation). After making a successful MCV Attack Roll (the target cannot lower his EGO voluntarily), the character makes his Effect Roll. If the total equals or exceeds the total of the initial effect, the victim is freed.

Example: *Capt. Burke of the Psi-Patrol used her Mind Control 12d6 to force a soldier to attack his comrades. The total of her Effect Roll was 45. Another mentalist, Hugo, tries to help the soldier break free. After making a successful MCV Attack Roll, Hugo rolls his Telepathy 10d6. His Effect Roll is 47 (a great roll), which is just enough to break the Mind Control. Hugo frees the soldier from Burke's Mind Control.*

A similar situation occurs when a character is under the effect of two Mental Powers at once (for example, when two different mentalists both Mind Control him, but the orders aren't inherently contradictory). In this situation, if the character can react to both effects, he does so; if he can only react to one, he first reacts to the one that achieved its effect by the greatest amount (not necessarily the one that had the highest Effect Roll). If the lesser effect is maintained while the victim reacts to the first one, the victim has to do as that effect dictates after he complies with the first one.

At the GM's option, a competing Mental Power that doesn't achieve a high enough Effect Roll to free the victim from the first Mental Power's effect may still help him break free. The Breakout Roll penalty (if any) achieved by the competing Mental Power reduces the Breakout Roll penalty imposed by the initial Power. For example, if Capt. Burke achieved a Mind Control result that was high enough to impose a -5 penalty on the Breakout Roll, and Hugo's Effect Roll with a competing Mental Power is high enough to impose a -2 penalty, the "penalty" from Hugo's Power reduces the penalty for breaking free from Capt. Burke's Power to -3.

COMPLEMENTARY MENTAL POWERS

In some situations, two characters may want to help each other by affecting a target with the same Mental Power (for example, by both giving the target the same orders with their Mind Control powers). To do this, both characters must make successful MCV Attack Rolls, and each must make an EGO Roll (to simulate their ability to "coordinate" their attacks). If all rolls succeed, the character with the lesser level of power (*i.e.,* the fewest dice in the power) may roll 25% of his dice and add the total to the other mentalist's Effect Roll. The mentalists do not need to Coordinate or act on the same EGO or Phase to do this. Even though both mentalists are now "in the target's mind," the more powerful mentalist controls the power they're using to affect the target. If the two mentalists begin to issue contradictory orders, describe different illusions, or the like, refer to "Competing Mental Powers," above.

POWERS

Desolidification: If a character is already being affected by a continuing-effect Mental Power (such as Mind Control), he cannot negate the effects of that power by becoming Desolidified. It continues to affect him normally unless the GM rules otherwise based on special effects, common sense, dramatic sense, game balance, and other factors. Furthermore, his becoming Desolidified does not "break" the "mental link" the mentalist has with him — the mentalist can feed the power END to keep it from deteriorating, change the effect, or otherwise control any Mental Power effects established before the target became intangible.

If a mentalist activates Desolidification after using a continuing-effect Mental Power on a target when solid, becoming Desolidified "breaks" the "mental link" between them. The power remains in effect, but the character loses the ability to feed END to the power to keep the Breakout Roll from improving, change the effect, or otherwise control any Mental Power effects established before he became intangible.

Dispel: Characters cannot Dispel the effects of an Instant continuing-effect Mental Power, such as Mind Control (see 6E1 127). However, the GM can grant exceptions if desired (such as for "Dispel Magic" spells versus a Mind Control spell in a Fantasy game).

ADVANTAGES AND ADDERS

Multiple Classes: Normally, Mental Powers only affect one class of minds (see above). For every +5 Character Points, a Mental Power can affect an additional class of minds after the first. Characters can purchase this Adder multiple times, and the GM may alter its value as appropriate for the campaign.

Area Of Effect: Characters target Area Of Effect Mental Powers using OMCV against DMCV 3. A character doesn't need to have Line Of Sight on all possible targets in the Area Of Effect to affect them; he need only have LOS to the target point of the area.

In the case of Mental Powers that require a specific command or description of effect from the mentalist, such as Mind Control or Mental Illusions, the effect must be the same for everyone in the Area Of Effect — the character cannot attack one victim with a Mental Illusion of a dragon, while attacking the victim next to him with a Mental Illusion of Mechanon. At the GM's option, the character can vary his command or effect if he buys his Area Of Effect as Selective.

Armor Piercing: When purchased for a continuing-effect Mental Power, this Advantage only reduces the target's Mental Defense (if any). It has no effect on the target's EGO.

Autofire: This Advantage costs an additional +1 when applied to Mental Powers, because they affect a non-standard defense.

When bought for a continuing-effect Mental Power, Autofire allows a character to try to use that power on one or more minds at once, up to the limit of his Autofire, but he must use the same command, illusion, or the like on all affected targets. If a character uses an Autofire Mental Power against a single target, the attacker can make one Effect Roll for each attack which hits. The best Effect Roll applies to the target, with a -1 to the Breakout Roll for each additional hit achieved by the attacker.

Constant: At the GM's option, when a character applies *Constant* to continuing-effect Mental Powers, he may attempt to achieve a different level of effect without making another MCV Attack Roll — he need only reroll his dice of effect (this requires an Attack Action, though). Alternately or in addition, a Constant continuing-effect Mental Power won't deteriorate (*i.e.,* Breakout Rolls don't become easier over time), even if the mentalist does not feed it any additional END, or is Stunned or Knocked Out.

Cumulative: If a character buys this Advantage for a continuing-effect Mental Power, the target is not affected by it, and does not get to make a Breakout Roll, until the first Phase in which the total rolled by the attacker equals or exceeds the amount needed to achieve the desired effect. Until that time the Power has no effect (though the target realizes he's being attacked with that Mental Power). If he wants, a character can declare when he starts using the power that he wants to attain an extra effect to impose penalties to the Breakout Roll — but the Breakout Roll doesn't occur until he hits the full point total he's indicated in advance.

Invisible Power Effects: The +20 "hide the fact that he's being or has been affected by a Mental Power" option for continuing-effect Mental Powers is effectively the same as the +½ "hide the effect of the Power from the target" version of Invisible Power Effects. In either case the victim won't know that, for example, his mind's being read with Telepathy, or that he performed an action under Mind Control. Buying that type of IPE for a Mental Power just means it's always hidden, rather than the character having to risk trying for a higher level of effect.

Transdimensional: With the exception of Mind Scan, characters must apply Indirect to Mental Powers before buying Transdimensional.

Uncontrolled: Buying a continuing-effect Mental Power with Uncontrolled does not prevent the target from making Breakout Rolls until the END fueling the power runs out. It simply means the power automatically "shuts off" and ceases to affect the target when the END pool runs out. It doesn't prevent the victim from making Breakout Rolls or gaining bonuses to those rolls for the passage of time.

LIMITATIONS

Based On CON (-1): You can use the *HERO System*'s Mental Powers to create some drugs or other physical effects. To simulate this, characters can buy a Mental Power to affect targets through their CON instead of their EGO. A Mental Power with this Limitation becomes a normal attack with a range of 10m x Base Points that's subject to the Range Modifier, is targeted with CV instead of MCV, becomes Obvious, and requires an Attack Roll to hit its target. The target's Energy Defense or Physical Defense, not Mental Defense, applies against the attack (the character defines which Characteristic applies when he buys the power, and cannot change it thereafter). Compare the Effect Roll to the target's CON (substitute CON for EGO on the Effects Table of the Mental Power). A Mental Power Based On CON lasts until the target shrugs off its effects, which requires a successful CON-based Breakout Roll made with the standard modifiers (if applicable).

When sufficiently affected by a Mental Power Based on CON, a character responds to the first person to give commands: for Telepathy, he answers the first question asked; if Mind Controlled, he obeys the first order given him; for Mental Illusions, he responds to the first illusion described to him. Of course, the attacker isn't always the first person to give a command....

Some Mental Powers, like Mind Scan, do not work well based on CON, but several others create interesting dynamics. A good way to build a truth serum or other "mind drug" would be the appropriate Mental Power, Based On CON, AVAD (defense is PD), No Range, OAF Fragile. This creates a drug that has to be injected and lasts until the victim overcomes its effects.

Cannot Be Used Through Mind Link (-¼): This Limitation represents a Mental Power a character cannot use through a Mind Link (6E1 258).

Costs Endurance To Maintain (-¼, -½): This Limitation represents a continuing-effect Mental Power that costs END both to activate and to maintain. If the character wants to keep the Power working, he must pay END for it each Phase; if he does not, it instantly stops affecting the target. At the -¼ level, the Mental Power costs half of its END cost to maintain; at -½, it costs full END to maintain. In either case, this END only maintains the Power, it does not prevent it from "deteriorating" so that Breakout Rolls become easier (to do that, he must pay END a second time each Phase).

Eye Contact Required (-½): A Mental Power with this Limitation requires the character to establish eye contact to make an MCV Attack Roll. Typically a character can only make eye contact with a target within 6m of him in decent light. Once the MCV Attack Roll succeeds, the eye contact can be broken without disturbing the effect of the power (if eye contact must be maintained throughout the use of the power, this is a -1 Limitation).

Limited Class Of Minds (-½, -1): If a Mental Power only works against a subset of a class of minds (such as a Mental Power that works on Humans, but *Only Works On Men*), it takes a -½ Limitation. A Mental Power which only works against a single species or type of mind (such as a Mental Power that works on Animals, but *Only Works On Sharks*), it takes a -1 Limitation.

> **Example:** *Haxxorz, a human cyberkinetic, has Mental Powers that affect the Machine class of minds. If his powers affect only Macintosh computers, he takes a -½ Limitation on them; if he can only affect iMacs, he takes a -1 Limitation.*

Mandatory Effect (varies): A continuing-effect Mental Power takes this Limitation if the character must achieve a certain level of effect for the power to have any effect at all. If the Power must achieve EGO +10 or fail to work, the Limitation is worth -¼; EGO +20, -½; EGO +30 or greater, -¾. If the character always has to achieve a certain effect (victim never remembers Mind Control, victim is never aware Telepathy has been used on him), this Limitation is worth an additional -¼.

No Range: If a character takes this Limitation for a Mental Power, he still targets it with MCV — he just can't use it against targets outside of HTH Combat distance. (He can target a Mental Power with CV by using the *Alternate Combat Value* Power Modifier; see 6E1 318.)

Normal Range (-¼): A Mental Power with this Limitation has a normal range (10m x Base Points), but is not subject to the Range Modifier. The mentalist must still have Line Of Sight to make an MCV Attack Roll, but his Powers can only affect targets within his range. If a character takes this Limitation for a continuing-effect Mental Power and the target travels beyond the Power's Range, the Power immediately stops affecting the target.

At the GM's option, if a Mental Power with this Limitation does not have its full normal range, the character can redefine it as *Limited Normal Range* (-¼). Also at the GM's option, if a Mental Power with either form of this Limitation is also subject to the Range Modifier, increase the Limitation's value to -½.

Skin Contact Required (-1): A Mental Power with this Limitation requires the character to establish skin-to-skin contact to make an MCV Attack Roll. Otherwise it functions similarly to *Eye Contact Required.* A power with this Limitation cannot also take the *No Range* Limitation.

"Skin Contact" means just that — contact between the attacker's skin and the target's skin. Anything which gets in the way, even a superhero's skintight costume, prevents the character from using the power. If a target's clothing reveals only a portion of his skin, the character must make an Attack Roll (with appropriate Hit Location modifiers) to touch the unclothed area.

Stops Working If Mentalist Is Knocked Out (-¼) or Stunned (-½): Ordinarily a character simply "starts" a continuing-effect Mental Power by making an MCV Attack Roll, and then can leave the power to work on its own. Even if he's Knocked Out or Stunned, the Power keeps working. If this Limitation is taken, Knocking Out (-¼) or Stunning (-½) the character causes the Power to shut off instantly. This Limitation is not normally the same as the *Concentration* Limitation; a character may take both Limitations (unless the GM rules otherwise).

POWER FRAMEWORKS

Variable Power Pool: If a character has a Variable Power Pool of Mental Powers, he can switch the class of minds a power effects from power to power. For example, in one Phase he could create an Mental Blast 6d6 that works against the Human class of minds, and in the next Phase create an Mental Blast 6d6 against the Animal class of minds. If he doesn't specify a class of minds, a power works against his default class (typically Human).

COMPLICATIONS

Physical Complication: A character who can be affected as two or more classes of minds can take a Physical Complication to reflect that. The value of the Complication depends on which classes of minds he's affected as (and how many), the prevalence of Mental Powers in the campaign, and so forth. In most cases it's worth 5 Character Points (Infrequently, Barely Impairing).

Vulnerability: If a character is Vulnerable to a continuing-effect Mental Power, all Effect Rolls against him are multiplied by the Vulnerability multiplier before subtracting Mental Defense (if any) and comparing them to his EGO.

MOVEMENT POWERS

- **Extra-Dimensional Movement**
- **Faster-Than-Light (FTL) Travel**
- **Flight**
- **Leaping**
- **Running**
- **Swimming**
- **Swinging**
- **Teleportation**
- **Tunneling**

Movement Powers allow a character to move from place to place. Some are extensions of existing abilities, like Running or Swimming; others are completely new modes of movement, such as Teleportation or FTL Travel.

All characters begin the game with Running 12m, Swimming 4m, and a 4m forward Leap. Some campaigns impose Movement Maxima that increase the cost of buying these forms of movement above a certain velocity (see 6E1 50).

COMBAT AND NONCOMBAT MOVEMENT

The *HERO System* rules divide movement into two categories: Combat and Noncombat. A character using *Combat Movement* is dodging and looking out for targets and enemy attacks — he moves as fast as he can while still trying to find targets and to present a difficult target for his attackers. A character using Combat Movement retains his full OCV and DCV and can move at his normal movement rate.

A character using *Noncombat Movement* concentrates on moving swiftly, not on finding targets or dodging attacks. Accordingly, his Noncombat Movement rate is double his Combat Movement rate, but he's at ½ DCV and 0 OCV (and ½ DMCV and 0 OMCV, if appropriate). You can also determine a character's Noncombat Movement DCV from his velocity, though this takes more time (see 6E2 24). All characters can move double their Combat Movement rate with all of their Movement Powers for free; you can double the rate of Noncombat Movement in one movement mode for +5 Character Points. (This does not apply to Extra-Dimensional Movement, which has no "velocity," or FTL Travel, which has its own rule for increasing velocity; Leaping also has special rules for Noncombat Movement. Refer to the individual Power descriptions for further information.)

Example: *Golden Eagle wants to fly and run at incredible velocity. He purchases Running +28m (28 Character Points) and Flight 40m (40 Character Points), giving him a total of 40m in both types of movement. He can move double that rate, or 80m, when using Noncombat Movement with either type of movement. After gaining some Experience Points, Golden Eagle pays 10 Character Points for an additional x4 Noncombat Movement multiple for his Flight (making his Noncombat Movement total x8, since his original doubling is free). His Noncombat Movement with his Flight is now 320m (approximately 300 MPH since he has SPD 5); with Running it's still 80m. His Flight costs 5 END, regardless of whether he uses Combat or Noncombat Movement.*



A Half Move made with a Movement Power consists of any amount of movement up to half of a character's meters of movement. A character may not use part of this Half Move, perform an Action (even a Zero Phase Action or Action which takes no time), and then use the rest of his Half Move meters of movement as a single Half Phase Action. Characters may make Half Moves when moving at Noncombat velocity.

Example: *Cheshire Cat has Teleportation 40m, giving him a 20m Half Move. He wants to Teleport to a room 10m away, look around quickly (a Zero Phase Action), and then Teleport back to his starting location, for a total move of 20m (equivalent to his Half Move). However, since his Teleportation Half Move consists of any Teleportation* up to *20m, his first 10m Teleportation is a Half Move — if he wants to Teleport back to his starting location, that requires another Half Move* (i.e., *what he wants to do counts as a Full Move).*

Unless the GM rules otherwise, a character can make a Half Move with each of two different Movement Powers in a single Phase (thus using up his entire Phase), provided he's doing so to continue moving forward in two different media (such as Running on the ground up to the water's edge and then Swimming, or Leaping onto a wall and then Running up the wall using Clinging). However, he can't do this just to avoid or negate other rules for moving, including the rule below that typically requires a character to decelerate to 0m naturally rather than by switching the movement off. There has to be some common sense or dramatic sense reason for moving this way.

ACCELERATING AND DECELERATING

A character can accelerate or decelerate up to his full Combat Movement velocity each Phase. Adding or removing velocity is a Zero Phase Action, but characters can do it only once per Phase, unless the GM rules otherwise (as the GM typically does if the character simply wants to move to a location within his meters of movement — the character accelerates while moving there, then slows down and stops when he reaches his destination). Characters can Abort to decelerate if necessary. A character can add or subtract up to 5m velocity per meter he moves, up to his full Combat Movement velocity. Characters may increase their acceleration/deceleration by buying an Advantage (see below).

Example: *Golden Eagle pursues some bank robbers. He can accelerate up to his full Combat Movement in Flight (40m) in one Phase; however, it takes him 8m to get up to full speed (40m/5m acceleration per meter = 8m). If he flew at full velocity (320m), it would take him eight Phases and 1,120m of space to come to a complete stop.*

Later Golden Eagle fights Grond and tries a Move Through with his Flight. Grond is 4m away from him. Because he can only travel 4m, Golden Eagle can only accelerate to 20m. His Move Through damage derives from that velocity, not his full Combat Movement of 40m.

A character cannot instantly decelerate to 0m by turning off a Movement Power, or by switching to another slot in a Power Framework (if that's how he bought the Power). He may not deactivate the Movement Power until he decelerates to 0m normally or through some outside means (such as being hit with an attack that would stop him from moving), or the GM specifically allows him to.

MEGAACCELERATION

Characters often apply the *MegaScale* Advantage to Movement Powers to create extremely fast movement abilities. Whether he moves at ordinary or Mega velocity, a character accelerates at the rate of 5m per meter until he reaches his full velocity. In the case of MegaMovement, the velocity and the size of the meters over which he accelerates are both affected by the MegaScaling. Thus, a character with Flight 10m, Megamovement (1m = 2 km) can accelerate by adding up to 10m (20 km) of movement per every 2 km "meter" — which means he can go from 0 to 10 km in one Phase, over the space of 2 km. He decelerates the same way.

ENDURANCE

Unless noted otherwise in a Movement Power's description, all movement costs END at the rate of 1 END per 10 Active Points in the Movement Power, regardless of whether a character uses Combat or Noncombat Movement. (This includes movement the character receives for "free," such as the standard Running 12m.) If a character moves at Noncombat velocities, the END cost equals the END he uses to move at Combat velocities — a character with Flight 30m (30 Active Points) and a x8 Noncombat Movement multiple (total of Flight 240m) only spends 4 END per Phase. Gliding (a form of Flight) and FTL Travel don't cost END.

If a character uses less than his full meters of movement, typically he only pays END proportionately (for example, he pays half the power's full END cost when making a Half Move). However, if he's trying to attain full velocity for some reason (to improve Move Through damage, for example), he must pay END for the full number of meters "used," regardless of how many meters he actually moves.

If a character wants his Noncombat Movement to cost 0 END, he has to make his Combat Movement cost 0 END (or, with the GM's permission, buy Reduced Endurance as a naked Advantage with the Limitation *Only Applies To Noncombat Movement*). To make his Combat Movement cost 0 END, he has to apply Reduced Endurance to the full cost of his Movement Power, including any Adders he's purchased for it (such as Increased Noncombat Movement).

OTHER RULES

Characters with Movement Powers may carry a significant amount of weight without suffering any penalty to their movement... but if they carry too much, the weight slows them down. See *Encumbrance* on 6E2 45 for details.

If characters with unusual Movement Powers (such as Flight or Teleportation) are knocked to the ground, they cannot use those Powers to stand up as a Zero Phase Action unless they have paid for the *Position Shift* Adder (see below).

Movement Powers are Inobvious most of the time, but when they're in use it becomes Obvious that the character is moving somehow, and thus usually Obvious what sort of Movement Power he's using. See 6E1 126 for more information.

For more information on movement, including Turn Modes, see 6E2 24.

POWERS

Adjustment Powers: If a Movement Power is reduced to zero meters of movement by a Drain or similar Adjustment Power, the character is unable to use that mode of movement (not even at Noncombat speeds) until he gets at least 1m of movement back. If less than a character's full meters of Combat Movement are removed, then his Noncombat Movement is restricted to multiples of however many meters of Combat Movement he has left.

ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Running, Swimming, or Leaping — Movement Powers he receives some meters of for free. If he wants that Advantage to also affect the meters of movement he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Running +6m and wants all of his Running to be 0 END, he applies the +½ Advantage to 18 points (18m x 1 point each), even though he's only actually paying 6 points for Running (thus yielding a total cost to the character of [(18 x (1 + ½)) - 12 =] 15 points).

Improved Noncombat Movement: For every +5 Character Points, a character's rate of Noncombat Movement with a single mode of movement doubles. Characters can buy this Adder multiple times. If Movement Maxima rules apply in the campaign, they have no effect on the purchase of Improved Noncombat Movement.

Position Shift: Characters with unusual Movement Powers (such as Flight or Teleportation) can use those powers to get to their feet as a Zero Phase Action after being knocked down, and without moving any distance, if they buy this +5 Character Point Adder. See also 6E1 302 regarding Teleportation.

Autofire: Autofire has no effect when applied to Movement Powers unless they're bought *Usable As Attack,* and then can only be used to hit multiple targets.

Improved Acceleration/Deceleration (varies): Normally a character can only accelerate up to his full Combat Movement velocity per Phase, and only at the rate of 5m per meter moved. For a +¼ Advantage, *Rapid Noncombat Movement,* a character can attain full Noncombat Movement velocity in a number of Phases equal to the number of doublings of his Noncombat Movement rate. For example, if a character has a x16 Noncombat Movement rate (four doublings), he can reach full Noncombat Movement velocity in four Phases. A character must always make Full Moves while using Rapid Noncombat Movement to attain full velocity.

A character using Rapid Noncombat Movement thus moves a number of meters per Phase equal to his Noncombat Movement divided by his number of Noncombat doublings. For example, a character with Flight 20m, x64 Noncombat Multiple (1,280m Noncombat, six doublings) accelerates at the rate of 213m per Phase (1,280m"/6), with the usual Noncombat Movement penalties (½ DCV, 0 OCV). He moves 213m in his first Phase of acceleration, 416m in his second Phase of acceleration, and so forth until he's at his full velocity of 1,280m. However, he still cannot accelerate/decelerate at a rate greater than 5m per meter moved.

For a +¼ Advantage, *Combat Acceleration/Deceleration,* a character may accelerate or decelerate at a rate equal to his full meters of Combat Movement per meter (instead of the standard 5m/meter), but still cannot accelerate to more than his full meters of Combat Movement in a Phase.

For a +1 Advantage, *Noncombat Acceleration/Deceleration,* a character may accelerate or decelerate at a rate equal to his full meters of Noncombat Movement per meter (and thus can reach his full Noncombat velocity in one Full Phase and one meter of space).

Any form of this Advantage applies to both acceleration and deceleration. Characters don't have to buy it twice to be able to apply it to either action. Characters may buy it for MegaScaled forms of movement.

Invisible Power Effects: Characters should not normally purchase IPE for the Sight Group for Movement Powers, since the fact that a character has moved from one point to another by some means is Obvious and can't be concealed this way. However, a character could purchase it to, for example, make a Movement Power silent (Invisible to the Hearing Group).

MEGAMOVEMENT POWERS

By applying the *MegaScale* Advantage (6E1 340) to Movement Powers, you can give a character the ability to move at incredibly fast speeds. Assuming a character with 20m movement, SPD 5, and a speed of sound equal to 750 miles per hour, even a single level of MegaMovement allows speeds of over 9,300 miles (15,000 km) per hour — up to Mach 12. Even at its lowest effect, two levels of MegaMovement allow a character to move at up to about Mach 25.

To determine a character's Velocity-Based DCV when using MegaMovement, use the accompanying table.

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MEGAMOVEMENT VELOCITY-BASED DCV

Levels Of Megamovement	Velocity-Based DCV
1	19
2	39
Each level thereafter	+20 DCV

No Gravity Penalty (+½): As discussed on 6E2 25, characters moving against the force of gravity — flying or leaping straight up, running up a steep incline — move at only half speed, requiring 2m of movement to move 1m upward. A Movement Power with this +½ Advantage doesn't suffer that restriction — a character using it moves at his standard rate of movement even when moving against gravity (1m upward per 1m of movement used). This doesn't affect the bonus to movement a character receives from moving with the force of gravity (such as diving with Flight, or running down a steep hill); he still gets that bonus even for movement that has No Gravity Penalty. (At the GM's option, if the character gets neither the gravity penalty nor bonus, the Advantage's value might be reduced to +¼.)

No Turn Mode (+¼): ⚠ Normally, many modes of movement (including all forms of vehicular movement) have a Turn Mode (see 6E2 28). A character with this +¼ Advantage on a Movement Power does not have a Turn Mode with that Power; he can turn and maneuver freely. This Advantage is most appropriate for certain types of Vehicles; the GM should monitor and regulate its use carefully, particularly when characters buy it for innate forms of movement that require Turn Modes, such as Flight.



Usable [As Second Mode Of Movement] (+¼): A character can use this Advantage, which requires the GM's permission, to make his main Movement Power function as a second mode of movement. Examples include: Flight that's usable underwater as if it were Swimming; and ice slides defined as both Running and Gliding Flight (so the character can create one when he's falling and "skate" to the ground safely). When used as the second mode of movement, the power is subject to all rules governing that Movement Power, instead of the rules for the primary Movement Power. For example, Running usable as Gliding Flight has a Turn Mode when the character Glides, even though Running itself doesn't have a Turn Mode.

To use this Advantage, a character must apply it to the more expensive of the Movement Powers he wants to use. He can't buy the cheaper one and then use the Advantage to make it function like the more expensive one. For example, he can't buy Swimming (which costs 1 Character Point per 2m) and then use the Advantage to make it function like Flight (which costs 1 Character Point per 1m) — he has to buy Flight and make it function like Swimming. The character has the same number of meters in the secondary mode of movement as he does with the primary mode of movement, regardless of their relative Character Point costs, whether one adds to the character's base movement and the other doesn't, or the like. (In the case of Movement Powers not measured in meters, such as FTL Travel, use the Character Points spent on the base primary Movement Power to determine the speed or effect in the secondary mode of movement.) Changing from one mode of movement to another is a Zero Phase Action, but a character can only do so once per Phase.

The GM can forbid any particular use of this Advantage that seems unbalancing or inappropriate. The GM can also allow a character to buy this Advantage multiple times for the same Movement Power, allowing it to function as three, four, or more modes of movement.

Usable On Others: A Movement Power bought Usable As Attack can only use the Power's Combat Movement meters.

LIMITATIONS

Concentration: If a character has a Movement Power with Concentration, he's restricted to moving only 2m, as normal for that Limitation. Thus it's not a good Limitation to take on a Movement Power unless the GM's willing to alter the rules slightly.

Instant: Characters cannot apply this Limitation to Movement Powers unless the GM specifically permits them to.

Decreased Acceleration/Deceleration (-¼, -½): Some movement abilities don't provide a character with as good performance, or as precise control, as regular movement powers. You can represent this with the Limitation *Decreased Acceleration/Deceleration.* For a -¼ Limitation, the character's ability

to accelerate and decelerate is reduced to 4m or 3m; for a -½ Limitation, it's reduced to 2m or 1m. The Limitation applies to both acceleration and deceleration; characters cannot apply it to only one of them without the GM's permission.

The GM shouldn't allow characters to take this Limitation unless it will, in fact, significantly restrict them. In many campaigns acceleration and deceleration issues don't arise frequently enough to merit more than a -0 value for Decreaased Acceleration/Deceleration. Alternately, for characters with multiple modes of movement, the GM may prefer that they take a Physical Complication to represent slower acceleration/deceleration, if appropriate.

Leaves A Trail (-0, -¼): Ordinarily, a Movement Power that leaves a trail (a glowing path of energy in the air or burn marks on the ground, for example) receives at most a -0 Limitation for this, since it tends to be as helpful as it is harmful — enemies can follow the character, but so can his friends. If for some reason the GM believes that leaving a trail is particularly harmful to a character (for example, it lingers a long time or is easily detectable only by the hero's arch-nemesis), then he might allow a -¼ Limitation.

Linked: If a character Links a Power to a Movement Power, he can define that Power as appearing, manifesting, or taking effect as he starts moving, when he ends moving, or at any other position along his path of movement that the GM allows. However, he must decide on the "appearance point" when he buys the power, and cannot change it thereafter.

If a character Links a power to a Movement Power (for example to leave a trail of fire behind him as he moves), the two powers activate simultaneously, just like any two Linked powers. The character can make up to a Full Move and still use a Linked attack at the same time, but if he only makes a Half Move that still ends his Phase because the attack is then considered to use his remaining Half Phase Action. The Linked power can only be used proportionately to the number of meters of movement actually moved in comparison to his maximum meters (if he uses Combat Movement, compare to his full Combat Movement; if he uses Noncombat Movement, compare to his full Noncombat Movement). Thus, if the character only makes a Half Move, pursuant to the standard proportionality rules governing Linked (6E1 385) he can only use the Lined attack at half effect. Acceleration and velocity don't factor into the situation, just the number of actual meters moved.

No Noncombat Movement (-¼): Movement Powers with this Limitation cannot attain Noncombat Movement velocity.

Turn Mode (-¼): Movement Powers which naturally lack a Turn Mode (such as Running) have a Turn Mode (see 6E2 28) if they take this Limitation.

SENSE-AFFECTING POWERS

- **Darkness**
- **Flash**
- **Images**
- **Invisibility**

Sense-Affecting Powers are Powers that work by limiting, hindering, or altering a target's Senses. At their base level, Sense-Affecting Powers affect all Senses in a single Sense Group.

Sense-Affecting Powers that affect a Sense Group typically containing Targeting Senses (*e.g.,* the Sight Group) cost more than those which affect Sense Groups that typically contain only Nontargeting Senses (*e.g.,* the Hearing Group). Even if a character has bought the *Targeting* Sense Modifier for, say, his Hearing Sense Group, that doesn't change the cost of Sense-Affecting Powers used against him. The GM determines which Sense Groups typically contain Targeting Senses in his campaign — for example, in a campaign where characters hunt aliens who detect prey by scent, the Smell/Taste Group typically contains Targeting Senses.

The GM must determine which Sense Groups fit this guideline. The Sight Group almost always qualifies for the higher cost, since characters most often use the Sight Group Senses to target attacks. The Hearing, Mental, and Radio Groups usually qualify for the lower cost, even though each contains one Sense which is a Targeting Sense, because those Targeting Senses are typically rare. The Smell/Taste Group and Touch Groups almost always qualify for the lower cost.

When a character buys a Sense-Affecting Power to affect more than one Sense Group, he must pay for the most expensive Sense Group first, then use the "Extra Senses" cost to buy the others. For example, Invisibility to the Sight and Hearing Groups costs 25 Character Points (base of 20, +5 for the extra Nontargeting Sense Group), not 20 points.

At the GM's option, a character can buy a Sense-Affecting Power to affect all versions of a specific Sense, regardless of what Sense Group it belongs to. For example, a Heat Blast might Flash all types of Infrared Perception, regardless of whether the Infrared Perception is assigned to the Sight Group, Touch Group, or some other group. The character pays for such a power as if the power affected a Targeting Sense Group.

Sometimes a character wants to buy a Sense-Affecting Power to affect one specific Unusual Sense. Unless some more specific rule states otherwise, the cost for a Sense-Affecting Power bought to affect a single Sense that belongs to the Unusual Sense Group and is not defined as belonging to some other Sense Group (such as most instances of Danger Sense and Combat Sense) uses the cost for a "Targeting Sense Group."

Some Senses can transmit or broadcast as well as receive sensory input (in game terms, they have the *Transmit* Sense Modifier, 6E1 215). A Flashed Sense can still transmit. A Sense blocked by Darkness cannot transmit. An Image does not prevent transmission, but the GM may, based on the situation and special effects, impose a penalty on the PER Roll to receive the transmission.

Refer to *Senses In The HERO System* on 6E2 7 for more information on Senses.

ADVANTAGES

Autofire: Sense-Affecting Powers that are also Attack Powers require the +1 additional Advantage for Autofire (see 6E1 327).

Invisible Power Effects: The Source, Path, Special Effect, and/or Intensity of Sense-Affecting Powers are usually Invisible (even if the Power also belongs to a perceivable category, such as Attack Powers). Otherwise, Sense-Affecting Powers would be useless. However, the Target Effect is Obvious, since if it's not the Power can't affect the target. (Invisibility is a special case; see 6E1 239.) Thus, there's usually no reason to purchase Invisible Power Effects for them, but the GM may allow it if desired. For example, a character might want to create an Invisible Darkness field which would still interfere with Sight of those inside it (and those trying to look into or "through" it), but whose Source and/or special effects could not be perceivable. A character could also make a Sense-Affecting Power Invisible to a Sense it doesn't affect.

LIMITATIONS

Limited Effect (-¼): A Sense-Affecting Power with this Limitation only affects one or two Senses in a Sense Group, rather than the entire Sense Group. For example, a Heat Blast might only Flash a character's Infrared Perception, but not any of his other Sight Group Senses. The character could buy the Flash with a -¼ Limitation.

SENSORY POWERS

- **Clairsentience**
- **Enhanced Senses**
- **Mind Scan**

Sensory Powers heighten or improve a character's Senses, or provide him with Senses most characters lack.

In addition to the three listed Powers, a few other Powers, such as Telepathy and Mind Link, have some Sense-like properties. Refer to *Senses In The HERO System* on 6E2 7 for more information.

LIMITATIONS

Affected As Another Sense *or* More Than One Sense (-0, -¼, -½): When subject to Sense-Affecting Powers, some Senses are affected not as their usual Sense Group, but as some other Group. For example, a closed radio link defined as a Mind Link isn't affected as the Mental Sense Group — it's not really a "mental" power, after all — but as the Radio Sense Group. In most cases, this sort of "switch" is a -0 Limitation; in some circumstances (such as when a very common Sense, *i.e.* Sight, is substituted for a very uncommon Sense), it might constitute a -¼ Limitation.

Some Senses are affected by Sense-Affecting Powers as if they are more than one Sense. For example, the radar screen on a battleship requires both Radar (which is built into the device) and Normal Sight (used to read the screen); a high-tech communications unit in a soldier's helmet requires both HRRP and the soldier's Normal Hearing and Normal Sight (to hear and see the audio and video transmissions he receives). This amounts to a Limitation on the Power (in these examples, Radar and HRRP). If the additional Sense through which the Power can be affected is very common (for example, Sight), the Limitation is -½; if it's uncommon (*i.e.*, any other Sense), the Limitation is -¼.

SIZE POWERS

- **Growth**
- **Shrinking**

Size Powers enable a character to change his size. Growth allows a character to become taller than normal; Shrinking allows him to become smaller than normal.

Size Powers are only appropriate for characters who can *alter their size.* Characters who are always very tall or very small should not buy these Powers; instead, they should buy various abilities (such as high STR or an increased DCV) to reflect the benefits of being permanently larger or smaller than human normal, and a Physical Complication to reflect the drawbacks. See *Large And Small Characters,* 6E1 442, for information on the abilities appropriate to characters of various sizes.

A character's size affects the ability of other characters to perceive him: Grown characters are easier to perceive (+2 to PER Rolls to perceive them for every x2 height); Shrunken characters are harder to perceive (-2 to PER Rolls to perceive them for every x½ height).

Size also affects the ability of other characters to hit the character: Grown characters are easier to hit (the attacker receives a +2 OCV bonus to hit them for every x2 height); Shrunken characters are harder to hit (+2 DCV for every x½ height). For ease of game play, these modifiers apply regardless of relative size; for example, the DCV bonus for a character one foot tall is the same regardless of whether he's being attacked by someone who's human sized, an inch tall, or any other size.

SPECIAL POWERS

- **Duplication**
- **Endurance Reserve**
- **Enhanced Senses**
- **Extra Limbs**
- **Flash Defense**
- **Knockback Resistance**
- **Luck**
- **Mental Defense**
- **Power Defense**
- **Regeneration**
- **Skills**

Characters can buy Special Powers with all standard Power Modifiers (unless otherwise noted). However, they ordinarily cannot buy them in Power Frameworks without the GM's permission. This helps preserve campaign balance and prevents unreasonable use of these Powers.

Example: *Technon is a gadgeteering superhero with a Gadget Variable Power Pool. He wants to build a set of tinted goggles that provide him with 5 points of Sight Group Flash Defense. The GM decides this is reasonable and grants permission.*

Later, Technon decides two of him would be better than one, so he wants to build a Metaphysical Essence Splitter to divide himself into two people (bought as Duplication). The GM thinks this could potentially unbalance the campaign and denies permission.

Most Special Powers do not cost END to use, and are assumed to function at all times unless the character expressly chooses to turn them "off." They function normally when the character has been Knocked Out. This means it's often not immediately apparent the character has the Special Power (although certain Powers like Duplication are Obvious once the character turns them on).

STANDARD POWERS

- **Barrier**
- **Blast**
- **Characteristics**
- **Clairsentience**
- **Clinging**
- **Change Environment**
- **Damage Negation**
- **Damage Reduction**
- **Darkness**
- **Deflection**
- **Density Increase**
- **Desolidification**
- **Dispel**
- **Entangle**
- **Flash**
- **Hand-to-Hand Attack (HA)**
- **Images**
- **Invisibility**
- **Killing Attack**
- **Life Support (LS)**
- **Multiform**
- **Reflection**
- **Resistant Protection**
- **Shape Shift**
- **Stretching**
- **Summon**
- **Telekinesis**
- **Transform**

This category is the catch-all for any Power that's not an Adjustment, Mental, Movement, Size, or Special Power. Each Power's description mentions any special rules.



THE POWERS TABLE

Power Name	Power Type	Duration	Target	Range	END
Absorption ⚠	Adjustment	Constant	Self Only	Self	N
Aid	Adjustment	Instant	Target's DCV	No	Y
Barrier	Standard/Defense	Instant	Area	Yes/x10m	Y
Blast	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Cannot Be Stunned ⚠	Special/Automaton	Persistent	Self Only	Self	N
Change Environment	Standard/Attack	Constant	Target's DCV	Yes/x10m	Y
Characteristics	Standard	Persistent	Self Only	Self	Varies
Clairsentience STOP	Standard/Sensory	Constant	Area	Yes/x10m	Y
Clinging	Standard	Constant	Self Only	Self	N
Damage Negation ⚠	Standard/Defense	Persistent	Self Only	Self	N
Damage Reduction ⚠	Standard/Defense	Persistent	Self Only	Self	N
Darkness	Standard/Attack/Sense-Affecting	Constant	Area	Yes/x10m	Y
Deflection ⚠	Standard/Defense	Instant	Target's OCV	Yes/x10m	Y
Density Increase	Standard/Body	Constant	Self Only	Self	Y
Desolidification STOP	Standard/Body	Constant	Self Only	Self	Y
Dispel	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Does Not Bleed ⚠	Special/Automaton	Persistent	Self Only	Self	N
Drain	Adjustment/Attack	Instant	Target's DCV	Yes/x10m	Y
Duplication ⚠	Special/Body	Persistent	Self Only	Self	N
Endurance Reserve	Special	Persistent	Self Only	Self	N
Enhanced Senses	Special/Sensory	Persistent	Self Only	Self	N
Entangle	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Extra-Dimensional Movement STOP	Movement	Instant	Self Only	Self	Y
Extra Limbs	Special/Body	Persistent	Self Only	Self	N
Faster-Than-Light (FTL) Travel STOP	Movement	Constant	Self Only	Self	N
Flash	Standard/Attack/Sense-Affecting	Instant	Target's DCV	Yes/x10m	Y
Flash Defense	Special/Defense	Persistent	Self Only	Self	N
Flight	Movement	Constant	Self Only	Self	Y
Growth	Size/Body	Constant	Self Only	Self	Y
Hand-to-Hand Attack (HA)	Standard/Attack	Instant	Target's DCV	No	Y
Healing	Adjustment	Instant	Target's DCV	No	Y
Images	Standard/Attack/Sense-Affecting	Constant	Area	Yes/x10m	Y
Invisibility	Standard/Sense-Affecting	Constant	Self Only	Self	Y
Killing Attack	Standard/Attack	Instant	Target's DCV	Varies	Y
Knockback Resistance	Special/Defense	Persistent	Self Only	Self	N
Leaping	Movement	Constant	Self Only	Self	Y
Life Support	Standard	Persistent	Self Only	Self	N
Luck	Special	Persistent	Self Only	Self	N
Mental Blast	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y
Mental Defense	Special/Defense	Persistent	Self Only	Self	N
Mental Illusions	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y
Mind Control	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y
Mind Link	Mental	Persistent	Target's DMCV	Yes/LOS	N
Mind Scan	Mental/Sensory	Constant	Target's DMCV	Yes	Y

THE POWERS TABLE (CONTINUED)

Power Name	Power Type	Duration	Target	Range	END
Multiform	Standard/Body	Persistent	Self Only	Self	N
No Hit Locations ⚠	Special/Automaton	Persistent	Self Only	Self	N
Power Defense	Special/Defense	Persistent	Self Only	Self	N
Reflection ⚠	Standard/Attack	Instant	Target's DCV	Self	Y
Regeneration ⚠	Special	Persistent	Self Only	Self	N
Resistant Protection	Standard/Defense	Persistent	Self Only	Self	N
Running	Movement	Constant	Self Only	Self	Y
Shape Shift	Standard/Body	Constant	Self Only	Self	Y
Shrinking	Size/Body	Constant	Self Only	Self	Y
Skills	Special	Constant	Self Only	Self	N
Stretching	Standard/Body	Constant	Self Only	Self	Y
Summon STOP	Standard	Instant	N/A	No	Y
Swimming	Movement	Constant	Self Only	Self	Y
Swinging	Movement	Constant	Self Only	Self	Y
Takes No STUN ⚠	Special/Automaton	Persistent	Self Only	Self	N
Telekinesis	Standard/Attack	Constant	Target's DCV	Yes/x10m	Y
Telepathy	Mental	Instant	Target's DMCV	Yes/LOS	Y
Teleportation	Movement	Instant	Self Only	Self	Y
Transform STOP	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Tunneling	Movement	Constant	Self Only	Self	Y

POWERS SUMMARY TABLE

Power Name	Description
Absorption ⚠	Character can absorb power from attacks to improve himself temporarily
Aid	Temporarily increases the power of a Characteristic or Power
Barrier	Character can create a wall to protect himself or divide an area
Blast	Character can make a Normal Damage attack at Range
Cannot Be Stunned ⚠	Automaton cannot be Stunned regardless of how much STUN damage it takes
Change Environment	Hinders, harms, or inconveniences a target, or alters the environmental conditions in an area
Characteristics	Allows character to buy Characteristics with Advantages or Limitations
Clairsentience STOP	Character can perceive at a distance despite obstacles, corners, and the like
Clinging	Character can walk on walls and similar surfaces
Damage Negation ⚠	Reduces the damage the character suffers by -1 DC or more
Damage Reduction ⚠	Reduces the damage the character suffers by a percentage
Darkness	Creates an area that blocks Sight (or some other sense)
Deflection	Character can Block a Ranged attack at Range
Density Increase	Makes character denser, stronger, and harder to hurt or move
Desolidification STOP	Character can become intangible, walk through walls, and ignore most attacks
Dispel	Turns off another character's Power
Does Not Bleed ⚠	Automaton doesn't lose additional BODY when at 0 BODY or below
Drain	Temporarily decreases the power of a Characteristic or Power
Duplication ⚠	Character can create one or more duplicates of himself
Endurance Reserve	Character creates a separate pool of END to power his abilities

POWERS SUMMARY TABLE (CONTINUED)

Power Name	Description
Enhanced Senses	Improves the character's normal senses, or gives him unusual new senses
Entangle	Restrains, immobilizes, or paralyzes another character
Extra-Dimensional Movement STOP	Allows character to travel to another dimension or through time
Extra Limbs	Character has one or more additional limbs
Faster-Than-Light (FTL) Travel STOP	Character can move faster than light in outer space
Flash	Temporarily blinds a character's Sight (or some other sense)
Flash Defense	Protects one of a character's senses from Flashes
Flight	Character can fly
Growth	Makes character taller, stronger, and tougher
Hand-to-Hand Attack (HA)	Improves the character's ability to do Normal Damage in HTH Combat
Healing	Heals injuries
Images	Character can create an image perceivable by other characters
Invisibility	Renders character imperceptible by Sight (or some other sense)
Killing Attack	Character can make a Killing Damage attack in HTH or Ranged Combat
Knockback Resistance	Makes a character take less Knockback from attacks
Leaping	Character can leap further than normal
Life Support	Protects character from environmental dangers, such as lack of oxygen
Luck	Character is exceptionally lucky
Mental Blast	Character can make a mental attack at Range to inflict STUN damage
Mental Defense	Protects a character from the effects of Mental Powers
Mental Illusions	Character creates an illusion in a target's mind only the target can perceive
Mind Control	Character can take control of another character's mind
Mind Link	Establishes mental communication between two or more characters
Mind Scan	Character can mentally search for another character's mind
Multiform	Character can change shape or form
No Hit Locations ⚠	Automaton takes the same damage regardless of which part of the body it's hit in
Power Defense	Protects a character from Drain, Transform, and similar attacks
Reflection ⚠	Character can reflect a Ranged attack made against him at another character
Regeneration ⚠	Allows a character to heal BODY damage rapidly
Resistant Protection	Provides points of Resistant Defense
Running	Character can run faster than normal
Shape Shift	Character can change shape or form based on Sense Groups
Shrinking	Makes character smaller, and thus harder to see and hit
Skills	Allows character to buy Skills with Advantages or Limitations
Stretching	Character can elongate his body and make HTH attacks at "range"
Summon STOP	Character can conjure or create another being
Swimming	Character can swim faster than normal
Swinging	Character can swing great distances on a line
Takes No STUN ⚠	Automaton doesn't take STUN damage, only BODY damage
Telekinesis	Character can move or affect objects at range, without touching them
Telepathy	Character can read other characters' minds and communicate mentally
Teleportation	Character can move without crossing the intervening physical space
Transform STOP	Character can impose a lasting change on a person or object
Tunneling	Character can move by making a tunnel in the ground

POWER DESCRIPTIONS

ABSORPTION

Type: Adjustment Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every 1 BODY of Absorption, double the maximum effect for a +¼ Advantage

A character with Absorption may Absorb the BODY damage of an attack and add that energy, as Character Points, to one or more of his Characteristics or Powers. Some examples of Absorption include a character whose STR increases when he's struck with physical blows or an alien who feeds off energy (gaining increased BODY from energy attacks and phenomena).

BUYING ABSORPTION

Each point of BODY that a character can Absorb per Segment costs 1 Character Point. The maximum he can Absorb is two times the BODY he purchased; he can double this maximum for each +¼ Advantage *Increased Maximum.* (See *Maximum Effect,* below.)

When a character purchases Absorption, he specifies whether it works versus energy or physical attacks and where the Absorbed Character Points go. As usual with Adjustment Powers, he can define his Absorption as giving all of its points to one game element (such as Absorption to STR) or he can specify a ratio (for example, half the points go to END, half to STR); see 6E1 137 for more information. Absorption does not cost END to use.

If a character has two forms of Absorption that apply to a particular attack, he must choose one. He cannot Absorb points from a single effect with two different Absorption powers simultaneously.



POWER EXAMPLES:

ABSORPTION

Strength Of My Enemies: Absorption 20 BODY (Physical, half to STR, half to PD), Delayed Return Rate (points fade at the rate of 5 per Minute, +1) (40 Active Points); Only Works Against HTH Combat Attacks (-¼). Total cost: 32 points.

Warrior's Shield Spell: Absorption 10 BODY (Physical, to STR), Usable By Other (+¼) (12 Active Points); Only Works Against HTH Weapon Attacks (-½), Costs END (-½), Gestures (-¼), Incantations (-¼). Total cost: 5 points.

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USING ABSORPTION

To use Absorption, a character must be hit by, or otherwise affected by, the type of phenomena he can Absorb (physical or energy). He doesn't necessarily have to take damage from it, but he has to be hit/affected by it. If he Blocks, Dodges, Deflects, Reflects, or otherwise avoids an attack, he cannot Absorb from it.

When that happens, the amount of BODY the character purchased is how much BODY he can Absorb from incoming attacks that Segment. Each BODY Absorbed becomes 1 Character Point that goes where the character specified. (See below regarding fade rate and maximum effect.)

If enhancing a power by Absorption increases the power's END cost, the character using the power must pay the additional END. If a character uses Absorption to increase an expendable ability (such as STUN or END), any lost or used points come out of the boosted points first (see *Increasing Expendable Abilities,* 6E1 135).

Absorption only works against attacks or forces that cause BODY damage (this includes Normal Damage, Killing Damage, AVADs and other attacks with the *Does BODY* Advantage, and so forth). Unless the GM rules otherwise, a character cannot use his own attacks on himself to Absorb from them. The GM may also want to regulate whether a character's friends can use their attacks on him so he can Absorb from him; that's not really the intent of the Power in most cases.

FADE RATE

The points gained from Absorption fade at the rate of 5 Active Points per Turn. The character can extend the fade period (*i.e.,* move it down the Time Chart) with the *Delayed Return Rate* Advantage (6E1 142). See 6E1 139 for more information.

MAXIMUM EFFECT

As discussed above, Absorption has a maximum possible effect — two times the amount of BODY the character purchased (or more, if he also paid for the *Increased Maximum* Advantage). Once a character reaches his maximum Absorption amount, he can use his Absorption again when at least some of the points he Absorbed have faded, but still only up to the maximum. For example, if a character has Absorption 6 BODY, he can Absorb a maximum of 12 BODY worth of effect. If he Absorbs the full 12, he can't Absorb any more until some of those points fade. After a Turn, 5 points fade. He can now Absorb again, but only 5 points — up to his defined maximum of 12.

Example: *Gigawatt buys Absorption 12 BODY, which costs him 12 points. At most, he can Absorb 24 BODY worth of energy (2 x 12). He specifies that his Absorption works versus energy attacks and that the points gained go to his Blast. Not wanting to lose 5 Character Points every Turn, Gigawatt moves the return rate down two levels on the Time Chart, for a +1¼ Advantage. The total cost of his power is 12 x (1 + 1¼) = 27 Character Points, and the Absorbed points fade at the rate of 5 Character Points per 5 Minutes.*

Howler hits Gigawatt with an Energy attack, doing 30 STUN and 10 BODY. Gigawatt can Absorb 12 BODY worth of Energy that Segment, so he Absorbs 10 Character Points from the attack, and could Absorb 2 more if he's hit by another attack before the next Segment. The 10 Character Points become 10 points in Blast, which add 2d6 to Gigawatt's Blast. Gigawatt then applies the full damage from Howler's attack against his defenses. He loses 5 points of Blast every 5 Minutes until he returns to normal.

ABSORPTION AND DAMAGE

If a character has Absorption that goes to a Characteristic that can be reduced by attacks (typically, STUN or BODY), and he's hit with an attack he can Absorb which damages that Characteristic, apply the damage that gets through his defenses (if any) first. Then apply the effects of Absorption.

If a character's Absorption feeds his PD or ED (or a Defense Power), the increase obtained from Absorption applies against attacks suffered later in that same Segment. It does not apply against the attack he Absorbed from to increase the defense. The same applies to Absorption that increases CON or BODY (for purposes of determining whether later attacks in the same Segment Stun or kill the character).

Physical Absorption works on the damage a character suffers when he performs a Move By/Through on another character.

ABSORPTION AS HEALING

Characters can use Absorption as a form of "healing" by having it feed the Absorbed points into BODY and/or STUN. As noted above the damage from the attack applies first to reduce those Characteristics, then Absorption applies to raise them again. The points of BODY and STUN gained this way fade at the standard rate for the power, but can still in effect serve as short-term "healing" by temporarily counteracting injuries.

ABSORPTION AS A DEFENSE

Absorption offers no defense against an attack — just because a character uses the energy or force of an attack to improve his Characteristics and/or Powers temporarily doesn't mean the energy or force doesn't also hurt him (or Knock him Back). The attack applies normally against the character's defenses after he calculates his Absorption (if the Absorption increases any defense applicable to the attack, only the pre-Absorption amount of defense protects him against that attack).

At the GM's option, Absorption *does* function as a defense if the character buys the Advantage *Defensive Absorption.* For a +½ Advantage the BODY of Absorption counts as Normal PD (if Physical attacks are Absorbed) or Normal ED (if Energy attacks are Absorbed). For a +1 Advantage the defense is Resistant instead. Each BODY of Absorption purchased counts as 1 point of PD or ED.

ADVANTAGES AND ADDERS

Area Of Effect: Area Of Effect makes a character's Absorption work against any attack made within the area covered, whether the attack is against him or not. It does not work against phenomena that are not attacks, such as running water or electrical lines, or against attacks that are Blocked, Dodged, Deflected, Reflected, or the like by their intended target or someone else. Area Of Effect Absorption is still restricted to Absorbing the maximum amount the character can Absorb, even if he has multiple sources to Absorb from.

Varying Effect (+¾): A character can switch Absorption with this Advantage from Phase to Phase to work against either Physical or Energy attacks. Thus, in one Phase, the character could Absorb from Physical attacks; in the next Phase, he might decide to Absorb Energy attacks instead (to Absorb from both Physical and Energy attacks at once, the character must buy Absorption twice). This does not change where the Absorbed points go (that remains as defined when the character bought the power) or the maximum amount the character can Absorb. Switching effects is a Zero Phase Action (though it can only be done once per Segment) and does not cause previously Absorbed points to fade.

If Absorption with Varying Effect is also Defensive Absorption, the defense provided switches with the type of phenomenon affected: PD when the character can Absorb physical; ED when the character can Absorb energy.

LIMITATIONS

Limited Phenomenon (-¼ or more): Absorption with this Limitation only works against certain types of Physical or Energy phenomena. If the Absorption only works against a Rare attack (Life Force Energy, Dimensional Manipulation attacks), the Limitation's worth -1; an Uncommon attack (Sonic, Telekinetic, poisons), -¾; a Common attack (Electricity, Fire, Magic), -½; and a Very Common attack (Blasts, Killing Attacks, energy, punches), -¼. (Note: the given examples apply to most campaigns, but the GM is the final arbiter on how common an attack is in his campaign; for example, in many Fantasy campaigns Magic is a Very Common form of attack.)

AID

Type: Adjustment Power
Duration: Instant
Target: Target's DCV
Range: No Range
Costs END: Yes
Cost: 6 Character Points for every 1d6 of Aid

A character with Aid may increase one or more of his or someone else's Characteristics or Powers. Some examples of Aid include a character who acts as a "living battery" to boost others' STR and END, or an enchanted item that increases a wizard's magical powers. A character must define what Characteristic(s) and/or Power(s) his Aid can increase when he buys it (though the *Variable Effect* Advantage, 6E1 142, can change this). Each 1d6 of Aid costs 6 Character Points. Aid costs END to use.

USING AID

To use Aid, the character must first succeed with an Attack Roll. (If the target's willing to be affected by the Aid, including when the character uses his Aid on himself, the Attack Roll succeeds automatically, but the character still has to use an Attack Action.) The character then rolls the dice and counts the total, which represents the Character Points added by the Aid. The Character Points rolled apply directly to the Active Points of the Characteristic or Power being Aided. The maximum effect of the Aid, which can be achieved in one or more rolls, is the maximum that could be rolled on the dice (for example, 30 Character Points for an Aid 5d6.)

Aid cannot give a character Characteristics, Powers, or Advantages he doesn't already have (to do that, buy Transform or a Power *Usable On Others*). It only increases or improves Characteristics or Powers a character already has.

If Aiding a Power increases its END cost, the character using the Aided Power must pay the additional END. If a character uses Aid to increase an expendable ability (such as STUN or END), any lost or used points come out of the boosted points first (see *Increasing Expendable Abilities,* 6E1 135).

Example: *Gigawatt has an Aid 4d6 (half to STUN, half to END). Before going into combat, he uses it on himself, gaining 10 STUN and 20 END. During the combat, Gigawatt uses 15 END and takes 8 STUN worth of damage. When the Aided Characteristics fade back down to their normal levels, Gigawatt doesn't subtract any STUN or END from his normal starting totals — it all comes out of the enhancement he got from his Aid.*

POWER EXAMPLES: AID

Tipsy Giant Potion: Aid STR 6d6 (36 Active Points); OAF Fragile (potion, -1¼), Only Works On Characters Who Are Drunk (-1), 4 Charges (-1). Total cost: 8 points.

Spell Of The Hungry Flames: Boost Fire 6d6, Expanded Effect (eight powers [all powers] at once; +4½) (180 Active Points); OAF Expendable (piece of flint; -1¼), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 51 points.

Fast Time: Aid SPD 5d6, Ranged (+½). Total cost: 45 points.

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Cerebral Enhancer: Aid INT 3d6, Delayed Return Rate (points fade at the rate of 5 per Hour; +1¾) (49 Active Points); OIF (headband, -½). Total cost: 33 points.

FADE RATE

The points gained from an Aid fade at the rate of 5 Active Points per Turn, even if the Aided Characteristic or Power was below its starting level. (To restore lost Characteristics or Powers permanently, use *Healing,* 6E1 232.) The character can extend the fade period (*i.e.,* move it down the Time Chart) with the *Delayed Return Rate* Advantage (6E1 142).

Example: *Nighthawk is hit by a Drain STR that lowers his STR of 25 by 10, down to STR 15, with a long fade rate. The Medic uses an Aid STR 4d6 to give Nighthawk 18 points of STR, thus raising his STR from 15 to 33. At the next Post-Segment 12, Nighthawk loses 5 Character Points' worth of STR (i.e., 5 STR), down to STR 28. On the next Post-Segment 12, Nighthawk loses 5 more Character Points' worth of STR, down to STR 23 — the Aid cannot permanently restore his STR to its starting level; that would require Healing.*

OPTIONAL AID: BOOST

As an option for Aid, GMs can allow characters to buy a slightly different form of the Power known as *Boost.* Boost is Aid with the Limitation *Costs Endurance* (to maintain; -½); it's considered a Constant Power. This means the character has to continue to pay END every Phase to keep the Boosted Characteristic or Power at its Boosted level (doing this is an Action that takes no time). As long as the character pays END, the Boost doesn't fade at the usual rate of 5 Character Points per Turn. Once the character stops paying END, the Character Points gained from Boost fade immediately.

Boost does not keep adding and adding more Character Points every Phase automatically. The END the character pays simply maintains the points added by the first roll. To add more points, the character has to use an Attack Action, roll the dice again, and pay more END. The maximum effect for the Aid still applies.

ADVANTAGES AND ADDERS

Constant: If a character applies Constant (+½) to Aid, he keeps rolling his Aid dice every Phase the power remains in effect until he reaches the power's maximum effect. Thereafter, the normal rules for the fading of the effect apply. For example, if the Aid is at maximum, and Post-Segment 12 rolls around, the subject loses 5 of the Aided points. The Aid kicks in again in the character's next Phase to Aid him back up to the power's maximum effect.

Reduced Endurance: Characters can only buy this Advantage for Boost with the GM's permission. Since Boost is an Aid that Costs Endurance to maintain, by definition it has to cost END. However, the GM could allow a character to buy Reduced Endurance (½ END; +¼) if desired. If he goes further and lets a character buy Boost to cost 0 END, then the value of Costs Endurance (to maintain) goes down to -0, and the character must specify some reasonably common and obvious way for an affected character to lose his Boosted Characteristic or Power (this loss of power occurs at once when the victim meets the condition). For example, the victim of a Boost defined as an Energy Enhancer might lose its Boosted power if it's unplugged from the device.

Characters cannot apply the *Costs Endurance Only To Activate* (+¼) Advantage to Boost.

LIMITATIONS

Only Aid Others (-½): This form of Aid does not work on the character who has the Power. He can only use his Aid to improve other characters' Characteristics or Powers.

Only Aid Self (-1): This form of Aid only works on the character who has the Power. He cannot use his Aid to improve other characters' Characteristics or Powers.



BARRIER

Type: Defense Power/Standard Power
Duration: Instant
Target: Area
Range: 10m x Base Points
Costs END: Yes
Cost: 3 Character Points for a 1m long, 1m tall, ½m thick barrier with 0 BODY and 0 PD/0 ED; 1 Character Point per +1m of length or height or +½m of thickness; 1 Character Point per +1 BODY; 3 Character Points per +2 points of Resistant Defense

A character with this Defense Power can create a wall, primarily for defensive purposes. Some examples of Barriers include protective screens of energy, raising a wall of "living rock" up from the ground, force domes, and walls of enchanted glass. Barrier costs END to use.

BUYING BARRIER

When buying Barrier, a character has to consider three factors: the size of the Barrier; the BODY of the Barrier; and the defenses provided by the Barrier.

BARRIER SIZE

A Barrier starts at 1m long, 1m tall, and ½m thick for 3 Character Points.

Each +1m of length or height, or each +½m of thickness, costs +1 Character Point. The maximum dimensions of a Barrier are fixed once the Power's purchased, and cannot be changed thereafter unless the character buys the *Configurable* Advantage for the Barrier (see below). For example, if a character buys a Barrier that's 20m long and 4m high (cost: 25 points), he can't change those dimensions to make it 10m long and 14m high, or 15m long, 5.5m thick, and 4 m tall. He can choose to create it at less than its full dimensions (perhaps to save END), but he can't reconfigure the dimensions at will.

A character can define his Barrier as being less than 1m long, 1m tall, or ½m thick if he wishes. This has no effect on the Barrier's BODY or defenses; they're bought separately and have no direct relation to the Barrier's dimensions.

Barriers are ordinarily transparent to Sight and all other Senses, but characters can purchase the *Opaque* Adder to make them block perception (see below).

BARRIER BODY

All Barriers start with 0 BODY per 2m x 2m x 2m section (or fraction thereof, if the entire Barrier's smaller than that in one dimension). A character isn't required to buy any BODY for his Barrier, though a Barrier with 0 BODY collapses if it takes even 1 BODY in damage from any source. Each +1 BODY for a Barrier costs 1 Character Point; this applies to all 2m x 2m x 2m sections of the Barrier. See 6E2 171-72 for examples of how much BODY typical walls have as a point of comparison. The GM may restrict how much BODY a Barrier can have.

BARRIER DEFENSES

A Barrier starts with 0 defenses of any sort. A character isn't required to buy any defenses for his Barrier, though that makes it fragile. Each +2 points of defense for a Barrier costs 3 Character Points. These 2 points are Resistant, and must be defined when bought as PD or ED.

Example: *Sapphire is buying an "Energy Shield" power with Barrier. She decides her Barrier has 6 PD, 10 ED. That's a total of 16 points of defense, so it costs 24 Character Points.*

Valerius the wizard knows a spell that causes a "Wall of Iron" to "grow" out of the ground. Although it's created by magic, the iron is ordinary iron, so Valerius buys it with 6 PD and 6 ED. That amount of defense costs him 18 Character Points.

A character must choose the defense(s) his Barrier provides when he buys it, and cannot change them thereafter. The ratio of points in the various defenses stays the same, even when he uses his Barrier at lower power. (But see the *Allocatable* Advantage, below.)

At the GM's option, a Barrier's defense can be defined as Flash Defense, Mental Defense, or Power Defense for the same cost (3 Character Points per 2 points of Resistant form of those defenses). However, in many cases this simply serves to protect the Barrier itself, since the very nature of the Barrier prevents many "exotic" attacks from getting through it even without these defenses (see below). Standard Barrier rules still apply; a Barrier that provides, say, Power Defense but no PD is going to shatter quickly if hit with a Physical attack. (If a character wants to create a "barrier" that just provides Flash Defense, Mental Defense, or Power Defense, he typically shouldn't use Barrier; he should buy the defenses with some form of the *Usable On Others* Advantage, such as Usable By Nearby (6E1 358), or with the GM's permission apply Area Of Effect to a Defense Power (see 6E1 147).)

Even if a Barrier's defenses aren't defined as Flash Defense, Mental Defense, or Power Defense, a Barrier still has protective properties that may thwart attacks that apply against those defenses. For example, a Barrier with the *Opaque* Adder to the Sense Group affected by a Flash prevents characters on the other side of the Barrier from perceiving the Flash. Similarly, an Opaque Barrier blocks Line Of Sight with the defined Sense (Group), thus preventing a character with Mental Powers from attacking through it unless he can get around it somehow (for example, by flying into the air and looking over the Barrier at his target). Similarly, since a Barrier is a physical object, attacks that work against Power Defense can't "go through it" any more than they could go through an ordinary wall (though it would be possible to attack the Barrier directly with them in some cases, such as using a Drain BODY to reduce the Barrier's BODY).

With the GM's permission, a character can buy Flash Defense, Mental Defense, or Power Defense only for his Barriers for a -1 Limitation on the defense. That protects a Barrier from attacks made against it specifically (like a Drain BODY intended to weaken it, or a Mental Blast that Does BODY). If that sort of Barrier is used to englobe a target (see below), the victim has to "penetrate" the defense before he can affect targets outside the globe. For example, Mental Defense on an englobing barrier would subtract from the effects of Mental attacks made by an englobed victim against targets outside the globe.

USING BARRIER

Characters can use Barrier at Range. To place a Barrier in the desired Area at Range, the character must succeed with an Attack Roll against DCV 3.

Barrier is an Instant Power, so a character only pays END when he first creates a Barrier. A Barrier, once created, is a physical object that remains in existence until destroyed by attacks, the passage of time, or other factors. If a character wants a Barrier that he has to "maintain," he should apply the Limitation *Costs Endurance* (to maintain; -½).

Once in existence, a Barrier functions just like an ordinary wall (albeit a transparent one). No attack of any sort will penetrate in *either* direction through the Barrier unless (a) the attack's damage exceeds the Barrier's appropriate defense and does enough BODY damage to get through the Barrier (see *Damaging A Barrier,* below), or (b) the attack can pass through transparent ordinary walls according to the rules which govern it. (For example, a Mental Power, targeted by Line Of Sight, could be used on a target on the other side of a standard Barrier, which is transparent and doesn't block LOS.) Thus, a Barrier may be as much of a hindrance to the character creating it as to his enemies. An attack with a properly-defined *Indirect* Advantage (or inherent "Indirect" properties, like Telekinesis) can bypass a Barrier, or a Barrier might have the *One-Way Transparent* Advantage (see below). A Barrier is transparent to all Sense Groups, though characters can buy the *Opaque* Adder for it to change that (and frequently do; most Barriers defined as physical objects are Opaque to the Sight Group, for example).

Barriers are not inherently airtight. They do not prevent gases, mists, and the like from passing through them, nor do they cause an englobed character (see below) to suffocate. At the GM's discretion, a character can make a PD Barrier airtight by Linking Life Support (Self-Contained Breathing) to it, and then it will block gases, vapors, and similar physical effects in most cases (the GM is, as always, the final arbiter of what a Barrier blocks, based on special effects, common sense, and dramatic sense).

BARRIER CREATION AND CHARACTERS

A character might want to create a Barrier in the precise space already occupied by another character or object. In that case, it's up to the GM to determine what happens based on special effects, common sense, and dramatic sense, without allowing Barrier creation to become an effective attack, to destroy existing objects, or the like. Some possibilities include:

- the Barrier is created underneath the character, leaving him standing on top of it
- the Barrier shapes itself to "curve" around the character
- the Barrier gently "pushes" the character to whichever side of it is most advantageous to that character

SHAPING A BARRIER

A character defines the shape of his Barrier when he creates it, though he's limited by the dimensions he purchased. For example, if a character can create a 20m long Barrier, it could be a 20m straight line, a 20m long curve, a circle with a circumference of 20m, a star-shaped structure with a "circumference" of 20m, or any other simple geometric pattern. The only restriction is that there can't be "gaps" — the Barrier must be continuous. (However, the GM could allow a character to create a Barrier with holes in it, if desired.)

If the ends of a Barrier connect (in, say, a circle), the top and bottom are considered covered as well. However, the character may leave them "open" if he wants to. At the GM's option, a character could even "shape" a connected Barrier into a simple structure like a small building (this might require a successful *Power* Skill roll).

ANCHORING THE BARRIER

A Barrier must touch the ground, but need not touch any other surface unless the GM rules otherwise. (But see the *Non-Anchored* Adder, below.) Depending on the setting, circumstances, power, special effects, and the like, "the ground" may not necessarily be the literal ground. It might be a building rooftop, a really large tree branch, or on top of some other horizontal surface, but it must be horizontal and the Barrier has to be on top of it — it can't be attached just to a vertical surface or a ceiling. The requirement that a Barrier "touch" more than a single surface is a -0 Limitation.

Similarly, a Barrier must be "attached" to the ground, in that no one can freely move it without overcoming its BODY and PD in a "push" or "shove" intended to break it free and move it (rather than simply breaking it altogether). Once it's detached, the ability to move it depends on its weight (as determined by the GM), the pushing character's STR, the surfaces involved, and similar factors.

At the GM's option, a character can instead anchor a Barrier horizontally, to a vertical surface. For example, a character could attach it to the sides of a canyon to protect himself from falling

rocks, create a bridge, or shield himself from the rain. If the Barrier provides PD, it could hold objects up (but characters should not be allowed to use this as a cheap substitute for other, more appropriate, Powers such as Telekinesis, or Flight Usable By Others). However, a horizontal Barrier has a breaking point: if something heavy is placed on it, determine the STR needed to pick that object or person up, then use that STR to apply damage to the Barrier every Segment. If the damage breaks through the Barrier, it creates a hole in the Barrier as described below, and at the GM's option may cause the entire Barrier to collapse.

Unless the GM rules otherwise, a character cannot create a Barrier in mid-air to have it fall on and injure someone. If the GM allows this, apply the dropped object rules on 6E2 141 to determine the damage done.

DAMAGING A BARRIER; ATTACKING THROUGH A BARRIER

As mentioned above, a Barrier functions like a real wall. Attacks from either side have to overcome the Barrier's appropriate defense to do BODY damage to it (Barriers do not take STUN damage). An attack whose BODY doesn't exceed the Barrier's defenses, or that doesn't do enough BODY damage after defenses to create a hole in the Barrier, cannot get through the Barrier or affect a target on the other side. If an attack can't do BODY, it typically cannot penetrate through a Barrier at all, even if the Barrier lacks the defense to that attack.

A Barrier does not "collapse" just because it's hit with an attack it has no defense against (for example, a fire blast if the Barrier only provides PD). That just means the attack damages the Barrier without any defense reducing its effect. Similarly, a Barrier doesn't collapse just because it's hit with an attack that works against Flash Defense, Mental Defense, or Power Defense. It interacts with those attacks just like an ordinary wall would.

An attack or attacks that does enough BODY to reduce a Barrier to 0 creates a 2m wide, 2m high, 2m deep hole in the Barrier; the entire Barrier doesn't collapse or vanish. (However, if a Barrier's created with 0 BODY, then doing even a single point of BODY damage to it at any place causes the entire Barrier to collapse.) The hole remains in existence from that point forward, and anyone on either side who's close enough can attack through it without the Barrier interfering in any way. The character who created the Barrier can "heal" the hole by using the Power another time to fill it or erect another Barrier right in front of it. See *Breaking Things,* 6E2 170, for more information on damaging walls.

A Ranged attack that does enough damage to create a hole all the way through a Barrier continues on through to the other side of the Barrier and can hit and damage a target there. However, the damage of the attack is reduced by the defense + BODY of the Barrier — in effect the Barrier provides the target with some extra defense.

An attacker could use a Move By/Through to try to hit a target on the other side of a Barrier. (The velocity a character can use in this situation depends on the velocity he can build up, per the standard rules, before hitting the Barrier. The velocity he might have built up beyond that, in the area between the Barrier and the target, doesn't matter.) If his Attack Roll against the target on the other side of the Barrier fails, he stops dead at the edge of the Barrier but takes no damage from "hitting" it. If the Attack Roll succeeds, roll the damage as usual. If the damage is enough to break through the Barrier, the character "continues" moving, ends his movement where planned, and applies the attack's damage to the target (who subtracts the Barrier's defense from it along with his other defenses). If the damage fails to break through the Barrier, the attacker stops moving at the edge of the Barrier and takes damage as if he failed to do any Knockback to the target.

ENGLOBING CHARACTERS

A character can englobe a human-sized target with a Barrier that provides PD as a defense and is at least 4m long or tall. (The GM might allow a smaller Barrier to englobe targets smaller than normal human size.) The character must make an Attack Roll against DCV 3 to hit the target. Despite being referred to as a "globe," a Barrier uses for this purpose doesn't have to be spherical; it could be any shape the character can create and enclose based on the dimensions of his Barrier.

A target englobed by a Barrier may break through by reducing its BODY to 0, which breaks open a 2m x 2m x 2m hole in it. While englobed, his movement within the "globe" is unrestricted. He can use any Foci he has. He retains his full normal DCV if he's attacked directly (unless the GM rules otherwise), but he can't Dive For Cover or use other Maneuvers that require him to move 2m or more (unless the globe is large enough to permit that). Depending upon what kind of defenses the Barrier provides and whether it's Opaque, an englobed character might be able to use his attacks on characters outside the Wall without breaking out.

Example: *Starburst uses his Barrier to englobe Mentalla. Mentalla can try to break out if she wants to. Since the Barrier is transparent, she can obtain Line Of Sight on targets outside the "globe" and use her Mental Powers to attack them.*

A Barrier globe has DCV 3 (or less, if the GM thinks that's appropriate for large globes). If a character attacks a target who's englobed in a Barrier and misses, as a default rule the attack misses completely; it doesn't have a chance to hit just the Barrier. The GM can make an exception if he feels that would be appropriate.

Unless the GM rules otherwise, any character can pick up and move a Barrier globe, either with ordinary STR or Telekinesis; it's not anchored the way ordinary Barriers are. (The weight of the globe depends on the special effects of the Barrier power; a Barrier defined as an iron wall is



incredibly heavy, while one that's a "solid energy form" may weigh very little.) A Barrier globe is an object that's not attached to anything (as opposed to ordinary Barriers, which are "anchored" as described above). A character trying to move another character's Barrier bubble has to make an Attack Roll (either against DCV 3 or the DCV of the character generating it, at the GM's discretion), but the character generating the Barrier can "hit" it automatically (though he must still use an Attack Action to do so). Barrier bubbles do not take Knockback from attacks.

Anything in a Barrier globe moves along with it and does not take damage from being moved, unless the GM rules otherwise. At the GM's discretion, a character inside a spherical Barrier globe can move the bubble, sort of like a hamster in a ball, assuming special effects, common sense, and dramatic sense don't indicate otherwise. Typically the character gets his full meters of Running when doing this. However, the GM must take into account all the weight inside the globe (and the weight of the globe itself) and use the Encumbrance rules to see if the character is slowed down. Even if that doesn't happen, the GM may want to restrict the number of meters of movement the character can apply.

POWERS

Tunneling: Characters can Tunnel through Barriers.

ADVANTAGES AND ADDERS

Non-Anchored: For +10 Character Points, a character can create a Barrier that doesn't have to be anchored to anything — for example, he could create one in mid-air. However, the Barrier is still stationary (though capable of being moved under the rules discussed above), and it cannot be dropped on a character as an attack.

Opaque: Barriers normally have no effect on Senses — although visible, they're completely transparent. A character can make his Barrier opaque to one Sense for +5 Character Points, or opaque to one Sense Group for +10 Character Points.

Allocatable (+¼): With the GM's permission, characters can apply this Advantage for Resistant Protection to a Barrier. See 6E1 276.

Backlash (+½): Characters can purchase this Advantage for Barriers used to englobe other characters. It represents a Barrier that reflects back any attacks made by the englobed character in an effort to break free. The damage done by the Backlash is the same as whatever was used to attack the effect with — Normal Damage for a Blast, Killing Damage for an HKA, and so on. If an attack destroys the Barrier, that attack isn't reflected. Attacks made by other characters to free the trapped character do not activate Backlash.

Cannot Be Escaped With Teleportation (+¼): Ordinarily, a character can escape from an englobing Barrier by Teleporting out of it. Characters cannot Teleport out of an englobing Barrier with this Advantage — unless the Teleportation is Armor Piercing, which cancels out this Advantage. (Characters may buy multiple levels of Cannot Be Escaped With Teleportation to prevent this if desired, or multiple levels of Armor Piercing to counteract that.)

Configurable (+¼): Ordinarily a character cannot change the shape of a Barrier once he's created it. However, he can do so if his Barrier has the *Configurable* (+¼) Advantage. A character can alter the shape of a Configurable Barrier as a Half Phase Action. He can change any 1m of length into 1m of height or ½m of thickness, 1m of height into 1m of length or ½m of thickness, and ½m of thickness into 1m of length or height.

Similarly, a character can alter the shape of a Configurable Barrier. For example, he could cause a straight Barrier to curve around and englobe someone standing next to it. How long this takes is up to the GM; minor changes may only require a Half Phase Action, major changes a Full Phase Action or Extra Phase, and totally reshaping the Barrier three or more Full Phases. Standard rules about moving things with Barriers (see below) apply, if a person or object is in the way of the shape-change.

Lastly, a character can shape a Configurable Barrier to create holes of any shape, width, height, or depth in it, or to close the holes he's created, as a Full Phase Action. (He cannot do this to "repair" damage caused to the Barrier by an attack, however.) This allows him to create "doors" so people can move through the Barrier unhindered, open "firing ports" so his allies can shoot through the Barrier, and so on.

Counteracts Indirect (+¼): A Barrier with this Advantage blocks Indirect attacks made by characters on one side of the Barrier against characters on the other side (regardless of how the Indirect's defined as working). A character can buy this Advantage for a Barrier multiple times to counteract multiple purchases of Indirect, if desired.

Mobile (+¼): Barriers are usually immobile: once set up they stay in place. However, characters can buy the *Mobile* Advantage (6E1 324) for them, though it only costs +¼. Moving Barriers have no STR, though — characters can't use them to push people aside or perform Move Throughs. They must still remain attached to the ground.

At the GM's option, if a Barrier has Non-Anchored and Mobile, if formed around the character creating it, it moves with him as he moves.

One-Way Transparent (+½, +1): ⚠ With the GM's permission, a character could define a Barrier as being *One-Way Transparent,* meaning attacks from one direction pass through unhindered while the normal rules apply to attacks from the other direction. The character defines which direction the transparency works with when he buys Barrier, and cannot change it thereafter.

For a +½ Advantage, the Barrier is transparent to a single attack or specific group of attacks; for a +1 Advantage it's transparent to all attacks. This is an Advantage, since it's assumed the character will use the Barrier to protect himself while making attacks through it unhindered; if that's not the case the GM might consider reducing the value, or even making One-Way Transparent a Limitation.

Personal Immunity: Buying Personal Immunity for his Barrier does not allow a character to walk through and/or attack through his own Barrier without hindrance. It simply prevents him from being englobed by it.

LIMITATIONS

Cannot Englobe (-¼): A Barrier with this Limitation cannot be used to englobe targets. (It can still connect ends to protect an area from all angles, however.)

Feedback (-1): When a Barrier with this Limitation takes damage, its creator takes the same amount, with the Barrier's defenses applied as if they were Resistant Protection. This occurs even if he uses the Barrier to protect another character, or to englobe a target. For example, if an 18 PD Barrier that had Feedback took 12 BODY and 48 STUN damage from a physical attack, the character would suffer 0 BODY and 30 STUN (to which he could apply his other defenses).

Nonresistant Defenses (-¼): The PD and ED of a Barrier with this Limitation are not Resistant, so Killing Attacks damage it easily.

Only Works Against [Limited Types Of Attack]: When applied to Barrier, this Limitation only applies to the purchased defense that would protect against that type of damage. For example, *Only Versus Fire* can only be applied to the ED part of a Barrier, since a PD Barrier wouldn't protect against fire anyway.

Restricted Shape (-¼): This Limitation indicates that the character must always create his Barrier in the same shape (straight line, ring, square, or the like). He must define this shape when he buys the Power, and cannot change it thereafter.

POWER EXAMPLES: BARRIER

Energy Barrier: Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Mobile (+¼), Reduced Endurance (½ END; +¼). Total cost: 112 points.

Wall Of Enchanted Iron Spell: Barrier 8 PD/8 ED, 17 BODY (up to 10m long, 3m high, and 1m thick), Opaque (Sight Group) (66 Active Points); OAF (iron wand; -1), Gestures (-¼), Incantations (-¼), Requires An Earth Magic Roll (-½). Total cost: 22 points.

POWER EXAMPLES:

BLAST

Light Blast: Blast 8d6 (total cost: 40 points) plus Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). Total cost: 53 points.

Blaster Pistol: Blast 10d6 (50 Active Points); OAF (-1), 2 clips of 12 Charges each (-0). Total cost: 25 points.

Fire Bolt Spell: Blast 8d6, Armor Piercing (+¼) (50 Active Points); OAF (copper wand; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 17 points.

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BLAST

Type: Standard Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: 5 Character Points for every 1d6 of Blast

A character with Blast can attack at Range, doing Normal Damage. Examples of Blasts include a superhero's force blast, many types of blunt throwing weapons, a wizard's bolt of mystic energy, rubber bullets, or a Galactic Trooper's blaster rifle. Each 1d6 of Blast costs 5 Character Points.

The exact nature of a Blast — its special effects, in other words — is defined by the character when the Power is purchased; it can be electricity, a laser, sonics, force beams, icy cold, thrown chunks of rock, cosmic energy, magic, or many, many other things (see 6E1 121). The character specifies when he buys Blast whether it works against PD or ED, and cannot change it thereafter.

To use Blast, a character states his target and makes an Attack Roll. If he succeeds, he rolls 1d6 for every 5 Character Points in Blast as a Normal Damage attack against the target. Blast costs END to use.

LIMITATIONS

STUN Only (-0): A character may define his Blast as a STUN only attack against PD or ED for a -0 Limitation (it is worth -0 since its benefits balance out its drawbacks). This is useful if a character wants to Knock Out opponents without causing them serious injury or property damage (in the event of a missed shot); it also prevents a character from accidentally injuring a target if he misjudges its ability to resist damage. A STUN Only Blast does not do Knockback.

If a character wants a Blast that can switch from doing its regular STUN and BODY damage to STUN Only damage, he should buy his Blast as a Multipower.

CANNOT BE STUNNED

Type: Automaton Power/Special Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 15 Character Points

An Automaton with this Power is never Stunned, even if it takes STUN damage that exceeds its CON. It remains able to fight until it's Knocked Out or destroyed. Cannot Be Stunned costs 15 Character Points.

CHANGE ENVIRONMENT

Type: Standard Power/Attack Power
Duration: Constant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: See Change Environment Combat Effects Table; the *Area Of Effect* Advantage is usually applied

A character with Change Environment ("CE") can cause changes to his environment, which involves inflicting penalties or other difficulties on a single character or over an Area. A character could, for example, alter the temperature, make someone clumsy, create an intense magnetic field, generate a fogbank that makes it hard for people to see, or cause all plants in the area to bloom.

BUYING CHANGE ENVIRONMENT

To buy Change Environment, a character must first decide what type of effect he can create (such as making an area hotter, changing the weather, or making it gloomy so other people have difficulty seeing). A character must specify the effect he can create when he buys Change Environment, and cannot change it thereafter (but see *Varying Effect,* below). For information on simulating various natural effects, see Chapter Six of 6E2.

After he decides on an effect, the character must buy the *combat effects* that represent the penalties or other difficulties created by that effect (see *Combat Effects,* below, and the Change Environment Combat Effects Table). A Change Environment must have at least one combat effect, but can have more if desired.

At its base level, Change Environment only affects a single target. However, characters often buy the *Area Of Effect* Advantage for it (typically in Radius form) so that it affects an Area.

USING CHANGE ENVIRONMENT

To use Change Environment, the character must make an Attack Roll to hit his target (or, if it's an Area-affecting CE, against DCV 3 to hit the target point). If a Change Environment power has Area Of Effect, using it counts as an Attack Action with an Area-affecting Constant Power (see 6E1 127).

Change Environment costs END. Once the character stops paying END to maintain the Change Environment, the Power stops functioning, though its effects may linger for some time thereafter. For example, if a character used Change Environment to make all plants in the area bloom, those blooms remain when he turns off his CE, but quickly wither and die without the power of the Change Environment to keep them alive (unless normal conditions in the environment would keep them alive). An ice sheet created by Change Environment melts (at a rate dictated by environmental conditions, but typically in 1-5 hours) after the Change Environment stops functioning. If the change has little or no combat effect (for example, a speedster's or witch's ability

to clean a room in the blink of an eye), then it may even be permanent. At the GM's option, long-lasting Change Environment effects require the *Long-Lasting* Adder (see below).

Characters cannot use Change Environment to duplicate existing Powers (like Darkness), nor can CE create light (use Images, *Only To Create Light* (-1)).

COMBAT EFFECTS

Change Environment can have negative effects on combat or Skills, or cause minor amounts of damage or related combat effects. For example, creating a fog or an area of deep shadow might affect PER Rolls; an intense magnetic field might act as very low-STR Telekinesis against ferrous objects.

Buying Change Environment means buying the combat effects(s) the character wants. For example, to create a fog, a character might buy -2 to Sight Group PER Rolls. Characters can choose from the following combat effects:

- -1m of a particular Movement mode
- a -1 to the PER Roll with one Sense or Sense Group
- a -1 to a Characteristic Roll and/or related Skill Roll(s)
- a one-step change in the Temperature Level
- increase the penalty imposed by the Range Modifier or other Combat Modifiers
- 1 point of damage (GM must approve type of damage; the character may, at the GM's option, include appropriate Advantages; otherwise Advantages may be purchased for the damage)
- 1 point of Telekinesis STR
- a one-step change in the Wind Level
- any other noncombat effect of equal magnitude listed on the accompanying table, or which the GM permits (the exact effect should be determined by the GM)

If applicable, the combat effect includes forcing an affected character to make at least one Characteristic, Skill, or PER Roll. For example, if a character is hit with a Change Environment that imposes a -3 to DEX Rolls, it doesn't just affect any DEX Rolls he has to make for other reasons — he has to make a DEX Roll when hit, at the listed penalty. (The same would apply if he entered an Area-affecting -3 to DEX Rolls CE.) Area-affecting Change Environments that interfere with perception use the same rules as for Images to determine if they block Line Of Sight (see 6E1 237).

A Change Environment can have as many combat effects of whatever types a character wants, but once the combat effects are chosen they can't be changed thereafter (unless the Change Environment has the *Varying Combat Effects* Adder; see below).



CHANGE ENVIRONMENT COMBAT EFFECTS

Cost Per Additional -1	Effect
1	1 meter of any one mode of Movement
2	PER Roll for one Sense
3	PER Roll for one Sense Group
3	Characteristic Roll *or* Skill Roll
3	+/- one Temperature Level (see 6E2 145)
3	Additional -1 to the Range Modifier (or, in the GM's judgment, some other negative Combat Modifier)
4	Characteristic Roll and all Skill Rolls based on same Characteristic
5	Point of damage (see text)
5	Point of Telekinesis STR
5	+/- one Wind Level (see 6E2 146)

The GM may limit how much of a negative modifier or other effect characters can create with Change Environment. Life Support often counteracts the negative effects of Change Environment (see 6E1 245 and Chapter Six of 6E2).

A character doesn't have to use the full combat effect of his Change Environment if he doesn't want to. For example, if a character has a Create Fog power which imposes a -4 penalty on Sight Group PER Rolls, he could create a light fog that only imposes -2 to Sight PER Rolls.

In addition to causing damage or related combat effects, Change Environment can exploit a character's Susceptibilities or Power Limitations.

Example: *Lodestone can create a low-level magnetic field. The basic field acts as a 1 STR Telekinesis to pull ferrous metal objects straight up; for every +5 Character Points, the field has +1 Telekinetic STR. The field also harms characters who are Susceptible to Intense Magnetic Fields and prevents powers that* Will Not Work In Intense Magnetic Fields *from functioning.*

Change Environment should not be as effective at causing damage or creating other effects as other Powers (*i.e.,* a Change Environment effect should not do nearly as much damage or have as strong an effect as a similar Power for the same amount of Character Points). If necessary the GM should adjust the cost of a Change Environment power to ensure that it doesn't unbalance the game.

Example: *Winter Dragon wants the power to create a slippery sheet of ice beneath people's feet to make them fall. He buys this as Change Environment:*

Ice Sheet: *Change Environment (create ice sheet), -4 to DEX Rolls to move on, Area Of Effect (Surface 16m radius; +1) (24 Active Points); Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0). Total cost: 24 points.*

The GM rules that anyone moving on the ice sheet has to make a DEX Roll at -4, or a Breakfall roll at -2, each Phase to remain standing. (Characters with the Icewalking *form of Environmental Movement are immune to this CE's effects.) If a character moves onto the ice sheet and loses his footing, he slides in the direction he was moving at the same velocity, and if he hits anything will damage it (and possibly himself) as if performing a STR 0 Move Through. The ice sheet melts at the standard rate for the environment after Winter Dragon stops paying END to maintain it.*

Example: *Gravitar wants to be able to create a field of high pressure. If she creates a field, then turns it off, anyone affected by the field suffers minor damage. The GM informs her that she can cause 1 point of AVAD Killing Damage (the defense is LS: Safe Environment [High Pressure]), with an additional 1 point of damage for every +5 points (maximum of 3 points of damage). It takes a Full Phase to create the high pressure field, and a Half Phase to turn off the field and cause damage to anyone who was affected (characters who leave the field before then under their own power are affected when they leave it). For every time interval over 1 Turn which a character remains in the field, the damage Gravitar can cause to that character is halved (half damage after 1 Minute, quarter damage after 5 Minutes, and so forth).*

Except for Change Environments that directly cause damage (against which a character's ordinary defenses apply), typically, the defense versus a Change Environment's effects is to avoid getting hit by it, or to stay out of/get out of the affected area. However, the GM may in his discretion rule that certain defenses, or actions by the affected character, constitute protection against a Change Environment's effects. For example, having certain Enhanced Senses might act as a "defense" against gloom-based CEs that inhibit vision, having a certain amount of Power Defense might reduce or eliminate the effect of a single-target CE, and putting on snowshoes or spiked boots would protect a character against the DEX Roll penalty imposed by an ice sheet. As always, you should consider the special effects involved, common sense, and dramatic sense.

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POWER EXAMPLES: CHANGE ENVIRONMENT

Confusion Spell: Change Environment (-4 to all INT Rolls and INT-Based Skill Rolls), Area Of Effect (32m Radius; +1) (32 Active Points); OAF (broken shard from a mirror, reusable; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Skill Roll (-½). Total cost: 11 points.

Dr. Terror's Fear Aura: Change Environment (-4 to PRE for purposes of resisting Dr. Terror's fear-based Presence Attacks), Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½) (45 Active Points); OAF (Fear Amulet; -1). Total cost: 22 points.

NON-CUMULATIVE PENALTIES

The penalties or other negative effects of a Change Environment do not increase over time. For example, if a Change Environment power imposes a -2 penalty on DEX Rolls, it always imposes a -2 (not -2 the first Phase, -4 the second, and so on). Nor can a character "stack" the effects of his Change Environment by using multiple Attack Actions to "layer" one Change Environment "on top of" itself, again and again (either in single-target form or Area-affecting form). If two or more distinct Change Environment-based powers are placed on a single target or over the same Area, the penalties still do not add, but the worst of the two (or more) penalties applies. If a Change Environment causes damage, it can cause damage again and again; persons in the field are not limited to taking damage just once.

The penalties a character suffers in an Area-affecting CE generally apply once for the entire Area — they don't accumulate from meter to meter. For example, if a character creates an Ice Sheet (-3 to DEX Rolls to walk on) that's 8m across, a character running all the way across that ice sheet suffers a -3 DEX Roll penalty, not -24. But a victim suffers the combat effect every Phase he stays in the Change Environment area. For example, if a character moved halfway onto the ice sheet described above in one Phase, he'd have to make a DEX Roll at -3. If he keeps moving across the ice sheet in his next Phase, he has to make another DEX Roll at -3.

POSITIVE EFFECTS; NEGATING OTHER EFFECTS

Change Environment cannot provide "positive" effects or bonuses to any character (other than the beneficial result of hindering his enemies). For example, it cannot improve characters' Range Modifiers, provide bonuses to characters' PER or Skill Rolls, or the like. However, a character can have a Change Environment power that creates an effect generally considered pleasant or enjoyable, such as "springtime weather" or "make flowers bloom," provided the power has no beneficial effect in game terms.

Depending on special effects, the GM can allow one Change Environment power to cancel or negate a similar Change Environment power, or a comparable adverse effect created by the natural environment. For example, if a character uses his Weather Control power to create a fog (-2 to Sight Group PER Rolls), then another character who has a Weather Control ability could, with the GM's permission, "overlay" his Change Environment on the first character's Change Environment and negate the effect — he's controlled the weather by making the fog go away. A character with Weather Control (+4 Temperature Levels) might raise the temperature and cause an Ice Sheet (-4 to DEX Rolls to walk on) to melt. However, GMs may wish to require characters to use Images instead of Change Environment to negate PER Roll penalties based on darkness, shadow, gloom, or the like, since Change Environment cannot be used to create light.

POWERS

The GM should be prepared to rule on the interaction between Change Environment and other Powers based on the type of effect generated by the Change Environment, the special effects of the two Powers, and similar factors. For example, if a character creates an "ice sheet" like the one described above (*i.e.,* a Change Environment that requires a successful DEX Roll to keep the character from falling down), a character with Clinging might be immune to the effect.

Transform: Although Change Environment and Transform have some similarities, there are important differences between them. Change Environment creates relatively subtle effects, and often over a large Area; these changes are rarely permanent or long-lasting. Transform creates a drastic change in a very limited area (just one target, usually), and its effects often last for a long time. When deciding which Power is more appropriate to construct a particular ability, consider the extent of the effect a character wishes to create and area he wishes to alter; that will help him determine whether Change Environment or Transform better simulates the desired power.

ADVANTAGES AND ADDERS

Long-Lasting: ⚠ The effects of a Change Environment with this Adder last for a period of time after the character stops paying END to maintain the Change Environment, though the exact length they remain depends on the power's special effects and the environmental conditions (ice sheets do not last long in the desert, for example, but may remain forever in arctic areas). Long-Lasting does not prevent outside forces, such as a change in the ambient environment or an Adjustment Power, from affecting or diminishing the Change Environment effect.

Long-Lasting costs +2 Character Points to make the Change Environment effect last for 1 Turn after the character stops paying END. For each +2 Character Points the character can move the duration of the CE another step down the Time Chart. At the GM's option, paying for 1 Week (+16 points) can make the Change Environment permanent. If a character buys Change Environment with Charges, he may use Continuing Charges instead of Long-Lasting to simulate this effect.

Varying Combat Effects: Ordinarily a character with Change Environment can't switch between effects; he can only use the one he bought. For a +10 Character Point Adder, *Varying Combat Effects,* the character may switch between different combat effects as a Half Phase Action. He buys the most expensive type of combat effect he wants to create, and whenever he activates the power he can choose to substitute any effect of equal or lesser value for the one he purchased, provided the GM approves and he can justify the change within the special effect of his Change Environment power.

POWER EXAMPLES: CHANGE ENVIRONMENT

Weather Alteration: Change Environment (+/-10 Temperature Levels), Varying Combat Effects, Area Of Effect (16m Radius; +¾), Varying Effect (+1), MegaArea (1m = 1 km broad and wide; +1) (150 Active Points); Can Only Alter Existing Weather, Not Create Weather (-¼), Extra Time (time required depends on the severity of the change in the weather the character wants to create, but minimum of 1 Minute; -1½), No Range (-½), Requires A Weather Control Roll (-½). Total cost: 40 points.

Locking Spell: Change Environment (-6 to Lockpicking rolls to open target lock), Long-Lasting (1 Day) (32 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), No Range (must touch lock to cast spell on it; -½), Requires A Magic Skill Roll (-½). Total cost: 9 points.



Pea-Soup Fog: Change Environment (-3 to Sight Group PER Rolls), Area Of Effect (16m Radius; +¾). Total cost: 16 points.

POWER EXAMPLES:

CHARACTERISTICS

Super-Steroid Pills: +10 STR (10 Active Points); OAF (-1), 4 Charges lasting 1 Minute each (-¼) (total cost: 4 points) plus +1 SPD (10 Active Points); OAF (-1), 4 Charges lasting 1 Minute each (-¼) (total cost: 4 points). Total cost: 8 points.

Presence Defense: +20 PRE (20 Active Points); Only To Protect Against Presence Attacks (-1). Total cost: 10 points.

Spell Of Righteous Strength: +10 STR, Usable By Other (any one person; +¼) (12 Active Points); OAF (holy symbol; -1), 4 Charges lasting 1 Minute each (-¼) (total cost: 5 points) plus +5 CON, Usable By Other (any one person; +¼) (6 Active Points); OAF (holy symbol; -1), 4 Charges lasting 1 Minute each (-¼) (total cost: 3 points). Total cost: 8 points.

He cannot increase the strength or effectiveness of the combat effect, but can choose to use a lesser-strength combat effect.

For example, a character with a Change Environment that provided -3 to DEX Rolls (costs 3 points for each level of effect after the first) could substitute up to 3 Temperature Level changes, -6m movement, or -3 PER Rolls. He could choose -2 PER Rolls or -1 Temperature Level, but couldn't have more than -3 of any of these things. Nor could he use Telekinetic STR, for example, since that costs more than 3 points per effect. When he chooses a combat effect, he can only choose a single combat effect — he cannot "split" the effect between two types (such as -2 Sight Group PER and -2 to DEX Rolls). This Adder requires the GM's permission.

Autofire: Autofire Change Environment does not cost an additional +1 Advantage (see *Autofire,* 6E1 327). However, if multiple uses of Area-affecting Change Environment overlap, their effects are not cumulative (see above).

Varying Effect (varies): A Change Environment power with this Advantage can create more than one type of environmental change (though it can't alter its defined combat effect). If the character can create a Very Limited Group of environmental changes, this is a +¼ Advantage; if a Limited Group of environmental changes, it is a +½ Advantage; and if a Broad Group of environmental changes, it is a +1 Advantage.

Example: *Stormlord wants to be able to alter the weather. He buys a "Heatwave" Change Environment to be able to raise the temperature. After acquiring some Experience Points, he pays for a* +¼ Very Limited Group *Advantage for his Heatwave, and now can raise or lower the temperature. A few Experience Points later, he buys a* +½ Limited Group *Advantage and upgrades Heatwave to "Temperature Effects," which allows him to create certain predefined effects, like snow or fog, that relate to temperature. Finally, after earning even more Experience Points, he changes his power to "Weather Effects" by upgrading to the +1* Broad Group *Advantage. Now he can create any kind of weather effect with his Change Environment.*

LIMITATIONS

No Range: A single-target Change Environment with No Range (-½) allows a character to create a Change Environment-based ability that only applies its combat effects with respect to attempts to affect or perceive him. For example, a character might have a "Stealth Suit" that imposes a -4 Sight PER Roll penalty on attempts to see him, or a plane might be built with radar-absorbing materials that impose a -8 PER Roll penalty to perceive it with Radar.

CHARACTERISTICS

Type: Standard Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: Varies
Cost: Varies, depending upon Characteristic purchased

Characters can purchase Characteristics as Powers, with Advantages, Limitations, and/or in Power Frameworks. For these purposes, treat a Characteristic as a Standard Power, and compute the cost using the regular cost for that Characteristic (see 6E1, Chapter Two).

Unless noted otherwise, a Characteristic purchased as a Power adds to and works with a character's standard Characteristics, whether it has Power Modifiers or not. For example, suppose a character has 20 STR and buys +40 STR, Reduced Endurance (0 END), Only To Lift Objects (-4). He has 60 STR for purposes of lifting objects, and only pays 2 END to use all 60 STR. Similarly, unless a Limitation indicates otherwise, a character gains all the standard benefits and abilities conferred by a Characteristic when purchasing it as a power; for example, purchased DEX affects a character's DEX-based rolls and ability to act first in a Phase.

A Characteristic bought as a Power does not cost END unless the Characteristic normally costs END. For example, extra STR bought as a Power costs END at the usual rate of 1 END per 10 points of STR used. But extra INT, EGO, or SPD bought as a Power don't cost END (though the character can apply the *Costs Endurance* Limitation if he wanted).

Characteristics purchased as Powers are not affected by Characteristic Maxima doubling requirements, if that rule is in effect for the campaign. For example, a superhero with 20 STR in a campaign that uses the Characteristic Maxima rules who buys +40 STR with the Limitation *OIF (Powered Armor Suit)* does not pay 53 Character Points ((40x2)/1.5), he pays 27 (40/1.5).

CLAIRSENTIENCE

Type: Standard Power/Sensory Power
Duration: Constant
Target: Area
Range: 10m x Base Points
Costs END: Yes
Cost: See Clairsentience Summary Table and text

A character with Clairsentience can use one or more of his Senses (usually the Sight Group) at Range, thus allowing him to perceive distant objects more clearly, perceive around corners or into locked rooms, and so forth. Examples of Clairsentience include mystic scrying spells, psychic "remote viewing" powers, and closed-circuit television systems. Clairsentience for the Sight Group is usually known as Clairvoyance; Clairsentience for the Hearing Group is sometimes called Clairaudience.

Clairsentience with one Sense Group costs 20 Character Points; each additional Sense Group is +10 Character Points (or +5 Character Points for only one Sense). You can double the range of Clairsentience for +5 Character Points (do not include these points in the Base Point calculation when determining the Power's Range). Clairsentience costs END to use.

Purchasing Clairsentience for a Sense Group does not automatically grant a character all the Senses in that Sense Group. It only allows him to perceive at a distance using any Senses he already possesses that belong to that Sense Group. If a character wants to have a Sense that only works with his Clairsentience, he can buy it with a -½ Limitation.

Clairsentience is a member of the Unusual Senses Group (see 6E2 10). Characters may purchase appropriate Sense Modifiers, such as *Dimensional* or *Increased Arc Of Perception,* for their Clairsentience (see *Enhanced Senses,* 6E1 209); Clairsentience is only a single Sense for purposes of calculating the cost of Sense Modifiers, regardless of how many Senses it uses. Clairsentience is not inherently a Targeting Sense regardless of what Senses it lets a character use at Range, but a character can make it into a Targeting Sense with the appropriate Sense Modifier. Clairsentience, even if a Targeting Sense, cannot establish Line Of Sight (unless the GM allows this).



CLAIRSENTIENCE SUMMARY TABLE

Cost	Clairsentience
20	Base PER Roll with one Sense Group (Targeting or Nontargeting) at Range
Cost	**Extra Senses**
+10	Extra Sense Group (Targeting or Nontargeting)
+5	Extra Sense (Targeting or Nontargeting)
Cost	**Modifiers**
+20	Precognition
+20	Retrocognition
+5	Mobile Perception Point (Adder)
var	Multiple Perception Points (x2 perception points for every +5 points)
var	Appropriate Sense Modifiers (such as Dimensional) (see 6E1 212)
Cost	**Range**
+5	2x Range
+10	4x Range
+15	8x Range
	...and so forth

USING CLAIRSENTIENCE

Whenever a character uses Clairsentience, it's as if he were standing some distance away from his current position, trying to perceive something. He designates a *perception point* from which his Clairsentience works. He can change this perception point from use to use, and can put it anywhere within the range of his Clairsentience (but he cannot move it once it's established unless he buys the *Mobile Perception Point* Adder; see below). This lets him see (or hear, smell, and so on) in any direction from the perception point just as if he were standing there himself. A perception point is not perceivable by other characters unless some Limitation indicates that it is.

Calculate the Range Modifier for PER Rolls made via Clairsentience from the perception point, not from where the character actually is. Objects in the way won't block Clairsentience, but they may make it more difficult for a character to get his perception point in the desired spot. The GM may require a character to make an Attack Roll against DCV 3 (or higher, depending on the difficulty) to place his perception point properly.

PERCEIVING THE PAST AND FUTURE

Some forms of Clairsentience can perceive into the past or the future. If the GM permits these options, they can have a powerful impact on the campaign — but if properly managed, they make interesting plot elements. In most cases Precognition and Retrocognition shouldn't be completely reliable; you can simulate unreliability with Limitations like *Requires A Roll, No Conscious Control,* or *Vague And Unclear.*

PRECOGNITION

A character with Precognition can perceive the future (usually this involves the Sight Group and he receives "visions" of events to come). The GM must decide if what the character perceives is permanent and immutable (that is, what he sees will occur, and the GM has to contrive the adventure so the scene happens) or won't necessarily occur (which makes the visions considerably less dramatic, but gives the characters control over their own fate).

If the GM chooses the first route, he should describe visions the character can easily misinterpret because they're imprecise or "fuzzy." For example, a character sees his best friend floating still and lifeless in a river. In "reality," his friend could be dead — or simply unconscious or playing around. Perhaps the person seen was actually dead but wearing a disguise so he only looked like the character's friend. In any case, the vision really occurs — but doesn't necessarily spell doom for the friend.

RETROCOGNITION

A character with Retrocognition can perceive events that have already happened. A classic use of this is to "watch" the ancient Egyptians hide the tomb or to "watch" a crime take place to identify the culprit. Once again, the GM must use Retrocognition to help the game, not hurt it. Showing a detective the exact events of the murder doesn't make for a good mystery.

POWERS

Sense-Affecting Powers: For a discussion of how Sense-Affecting Powers interact with Clairsentience, see 6E2 14.

ADVANTAGES AND ADDERS

Mobile Perception Point: When a character establishes a Clairsentience perception point, it's "fixed" at that point. To move it to another location, he has to deactivate that use and activate the Clairsentience again at the new perception point. To move the perception point while the power remains active requires a +5 Character Point Adder, *Mobile Perception Point.*

A mobile perception point can move up to 12m per Phase, and travels in three dimensions (*i.e.,* it can "fly"), but cannot move beyond the maximum range of the Clairsentience. It can pass through solid objects, though that may blind the character, disorient him, cause him to move the point "off course," or the like, based on the situation, special effects, common sense, and dramatic sense. (If the point cannot move through solid objects, the Clairsentience takes a -0 Limitation.) A character can double a mobile perception point's rate of speed for every +5 Character Points. Moving a mobile perception point any number of meters up to its maximum movement requires a Half Phase Action, but a character can only move it once per Phase.

Multiple Perception Points: Clairsentience normally allows a character to perceive only one perception point at a time — if he wants to look at some other location, he has to either move his perception point (if possible) or deactivate the power and reactivate it at the new location. At the GM's option, a character can buy an Adder called *Multiple Perception Points* to have the ability to perceive multiple perception points at once. For each +5 Character Points, the character can have up to double the number of perception points active at one time (two perception points for +5 Character Points, up to four perception points for +10 Character Points, and so forth).

Indirect: Characters don't have to purchase this Advantage for Clairsentience; it is inherently "Indirect" in its ability to see around corners, through walls, and so forth.

Transdimensional: Characters don't have to purchase this Advantage for Clairsentience; use the *Dimensional* Sense Modifier (6E1 212) instead.

LIMITATIONS

Attack Roll Required (-¼): Clairsentience with this Limitation requires an Attack Roll against DCV 3 every time the character tries to place his perception point. It represents a form of Clairsentience that's somehow inherently "inaccurate" or difficult to use precisely.

Blackout (-½): This Limitation signifies that the character cannot use any of his normal Senses while using his Clairsentience — in effect he's deaf and blind through his personal Senses and can only perceive things through his Clairsentience until he turns the Power off.

Fixed Perception Point (-1): Clairsentience with this Limitation has a fixed perception point defined when the character purchases the Power. The character cannot change the perception point thereafter. This Limitation is often used to build closed-circuit television systems and similar devices.

Focus: Clairsentience bought with a Focus doesn't mean the perception point centers on the Focus. It means the character using Clairsentience possesses the Focus. If a character wants the Focus to be the location of the perception point, then either the Focus has to be Inobvious or the perception point is automatically perceivable.

Only Through The Senses Of Others (-½ or more): This form of Clairsentience uses the Senses of others as a "focal point" — in effect, the character must have another creature to use as his perception point. If there are no creatures with the required Sense within range of the character, he cannot use his power.

This form of Clairsentience doesn't inherently have a mobile perception point. Unless the character buys that (see above), when the being whose Senses he's using moves away from the vicinity of his perception point, the power instantly turns off. If the character buys Mobile Perception Point, the perception point can keep moving with the subject even if the subject's velocity exceeds the perception point's velocity. The GM may rule that the power stops functioning in some circumstances (such as if the subject Teleports or uses a Mega-Scaled Movement Power).

At the GM's option, this form of Clairsentience might be hampered or blocked if the subject has a sufficient amount of Mental Defense (say, -1 to the character's PER Rolls for every point of Mental Defense). If the character can only perceive through the eyes of a single specific creature, or a very limited group of creatures, the Limitation is worth -¾ or -1.

One Sense Only (-¼): Clairsentience with this Limitation does not work with a Sense Group at its base level, but only a single Sense. Characters should normally only take this Limitation for Clairsentience powers bought with a single Sense Group.

Precognition (or Retrocognition) Only (-1): Ordinarily, a character who buys Precognitive Clairsentience can use both normal Clairsentience (perceiving at a distance) and Precognition (perceiving the future). With this Limitation, the character can only sense the future (or past); he cannot use the perceive-at-a-distance aspect of Clairsentience.

Only Through Dreams (-1): Precognition or Retrocognition with this Limitation only provides visions to the character through dreams.

Time Modifiers (-½): Precognition or Retrocognition with this Limitation is harder to use over greater spans of time. The Precognition or Retrocognition must have a Required Skill Roll or Attack Roll. For every step on the Time Chart away from the present which a particular event will occur, there's a -2 "Range Modifier" to the Required Skill/Attack Roll. For example, an event 1 Turn in the future from when the character activates the power is at -2, one 1 Minute later is -4, and so forth. (The GM may alter the penalty, or the rate at which it accrues, if desired; this may also entail reducing the value of the Limitation.) This makes it much harder to view "distant" events.

Vague And Unclear (-½): This Limitation for Precognitive or Retrocognitive Clairsentience simulates an ability to foretell the future (or uncover the past) which is, at best, unreliable. The information gained is not definite; it could be misleading, false, easily misinterpreted, or any number of things — or it could, in fact, be a correct vision of what is to come (or what occurred). The character must decide for himself just how much he trusts the information he gains by using the power.

POWER EXAMPLES: CLAIRSENTIENCE

Spell Of Scrying: Clairsentience (Sight And Hearing Groups), 16x Range (4,800m) (50 Active Points); OAF Immobile, Fragile (large enchanted mirror; -2¼), Gestures (-¼), Incantations (-¼), Extra Time (1 Minute; -1½). Total cost: 9 points.

Crystal Ball, Divinatory: Precognitive Clairsentience (Sight Group) (40 Active Points); OAF Fragile (-1¼), Precognition Only (-1), Requires A Magic Roll (-½), Time Modifiers (-½). Total cost: 9 points.

Closed-Circuit TV Security System: Clairsentience (Sight and Hearing Groups), Multiple Perception Points (up to eight at once) (45 Active Points); OAF (-1), Fixed Perception Points (-1). Total cost: 15 points.

POWER EXAMPLES: CLINGING

Cling-Grips: Clinging (normal STR) (10 Active Points); OAF (-1), Cannot Resist Knockback (-¼). Total cost: 4 points.

Perching: (character can stand on tiny ledges, balance on doorframes, wedge himself into ceiling corners, *etc.,* without fear of falling) Clinging (normal STR) (10 Active Points); Only To "Perch" (-½), Requires A Climbing Roll (-½), Cannot Resist Knockback (-¼). Total cost: 4 points.

Swift-Climbers Of The Tree People: Clinging (normal STR); 1 Continuing Fuel Charge (difficult to replenish sap-based body coating, 2 Hours; -0). Total cost: 10 points.

5

CLINGING

Type: Standard Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: No
Cost: 10 Character Points for ability to exert character's normal STR; +1 Character Point for every +3 Clinging STR

A character with Clinging may cling to walls and sheer surfaces and move on them as if they were level. Some examples of Clinging include insect-based wall-crawling powers or high-tech cling-grips used by climbers. Clinging costs 10 Character Points. Clinging does not cost END to use, but the character must pay the usual END cost for any movement used while Clinging.

While Clinging, a character can use his full STR to "stick" to the surface. He can increase this total above his normal STR: every +3 points of Clinging STR costs +1 Character Point. If another character wants to pull a Clinging character from a surface, he must exceed the character's total Clinging STR in a STR Versus STR Contest; otherwise the character remains stuck. If the opponent does enough BODY damage with his STR to break whatever the character Clings to, that object might break (or, in the case of a large object such as a building, suffer damage in the Area where the character Clung to it). Other characters can never take damage from this, though — if two characters are stuck together with Clinging, and someone pulls them apart, the character being Clung to does not take damage.

Moving across a surface with Clinging (such as running along a wall) is the same as normal ground movement. Moving up a surface takes 2m of ground movement to move 1m up.

CLINGING IN COMBAT

A character using Clinging subtracts an extra 1d6 from all Knockback rolls, as long as he's in contact with a solid surface.

The use of Clinging may interfere with or help certain Combat/Martial Maneuvers. If the character with Clinging is already using it, the effects described below apply. If he's not using it when he's attacked, he has to win a DEX Roll Versus DEX Roll contest with the character attacking him. If he wins, he activates his Clinging at the right time, and its effects apply. If he fails, he didn't time it right and the Clinging has no effect.

An attacker may want to use the *Shove, Throw,* or *Trip* Combat Maneuvers (or Martial Maneuver with the *Target Falls* Element) to throw or knock to the ground a character using Clinging. Besides succeeding with an Attack Roll, the attacker must also roll and win a STR Versus STR Roll: his STR versus the STR of the target's Clinging. If he fails, the target doesn't fall down (though he still takes damage from the impact of the attack, if appropriate). If he ties or wins, the target does fall.

If a person performing a Grab has Clinging and uses it to help hold onto the victim, the victim has to escape from the higher of the Grab STR or the Clinging STR. At the GM's option, he might increase the highest one by +5 STR (perhaps more) to represent the cumulative effect.

ADVANTAGES AND ADDERS

Area Of Effect (personal Surface — Damage Shield): Although Clinging isn't an Attack Power, characters may buy Area Of Effect (personal Surface — Damage Shield) for it to create, for example, a "tar baby" effect in which anyone who touches the character gets stuck to him. Clinging with this Advantage only functions as a Damage Shield; it doesn't allow characters to walk on walls or the like.

Usable On Others: If a character buys Clinging Usable As Attack, the base cost of Clinging (10 Character Points) buys him 10 STR (not his own normal STR). He can then increase the Clinging STR at the usual cost of +1 Character Point for every +3 points of STR.

LIMITATIONS

Cannot Resist Knockback (-¼): Clinging with this Limitation does not subtract +1d6 from Knockback.

Requires A Roll: Characters who take Climbing as a Required Roll for Clinging usually suffer the same DCV modifiers as a character using Climbing would, though the GM may reduce these modifiers to reflect a Clinging character's greater mobility.

DAMAGE NEGATION

Type: Standard Power/Defense Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 5 Character Points per -1 Damage Class

A character with Damage Negation can reduce the damage of attacks made against him. Examples of Damage Negation include a character who can control kinetic energy to reduce the impact of an attack, or an enchanted suit of armor that blunts the effect of any blow or spell. Damage Negation does not cost END to use.

BUYING DAMAGE NEGATION

A character purchases Damage Negation separately for each class of attacks (Physical, Energy, or Mental). Damage Negation for any category costs 5 Character Points per -1 DC. This is considered a form of Resistant Defense. It works against Normal Damage, AVADs, Killing Attacks, Drain STUN or Drain BODY (but not other types of Drains), and any other type of damage the GM allows it to affect in its category. Characters may take the Limitation *Nonresistant* (-¼) to make it only work against Normal Damage attacks and AVADs. Damage Negation only works on attacks that actually do damage. It has no effect on, for example, Entangles, Flashes, or Transforms.

Characters often apply the *Only Works Against [Limited Type Of Attack]* Limitation to Damage Negation so that it only affects certain types of damage. In some campaigns the GM may require this.

DAMAGE NEGATION AS IMMUNITY

Characters can buy Damage Negation to simulate a special resistance or near-immunity to a specific type of attack. With the GM's permission, a character can define his Damage Negation as working against a specific group or type of attacks, whether Normal or Resistant, Energy or Physical or Mental. For example, a character could buy *Magic Damage Negation* that only works against magic (regardless of how spells are built or defined). The character doesn't get a Limitation for this. "Specialized" Damage Negation still only reduces damage; it doesn't affect Entangles, Flashes, Transforms, or the like even if they fall within the defined special effect.

USING DAMAGE NEGATION

A character applies his Damage Negation to an incoming attack *before* applying his other defenses. Before the attacker makes the Effect Roll for his attack, he reduces it to account for the Damage Negation. (See the Damage Class table on 6E2 97 for an easy reference for the effects of removing DCs from attacks, depending on their base cost and/or Advantages.) The effect of the attack is then rolled normally and the character applies his regular defenses, Damage Reduction, and any other defensive abilities. Calculate the Knockback (if applicable) from the damage the attacker actually rolls, not from the DCs of the attack before Subtraction.

Example: *Andarra has a force-field belt tuned to provide special protection against energy attacks. It's defined as Energy Damage Negation (-6 DCs). A Rigellian mercenary shoots her with a souped-up plasma rifle that does RKA 3d6+1. That's 10 Damage Classes, but Andarra's Damage Negation reduces the attack by 6 DCs, to 4 DCs. A 4 DC KA does 1d6+1 damage, so the Rigellian rolls 1d6+1 for his attack. Andarra will apply her other defenses to reduce the BODY and STUN of the RKA 1d6+1.*

A character may apply his Damage Negation to the damage caused by an AVAD even if he lacks the specified defenses for the attack.

The GM should be careful not to let a character have both high defenses (including high CON and/or STUN totals) and Damage Negation, since this can make the character very difficult to affect in combat. When evaluating a character with Damage Negation, the GM should consider whether he'd allow the character to spend the same amount of Character Points on conventional defenses such as PD or Resistant Protection. If he wouldn't, that's a sign the character may have unbalancingly high overall defenses.



POWER EXAMPLES:

DAMAGE NEGATION

Enchanted Armor: Damage Negation (-8 DCs Physical, -4 DCs Energy) (60 Active Points); OIF (-½). Total cost: 40 points.

Bullet-Resistant: Damage Negation (-9 DCs Physical) (45 Active Points); Only Works Against Bullets/ Firearms (-¼). Total cost: 36 points.

I Scoff At Your Feeble Blows: Damage Negation (-12 DCs Physical) (60 Active Points); Only Works Against Punches/ Kicks (-¼). Total cost: 48 points.

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POWERS

Adjustment Powers: For purposes of Adjustment Powers, Physical Damage Negation and Energy Damage Negation are generally considered separate Powers (even if they're written on the same line of the character sheet for convenience). This is particularly appropriate when one part of the overall "power" has different Power Modifiers than the other. The final call is up to the GM based on special effects, the nature of the power, and similar factors.

ADVANTAGES AND ADDERS

Area Of Effect: If a character uses an Area Of Effect attack and some characters who have Damage Negation and some who do not, or characters with varying amounts of Damage Negation, roll the dice of effect against the character with the most Damage Negation first, and apply that damage to him. Then roll more dice and add them for other levels of Damage Negation until you've rolled all dice for the characters who have no Damage Negation.

> **Example:** *A Blast 10d6, Area Of Effect, hits several characters: one with Damage Negation (-6 DCs), one with Damage Negation (-4 DCs), and four with no Damage Negation at all. Since the attack has +1 worth of Advantages, each DC is ½d6 of damage. The GM first rolls 7d6 (10d6, -6 DCs) and applies that damage to the first character. Then he rolls another 1d6 and adds it to the 7d6 roll, for a total of 8d6 (10d6, -4 DCs), and that total amount of damage applies to the second character. The GM then rolls another 2d6, adds it to the 8d6 total, and applies the full 10d6 damage against the other four characters.*

Armor Piercing: A power with this Advantage doesn't reduce the effects of Damage Negation, but does affect the defenses applied to damage after Damage Negation applies.

Penetrating: Damage Negation doesn't reduce the effect of Penetrating *per se,* but the reduction in DCs will of course affect the minimum damage made possible by Penetrating.

LIMITATIONS

Nonresistant (-¼): This Limitation converts Damage Negation into a form of Normal Defense (see above).

STUN (or BODY) Only (-½): Damage Negation with this Limitation affects STUN damage only (or BODY damage only).

COMPLICATIONS

Dependence, Susceptibility: Characters who are Susceptible to damage from some substance, or who take damage because of a Dependence, cannot apply their Damage Negation to reduce that damage.

DAMAGE REDUCTION

Type: Standard Power/Defense Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: See Damage Reduction Table

A character with Damage Reduction is tougher than normal characters — only part of any damage that gets through his defenses applies to reduce his STUN or BODY. Examples of Damage Reduction include gigantic monsters who feel little or no pain from standard attacks, super-tough characters, and a fire elemental who's nearly immune to damage from any type of fire. Damage Reduction does not cost END to use.

Damage Reduction helps the GM build Master Villains and Giant Monsters. A properly constructed character with medium defenses and Damage Reduction can be damaged by almost anyone, but can take quite a pounding before being Knocked Out.

The GM should be careful not to let a character have both high defenses (including high CON and/or STUN totals) and Damage Reduction, since this can make the character very difficult to affect in combat. Remember that a character with Physical Damage Reduction, 50%, Resistant has spent an extra 30 points on his physical defense. Also realize that fights against characters with lots of Damage Reduction can take a very long time.

BUYING DAMAGE REDUCTION

A character purchases Damage Reduction separately for each class of attacks (Physical, Energy, or Mental). He lists it as a percentage (it removes 25%, 50%, or 75% of the damage taken after defenses), and must define it as Normal or Resistant:

- Normal Damage Reduction acts against Normal and AVAD attacks
- Resistant Damage Reduction affects Normal attacks, AVADs, Drain STUN or Drain BODY (but not other types of Drains), Killing Attacks, and any other type of damage the GM allows it to affect

A character may have two or more Damage Reduction-based abilities if he wishes (and the GM permits). However, this is usually only appropriate if each ability is somehow distinct (they have different Power Modifiers, or the like). If a character has two or more Damage Reduction powers that could apply to the same attack, he can only apply one of them (he chooses which one) — he can't apply multiple Damage Reductions to keep reducing the damage from a single attack.

> **Example:** *Zigzag has a PD of 10 and Physical Damage Reduction, 50%, Normal to represent his rubbery body. If Zigzag gets hit with an attack that does 20 STUN, 10 points of STUN penetrate his defenses. Zigzag's Damage Reduction applies,*



so Zigzag takes 50% of 10 = 5 STUN. If Zigzag gets hit with 50 STUN he'll take 50-10 = 40, 50% of 40 = 20 STUN. If he gets hit by a Killing Attack 1d6 he takes all the damage that gets past his defenses, because his Damage Reduction is not Resistant.

DAMAGE REDUCTION AS IMMUNITY

Characters can buy Damage Reduction to simulate a special resistance or near-immunity to a specific type of attack. With the GM's permission, a character can define his Damage Reduction as working against a specific group or type of attacks, whether Normal or Resistant, Energy or Physical or Mental. For example, a character could buy *Poison Damage Reduction* that only works against poisons, drugs, and gases (regardless of how they are built or defined), or *Electricity Damage Reduction* that applies against any type of Electricity attack that causes damage. However, the Damage Reduction still only reduces damage; it doesn't affect Entangles, Flashes, or the like even if they fall within the defined special effect. This form of Damage Reduction costs the same as Resistant Damage Reduction, and works like Resistant Damage Reduction in terms of what types of damage it affects.

If a character wants to buy Damage Reduction this way to represent near-immunity to a rare or unusual form of attack, the GM can consider allowing him to apply the *Only Works Against [Limited Type Of Attack]* Limitation to reduce the Power's cost.

USING DAMAGE REDUCTION

A character with Damage Reduction applies his defenses normally to the damage done by an attack. If his Damage Reduction applies to the attack, he then uses it to reduce the remaining damage. If reducing the damage by a percentage yields a fractional result, the damage rounds in favor of the character per the standard *HERO System* rounding rules.

A character with 25% Damage Reduction takes ¼ less damage from every attack to which the Damage Reduction applies (in other words, he takes 75% of the damage).

A character with 50% Damage Reduction takes ½ less damage from every attack to which the Damage Reduction applies.

A character with 75% Damage Reduction takes ¾ less damage from every attack to which the Damage Reduction applies (in other words, he takes 25% of the damage).

Regardless of the percentage of damage reduced, calculate the Knockback or Knockdown done by an attack from the amount of BODY damage rolled, not the reduced amount.

A character may apply his Damage Reduction to the damage caused by an AVAD even if he lacks the specified defenses for the attack.

MENTAL DAMAGE REDUCTION

Mental Damage Reduction reduces not only the damage caused by mental attacks such as Mental Blast, but the Effect Rolls of Powers such as Mind Control. The cost for Mental Damage Reduction is the Resistant cost (and it applies to any form of damage that Resistant Damage Reduction normally applies to, provided the attack is a Mental attack). Characters apply Mental Damage Reduction like the other forms of Damage Reduction: first, apply any applicable Mental Defense to reduce the effect of the attack; then apply the Reduction to reduce the damage rolled (Mental Blast) or the Effect Roll (continuing-effect Mental Powers).

DAMAGE REDUCTION TABLE

Damage Reduction	Normal Cost	Resistant Cost
25% Damage Reduction	10 points	15 points
50% Damage Reduction	20 points	30 points
75% Damage Reduction	40 points	60 points

POWER EXAMPLES: DAMAGE REDUCTION

Magic Resistance: Magic Damage Reduction, 50%. Total cost: 30 points.

Fiery Body: Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Fire (-½). Total cost: 40 points.

Can Take A Punch: Physical Damage Reduction, Normal, 50% (20 Active Points); Requires A CON Roll (assumes a CON Roll of 12- or 13-, no Active Point penalty; -¼), Character Must Be Aware Of Attack (-¼), STUN Only (-½). Total cost: 10 points.

Gigantic Monster's Invulnerability: Physical and Energy Damage Reduction, Resistant, 75%. Total cost: 120 points.

POWER EXAMPLES:

DARKNESS

Smoke Grenades, Mk. I: Darkness to Sight Group 6m radius (30 Active Points); OAF (-1), 8 Continuing Charges lasting 1 Turn each (removed by winds or rain; -0), Range Based On STR (-¼). Total cost: 13 points.

The Spell Of The Idle Tongue: Darkness to Hearing Group 2m radius, Usable As Attack (+1¼), Ranged (+½) (16 Active Points); OAF Expendable (two small pieces of leather stitched together; -1¼), Gestures (-¼), Incantations (-¼). Total cost: 6 points.

The Sphere Of Chaotic Sensations: Darkness to Sight, Hearing, and Radio Groups 6m radius. Total cost: 40 points.

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POWERS

Adjustment Powers: For purposes of Adjustment Powers, Physical Damage Reduction and Energy Damage Reduction are generally considered separate Powers (even if they're written on the same line of the character sheet for convenience). This is particularly appropriate when one part of the overall "power" has different Power Modifiers than the other. The final call is up to the GM based on special effects, the nature of the power, and similar factors.

ADVANTAGES AND ADDERS

Armor Piercing: A power with this Advantage does not reduce the effects of Damage Reduction, but does affect the defenses applied to damage before Damage Reduction applies.

Impenetrable: Characters may apply the *Impenetrable* Advantage to Damage Reduction. The Damage Reduction then affects Penetrating attacks normally; the special rule stated below no longer applies.

Penetrating: Damage Reduction does not affect the minimum damage caused by a Penetrating attack. For example, if a character with 50% Damage Reduction is hit by an RKA 4d6, Penetrating that does 12 BODY, 36 STUN (roll of 5, 3, 2, 2), and his defenses plus Damage Reduction would reduce the BODY damage to 2 BODY, he takes 4 BODY — the minimum BODY damage the Penetrating attack can cause with that roll.

LIMITATIONS

Ablative: Ablative Damage Reduction still applies after defenses reduce an attack's damage.

STUN (or BODY) Only (-½): Damage Reduction with this Limitation affects STUN damage only (or BODY damage only).

Set Effect (-1 to -¼): Damage Reduction with this Limitation only works against attacks of a specific special effect, or does not protect against attacks of a specific special effect. For example, a fire wizard could buy Energy Damage Reduction, *Only Works Against Fire,* at a -½ Limitation, giving him a special resistance to fire attacks. A werewolf could buy 75% Physical Damage Reduction which *Does Not Work Against Silver* (-½ Limitation — silver isn't common, but everyone knows it hurts werewolves).

COMPLICATIONS

Dependence, Susceptibility: Characters who are Susceptible to damage from some substance, or who take damage because of a Dependence, cannot apply their Damage Reduction to reduce that damage.

DARKNESS

Type: Standard Power/Attack Power/ Sense-Affecting Power
Duration: Constant
Target: Area
Range: 10m x Base Points
Costs END: Yes
Cost: See Darkness Summary Table

A character with Darkness can create a field that's impervious to one Sense Group (usually the Sight Group). Some examples of Darkness include smoke grenades, mystic spells of silence, and blinding fields of impenetrable blackness.

At its base level, Darkness fills a 1m radius Area for 5 Character Points and affects one Targeting Sense Group. Increasing the radius for a Darkness that affects one or more Targeting Senses costs +5 points for each +1m radius. A Darkness can be made impervious to additional Targeting Sense Groups: +1 Targeting Sense Group costs +10 Character Points; +1 Targeting Sense costs +5 Character Points.

If Darkness affects only a Nontargeting Sense Group, it costs 3 Character Points to fill a 1m radius Area. Increasing the radius for such a Darkness costs +3 Character Points per +1m radius. Adding a Nontargeting Sense Group to any Darkness costs +5 Character Points; adding a single Nontargeting Sense, +3 Character Points.

Darkness costs END to use. Since it's a Constant Power, a Darkness field remains in existence as long as the character pays the END for it. A character may maintain more than one Darkness field at once, provided he pays the END cost for all fields.

DARKNESS SUMMARY TABLE

Cost To Fill 1m Radius	Sense Group
5	Targeting
3	Nontargeting
Cost per +1m Radius	**Sense Group**
+5	Targeting
+3	Nontargeting
Cost	**Extra Senses**
+10	Targeting Sense Group
+5	Targeting Sense (single)
+5	Nontargeting Sense Group
+3	Nontargeting Sense (single)

USING DARKNESS

To use Darkness, a character must make an Attack Roll against a target Area to place the Darkness field where he wants it.

Darkness makes the covered area *impenetrable* by the Senses it affects. For example, unlike natural nighttime darkness (which imposes up to a -4 on Sight PER Rolls and can be counteracted with Nightvision and other Powers), Darkness versus the Sight Group is impenetrable by Sight Group Senses — even someone with Nightvision cannot see into, out of, or through it. It doesn't just

make PER Rolls with the affected Senses harder, it makes them impossible. A character in a Darkness field who cannot perceive his opponent(s) with a Targeting Sense usually suffers penalties to his DCV and OCV (see 6E2 7.

Sensory effects generated within a Darkness field, such as lights or noises, cannot be perceived inside a Darkness field that works against the appropriate Senses (or outside that field, by characters inside it). Flashes that affect the Sense(s) affected by a Darkness field cannot penetrate, and have no effect in, a Darkness field; light created by Sight Group Images has no effect in a Darkness to Sight Group field.

A character who creates a Darkness field cannot automatically perceive through the field. To do so, he should buy an appropriate Enhanced Sense or apply the Advantage *Personal Immunity* to the Power.

Barriers (either regular ones such as ordinary walls, or Opaque ones created with the *Barrier* Power) typically stop a Darkness field, preventing it from extending further in that direction. But ultimately it's up to the GM to decide based on special effects, common and dramatic sense, game balance, and similar factors.

ADVANTAGES

Area Of Effect: Darkness already covers an Area with a radius, so a character cannot buy Area Of Effect (Radius) for it. However, with the GM's permission, for a +0 Advantage a character can redefine his Darkness as being a Cone, Line, Any Area, or Surface form of Area Of Effect. Every 1m radius the Power would normally have equals 2m in the side of the Cone or length of the Line, one 2m radius area in the Any Area, or 2m radius worth of Surface covered. However, the character must buy the Power up to the point where the change to a differently-shaped area gives him the size he wants — he can't buy the Power at a lower level, then use the "each additional +¼ doubles the size of the Area" Advantage for Area Of Effect to increase the size of the Area cheaply.

Example: *Allen wants to buy a smoke generator for his character's Jetpack that leaves a trail of thick, blinding smoke behind the character as he flies. He decides to build this as Darkness to Sight Group, with the Darkness redefined as a Line. The character can fly at 40m, so the Darkness needs to cover a 40m Line. Since each 1m of radius equals 2m of Line, Allen needs to buy Darkness 20m radius. Here's how he builds the power:*

Jetpack Smoke Generator: *Darkness to Sight Group 20m radius (40m Line) (100 Active Points); OIF (-½), No Range (-½), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 40 points.*

Allen had to buy the Darkness all the way up to 20m radius, which converted to the size he wanted (40m Line). He could not buy Darkness 10m radius, define that as a 20m Line, then apply a +¼ Advantage to double that to a 40m Line.

DEFLECTION

Type: Standard Power/Defense Power
Duration: Instant
Target: Target's OCV (see text)
Range: 10m x Base Points
Costs END: Yes
Cost: 20 Character Points

This Defense Power expands a character's ability to Block Ranged attacks. Some examples of Deflection include telekinetically knocking missiles out of the air, a laser point-defense system that can shoot down missiles and energy beams, or a character who can shoot bullets out of the air. Deflection costs 20 Character Points and costs END to use.

Deflection allows a character to use the rules for Blocking a Ranged attack (6E2 59) at Range. In other words, he could Block a Ranged attack made against a target who is, say, 15m away from him, rather than just Ranged attacks made against himself or someone adjacent to him. All standard rules for Block, including the rules for Blocking multiple attacks, apply unless noted otherwise here. (However, a character using Deflection isn't required to use a shield or object to use the Power, whereas GMs often require characters Blocking Ranged attacks made against themselves to have one.)

When a character uses his Deflection, it functions against the OCV the attacker uses to make his Attack Roll. If the attacker's OCV is modified by the Range Modifier, the application of Combat Skill Levels, or anything else, that all factors in, and thus may make the Deflecting character's roll easier or harder.

The Range Modifier applies to Deflection. If a character only wants his Deflection to apply to certain types of attacks, he can take the *Only Works Against [Limited Type Of Attack]* Limitation for it.

POWERS

Constant Powers: If a character Deflects a Constant attack, the first roll Deflects it entirely. He doesn't have to make further Deflection rolls in later Phases; it's as if the attacker missed him.

ADVANTAGES AND ADDERS

Area Of Effect: Characters cannot apply *Area Of Effect* to Deflection as a way of Deflecting any attack passing through the defined area, unless the GM specifically permits this. In any event, applying Area Of Effect to Deflection doesn't allow characters to Deflect Area Of Effect/Explosion attacks.

Uncontrolled: A character can only buy Uncontrolled for Deflection if (a) the GM permits him to, and (b) he defines a reasonably common and obvious way to bypass or turn off the Deflection (he receives no Limitation for this). The GM must approve all forms of Uncontrolled Deflection, and should particularly be wary of Uncontrolled Deflection that costs no END.

POWER EXAMPLES:

DEFLECTION

Telekinetic Deflection: Deflection, No Range Modifier (+½). Total cost: 30 points.

Arrow Shield Spell: Deflection (20 Active Points); OAF (shield talisman; -1), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Only Works Against Arrows (-½). Total cost: 5 points.

Standard rules for Deflection apply to Uncontrolled Deflection. For example, if the character fails to Deflect an attack, the power stops working and has to be re-activated (even if it has END left to fuel it, in which case the character loses the remaining END in the pool). Additionally, the penalties for multiple Deflection carry over from Phase to Phase. For example, a character sets up Uncontrolled Deflection on his Phase in Segment 3. In that same Segment, he Deflects three shots (at -0, -2, and -4 OCV, respectively). On his Phase in Segment 5, if he has to Deflect two more shots, his roll suffers a -6 and -8 OCV penalty.

LIMITATIONS

Charges: The rules for Uncontrolled (see above) also apply to Continuing Charges.

DENSITY INCREASE

Type: Standard Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 4 Character Points for every +5 STR, +1 PD and +1 ED, -2m Knockback, and x2 mass

A character with Density Increase ("DI") can increase his density, thereby making himself stronger and physically tougher. Some examples of Density Increase include characters whose bodies are made of rock or metal, or a superhero with gravitic powers who can make himself denser. Density Increase costs 4 Character Points per doubling of mass (see the Density Table for the full effects).

Density Increase is only appropriate for characters who can *alter their density.* Characters who are always very heavy shouldn't buy DI. Instead they should buy various Powers (such as increased Characteristics) to reflect the benefits of having a permanently altered density, and take a Physical Complication (see 6E1 446) to reflect the drawbacks. Use the guidelines provided with this Power to determine what the character should buy.

Density Increase adds to a character's mass, STR, PD, and ED. Density Increase costs END to use; the character must pay END every Phase in which DI is turned on.



A character can use the STR he gets from Density Increase for any purpose he could normally use STR for — it doesn't just help him move his extra mass around, it affects how much he can lift, how much damage he does when he punches, and so forth. Density Increase doesn't reduce a character's STR-based forms of movement, such as Running and Swimming (though there are optional rules for the effect of mass on Leaping on 6E2 28, if the GM wants to use them).

Characters with Density Increase may be heavy enough to inflict crushing damage on other characters simply by standing. sitting, or lying on them. See 6E2 125 regarding this. For GMs interested in "realism," whenever a character using Density Increase walks on pavement, a floor, the upper story of a building, or anything else that might not fully hold his increased weight, apply the crushing damage he can cause to that surface. If the surface isn't strong enough to hold him, he breaks through it and falls, or sinks into it.

ADVANTAGES AND ADDERS

If a character who has Density Increase applies an Advantage to his STR, he must calculate the cost of the Advantage based on the character's total STR including DI bonuses, unless noted otherwise below. For example, if a character has STR 30 and 24 points of DI (+30 STR), the cost of an Advantage is calculated as if he had bought a 60 STR. This applies even if the Density Increase is bought as a slot in a Power Framework. If the character also has some Limited STR, he doesn't have to include that when calculating the cost of the Advantage unless the GM thinks it would be appropriate for him to do so. Generally Limited STR function as a sort of separate power, so its END cost should be determined separately.

Hardened, Impenetrable: If a character has bought one (or both) of these Advantages for his PD and/or ED, he must also buy it for the PD and/or ED he obtains from Density Increase.

Reduced Endurance: If a character buys Density Increase with Reduced Endurance, he must still pay normal END costs for using the extra STR granted by DI, unless he buys Reduced Endurance separately for his STR.

Usable On Others: When used as an attack against another character (*i.e.,* when bought with the +1¼ *Usable As Attack* Advantage), Density Increase doesn't, and cannot be bought to, increase another character's weight without also increasing his STR (and other Characteristics that DI normally improves).

LIMITATIONS

No Defense Increase (-0, -¼): DI with this Limitation doesn't provide any extra PD and/or ED to the character — he becomes heavier and stronger, but no tougher. If the character doesn't get extra PD *or* ED (chosen when he takes this Limitation), the Limitation's worth -0; if he gets neither form of defense, it's worth -¼.

No STR Increase (-1): DI with this Limitation doesn't provide any extra STR to the character. Eventually the character's weight becomes more than he can lift with his STR, meaning he cannot walk and has to be carried or driven everywhere he goes (unless he turns his DI off).

DENSITY INCREASE TABLE

Every 4 points of Density Increase provides:

- x2 mass
- +5 STR
- -2m Knockback (functions just like Knockback Resistance)
- +1 PD (Non-Resistant)
- +1 ED (Non-Resistant)

Points	Mass (KG)	STR	KB	PD	ED
0	100	+0	-0	+0	+0
4	200	+5	-2m	+1	+1
8	400	+10	-4m	+2	+2
12	800	+15	-6m	+3	+3
16	1,600	+20	-8m	+4	+4
20	3,200	+25	-10m	+5	+5
24	6,400	+30	-12m	+6	+6
28	12,500	+35	-14m	+7	+7
32	25,000	+40	-16m	+8	+8
36	50,000	+45	-18m	+9	+9
40	100,000	+50	-20m	+10	+10
44	200,000	+55	-22m	+11	+11
48	400,000	+60	-24m	+12	+12
52	800,000	+65	-26m	+13	+13
56	1,600,000	+70	-28m	+14	+14
60	3,200,000	+75	-30m	+15	+15

POWER EXAMPLES: DENSITY INCREASE

Body Of Stone: Density Increase (25,000 kg mass, +40 STR, +8 PD/8 ED, -16m KB), Costs END Only To Activate (+¼) (50 Active Points); Perceivable (-¼). Total cost: 32 points.

DESOLIDIFICATION

Type: Standard Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 40 Character Points

A character with Desolidification can become intangible, allowing him to walk through walls and ignore attacks. Some examples of Desolidification include the intangible body of a ghost, a superhero who can pass through solid objects by synchronizing the "phase vibrations" of his molecules, and a vampire's ability to transform into a cloud of mist. Desolidification costs 40 Character Points and costs END to use.

BASIC EFFECTS OF DESOLIDIFICATION

A Desolidified character can move through walls and other solid objects at his normal movement rate unless the walls are bought with the *Affects Desolidified* Advantage (6E1 318). When doing so, he can use any Movement Power he possesses. For example, he can walk (Running) through walls, use Flight to travel through solid ground, and so forth. Desolidified characters can walk on the ground without sinking into it by force of will; this allows them to, for example, walk up a staircase or climb a cliff. Desolidification doesn't automatically allow a character to "walk on air"; to do that, he has to buy Flight.

When Desolidified, a character cannot be touched, doesn't register on Sonar or Radar, and emits no scent. However, he can still breathe, and must do so; Desolidification provides no Life Support. Desolidified characters are visible, but look somewhat hazy (people can tell they're using Desolidification).

A Desolidified character cannot touch or feel solid objects. But except for Touch Group Senses, all of a Desolidified character's Senses, even "active" ones like Radar, work normally while he's intangible.

CARRIED OBJECTS

When a character Desolidifies, any small personal objects he's wearing or carrying (including any weapons or Foci) Desolidify with him. Larger objects he's carrying do not; he immediately "drops" them. However, a Desolidified character cannot drop objects (such as grenades or anvils) onto or near other characters in the expectation that they'll become solid and damage solid characters; such an "attack" has no effect on the solid world unless bought with the Advantage *Affects Physical World.*

If a character doesn't want to Desolidify small personal items (like Foci) when he Desolidifies, he can simply let go of them or put them aside before activating the power. If he can't take any small personal items with him at all, that might qualify as a Limitation on the Desolidification.

DESOLIDIFICATION AND DAMAGE

When Desolidified, a character is immune to most physical and energy attacks, including ones such as Drains and AVADs. However, several types of attacks *can* affect Desolidified characters. These include:

- Mental Powers (including any Power that uses an MCV Attack Roll);
- Sense-Affecting Powers that affect any Sense the character can use while Desolidified (characters may define some of their Senses as not working when they're Desolidified as a -0 Limitation if they wish);
- an Adjustment Power or Dispel bought specifically to affect Desolidification, such as Drain Desolidification or Dispel Desolidification (Desolidification is not considered a "Defense Power" for purposes of these Powers);
- Presence Attacks;
- any attack that affects the character through his breathing, such as inhaled gases; and
- any attack bought with the Power Advantage *Affects Desolidified*

Characters may, of course, buy Mental Defense, Flash Defense, Life Support, and similar Powers Linked to their Desolidification to reflect the immunity their Desolidified state offers to such attacks (similarly, knowledge of their relative invulnerability may make it easy for them to ignore some Presence Attacks). Desolidified characters cannot automatically affect each other unless their powers have similar special effects (for example, two wizards using similar Desolidification spells could hit each other normally while they're both Desolidified).

Furthermore, *a character must define the special effects of a reasonably common group of attacks that affect him while he's Desolidified.*

Example: *Dr. Mist, who can transform himself into a cloud of vapor, is still affected by any attacks with the special effects of wind, heat, or cold. The wizard Arkelos, who uses magic to ride the streams of essence in ghostly form, still takes damage from any attack with a "magic" special effect.*

DESOLIDIFIED COMBAT

If a character, while Desolidified, is affected by a continuing-effect attack of some sort from another Desolidified character, he can escape the effect of that attack by becoming solid, since the attack form itself remains Desolidified (unless it can Affect Physical World as well). The Desolidified attack in essence sloughs off him, or he can walk away from it, while he's solid. In some cases it might be possible for the attacker to have the attack "follow" the character, so that if he uses his Desolidification he'll start taking damage again, but that depends on the Powers, circumstances, and special effects involved, as well as common sense and dramatic sense.

If a solid character is hit by a Constant Power that does STUN or BODY damage, he can automatically negate the effects of the power by becoming Desolidified; it ceases to harm him. On the other hand, continuing-effect Mental Power (like Mind Control), non-damaging Constant attacks (such as Flight Usable As Attack), and the like remain in effect unless the GM rules otherwise base on special effects, common sense, dramatic sense, game balance, and other factors.

If a character uses a continuing-effect Mental Power on a target while solid, then activates Desolidification, the Mental Power continues to affect the target. However, the character loses all "connection" to it. He cannot change levels of effect, feed it END to prevent deterioration, or the like. (On the other hand, if a character becomes Desolidified, continuing-effect Mental Powers being used on him remain in full effect and can be altered or enhanced normally; as noted above, Mental Powers affect Desolidified characters.)

POWER TRICKS: DESOLIDIFICATION

Here are some example "tricks" (related abilities) that characters with Desolidification might buy:

Disrupt Electronics: While intangible, the character can pass his hand through an electronic device and disrupt it. It shuts down, requiring repair or re-activation before it will work again.

Dispel Electronic Device 12d6, Variable Effect (+½), Affects Physical World (+2) (126 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 72 points.

Intangible Touch: While intangible, the character can plunge one of his hands into another character's body (typically the chest or the head), thus disrupting the metabolic processes and causing intense pain.

Blast 4d6, NND (defense is PD Resistant Protection or Density Increase; +0), Affects Physical World (+2) (60 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 34 points.

Semi-Solid Form: When not fully intangible, the character decreases his density to the point where he's only semi-solid, which makes it hard to hurt him.

Physical and Energy Damage Reduction, Resistant, 50% (30 + 30 = 60 Active Points); Costs Endurance (-½), Lockout (can't use this while using Desolidification; -½). Total cost: 15 + 15 = 30 points.

Walking On Air: The character has enough control over his intangible form to literally "walk on air" as easily as a normal person walks on the ground.

Flight 12m (12 Active Points); Linked (to Desolidification; -½). Total cost: 8 points.

THE DRAWBACKS OF INTANGIBILITY

Being Desolidified causes some problems. First and foremost, a Desolidified character cannot affect the physical world in any way. He cannot touch, lift, or move solid objects. His attacks against the physical world have no effect. He can't even affect solid targets with Mental Powers or Sense-Affecting Powers (though solid characters can affect him with them). If he wants to attack, he has to become solid (and therefore vulnerable) or have abilities bought with the Advantage *Affects Physical World* (see below).

Although a Desolidified character can walk through solid objects, he can't breathe while in a solid object unless he has appropriate Life Support. He can't consume solid food or drink, either; it's possible for a character to starve to death if he can't turn his Desolidification off for some reason.

A Desolidified character falls at normal velocity (see 6E2 140). He takes no damage from impacting the ground... but he doesn't stop at the ground, he just keeps falling into and through it! This could cause serious problems if he doesn't have Life Support or a Movement Power that can counteract the fall. He can use the same "force of will" that lets him walk on the ground to stop his fall when he hits the ground, but he takes normal falling damage.

If a Desolidified character solidifies inside a solid object, he takes damage (and the object usually does as well). The GM should roll the damage on the Teleportation Damage Table (6E2 29).

Ordinarily a moving character cannot activate his Desolidification. Activating a Power is a Zero Phase Action, and the criteria for when a character can perform a Zero Phase Action are listed on 6E2 18 — typically a character couldn't perform one in the middle of performing another action (*e.g.*, making a Half Move with Running). However, in the interest of common sense and dramatic sense, the GM could certainly allow a character to turn on his Desolidification in mid-move if he feels that wouldn't unbalance the game.

POWERS

Defense Powers: Desolidification doesn't count as a "Defense Power" for purposes of the rule that triples the cost of such Powers for Automatons with the *Takes No STUN* Power. However, activating it usually qualifies as a "defensive action" that a character can Abort to.

Barrier: A Desolidified character can create a Barrier to protect himself from any attack, or to englobe a Desolidified target. He can't use it to protect anyone else or englobe solid targets unless it has the *Affects Physical World* Advantage.

Deflection: If a Desolidified character doesn't apply the *Affects Physical World* Advantage to his Deflection, he cannot use it to Deflect Ranged attacks made by solid characters. (Of course, most solid attacks directed at him are just going to pass

POWER EXAMPLES: DESOLIDIFICATION

Cloud Form: Desolidification (affected by wind, fire, or cold) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.

Energy Body: Desolidification (affected by similar type of energy); Linked (-½), Only In Alternate Identity (-¼) (total cost: 23 points) plus Blast 5d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Affects Physical World (+2), Reduced Endurance (0 END; +½) (106 Active Points); Only In Alternate Identity (-¼) (total cost: 85 points). Total cost: 108 points.

Super-Contortionist Skill: Desolidification (affected by any attack) (40 Active Points); Doesn't Protect Against Damage (-1), Requires A Contortionist Skill Roll (-½). Total cost: 16 points.

right through him anyway.) He could use it to Deflect attacks from other Desolidified characters, unless the GM ruled otherwise.

Duplication: If a character who's Desolidified wants to be able to create Duplicates that are solid, he must have the *Affects Physical World* Advantage on his Duplication.

Extra Limbs: A character cannot buy Extra Limbs with the *Affects Physical World* Advantage as a way of affecting the solid world — to affect the physical world while Desolidified with normal touch, a character buys Affect Physical World for his STR. That way he can use any of his limbs, even if he has extra ones, to touch and manipulate physical objects while he remains intangible.

Mind Link: If a character establishes a Mind Link with someone, then becomes Desolidified, the Mind Link remains in effect. However, once Desolidified a character cannot establish new Mind Links with solid characters unless his Mind Link power has the *Affects Physical World* Advantage.

Reflection: Unless he buys Affects Physical World for his Reflection, a Desolidified character cannot Reflect attacks made by solid targets, and cannot Reflect attacks made by other Desolidified characters at solid targets.

Summon: Summon requires the *Affects Physical World* Advantage if a Desolidified character wants to Summon solid beings while Desolidified. If the character can only Summon other beings who are permanently Desolidified (*e.g.,* ghosts), he doesn't need Affects Physical World, but the GM can require it if he feels that's necessary to maintain game balance (such as if the Summoned being can easily affect solid beings).

Telepathy: The rules for Mind Link (see above) apply to establishing/maintaining mental contact with Telepathy. Once the character Desolidifies, he can no longer spend END to keep Breakout rolls against his Telepathy from improving, make rolls to change the level of effect, or the like, against a solid target.

ADVANTAGES AND ADDERS

Affects Physical World (+2): A character who wants to use a Characteristic or Power to affect the physical world while he's Desolidified must buy that ability (not the Desolidification itself) with the +2 Advantage *Affects Physical World.* Characters who can become Desolidified and still affect the physical world can be very powerful; the GM should carefully review characters with such Powers before letting them into a campaign.

Applying Affects Physical World to a character's STR allows him to use all HTH Combat and Martial Maneuvers on solid targets, and to use Skills that require physical contact, such as Lockpicking. (He can't just buy the Advantage for, say, his Extra Limbs; it has to be bought for all the STR he wants to use to affect solid objects.) It doesn't let him use ranged Maneuvers, like Multiple Attack or Haymaker with a Ranged attack, though at the GM's option it might let him pick up and Throw mundane objects. If he performs a maneuver that he takes damage from (such as Move Through), he still takes that damage even though he's intangible. However, Affects Physical World on a character's STR applies only to that STR. It doesn't allow a character to pick up weapons while Desolidified and use them on solid targets, or take any similar Actions — it only allows him to use his standard STR and Combat/Martial Maneuvers as an attack. He can pick up solid objects, but he can't wield them as weapons. He can't pull the trigger of a gun, remove a firing pin from a grenade, flip a switch that activates a weapon, or anything like that with the direct or indirect intention of affecting solid characters.

Area Of Effect (personal Surface — Damage Shield): A Desolidified character may have an Area Of Effect (personal Surface — Damage Shield) that Affects Physical World even though he can't be touched.

Variable Special Effects: A character cannot apply the *Variable Special Effects* Advantage to Desolidification to change, from use to use, the phenomenon he's still vulnerable to while Desolidified. However, a GM who trusts a player not to abuse it could certainly allow it, especially if he restricts the range of special effects the character can access.

LIMITATIONS

Cannot Pass Through Solid Objects (-½): This Limitation represents a form of Desolidification that doesn't provide true intangibility; it simulates mist form powers, malleable bodies, and similar abilities. The character can squeeze through very tiny openings, but cannot actually pass through physical objects. He's still immune from damage as per standard Desolidification (though many powers with this Limitation also take the *Doesn't Protect Against Damage* Limitation).

> **Example:** *Dr. Mist purchases Desolidification to represent his power to transform into a cloud of vapor. Because he cannot travel through physical barriers, he purchases Desolidification with a -½ Power Limitation, so it costs him 40 x 1/(1+½)= 27 Character Points. If Dr. Mist wants to attack solid enemies while Desolidified, he has to buy Attack Powers with a +2 Power Advantage. Thus a Blast 4d6 — to simulate lightning, for example — would cost 20 x (1+2) = 60 Character Points.*

Doesn't Protect Against Damage (-1): Desolidification with this Limitation offers no protection against damage. All attacks affect the character as they would normally; he specifies "any attack" as the "reasonably common group of attacks" that can affect him when he's intangible. The standard restrictions on what a Desolidified character can do still apply; this Limitation doesn't grant the character an *Affects Physical World* Advantage for free.

Focus: If a character buys Desolidification through a Focus, typically that Focus becomes Desolidified when he does (just like the character's other Foci). The GM can change this (or reduce the value of the *Focus* Limitation) if he believes it may cause game balance problems.

Only To Protect Against [Limited Type Of Attack] (-1): A character can purchase a limited form of Desolidification to obtain protection from a particular type of attack. For example, a character might buy Desolidification *Only To Protect Against Fire.* This offers near-total immunity to damage from fire (especially if made Persistent), but still allows any attack with a different special effect to affect the character normally (he specifies "all attacks other than [defined attack]" as the "reasonably common group of attacks" that can affect him when he's intangible). The character doesn't take Knockback from that form of attack, but would suffer both damage and Knockback if the attack were bought with the *Affects Desolidified* Advantage.

Normally, because the character is still technically solid and able to interact with the solid world freely, he must buy *Affects Physical World* for his STR and all Powers that can affect physical objects (unless the GM gives permission otherwise). This makes Desolidification a very expensive form of defense. However, at the GM's option, a character with a limited form of Desolidification doesn't have to buy Affects Physical World; he can touch and affect the solid world automatically.

Side Effects: Side Effects created by a character while Desolidified do not need Affects Desolidified to affect him; they apply automatically as normal. If they affect the environment around him, they do so without the need to apply Affects Physical World to them (but the GM may change this if he feels it's abusive or the character tries to use his Side Effects as a "weapon" rather than as a legitimate Limitation).

COMPLICATIONS

Dependence, Susceptibility: A character who's Desolidified receives no protection or immunity from his Dependences or Susceptibilities; he still takes the regular damage or effect from them.

DISPEL

Type: Standard Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: 3 Character Points for every 1d6 of Dispel

A character with Dispel can turn off another character's power. Some examples of Dispel include spells designed to disrupt or "break" other spells, light-based powers that can Dispel Darkness fields, or the ability to destroy or ruin gadgets.

Each 1d6 of Dispel costs 3 Character Points. The character must specify what Power he can Dispel when he purchases Dispel. Dispel costs END to use.

USING DISPEL

To use Dispel, the character must declare what power or ability he's trying to Dispel, then make an Attack Roll. If he succeeds, he rolls and totals the Dispel dice and subtracts the target's Power Defense (if any). If the remaining total exceeds the Active Point total of the target power, the target power is Dispelled — that is, it stops working. Dispel is an all or nothing attack: it either completely turns off a Power or it has no effect.

The victim of a Dispel may "restart" the Dispelled power, but he has to start from scratch — he must perform any preparations again. This means Dispel is more effective against powers that are difficult to turn on or take a long time to activate (like many Fantasy spells) or against objects (which must be repaired, recharged, or rebuilt).

Dispel can dispel any Power, even Dispel (don't think about it too much — you'll hurt your brain). However, Dispel cannot affect Characteristics; use Drain for that sort of effect. Nor can Dispel affect Skills, Perks, or Talents unless the GM specifically permits it to. A character can make a power harder to Dispel with the *Difficult To Dispel* Advantage (6E1 333). Characters cannot Dispel Automata, Bases, Computers, or Vehicles (anymore than they can Dispel living characters), but can Dispel the abilities possessed by such objects.

DISPELLING INCOMING ATTACKS

A character can use Dispel to protect himself from incoming attacks, but he must have a Held Action. Assuming the Dispel applies to the attack, he uses his Held Action to "attack" the incoming attack with his Dispel. He rolls his Dispel dice (he doesn't have to make an Attack Roll, though this does constitute an Attack Action). He Dispels the attack if the total of the Dispel dice exceeds the Active Points in the attack. The Power Defense of the character making the incoming attack (if any) doesn't apply to reduce the Dispel effect roll.

POWER EXAMPLES:

DISPEL

Spell Of Rusty Doom: Dispel Resistant Protection 15d6 (45 Active Points); OAF (enchanted wand of rusty iron; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Affects Metal Armors (-½). Total cost: 13 points.

Dispel Magic Spell: Dispel Magic 12d6, Variable Effect (any one Magic power at a time; +½) (54 Active Points); OAF (athame; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 18 points.

Fire Extinguisher: Dispel Fire Powers 10d6, Variable Effect (any one Fire power at a time; +½) (45 Active Points); OAF (-1), Limited Range (6m; -¼), 12 Charges (-¼). Total cost: 18 points



Example: *Arkelos the mage purchases Dispel Magic 12d6 which works against any single power with a magical special effect. This costs (36 x (1 + ½)) = 54 points. A necromancer attacks Arkelos. Knowing he's faster than his opponent, Arkelos Holds his Action and waits for the necromancer to make his move. The necromancer casts a Blast 8d6 spell. Arkelos uses his Held Action to cast his Dispel to try to stop the incoming Blast spell. Arkelos rolls his 12d6, achieving a total of 42 Points of Dispel. Since the Blast was only 8d6 (40 Active Points), the Dispel succeeds, dissipating the Blast.*

POWERS

Adjustment Powers: In the case of a Characteristic or power that's been negatively Adjusted (via Drain, for example), a Dispel takes effect if it exceeds the current (Adjusted) Active Point total of the Characteristic or power. However, the character whose Characteristic or power is Dispelled must make note of the total on the Dispel dice and compare it to the Active Point total of his power as the Adjustment Power wears off. As soon as the Characteristic or power regains enough points so that its current Active Point total exceeds the Dispel's effect, the Characteristic or power returns to the character (at its current, Adjusted but partly recovered, level).

In the case of a power that's been positively Adjusted (via Aid, for example), the Dispel takes effect if it exceeds the current (Adjusted) Active Point total of the power. If it fails to take effect, it fails altogether; the character doesn't have to keep track of its effects.

Constant Powers: If a character wants to Dispel a Constant Power (such as Change Environment or Darkness) maintained by a character, he targets the character who activated and maintains the Power (typically by spending END). He attacks against that character's DCV, and the target's Power Defense applies. However, if the Constant Power isn't maintained by a character — if it's Uncontrolled, on Continuing Charges, or the like — then the character using Dispel targets the power itself, attacking against DCV 3 (and the Power Defense of the character who activated the power doesn't apply).

Defense Powers: When a character uses Dispel against a Defense Power such as Resistant Protection, he must Dispel the entire Power, both its PD and its ED. He cannot choose to, for example, Dispel only the ED. However, if a character defines his Dispel as, say, Dispel ED Resistant Protection, then it applies solely to the type of defense it's defined as affecting. Characters cannot buy a Dispel against one of these Defense Powers and then restrict it to just PD or ED with a Limitation.

Instant Powers: Dispel cannot affect the lasting effects of Instant Powers. For example, a character cannot use Dispel to "heal" the damage caused by a Blast, reverse a Transform, or to get rid of an existing Entangle — Blast, Transform, and Entangle are Instant Powers, and once they've been used and taken effect, there's nothing for the Dispel to "turn off." (If such powers are made Constant via the *Constant* Advantage, or if they take the *Can Be Dispelled* Limitation, Dispel works against them as usual.)

However, in some cases, the GM may wish to allow Dispel to work against certain types of lasting effects. For example, in a *Fantasy Hero* campaign, maybe a wizard could use Dispel Magic to "undo" a Transform brought about by an evil spell or a curse.

Endurance Reserve: A character can use Dispel against an Endurance Reserve with the same rules as for Adjustment Powers (see 6E1 206). Once a character "restarts" an Endurance Reserve that's been Dispelled, the Reserve typically has same amount of END that was in it when it was Dispelled (but the final decision is up to the GM, based on special effects, game balance, common sense, and dramatic sense).

ADVANTAGES AND ADDERS

Expanded Effect, Variable Effect (6E1 142): Dispel can take these Advantages for Adjustment Powers so that it can affect multiple abilities at once, or any ability of a given special effect one (or more) at a time.

Armor Piercing: Armor Piercing on Dispel halves any applicable Power Defense; it doesn't reduce the Active Points the Dispel must affect.

Cumulative: Cumulative removes the "one roll all or nothing" aspect of Dispel. A Cumulative Dispel can have its effect roll totals added together until the target power is Dispelled or the character reaches the Cumulative point ceiling. As the Dispel point total accumulates, the victim usually notices the effect in some way (for example, a Dispel Resistant Protection creates tiny cracks in a suit of armor that get larger and larger...).

A character can Dispel a Cumulative power while it's in the middle of being used (*i.e.,* after one or more rolls have been made, but before it reaches its target total). The Dispel must exceed the total effect achieved for the Cumulative power at the time the Dispel is used.

LIMITATIONS

Focus: If a character Dispels a power in a Breakable Focus, look at the special effects involved to determine what happens. For example, if the Dispel is defined as "breaking small objects," the Focus probably needs some repairs — maybe just quick field jury-rigging, maybe something more — before it will work again. If the Dispel involves sucking all the battery power out of the Focus, the Focus needs recharging. Unbreakable Foci behave similarly, but are considered Difficult To Dispel (x16) solely for purposes of resisting Dispel. If a character Dispels only one power in a multiple-power Focus, that power ceases to function until "fixed," while the other powers remain unaffected.

DOES NOT BLEED

Type: Automaton Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 15 Character Points

An Automaton with this Power doesn't "bleed" or lose additional BODY when under 0 BODY. Also it's not subject to the Bleeding rules (6E2 113), if the campaign uses them. Common special effects for this Power include a lack of blood or a mechanical infrastructure that keeps damage from spreading.

DRAIN

Type: Adjustment Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: 10 Character Points for every 1d6 of Drain

A character with Drain can temporarily lower the value of one of an opponent's Characteristics or Powers. The character must specify which Power or Characteristic he can Drain when he purchases Drain. Examples of Drain include a spell that leeches mystic power, a poison that causes weakness, or a superhero's power to suck all the electricity out of electronic devices. Every 1d6 of Drain costs 10 Character Points. Drain costs END to use.

USING DRAIN

To use Drain, a character must make an Attack Roll. If he succeeds, he rolls and totals the Drain dice, then subtracts the target's Power Defense (if any). The total remaining is the number of Active Points lost from the affected Power or Characteristic.

The points removed by Drain return to the victim at the rate of 5 Character Points per Turn. The character can extend the return period (*i.e.,* move it down the Time Chart) with the *Delayed Return Rate* Advantage (6E1 142). By moving the return rate far down the Time Chart, a character can effectively "destroy" an opponent's Characteristic or Power.

Example: *Leech purchases a Drain Blast 3d6 (30 points). The points Drained return to the victim at the rate of 5 Active Points per Turn. Not satisfied with this, Leech moves the recovery rate down 6 levels on the Time Chart, for a +2¼ Advantage. The Drain still has 3d6 of effect, but now costs (30 x (1 + 2¼)) = 97 points and the Drained Blast returns at the rate of 5 Active Points per Day.*

There's no limit to the amount of Character Points a character can Drain from his victim; he may use the same Drain repeatedly on the same target, provided the target still has points left to Drain in the Power or Characteristic (see below regarding "negative" Characteristics). Of course, the rules for using Adjustment Powers on incremental Characteristics and Powers (6E1 138) apply to Drain. If a power is completely Drained (it has no Active Points left), then the power has been "turned off"; the victim has to restart it when enough points return for it to have at least 1 Character Point worth of power.

POWER EXAMPLES: DRAIN

Energy Dampening Field: Suppress Blast 6d6, Area Of Effect (5m Radius; +½) (90 Active Points); OAF (Dampening Staff; -1), Costs Endurance (to maintain; -½), Limited Special Effect (only Blasts based on types of energy; -¼). Total cost: 33 points.

Spell Of Diminished Enchantments: Suppress Magic 4d6, Expanded Effect (all Magic powers simultaneously; +4) (200 Active Points); OAF (Wizard's Staff; -1), Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (spellcaster suffers identical effect; -1). Total cost: 44 points.



Spell Of Fear: Drain PRE 5d6 (50 Active Points); OAF Expendable (drop of blood; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 15 points.

Stun Gas Grenades: Drain STUN 3d6, NND (defense is Life Support [No Need To Breathe]; +0), Area Of Effect (9m Radius; +¾) (52 Active Points); OAF (-1), 4 Charges (-1). Total cost: 17 points.

CHARACTERISTICS

Except for BODY and STUN (which have specific combat effects; see 6E2 106-07), Characteristics cannot be reduced below 0; there's no such thing as "-5 CON" or "-12 STR." However, a Characteristic that's being Drained can be "reduced into the negatives" solely for the purpose of determining how long it takes to regain the lost points. For example, a character could be attacked with a Drain STR until he's at "-25 STR." He functions as if he had STR 0, but it will take him longer to regain all the Drained STR because he starts regaining it from "-25," not from 0. That means it will take six Turns for him to regain enough Drained points to return to positive STR (not just one).

Body: A Drain BODY kills a character if it Drains him to negative his starting BODY or less; the lost BODY doesn't then return. If an object is Drained of all of its BODY, it crumbles to dust (in any event, the GM may rule that an object cannot regain Drained BODY normally — it needs repairs instead).

If a Drain BODY attack has the *Attack Versus Alternate Defense* Advantage, it must also have the *Does BODY* (+1) Advantage.

PD, ED: A Drain PD or Drain ED still affects these Characteristics even if they've been made Resistant with the *Resistant* (+½) Advantage. (It will not, however, Drain Resistant Protection; that's a distinct ability and requires its own Drain.)

Stun: A Drain STUN will Stun a character if the Drain removes more points of STUN than he has points of CON with any one attack.

POWERS

Defense Powers: A Drain of a Defense Power such as Resistant Protection must Drain the Power's points of PD and ED in equal proportion. Thus, if they're equal (6 PD/6 ED, for example), they each get Drained equally (half the effect of the Drain applies to each); if one is greater than the other (6 PD/4 ED, for example), the Drain divides its effect proportionately between them. The character cannot choose to, for example, Drain only the ED.

If a character defines his Drain as, say, Drain ED Resistant Protection, it applies solely to the type of defense it's defined as affecting. Characters cannot buy a Drain against one of these Defense Powers and then restrict it to just PD or ED with a Limitation.

LIMITATIONS

Focus: Unbreakable Foci are considered to have Power Defense equal to their (PD or ED x 4) solely for purposes of resisting Drain BODY or Drain PD or ED attacks.

Suppress

As an option for Drain, GMs can allow characters to buy a slightly different form of the Power known as *Suppress*. Suppress is Drain with the Limitation *Costs Endurance* (to maintain; -½); it's considered a Constant Power. This means the character has to continue to pay END every Phase to keep the Suppressed Characteristic or Power at its Suppressed level (doing this is an Action that takes no time). Some examples of Suppress include a mystic spell that interferes with a character's ability to move, or a neuro-energy field that inhibits the use of all mutant powers.

Suppress remains in effect as long as the attacker pays END — it doesn't fade at the usual rate of 5 Character Points per Turn. When the character stops paying END, all points that have been Suppressed immediately "return" to the affected character. If a power is completely Suppressed (it has no Active Points left), then the power has been "turned off"; the victim has to restart it when the Suppress is removed.

A character can use Suppress to Suppress any Characteristic or Power, even Suppress (though this can become confusing). There's no limit to the amount of Character Points a character can Suppress from his victim. He may use the same Suppress repeatedly on the same target, provided there are still has points left to Suppress in the Power or Characteristic and he can afford the END cost. (Similarly, multiple characters using different Suppresses of the same Characteristic or Power has a cumulative effect.) The character must succeed with a separate Attack Roll for each use of Suppress, and pay END every Phase for each use. Maintaining a Suppress on a character doesn't cause him to lose Character Points on each of his attacker's Phases (but see *Constant,* below).

Example: *Andarra has an Enervator Ray Helmet (Suppress STR 2d6, costing 2 END). While on the planet Dennerax IV, she uses it on a STR 20 rampaging slime-beast. She succeeds with her Attack Roll, then rolls 8 on her Suppress dice. The slime-beast's STR is reduced by 8 points, to 12. As long as Andarra keeps paying the 2 END for the Suppress on each of her Phases, the slime-beast's STR remains at 8 points below normal.*

In her next Phase, Andarra decides the slime-beast is still too strong for her liking. She hits it again with the Enervator Ray, and this time rolls 6 on her Suppress dice. The slime-beast has now lost a total of 14 points of STR, giving it a STR of 6. Its STR remains at 6 as long as Andarra pays the END cost to maintain the Suppress... and since she's used it twice, she has to pay 4 END per Phase (2 END per use) to maintain it.

While maintaining the Enervator effect on the slime-beast, Andarra is attacked by its mate! She zaps the female slime-beast with the Ray and rolls a 12. The female slime-beast now has STR 8 as long as Andarra pays END to maintain the effect. Andarra's now paying a total of 6 END per Phase to maintain all her uses of Suppress.

SUPPRESSION FIELDS

When bought with the *Area Of Effect* Advantage, Suppress can, at the GM's option, be used to create "suppression fields" where particular types of powers won't work, or only work at diminished effectiveness. (The best example from literature would be areas in Fantasy worlds where magic doesn't work.) Ordinarily, a Suppress (of, say, Blast) that covers an Area only affects the use of Blast by another character if he generates the Blast within the affected Area; a character outside the Area can use Blast to affect the character with Suppress without losing any of the Power. However, the GM can rule that a Suppress which covers an Area affects all of the defined Characteristics and/or Powers regardless of whether they're generated within the Area or simply pass into or through it. In this case, the character doesn't have to target any specific person with his Suppress; he need only successfully place the field where he wants it with an Attack Roll against the DCV 3 of the target Area.

Example: *Arkelos wants to create an Enchantment Nullification Field. He buys the following: Suppress Magic 10d6 (Standard Effect Rule: 30 Active Points' worth), Expanded Effect (all Magic powers simultaneously; +4), Area Of Effect (30m Radius; +1). When he activates the field, all magic within the affected 30m radius area is reduced in effectiveness by 30 Active Points. Magic that originates in or passes into/through the affected area (such as a Lightning Bolt Spell cast at Arkelos from 60m away) also suffers this reduction.*

If a character is inside a Suppression Field and uses the Characteristic or Power the Field Suppresses, his Power Defense (if any) applies to reduce the Field's effect. If he's outside the Field and fires into or through it, his Power Defense doesn't reduce the Field's effect.

CHARACTERISTICS

Stun: If a character Suppresses more of a target's STUN than the target has CON, the target is Stunned. The target gets to recover from being Stunned (not Recover the lost STUN) per the usual rules.

ADVANTAGES AND ADDERS

Constant: A character can apply this Advantage to Suppress it to make it continue to affect a target, Phase after Phase, without his having to make another Attack Roll. However, each subsequent "use" of Suppress is a new attack. That means he must pay END separately to make/maintain each Phase's Suppress effect. While the overall END cost can be decreased using Reduced Endurance, there's no way to stop the "accumulation" from occurring.

Example: *Technique has a Suppress Machine Powers 2d6, Expanded Effect (all Machine powers simultaneously; +4), Constant (+½) (110 Active Points; costs 11 END per use) power that she uses to shut down devices. The first Phase she uses it, it costs her 11 END. The next Phase it costs her 11 END (to maintain the first Phase's effect) + 11 END (for the second Phase's "new" attack). The third Phase it increases to 33 END (11+11+11), and so on.*

Area Of Effect (personal Surface — Damage Shield): A character who applies this Advantage to Suppress not only has to pay END each Phase he has the Damage Shield turned on, he has to pay END separately for each person affected to maintain the Suppress effect. For example, suppose a Damage Shield Suppress costs 5 END, and four people have struck and been affected by the Shield. The character must pay a total of 20 END per Phase to maintain all those effects, plus 5 END per Phase to keep the Damage Shield active (for a total END expenditure of 25 per Phase).

Reduced Endurance: Characters can only buy this Advantage for Suppress with the GM's permission. Since Suppress is a Drain that Costs Endurance to maintain, by definition it has to cost END. However, the GM could allow a character to buy Reduced Endurance (½ END; +¼) if desired. If he goes further and lets a character buy Suppress to cost 0 END, then the value of Costs Endurance (to maintain) goes down to -0, and the character must specify some reasonably common way for an affected character to regain his Suppressed Characteristic or Power (this recovery of power occurs at once when the victim meets the condition). For example, the victim of a Suppress defined as an Energy Dampening Field might reverse its effects if he plugs the affected item into a battery or other power source for "recharging."

Characters cannot apply the *Costs Endurance Only To Activate* (+¼) Advantage to Suppress.

LIMITATIONS

Charges: If a character buys Suppress with Charges, the Suppress effect lasts for the one Phase the Charge is active, then it ends and the Suppressed points immediately return to the victim. If the Charges are Continuing Charges, the effect lasts until the duration of the Charge expires, then the points immediately return. If the Charges are Continuing Fuel Charges, the character has to keep expending 1 second's worth of fuel per Phase to maintain the Suppress; as soon as he stops doing this, the points immediately return.

If a character buys a Suppress that's Constant, and has Continuing Charges, the power consumes one Continuing Charge per Phase (regardless of the Charge's duration), or 1 second's worth of a Fuel Charge, unless the GM rules otherwise. In particular, the GM may sometimes wish to charge a character more than 1 second's worth of a Fuel Charge to maintain game balance.

POWER EXAMPLES: DRAIN

STUN Transfer: Drain STUN 3d6 (30 Active Points); Unified Power (-¼) (total cost: 24 points) plus Aid STUN 3d6, Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (36 Active Points); Linked (-½), Unified Power (-¼), Only Aid Self (-1) (total cost: 13 points). Total cost: 37 points.

Weakness Darts: Drain STR 4d6 (40 Active Points); OAF Fragile (drugged darts, drug is easily wiped off or spoiled; -1¼), Range Based On STR (-¼), Must Target Non-Armored Hit Locations (-¼), 4 Charges (-1). Total cost: 11 points.

SIMPLIFYING DUPLICATION

Duplication is one of the most complex *HERO System* Powers, both conceptually and in terms of rules. The physical (and metaphysical) questions raised by the concept of producing a Duplicate often make the Power difficult for gamers to use, and the math involved in making sure that the cost of the Power reflects its benefits can take time to work.

Gamemasters who'd like to simplify things, and who can trust their players not to abuse simpler rules, should consider the following options:

- Ignore the Altered Duplicates Advantage and allow characters to have altered Duplicates for no additional cost (or, don't allow any alterations to Duplicates at all).
- Establish a flat cost for Duplication (such as 60 Character Points) regardless of how many points the Duplicate is built on.

DUPLICATION

Type: Special Power/Body-Affecting Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point per 5 Character Points in the base character, up to 2x the number of Duplicates for every +5 Character Points

A character with this Special Power can create duplicates of himself, which may have the same or different abilities than he does. Examples include a mutant superhero who can produce "carbon copies" of himself, a wizard with a spell that lets him separate his "astral form" from his body, or the ability to create a "double" of one's self out of psychokinetic energy. Duplication doesn't cost END to use.

For purposes of Duplication, the original character — the character who "produces" the Duplicates — is the "base character." The base character creates all Duplicates; Duplicates do not come from other Duplicates. (At the GM's option, "the Duplicates can Duplicate" could be the special effect of the *Rapid Duplication* Advantage described below, or the like; in this case, the GM may want to charge an additional +¼ Advantage because of the added utility, and he should restrict the ability as necessary to preserve game balance.)

BUYING AND BUILDING DUPLICATES

The cost for Duplication, which only the base character pays, is 1 Character Point for every 5 Character Points the base character is built with (including points from Complications and the points spent on Duplication). The character may buy more Duplicates; this costs +5 Character Points for up to two times the number of Duplicates (*i.e.,* 5 Character Points for x2 Duplicates, 10 Character Points for x4 Duplicates, and so on).

Example: *Threepeat (a 250-point character) has the ability to create two Duplicates of himself. The first Duplicate costs 50 points (250/5). The additional Duplicate costs 5 points (one Duplicate for the base cost, x2 the number, or 2 Duplicates, for +5 points). Each of the Duplicates is built on 250 points. Therefore Threepeat and his Duplicates each have another 195 points to buy other abilities with.*

Duplicates are built on the same Total Points as the base character, and should have the same amount of points' worth of Matching Complications as well. For example, if Threepeat is built on 250 Total Points (including 50 points' worth of Matching Complications), his Duplicates are built on those same amounts of points. A Duplicate's Complications are the same as the original form's, unless the GM permits otherwise.

Duplicates do not have the Power *Duplication* themselves, nor any ability to create other Duplicates, unless they pay for it separately. However, unless the GM permits otherwise, for ease of use all Duplicates must "pay for" the cost of the base character's Duplication ability. Otherwise, the Duplicates would end up with more points to spend on other abilities than the base character himself has.

Example: *Threepeat's Duplicates are all built on 250 Character Points, just like he is. However, each of them has to "spend" 55 of those points on Duplication, just like Threepeat does, so that each of them has another 195 points to spend (the same as Threepeat). But that doesn't give them the ability to Duplicate themselves; it's just part of the cost accounting for Threepeat's overall Duplication power. If they want to Duplicate, they have to buy Duplication separately out of their 195 remaining Character Points.*

DUPLICATES BUILT ON FEWER POINTS THAN THE BASE CHARACTER

A character may build Duplicates on less than the base character's full points if he wants. If a Duplicate is built on less than the full Character Points the base character is built on, the cost instead is 1 Character Point for every 5 Character Points the Duplicate is built on, +5 Character Points for up to two times the number of Duplicates.

Assuming the Duplicate is the same as the base character, just with fewer abilities or less powerful abilities, the Duplication doesn't require an Advantage, and the GM typically should not require the Duplicate to "pay for" the cost of Duplication as outlined above. However, if the GM believes the Duplicate is significantly different than the base character, he should require the Duplication power to have the *Altered Duplicates* Advantage. (In this case, calculate the percentage of points that can differ based on the Duplicate's total points, not the base character's total points.)

Building a Duplicate on less than the base character's full points may mean the Duplicate needs fewer points in Complications than the base character. If this is appropriate, the GM can permit the character to take fewer points in Complications. However, it may also be appropriate to require the Duplicate to take all of the base character's Complications, even if he gets no points from some of them, as a way of properly defining the Duplicate. The final decision is up to the GM.

If a Duplicate is built on a negative amount of points (for example, it's a small animal), it costs 1 Character Point.



DUPLICATES BUILT ON MORE POINTS THAN THE BASE CHARACTER

With the GM's permission, a character may buy Duplication to create a Duplicate who's built on more Total Points (including Matching Complications) than the base character has. This should be rare, but the GM may allow it as a way of properly constructing some interesting character concepts. The cost remains the standard 1 Character Point for every 5 Character Points the Duplicate is built on, +5 Character Points for up to two times the number of Duplicates, but the GM may require the Duplication to have the +1 form of the *Altered Duplicates* Advantage.

USING DUPLICATION

It takes a Half Phase Action to create a single Duplicate. A character can create two Duplicates per Phase (one with each Half Phase Action) if he's willing to spend his entire Phase creating Duplicates. A character can create more than one Duplicate per Half Phase Action if he buys the *Rapid Duplication* Advantage (see 6E1 203).

When a character creates a Duplicate, the Duplicate appears right next to him, within his Reach. The character can choose the Duplicate's point of appearance (in front of the character, to the left, behind him, and so on), and can vary the point of appearance from use to use of the power (or even from one Duplicate to another when creating multiple Duplicates). The Duplicate, when created, faces the same way the character is facing when he creates him.

After a Duplicate appears, he must spend the rest of the Segment in which he appears "orienting" himself, and can't do anything that Segment. Thereafter he can act as normal for his SPD. For example, if a Duplicate with SPD 5 is created in Segment 12, he gets no action in Segment 12 (he's orienting himself), but gets his usual Phase in Segment 3. A Duplicate cannot Abort while orienting, but could Abort to a defensive Action in a Segment after the Segment when he appears, but before he can first act.

Characters must use Duplication at full strength; they cannot create "lesser" versions of their Duplicates. However, if a character can create multiple Duplicates he doesn't have to create all of them whenever he uses the power; he can choose how many (up to his maximum) he wants to create.

DUPLICATING AND INJURY

If a character has suffered injury (*i.e.,* the loss of BODY, END, and/or STUN) before he Duplicates, this affects his Duplicates. Divide the damage taken among the base character and his Duplicates. Since creating a large number of Duplicates often takes a lot of time, the GM may require the character to declare in advance how many Duplicates he wants to create. That lets the GM know how to apportion the damage among the base character and all his Duplicates. If for some reason the character has to stop before reaching the declared number, or creating the Duplicates takes an unusually long amount of time, the GM can re-apportion the damage if that seems appropriate.

If the Duplicates and base character recombine before any healing takes place, the base character becomes fully injured once again (in other words, an injured character can't Duplicate and then recombine, using the "averaging" feature to partly heal himself). If the base character or a Duplicate is healed (in whole or in part) before they recombine, average the damage each one has suffered, then apply that to the base character. This rule applies even if the Duplication has the *Altered Duplicates* Advantage.

Example: *Threepeat and his Duplicates each have 12 BODY. Threepeat, while not Duplicated, suffers 6 BODY damage. When he Duplicates, the damage is averaged over each of his three selves, meaning each is down 2 BODY. If he recombines before any of them heal in any way, Threepeat still has a 6 BODY injury. However, if the Medic heals Threepeat's 2 BODY injury while he (Threepeat) is Duplicated, when Threepeat and his Duplicates recombine you average the damage suffered, so Threepeat has lost ((2 + 2 + 0)/3) 1 BODY.*

The same rules apply, but in "reverse," if the base character has had a Characteristic temporarily increased (for example, by an Aid) before Duplicating. Divide the "increase" among the base character and his Duplicates. When he recombines, the base character has the full effect of the increase (unless part of it has faded away).

POWER TRICKS: DUPLICATION

Here are some example "tricks" (related abilities) that characters with Duplication might buy:

Duplicative Confusion: The character can keep a group of duplicates around himself. They appear and recombine with him in the blink of an eye, making it difficult to injure him. The odds are the attack's going to hit a duplicate, who then instantly recombines with the character and is "healed" in the process before the character creates him again.

+6 DCV (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

Have A Look Around: When the character needs to see everything around him, he instantly creates three duplicates — one facing to his left, one to his right, and one straight behind. After they've seen what there is to see in their respective directions, they recombine with him, conferring upon him the memory of what they've observed.

Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); Costs Endurance (-½), Cannot Move While Using Power (-½). Total cost: 5 points.

Team Punch: As the character's about to hit someone he creates six duplicates who all hit the target too. The instant the attack's done, the duplicates recombine with him.

HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼). Total cost: 24 points.

RECOMBINING

At some point a character with Duplication will want some or all of his Duplicates to rejoin his body. This is called *recombining*. It takes a Full Phase for Duplicates to recombine, no matter how many Duplicates recombine. For example, if the base character has created 16 Duplicates, all 16 can recombine with him in one Full Phase Action. Both the Duplicates and the base character must take the Full Phase Action to recombine.

To recombine, Duplicates must be at ½ DCV and touching each other. Once they recombine with the base character, Duplicates effectively cease to exist; their self-affecting powers (such as Regeneration) don't keep on working, and they can't affect the world in any way. However, powers they activated before they recombined but which they do not control, such as Uncontrolled powers and powers on Continuing Charges, keep functioning until they end normally.

After Duplicating, the base character may not combine with one of his Duplicates and "vanish"; he always remains in existence. For example, if base character A creates Duplicates B, C, D, and E, A cannot combine with C to leave only B, C, D, and E. If A and C combine, C "vanishes" and A remains.

RECOMBINING AND INJURY

When Duplicates and the base character recombine, you must average their BODY, STUN, END, Charges, Endurance Reserves, and the like, if different. (Usually this occurs because one of them has been injured, but it also applies if, say, one has been Aided.) If one Duplicate is Stunned or Knocked Out, the combined character will be Stunned or Knocked Out. This rule applies even if the Duplication has the *Altered Duplicates* Advantage, but not if the Duplication has the *No Averaging* Limitation (see below); it also applies even if one of the Duplicates is an Automaton with the *Takes No STUN* Power.

If a Duplicate or the base character is killed, the others cannot revive him by recombining — he stays dead; the character has lost a part of himself. (The dead Duplicate could be Resurrected, however.) If he later spends points to buy more Duplicates, calculate the additional number as if the death(s) had not occurred. For example, suppose a character has eight Duplicates. One Duplicate is killed. If the character pays another +5 Character Points to double the number of Duplicates he has, he now has 15 — the 16 he'd ordinarily have for paying +20 Character Points, minus the one who died.

If a Duplicate is built as an Altered Duplicate, and naturally happens to have more BODY, STUN, Charges, or the like than the base character, his recombining with the base character cannot improve or increase the same attribute for the base character. If the original and a single Duplicate have different totals for something you should average, average the damage or loss each one has suffered, then apply that to the base character.

Example: *Kasdrevan uses a spell to create a clone of himself, bought as Duplication. Kasdrevan has 10 BODY, but his much hardier clone has 20 BODY. During a battle, Kasdrevan suffers 4 BODY in wounds, and the Duplicate takes 12 BODY in wounds. When they recombine, average the damage taken. Since ((4 + 12)/2 = 8), the recombined Kasdrevan has lost 8 BODY. Time for a Spell of Healing!*

If a character has injuries after recombining, and uses his Duplication again before he fully heals that damage, you should apply the rule stated under *Duplicating And Injury,* above. Alternately, if you want to keep track of each character's damage, when they recombine you can use the normal healing rules to determine how much of his wound each Duplicate would have naturally healed, and use that instead.

For attacks that affect a base character or Duplicate but which don't involve injury *per se,* apply these rules in the most consistent way possible in light of what happened to the character. For example, suppose an evil wizard uses Transform to turn one of Threepeat's Duplicates into a frog. You should average the Transform "damage" between Threepeat and the Duplicate; thus, Threepeat ends up partly Transformed. But track the healing of the Transform damage normally (assuming it heals like ordinary BODY damage). If Threepeat Duplicates again before the Transform has worn off, Duplicate-2 remains a frog, but Threepeat is back to his normal self.

If the base character dies while Duplicated, what happens to the Duplicates depends on the special effect of the power. They may simply vanish forever, but as a default rule the Duplicates lose the ability to combine back together; they just become a group of characters whose "creator" no longer exists.

OTHER IMPLICATIONS OF DUPLICATION

Each Duplicate is as free-willed as the base character. The player plays each character simultaneously, and must have a complete character sheet for each Duplicate (or some other method of keeping track of the actions and states of the various Duplicates). Typically Duplicates are exactly the same as the character who created them, but may differ if the base character buys Duplication with an Advantage (see below). Other characters cannot determine which is the base character, and which are Duplicates, unless the Duplicates change appearance in some way.

Duplicates have no special "psychic link"; they must communicate by talking (or through any form of communication they pay points for, such as Mind Link). Nor do Duplicates receive a bonus to Coordinate attacks (see 6E2 44), though they frequently buy the Skill *Teamwork.*

The base character has access to, or otherwise retains, the memories of his Duplicates while they're combined with him.

DUPLICATION AND EQUIPMENT

If a base character and his Duplicates all have a particular item of equipment — say, an energy rifle — it's possible one of them could lose his equipment, or it could get broken, while they're Duplicated. (For the use of Charges, see above.) When they recombine, as long as at least one of them still has an intact rifle, the base character has one. Items taken away from one of the characters do not "disappear" when he recombines, they remain in the possession of whoever took them. (However, the GM should *not* allow characters to create hoards of wealth or tons of materiel for free using Duplication.)

Typically, recombining repairs or replaces any broken or lost equipment, but the GM may rule otherwise. For instance, if the character re-Duplicates before recovering the lost items, the Duplicates who lost them don't have their equipment anymore. Similarly, Duplicates who had broken equipment would find that it's still broken (so the character should, when he has some spare time, Duplicate and have everyone make repairs, so that he's ready when the next crisis occurs).

If a character has a *Gadget Pool* Variable Power Pool, and he allocates it to a particular assortment of devices, his Duplicates do not have those same devices when he Duplicates. They each have unallocated Gadget Pools (this also applies if, for some reason, the base character has no gadgets — his Duplicates still have their own Gadget Pools). When they get Actions, they can choose how to allot their Pools (subject of course to any Limitations or other restrictions on that process, based on how the Gadget Pool is built). The GM may alter this rule in the interest of drama or speeding up game play if necessary.

If a character obtains an object or piece of equipment during a game, his Duplicates do not have that same object when he Duplicates. Generally, the GM should not allow characters with Duplication to use it to create copies of objects or equipment they haven't paid Character Points for.

A Duplicate may allocate his own personal Gadget Pool, or pick up some object or piece of equipment, while he's in existence. If so, when he recombines, objects paid for with Character Points (such as the Gadget Pool devices) recombine with the Duplicate and "vanish." Other objects are "dropped" by the Duplicate — they're left wherever he was standing when he recombined, and the base character can retrieve them if he wishes. (In other words, characters cannot use recombining as a quick-and-easy method of destroying or hiding objects.)

DUPLICATES AND EXPERIENCE POINTS

Duplicates do not earn Experience Points in the usual fashion. Normally, only the base character receives Experience Points. If he wants his Duplicates to improve along with him, he must spend some of his Experience Points to increase the value of his Duplication (typically 1 point for every 5 Experience Points earned). Alternately, the GM may assign Experience Points to the original

form and any Duplicates that participate in an adventure, and require the player to keep track of which Duplicates have more Experience Points.

Example: *Threepeat earns 20 Experience Points from adventuring. He's now a 270-point character, but his Duplicates are only 250-point characters. To make them 270-point characters, he will have to spend 4 Experience Points to improve his Duplication (270/5=54, as opposed to the 50 points he spent on Duplication originally). So, Threepeat's player decides he'll spend the next 4 Experience Points Threepeat earns to improve Threepeat's Duplication.*

PERKS

Follower, Vehicle, Base: With the GM's permission, a Duplicate (not a base character, but a Duplicate) with the *Altered Duplicate* Advantage can have a Follower, Vehicle, or Base the base character doesn't have. However, he must provide a reasonable special effect or reason explaining why this resource "disappears" when the Duplicate isn't in existence.

Follower: If a Duplicate (not a base character, but a Duplicate) has a Follower, he pays for his Follower in the standard way. Since the original character doesn't have the Follower, at the very least the Duplication must have the +¼ *Altered Duplicates* Advantage.

After a Duplicate manifests, his Follower requires another Half Phase to "appear." The special effects of "appear" can vary; it doesn't mean he literally appears out of thin air, it just means he's not available to do anything until the Duplicate uses a Half Phase Action to "create" him. For a +5 point Adder on the cost of Duplication, *Instant Follower,* any or all of the Followers any Duplicate has can appear at the same time as the Duplicate.

Vehicle, Base: The rules note that a group of characters can pool Character Points and buy a Base or Vehicle together. This doesn't apply to a group of Duplicates. If a base character has paid X points for a Vehicle or Base, and he builds all his Duplicates as "exact duplicates," then each one has also spent X points on a Base, and thus has his own Base. All the points don't add together; instead, each Duplicate has his own Base that only appears when he's in existence. (Obviously, this makes little [if any] sense for many special effects of Duplication. In most cases the Duplicates should be built without the points for the Base, and can just use/share the base character's Base.)

POWERS

Adjustment Powers: For purposes of determining the maximum effect an Adjustment Power like Aid can have on a single character, Duplicates are considered separate characters.

Typically a character should not be allowed to use an Adjustment Power to increase the number of Duplicates he (or another character) can create. However, the GM may choose to allow this (he might require the character to pay for the *Can Apply Adders* Advantage, even though the buying of additional Duplicates is not an Adder).

If a character's Duplication is Dispelled, Drained, or Suppressed, all Duplicates in existence immediately vanish (but see the rules on 6E1 138 about reducing powers not bought in increments). When the Suppress stops functioning, the Duplicates immediately re-appear.

Absorption: If a character has Absorption that feeds into his Duplication, it works like any other Absorption, adding points directly to the Duplication. Since Duplication works by having every point spent on it count as 5 points for purposes of building the Duplicate(s), that means every point Absorbed likewise increases the points available to build the Duplicate(s) with by 5. The GM may prefer to forbid characters to buy Absorption that affects Duplication to preserve game balance.

Healing, Regeneration: If a Duplicate has the Resurrection form of Regeneration, he comes back from the dead when killed just like any other character, and thus isn't "lost." Similarly, he could be brought back to life with Healing Resurrection.

Mind Link: Duplicates and their creator do not automatically have a Mind Link (of any type), though they often buy that Power. Having a Mind Link with the original character doesn't remove Duplicates' need to spend time orienting themselves after they're created.

Multiform: A character could have an alternate form that has a Duplication-based power, even though the true form doesn't have a Duplication-based power. In that case, if the character's in his alternate form and Duplicates, and the alternate form changes back to the true form (which lacks the Duplication power), the Duplicate vanishes. For this reason, the GM should only let the base character change form if he's in contact with his Duplicate, and/or spends a Full Phase (as if recombining), or meets any other restrictions that seem appropriate for the special effect.

The same applies if the true form has Duplication, but changes to a form that doesn't while a Duplicate exists. To prevent this sort of thing from happening, the character should buy Duplication for his alternate form(s) as well. In that case, the Duplicates remain. They do not change shape themselves, unless they have a power that allows them to do so and choose to use it. If a character wants to buy Duplication for his additional form(s) solely to maintain the existence of his Duplicates, he can take a -1 Limitation on the power as bought by the additional forms.

If a base character has Multiform, and his alternate form's abilities differ from those of his Duplicates, the Duplication doesn't have to be bought with the *Altered Duplicates* Advantage.

Stretching: Characters cannot use Stretching to create Duplicates at a distance. The Duplication rules specifically states that Duplicates are created within the character's Reach and that they cannot be created at Range. Stretching allows HTH attacks at a distance from the character to function as if the character was in HTH Combat, but doesn't make any provision for negating the non-ranged aspect of Duplication.

Summon: In campaigns that don't want to deal with all of the metaphysical, mathematical, and "realistic" issues that Duplication sometimes entails, the GM may allow characters to buy "Duplication" as a type of Summon. The Summoned beings are simply duplicates of the character rather than demons, magically-conjured animals, or what have you. This is also a good way to define "throwaway" duplicates that can be killed and then "return" the next time the character needs them. However, in many cases this power construct needs the *Amicable* Advantage, and perhaps *Specific Being* as well, which may make it expensive.

ADVANTAGES AND ADDERS

Easy Recombination: A character who has Duplication with this +5 Character Point Adder can recombine any or all of his Duplicates as a Half Phase Action at ½ DCV (the character and Duplicates must still touch). For +10 points, the character can recombine any or all of his Duplicates as a Zero Phase Action at full DCV (but must still touch).

Altered Duplicates (+¼ to +1): Duplicates may have different abilities, personalities, equipment, memories, or Complications than the base character if the base character buys Duplication with this Advantage. They can even have their own Duplication power separate from the one that created them.

For a +¼ Advantage, from 1-25% (*i.e.,* up to one-fourth) of the Duplicate's points can be spent differently (and/or one-fourth of his Complication points can differ). For +½, from 26-50% (*i.e.,* up to half) of the Duplicate's points can be spent differently (and/or half of his Complication points can differ). For +1, 51-100% of the character's points (and/or Complication points) can differ. These percentages are guidelines, not absolutes; the GM may alter them as he sees fit.

> **Example:** *Elemental Man, a 400-point character, can create four 250-point Duplicates that are completely different from him (the cost is 120 points [50 to create the first Duplicate, +10 points for 4x the number of Duplicates, +1 Advantage]). Each of the four forms represents one of the four elements (earth, air, fire, water), and has its own unique powers and appearance. Elemental Man's original form has powers from all four elements, and acts as "leader" of the Duplicates. Each Duplicate has 250 points to spend on its abilities; Elemental Man himself has 280 points to spend (400-120).*

Typically, even a character with the *Altered Duplicates* form of Duplication still spends the same points as the base character on Duplication (but gets no benefit from them, as described above). However, the GM can allow a character who takes the 100% form of Altered Duplicates to not pay points for Duplication that way.

With the GM's permission, a 100% Altered Duplicate could be of a "form" or "type" different than the base character. For example, the base character might be human (and thus built as a standard character), while his Duplicate is an Automaton, Base, Computer, or Vehicle.

If an Altered Duplicate wants to take different Complications than the base character, the GM should examine them carefully before allowing him to do so. He should make sure the Duplicate doesn't take a lot of Complications that "vanish" when he recombines.

The GM may choose to allow some minor changes in Duplicates without the need for this Advantage. Examples include different clothes, different hair or skin coloration, a few Character Points spent differently, or perhaps changes in powers' special effects. Most GMs allow cosmetic differences in a Duplicate's appearance or garb for no additional point cost.

Personal Immunity: If a base character has an Attack Power with Personal Immunity, as a default rule his Duplicates are not immune to the power. However, as noted on 6E1 343, the GM can rule that Personal Immunity extends to some "extremely similar" powers, and in many cases "identical" powers possessed by Duplicates would probably qualify.

Ranged: Characters cannot buy this Advantage for Duplication.

Ranged Recombination (+½): A character who has Duplication with this Advantage can recombine any or all of his Duplicates at Range, without touching. The Range is limited to (Active Points in Duplication/5 in meters); the character doesn't have to have Line Of Sight to his Duplicate(s). Duplicates must still be at half DCV and take a Full Phase to recombine. Ranged Recombination is blocked by any Hardened, Impenetrable, or Counteracts Indirect barrier unless the character purchases the opposed Advantage for his Duplication.

A character whose Duplication has Ranged Recombination can also buy Increased Maximum Range to extend the range over which he can recombine. The GM may also allow characters to buy MegaScale for the same purpose.

Rapid Duplication (+¼ or more): As noted in the main text, ordinarily characters can only create one Duplicate per Half Phase Action. For every +¼ Advantage, a character can create x2 the number of Duplicates in a Half Phase. So, for +¼, he creates 2 per Half Phase (or 4 in a Full Phase Action); for +½, he creates 4 per Half Phase; and so on.

POWER EXAMPLES: DUPLICATION

Astral Form: (creates astral form which leaves character's body behind to travel the astral plane) Duplication (creates 350-point astral form), Easy Recombination (Half Phase Action at half DCV), Ranged Recombination (+½), Altered Duplicate (100%; +1) (187 Active Points); Base Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½). Total cost: 37 points.



Telekinetic Sidekicks: (creates a group of "second selves" out of telekinetic energy) Duplication (creates 8 250-point Duplicates), Easy Recombination (Zero-Phase Action at Full DCV), Altered Duplicates (100%, +1). Total cost: 150 points.

Nine-Headed Hydra: (creates a "group of characters" which represents the creature's various heads, all attached to the base character, which is the body and main head) Duplication (creates 8 80-point Duplicates) (31 Active Points); Cannot Recombine (-0). Total cost: 31 points.

Usable On Others: Unless he has GM's permission to do so, a character cannot buy Duplication *Usable As Attack* to make Duplicates of things he has not paid Character Points for or doesn't normally possess (for example, the Hope Diamond or the *Mona Lisa*). If the GM allows this, he should remember that objects created in this way disappear when Duplicates recombine. He should also consider imposing some condition on the Power that causes the Duplicated object(s) to recombine or vanish (this is a -0 Limitation).

If a character buys Duplication Usable As Attack to create Duplicates of his enemies, he doesn't automatically control the actions of the Duplicate. He controls when the target can Duplicate, and could force the Duplicate and original victim to rejoin if they were in contact. But otherwise, the Duplicate acts as an independent character with the same personality and abilities as the original victim. If the attacker wants to maintain full control of the Duplicate, he must buy Linked Mind Control.

Variable Advantages: If a character buys Variable Advantages for Duplication, whatever Advantage he uses when he creates Duplicates has to remain in effect until the Duplication is "turned off" and all Duplicates merge back together. Then it can be switched to some other Advantage for the next use of the Power.

LIMITATIONS

Harder Recombination: If a character wants to take a Limitation to reflect the fact that he has a harder time than normal recombining (such as Extra Time, or Concentration to 0 DCV), he may take the Limitation for half its standard value.

A Limitation that affects the creation of Duplicates (such as Costs Endurance or Extra Time) doesn't also apply to recombining. The GM may allow (or require) the character to take the Limitation separately for recombining as described above, or increase the value of the Limitation slightly and have it apply to both.

Cannot Recombine (-0): This Limitation represents a form of Duplication that doesn't allow the Duplicates to recombine. Typically this is a -0 Limitation, since the benefits and drawbacks to this situation balance out, but the GM may alter the value as he sees fit. Characters cannot take the *Always On* Limitation for Duplication that Cannot Recombine; by definition Duplication with that Limitation is already "always on."

If you use Cannot Recombine to simulate a body with multiple parts that can attack or function semi-independently (such as a hydra), if one of the Duplicates takes Knockback (or is otherwise moved or similarly affected), all of the Duplicates take the same amount of Knockback (or suffer the same effect) — in other words, the "whole character" is affected.

Duplication with Cannot Recombine doesn't automatically become Inherent. Characters must buy that Advantage for it, if appropriate.

Costs Endurance: If a character buys Duplication that Costs Endurance to maintain, and he runs out of END, or becomes Stunned or Knocked Out, the Duplicates collapse and cannot revive until they recombine with the base character and are re-created. The base character must oversee the recombination process, since the Duplicates cannot go to him and recombine by themselves.

Doesn't Work While Duplicate Exists (-¼): A base character may take this Limitation for powers he has that do not work when one or more of his Duplicates are in existence.

Feedback (-¼ to -1): Duplicates created by Duplication with this Limitation all share a bond of some sort. As a result of this bond, all of them suffer any damage that any one of them takes — and if one of them dies, they all die. This is worth a -1 Limitation (or -½ if only STUN damage feeds back). Feedback helps to simulate, for example, a form of Duplication that represents a character's ability to be in two places simultaneously. If the Feedback damage (STUN or STUN and BODY) only occurs from injuries to one Duplicate — typically the base character — the Limitation is only worth -¼.

Feedback applies to any loss of STUN or BODY, no matter what the source (a Blast, an RKA, a Drain, a fall, and so on). It doesn't extend to non-damage-related effects like Mind Control, nor does it have any effect on beneficial abilities like Aid or Healing.

Focus: If a character buys Duplication through a Focus, and then loses the Focus while Duplicated, the GM must decide what happens based on special effects, common sense, dramatic sense, and considerations of game balance. Typically the Duplicates all vanish.

No Averaging (-0): For a -0 Limitation, *No Averaging,* a character can define his Duplicates as not averaging with the base character when they recombine. For example, if the base character loses 5 BODY and the Duplicate loses 12 BODY, when they recombine the original is still down 5 BODY. The Duplicate, if "created" again before it would normally have healed 12 BODY, remains injured (track the healing rate as you would for any other character).

Self Only/Only One Body: Characters may *not* buy Duplication with Limitations such as these as a cheap way of creating a "Multiform." They must use Multiform or Shape Shift to give themselves the ability to change shape.

COMPLICATIONS

Accidental Change: With the GM's permission, a character with Duplication could take an *Accidental Change* Complication to reflect the fact that he involuntarily Duplicates under some conditions.

Dependent NPC: Characters may not buy their Duplicates as DNPCs.

ENDURANCE RESERVE

Type: Special Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every 4 END, 2 Character Point for every 3 REC

A character with Endurance Reserve has an independent source of Endurance that provides END to run Powers. Endurance Reserve can simulate the generator and batteries of a suit of powered armor, the "mana" in a magical wand, the fuel in a jetpack, or any other ability where the energy powering the effect doesn't come from a character's own END. Endurance Reserve doesn't cost any of the character's personal END to use.

To create an Endurance Reserve, a character purchases the END and REC for the Reserve. The END in an Endurance Reserve costs 1 Character Point for 4 END (or fraction thereof); the REC costs 2 Character Points for 3 REC (or fraction thereof). Think of the END as the storage capacity for the Reserve, and the REC as the recharge rate.

USING ENDURANCE RESERVE

An Endurance Reserve is "independent" of the character. Powers that draw END from an Endurance Reserve can keep doing so, and thus keep functioning, even if the character is Stunned, Knocked Out, asleep, or the like — the Reserve doesn't lose its END in those situations. Similarly, an Endurance Reserve can keep using its REC to Recover its END even if the character is Knocked Out, can't breathe, or the like.

An Endurance Reserve normally Recovers its REC in END each Turn. You can decrease this return rate with a Limitation; see below. Endurance Reserves cannot Recover more frequently than once per Turn. However, the GM may, if he wishes, pro-rate the return of END over the course of a Turn, so that a character gets a little END back each Segment or Phase, rather than a lump sum of END during every Post-Segment 12 Recovery.

A character with an Endurance Reserve must decide which powers draw energy from the Reserve, and which draw energy from his personal END. A power can normally only draw energy from one or the other — it can't switch from one energy source to another unless it has the appropriate Advantage (see below). Characters can Push powers that get their END from an Endurance Reserve.

If an Endurance Reserve doesn't function for any reason, a character can draw no END from it. That means he can't use any power that draws END only from the Endurance Reserve (though in some circumstances a GM might let the character run the power off his own END at a greatly increased END cost, or with other restrictions). A character cannot spend STUN in the place of Endurance Reserve END (as he can with normal END). A character can create "back-up"



Endurance Reserves by purchasing this Power more than once. If a character has two or more Endurance Reserves that could supply END to the same power, the character can choose whichever one he wants to take END from every time he uses the power.

Example: *Defender wants to build a self-powered suit of powered armor. He decides that all of the suit's Powers — Blast, Flight, Resistant Protection that costs END, and so on — are powered by an Endurance Reserve. Defender purchases a 100 END, 20 REC Reserve to serve as the suit's main batteries. These are* OAF Power Packs *on the side of the suit. The total cost is ((25 + 14) / (1 + 1)) = 19 Character Points.*

Defender also purchases an emergency battery he can use if his other batteries are depleted or taken away. This Reserve is 50 END, 6 REC. It is part of the suit, so it is OIF. In addition, the backup REC doesn't always work; it's bought with an Required Roll 14-. Since the END and REC have different Limitations, the costs are computed separately. The END cost is (13/(1+½)) = 9 Character Points. The REC has the 14- Required Roll, so the cost is (4/(1+½+½)) = 2 Character Points. The cost for the back-up battery is 11 Character Points, so the total cost for both batteries is 19 + 11 = 30.

Endurance Reserves do not have or provide Long-Term Endurance (see 6E2 132).

POWER EXAMPLES:

ENDURANCE RESERVE

Powered Armor Battery: Endurance Reserve (160 END, 40 REC) (68 Active Points); OIF (-½). Total cost: 45 points.

Amulet Of Magic Power: Endurance Reserve (120 END, 12 REC) (38 Active Points); OAF (-1). Total cost: 19 points.

CHARACTERISTICS

Strength: If a character gets STR from a Power that's fueled by an Endurance Reserve (such as Density Increase or Growth), the character can define whether the STR derived from the Power also draws on the Reserve, or on his personal END.

POWERS

Adjustment Powers: An Adjustment Power that affects END or REC can affect the END or REC of an Endurance Reserve as well as characters' personal END and REC, unless the GM rules otherwise. Treat the END like normal END which costs 5 END for 1 Character Point (but is only affected by Adjustment Powers at half rate). For example, if a character Absorbed 11 Character Points into the END of his Endurance Reserve, this would only add 28 END to the Reserve, not 55. Similarly, Adjustment Powers affect the Reserve's REC as if it cost 1 Character Point per point (and again is Adjusted at half rate). Character Points removed/added to an Endurance Reserve return/fade at the standard 5 Character Points per Turn rate (or more slowly, if the Adjustment Power has the *Delayed Return Rate* Advantage).

Healing: Unless the GM rules otherwise, characters cannot use Healing END to replenish the END in an Endurance Reserve.

ADVANTAGES AND ADDERS

For the purpose of applying Advantages and Limitations, an Endurance Reserve is considered one Power. Characters don't apply Power Modifiers to the END and REC separately unless the Power Modifiers for each part differ (as they do with, for example, the *Limited Recovery* Limitation, which only applies to a Reserve's REC). In that case, characters can still take Modifiers that apply to both parts on both parts.

Power Can Draw END From Character Or Endurance Reserve (+¼): A power that can draw END from either the character's personal END or the Endurance Reserve is bought with a +¼ Advantage (which, as usual, increases the END cost of the power). Buy this Advantage for the power that draws END, not the Endurance Reserve.

At the GM's option, this Advantage is unnecessary; powers can draw END from either personal END or the Endurance Reserve automatically. This would not be appropriate for a jetpack, for example, since it has a special fuel reserve that's not connected to the character in any way. However, it might be appropriate for a magic spell, which could run off an Endurance Reserve or off the spellcaster's personal END (perhaps at some extra cost).

LIMITATIONS

Characters can buy Endurance Reserves with Power Limitations. By putting Limitations on the Endurance Reserve's REC, you can simulate a wide variety of special effects. For example, if a Reserve only recovers END when plugged into an electrical socket, buy the REC with the *Limited Recovery* Limitation.

Charges: If a character buys an Endurance Reserve with Charges, activating a Charge gives the character the defined amount of END that Phase. If he doesn't use it all that Phase, the unused END "vanishes," depriving him of the ability to use it (he could use another Charge next Phase to get more, of course).

Costs Endurance: Characters cannot take this Limitation for Endurance Reserve.

Double Endurance Cost (-½): This Limitation, taken on a power that uses an Endurance Reserve rather than the Reserve itself, signifies a power that must draw its full END cost from *both* the Endurance Reserve and the character's personal END every Phase it's in use. If either or both sources of END is unavailable for any reason, the character cannot use the power (though he could still expend personal STUN in the place of personal END, if necessary).

Increased Endurance Cost: GMs should be wary of characters who buy large Endurance Reserves and then apply the *Increased Endurance Cost* Limitation to the powers that use the Reserve. This can result in unbalanced, overly powerful characters, and should usually be forbidden.

Limited Recovery (-2 to -¼): An Endurance Reserve with this Limitation can only Recover END in certain circumstances, such as only when plugged into an electrical socket, only when more fuel is added, or only when the character performs a special process or procedure. Typically this is worth a -2 Limitation on the REC of the Endurance Reserve, but the Limitation may be worth less if the method of recharging the Endurance Reserve is particularly common.

Restricted Use (-¼): Generally, a character must define which of his powers draw END from an Endurance Reserve, and is not entitled to a Limitation for this. But in some cases, an Endurance Reserve can supply END to only some types of powers, abilities, or devices. This most commonly occurs with Endurance Reserves defined as large batteries or engines in Science Fiction settings that have many different types of technology. The Reserve can power some types of tech (such as electronic devices) but not others (such as biochemical devices). In this case, the GM may allow the Reserve to take a -¼ Limitation (he can increase the value, if that seems appropriate).

Slow Recovery (-1 per level): An Endurance Reserve with this Limitation recovers END more slowly than the usual rate of once per Turn. For every increment on the Time Chart below 1 Turn, the REC of the Endurance Reserve (not the END itself) receives a -1 Limitation. For example, an Endurance Reserve which recovered once every 20 Minutes (3 steps below 1 Turn on the Time Chart) would take a -3 Limitation.

ENHANCED SENSES

Type: Special Power/Sensory Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: Varies

These Sensory Powers allow a character to sense things beyond the capacity of normal human Senses. Characters may buy several Enhanced Senses to reflect a wide array of sensory abilities. Enhanced Senses do not cost END to use.

The *HERO System* organizes Senses into seven "Sense Groups": Hearing; Mental; Radio; Sight; Smell/Taste; Touch; and Unusual. Sense Groups have important effects on the way Sense-Affecting Powers, and some other abilities, work. For more information about Senses, see *Senses In The HERO System* on 6E2 7.

THE SIMULATED SENSE GROUP RULE

Unusual Senses are usually grouped according to their special effect. For example, if a character has the ability to smell water, his Detect Water becomes part of his Smell/Taste Group. This is called the *Simulated Sense Group* rule, and it has two primary effects.

First, an Unusual Sense is subject to Sense-Affecting Powers that affect the Sense Group it simulates. For example, Infrared Perception defined as part of the Sight Group is affected by Sight Group Flashes.

Second, Enhanced Senses (Unusual or otherwise) automatically acquire some or all of the following Sense Modifiers for no additional cost when assigned to a Sense Group: Discriminatory (to whatever degree indicated in the descriptions below), Range, Sense, Targeting. (Note that this *doesn't* include Analyze or Increased Arc Of Perception.) For example, a Sense assigned to the Sight Group automatically gains all four Sense Modifiers, since the Sight Group provides them for free. A Sense assigned to the Radio Group gains Range and Sense, but not Discriminatory or Targeting, because the Radio Group only provides Range and Sense for free. See the text for a list of which Sense Modifiers each Sense Group provides. A Sense assigned to a Group also gains the benefits of any Enhanced Perception bought for that Group.

Example: *A character buys Infrared Perception, defined as the ability to see heat patterns. Therefore he assigns that Sense to the Sight Group. His Infrared Perception automatically becomes Discriminatory, works at Range, functions as a Sense, and is a Targeting Sense, because all Sight Group Senses have those Sense Modifiers. On the other hand, it's also affected by Darkness, Flash, Images, or Invisibility that work against the Sight Group.*

Characters can buy most Sense Modifiers to affect an entire Sense Group, in which case they apply to any Senses that belong to that Group (either inherently, or through the Simulated Sense Rule). For example, any Telescopic or Tracking bought for the entire Sense Group applies to any Senses made a part of that group via the Simulated Sense Rule.

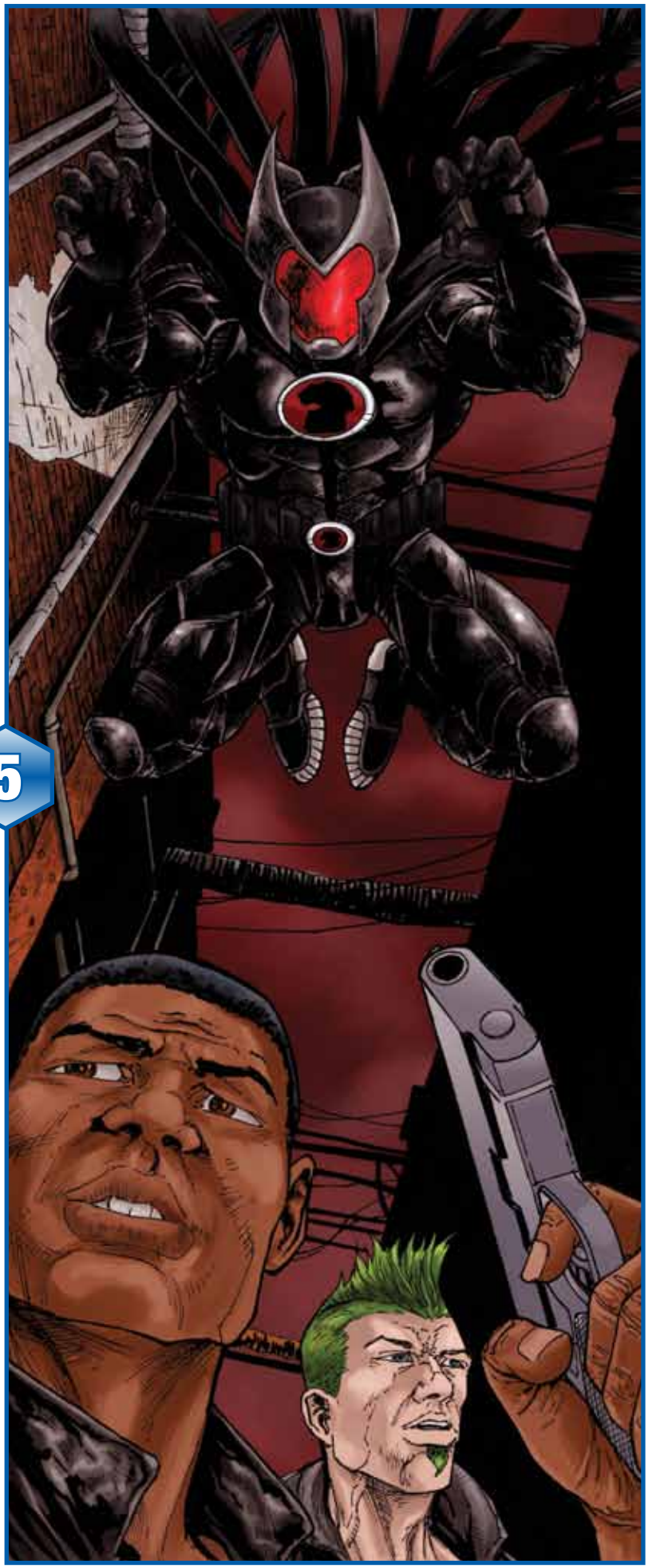
If a character buys a Sense with a Sense Modifier that the Sense Group he assigns the Sense to already provides, he may reduce the cost of the Sense appropriately. For example, Spatial Awareness, if bought to represent incredibly heightened hearing, would only cost 30 points (it doesn't need the *Sense* Sense Modifier; the Hearing Group provides that).

INDEPENDENT SENSES

A character may define a Detect he buys as belonging to none of the standard Sense Groups — in effect, it becomes a Sense Group of its own, making it difficult to affect with Sense-Affecting Powers. On the other hand, "independent" Senses usually cost a lot of Character Points, since they gain no benefit from having a Simulated Sense Group and thus often need a lot of Sense Modifiers.

TOOLKITTING: BUYING MULTIPLE ENHANCED SENSES

Sometimes a character wants to have lots of different Enhanced Senses. There's nothing wrong with this, but it can get expensive quickly, since Enhanced Senses generally aren't Limited and can't be bought in Power Frameworks. However, in many campaigns, the value of Enhanced Senses decreases the more a character buys — once a character has a second Targeting Sense (so that he's largely protected from Sense-Affecting Powers), buying a third, fourth, or more Targeting Senses doesn't really provide the same amount of benefit. In that case the GM might want to consider reducing the cost of the additional Senses.



THE SENSE GROUPS

Here are how the seven Sense Groups are defined.

THE HEARING SENSE GROUP

The Hearing Sense Group includes Normal Hearing, which every character possesses unless he sells it back (see text box).

The Hearing Sense Group provides the following Sense Modifiers: Discriminatory, Range, Sense.

The Discriminatory effect provided by the Hearing Group isn't the full Discriminatory obtained by buying that Sense Modifier, but rather an effect of somewhat cruder degree. For example, a character can tell a bird's song from a trumpet solo, but might not be able to tell two different types of bird songs apart. Characters can make Normal Hearing (or the entire Hearing Sense Group) fully Discriminatory by paying the usual cost. Although Normal Hearing has Increased Arc Of Perception (360 Degrees), the Hearing Sense Group doesn't provide this Sense Modifier to other Senses assigned to the group.

Active Sonar and Ultrasonic Perception are almost always bought as part of the Hearing Sense Group.

THE MENTAL SENSE GROUP

The Mental Sense Group includes Mental Awareness and Mind Scan. No character has any Mental Group Senses normally; these Senses always have to be purchased.

The Mental Sense Group provides the following Sense Modifiers: Range. Mental Awareness functions as a Sense, but the Mental Sense Group doesn't provide this Sense Modifier to other Senses assigned to the group.

THE RADIO SENSE GROUP

The Radio Sense Group includes Radio Perception. No character has any Radio Group Senses normally; these Senses always have to be purchased.

The Radio Sense Group provides the following Sense Modifiers: Range, Sense. Radio Perception has Increased Arc Of Perception (360 Degrees), but the Radio Sense Group doesn't provide this Sense Modifier to other Senses assigned to the group.

High Range Radio Perception, Radar, and Radio Perception/Transmission are almost always bought as part of the Radio Sense Group. Radio Perception/Transmission is Radio Perception with the *Transmit* Sense Modifier added. High Range Radio Perception is Radio Perception/Transmission with a broader Detect as its basis.

THE SIGHT SENSE GROUP

The Sight Sense Group includes Normal Sight (which every character possesses unless he sells it back) and Nightvision.

The Sight Sense Group provides the following Sense Modifiers: Discriminatory, Range, Sense, Targeting.

The Discriminatory effect provided by the Sight Group is not the full Discriminatory obtained by buying that Sense Modifier, but rather an effect of somewhat cruder degree. For example, a character can tell two people apart based on their visual appearance, but cannot always determine a person's ethnicity or religion through Sight. Characters can make Normal Sight (or the entire Sight Sense Group) fully Discriminatory by paying the usual cost.

Infrared Perception and Ultraviolet Perception are almost always bought as part of the Sight Sense Group.

THE SMELL/TASTE SENSE GROUP

The Smell/Taste Sense Group includes Normal Smell and Normal Taste, which every character possesses unless he sells either or both of them back (see text box).

The Smell/Taste Sense Group provides the following Sense Modifiers: Discriminatory, Range (Smell only), Sense.

The Discriminatory effect provided by the Smell/Taste Group is not the full Discriminatory obtained by buying that Sense Modifier, but rather an effect of somewhat cruder degree. For example, a character can tell a steak from a potato by smell or taste, but can't necessary identify every ingredient in either dish. Characters can make Normal Smell or Normal Taste (or the entire Smell/Taste Sense Group) fully Discriminatory by paying the usual cost.

Although Normal Smell has Increased Arc Of Perception (360 Degrees), the Smell/Taste Sense Group doesn't provide this Sense Modifier to other Senses assigned to the group. Normal Smell works at Range, and provides this effect to other Smell-based Senses; Normal Taste and Taste-based Senses do not have Range.

THE TOUCH SENSE GROUP

The Touch Sense Group includes Normal Touch, which every character possesses unless he sells it back (see text box).

The Touch Sense Group provides the following Sense Modifiers: Discriminatory, Sense.

The Discriminatory effect provided by the Touch Group is not the full Discriminatory obtained by buying that Sense Modifier, but rather an effect of somewhat cruder degree. For example, a character can tell a dollar bill from a piece of ordinary paper of the same size, but cannot tell a $1 bill from a $5 bill. Characters can make Normal Touch (or the entire Touch Sense Group) fully Discriminatory by paying the usual cost.

Normal Touch has Increased Arc Of Perception (360 Degrees), but the Touch Sense Group doesn't provide this Sense Modifier to other Senses assigned to the group.

SENSE GROUPS

The Sense Groups, and the Senses that belong to them, are:

Hearing Group: Normal Hearing
Mental Group: Mental Awareness, Mind Scan*
Radio Group: Radio Perception
Sight Group: Normal Sight, Nightvision
Smell/Taste Group: Normal Smell, Normal Taste
Touch Group: Normal Touch
Unusual Group: Active Sonar, Clairsentience*, Detect, High Range Radio Perception, Infrared Perception, Radar, Radio Perception/Transmission, Spatial Awareness, Sensory Talents*, Ultraviolet Perception, Ultrasonic Perception

* = These sensory abilities are described under their own headings

THE UNUSUAL SENSE GROUP

The Unusual Sense Group includes the following Senses: Active Sonar, Clairsentience, Detect, High Range Radio Perception, Infrared Perception, Radar, Radio Perception/Transmission, Spatial Awareness, Sensory Talents, Ultraviolet Perception, Ultrasonic Perception.

Characters cannot buy Sense-Affecting Powers that affect the "Unusual Sense Group." The Unusual "Group" isn't really a group; it's simply a convenient term to describe all Senses that don't automatically belong to a specific group.

THE COST OF STANDARD SENSES

Here's what the standard human senses cost in *HERO System* terms:

- Normal Hearing: 25 points
- Normal Sight: 35 points
- Normal Smell: 5 points
- Normal Taste: 5 points
- Normal Touch: 10 points

If a character wants to lack one of these Senses (for example, he wants to be blind or deaf), he should sell back that Sense (rather than taking a Physical Complication). If he wants one of these Senses to be impaired but not absent (for example he suffers -2 on all Hearing PER Rolls, or -3 on all Sight PER Rolls in sunlight), he can represent that with a Physical Complication.

Characters cannot use these costs for Adjustment Power purposes. A character cannot, for example, render another character blind by Draining his Normal Sight. Nor can characters buy Advantages or take Limitations for their standard Senses.

DETECT TABLE

Cost	Detect Category
3	A single thing (an uncommon object or phenomenon, one that has little or no effect on combat). Examples: the direction one is currently facing, the current time, the range to nearby objects, Necromantic Magic, Denebians, or Gold
5	A class of things (a common object or phenomena, or any object or phenomenon that significantly affects combat). Examples: Magic, Aliens, Metals, or Minds
10	A large class of things (very common or abstract objects or phenomena). Examples: Life Energy, Physical Objects, or Enemies

Cost	Modifiers
+5	Each extra thing or class of things (requires the GM's permission)
var	+1 to PER Roll with Detect for each +1 Character Point

At the GM's option, a character who only wants a Detect on a flat 8- roll can buy it for 1 Character Point (this is most appropriate for the 3-point Detect category). No Enhanced Perception bonuses add to the roll of such a Detect.

ACTIVE & PASSIVE DETECTS

The *HERO System* groups Detects and other Enhanced Senses into two categories: *Active* and *Passive.* Each type has benefits and drawbacks, so neither receives an Advantage or Limitation.

Passive Detects simply allow the character to perceive information emitted by other persons, objects, or phenomena. Normal Range Modifiers apply to the PER Roll. Most forms of Hearing work this way — they perceive sounds generated outside the character, not a pulse of sound he creates on his own as a way of perceiving and analyzing things. Passive Detects don't reveal the character's presence or location. But they are, as the name indicates, passive: they only work when the things they can perceive make themselves known.

Active Detects require the character to emit or project some sort of pulse. The Sense works by perceiving the pulses as they contact objects and phenomena and "bounce back" to the character. Normal Range Modifiers apply to the PER Roll because the further the pulse travels, the more it degrades. Most radar- and sonar-based Enhanced Senses work in this fashion. Active Detects allow a character to proactively try to perceive something, rather than simply waiting until the thing makes itself known to him. But other characters can sometimes perceive the pulses, alerting them to the character's presence and/or location.

Enhanced Senses listed in this section are labeled as either Active or Passive. For other Detects, the GM must decide whether they're Active or Passive (or perhaps both).

DETECT

Cost: See Detect Table

Detect allows the character to perceive whatever he defines as its subject — Detect Gold, Detect Minds, Detect Aliens, whatever he can think of and the GM allows. The basic cost of a Detect depends upon how broad a category of things the Power can detect (see accompanying table).

A basic Detect requires a Half Phase to use and has no Range — it can only perceive things within the Reach of the character using it (in some cases the character may actually have to touch the subject to perceive its qualities). Detect indicates the presence of the subject if the character makes a normal PER Roll; the character can increase his PER Roll with the Detect by +1 for every +1 Character Point. A character doesn't have to make a PER Roll to use Detect if the subject is obvious or the character isn't in combat; the GM determines when, if ever, a roll is needed. A Detect functions at all times (as a Sense, no Half Phase required) if it has the Sense Modifier *Sense.*

Detect typically functions in a 120 degree arc in front of the user. The Sense Modifier *Increased Arc Of Perception* allows Detects to perceive objects over a broader area. Characters can buy Detects with other Sense Modifiers, such as Analyze, Discriminatory, and Range.

A Detect provides two basic types of information about the object or phenomenon it can perceive: first, whether the object or phenomenon exists, or doesn't exist, at the character's current location; second, the "intensity" of the perceived object or phenomenon. For example, just like Sight can determine how bright lights and colors are, and Hearing can determine how loud sounds are, a Detect Magic can determine how intense or strong the enchantments perceived with it are. More precise Detects require the Sense Modifiers *Analyze* and *Discriminatory.* At the GM's option, some Detects may provide slightly different information than intensity (just like Normal Taste differentiates between sweet, sour, salty, and bitter, instead of indicating an "intensity" of taste).

Example: *Arkelos the mage wants to have "Magesight," the ability to detect all forms of magic. He buys Detect Magic (5 Character Points) as a Sense (+2 Character Points). This allows him to detect magic, but requires him to touch any object or area he wishes to perceive and tells him only that magic is present and how intense it is. Later, after earning some Experience Points, Arkelos buys the* Range *and* Discriminatory Sense *Modifiers for his Magesight. Now he can Detect Magic at Range, and can determine the type and quality of magic he perceives.*

Like Sight and other "ordinary" Senses, Detects can be "blocked" by certain objects, substances, or phenomena. Typically this depends on their Simulated Sense Group, but even if a Detect doesn't simulate any Sense Group, the character must define what "blocks" it. See *Penetrative,* below, for more information.

OTHER SENSES

ACTIVE SONAR

Cost: 15 Character Points (Detect Limited Class of Physical Objects [5 Character Points], Targeting; Active).

A character with Active Sonar can perceive nearby objects by emitting pulses of high-frequency sound that bounce off those objects and return to him. While Active Sonar compensates for blindness in some ways, the character cannot perceive fine detail (such as colors, print on paper, or fine textures). Additionally, some objects "absorb" or deflect sonar and are more difficult (or impossible) to perceive with it. The sound pulses ("pings") emitted by Active Sonar can be detected with Ultrasonic Perception or by another character who also has Active Sonar.

ENHANCED PERCEPTION

Cost: +1 to PER Roll for all Sense Groups for 3 Character Points; +1 to PER Roll for one Sense Group for 2 Character Points; +1 to PER Roll with a single Sense for +1 Character Point.

The character has better perception than normal. This bonus applies to all Senses, even ones like Danger Sense or those which belong to no Sense Group.

HIGH RANGE RADIO PERCEPTION

Cost: 12 Character Points (Detect Broadcast Spectrum Transmissions [5 Character Points], Increased Arc Of Perception [360 Degrees], Transmit; Passive).

The character can perceive and transmit along the entire broadcast spectrum, from radio, to television, to cellular telephone transmissions. (This doesn't guarantee he can understand or decipher the transmissions; they may be encoded, encrypted, digitized, or otherwise "scrambled" to prevent him from understanding them.) If a character or device can only receive and transmit in certain bands of the spectrum (such as only television), he can take a Limitation on his HRRP (the value of the Limitation depends on how restricted his HRRP is, but it's usually a -½ or -1 Limitation). HRRP also allows characters to sense radar emissions. Characters with HRRP may locate a specific frequency or channel by succeeding with an INT Roll.

INFRARED PERCEPTION

Cost: 5 Character Points (Detect Heat Patterns/Traces [5 Character Points]; Passive).

The character can perceive heat patterns and traces, but can only perceive the outlines of people and objects (unless there's a source of infrared light available). Cold objects are perceived as "dark," while hot objects may be blindingly "bright." Infrared Perception is not Discriminatory.

MENTAL AWARENESS

Cost: 5 Character Points (Detect Mental Powers [3 Character Points], Sense; Passive).

The character can perceive the use of Mental Powers within his Line Of Sight. He can perceive the user and target of a Mental Power, but not the type of Mental Power (that requires Discriminatory). Mental Awareness cannot perceive Powers that provide protection against mental attacks but which are not classified as Mental Powers, such as Mental Defense or Resistant Protection that provides Mental Defense. See 6E2 8 for more information.

NIGHTVISION

Cost: 5 Character Points (+4 Enhanced Perception, with a -½ Limitation, *Only To Counteract Darkness Modifiers;* Passive).

The character can see in total darkness (not including the Power *Darkness,* but including some forms of Change Environment that obscure vision) as though it were normal daylight.

RADAR

Cost: 15 Character Points (Detect Limited Class Of Physical Objects [5 Character Points], Targeting; Active).

A character with Radar can perceive nearby objects by emitting radio waves that bounce off those objects and return to him. While Radar compensates for blindness in some ways, the character cannot perceive fine details, and his radio-wave emissions can be detected with HRRP or by another character who has Radar. As with sonar, some objects absorb or avoid radio waves, making them difficult to perceive with Radar.

RADIO PERCEPTION

Cost: 8 Character Points (Detect AM/FM/Police Radio Transmissions [3 Character Points], Increased Arc Of Perception [360 Degrees]; Passive).

The character can perceive local AM, FM, and police-band radio signals.

RADIO PERCEPTION/TRANSMISSION

Cost: 10 Character Points (Detect AM/FM/Police Radio Transmissions [3 Character Points], Transmit, Increased Arc Of Perception [360 Degrees]; Passive).

The character can perceive and transmit local AM, FM, and police-band radio signals.

SPATIAL AWARENESS

Cost: 32 Character Points (Detect Physical Objects [10 Character Points], Fully Penetrative, Targeting Sense, Sense; Passive).

The character can perceive his surroundings without having any contact with them, and can make normal PER Rolls through materials that block ordinary perception (such as walls), though he must define a substance or phenomenon that blocks his perception. Spatial Awareness can simulate a wide variety of senses, such as "mystical awareness," passive sonar, or molecular analysis. A character with Spatial Awareness can operate normally in total darkness or while blinded, but cannot sense fine details.

ULTRASONIC PERCEPTION

Cost: 3 Character Points (Detect Ultrasonic Sound [3 Character Points]; Passive).

The character can perceive very high and very low frequency sounds, such as dog whistles or Active Sonar.

ULTRAVIOLET PERCEPTION

Cost: 5 Character Points (Detect Ultraviolet Light [5 Character Points]; Passive).

The character can perceive ultraviolet (UV) light. He perceives as well at night as he can during the day, provided there's a source of UV light such as the moon or stars (this occurs even if the night is overcast). In the absence of UV light (such as inside a cave), Ultraviolet Perception provides no benefit.

SENSE MODIFIERS

Sense Modifiers do not belong to any Sense Group — they improve Senses, either individually or by Sense Group. A character can buy a Sense Modifier for a Sense he gets for free (like Normal Sight), provided he satisfies any prerequisites for that Sense Modifier and has the GM's permission. Characters cannot buy Sense Modifiers for Telepathy. Sense Modifiers are not Adders.

ADJACENT

Cost: For a fixed perception point up to 2m away from the character, 2 Character Points for a single Sense, or 3 Character Points for an entire Sense Group; for a perception point that can be anywhere in a 2m radius around the character, 3 Character Points for a single Sense, or 5 Character Points for an entire Sense Group.

This Sense Modifier allows a character to perceive not from where he's standing, but a point up to 2m away from himself. (For longer ranges, characters should buy Clairsentience.) It's primarily used to create devices like periscopes and borescopes, but might also represent a character with eyestalks or the like. Unless the GM rules otherwise, the character's perception point is Obvious (though which Senses he's using through it aren't necessarily apparent).

Making a Sense Adjacent does not change the character's arc of perception. Typically characters buying this Sense Modifier for a Sense also buy Increased Arc Of Perception (360 Degrees) for that Sense.

A character using an Adjacent Sense is affected by Flash and other Sense-Affecting Powers from his perception point, not from where he's standing (if the two differ). If there's any question as to whether the character's affected, the final decision is up to the GM.

CONCEALED

Cost: 1 Character Point for -1 to PER Rolls with one Sense or Sense Group. (For completely undetectable pulses, buy the *Invisible Power Effects* Advantage for the Sense.)

This Sense Modifier makes it harder for other characters to detect the pulses or emissions of an Active Sense, or to perceive a Sense with Transmit.

DISCRIMINATORY; ANALYZE

These two related Sense Modifiers allow a Sense to perceive a greater range of information about an object or phenomena.

DISCRIMINATORY

Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

A Sense with *Discriminatory* can identify, distinguish, and analyze an object if the character makes a PER Roll. For example, using Detect Metals, Discriminatory would tell a character that a nearby mass of metal is a nickel/iron composite about 65% nickel, and that it weighs about 200 kilograms.

ANALYZE

Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

A Sense with *Analyze* can determine an even greater range of information, with greater precision, than can Discriminatory. If Detect Metals, Analyze, were used on the lump of metal described above, the character would know that the metal is 70% nickel, 23% iron, 4.6% cobalt, and 2.4% iridium; weighs 245.5 kilograms; and is roughly doughnut-shaped with many pits and hollows on the outside. Characters can only buy Analyze for Senses that are Discriminatory (either because the Sense Group provides Discriminatory for free, or because the character's purchased it).

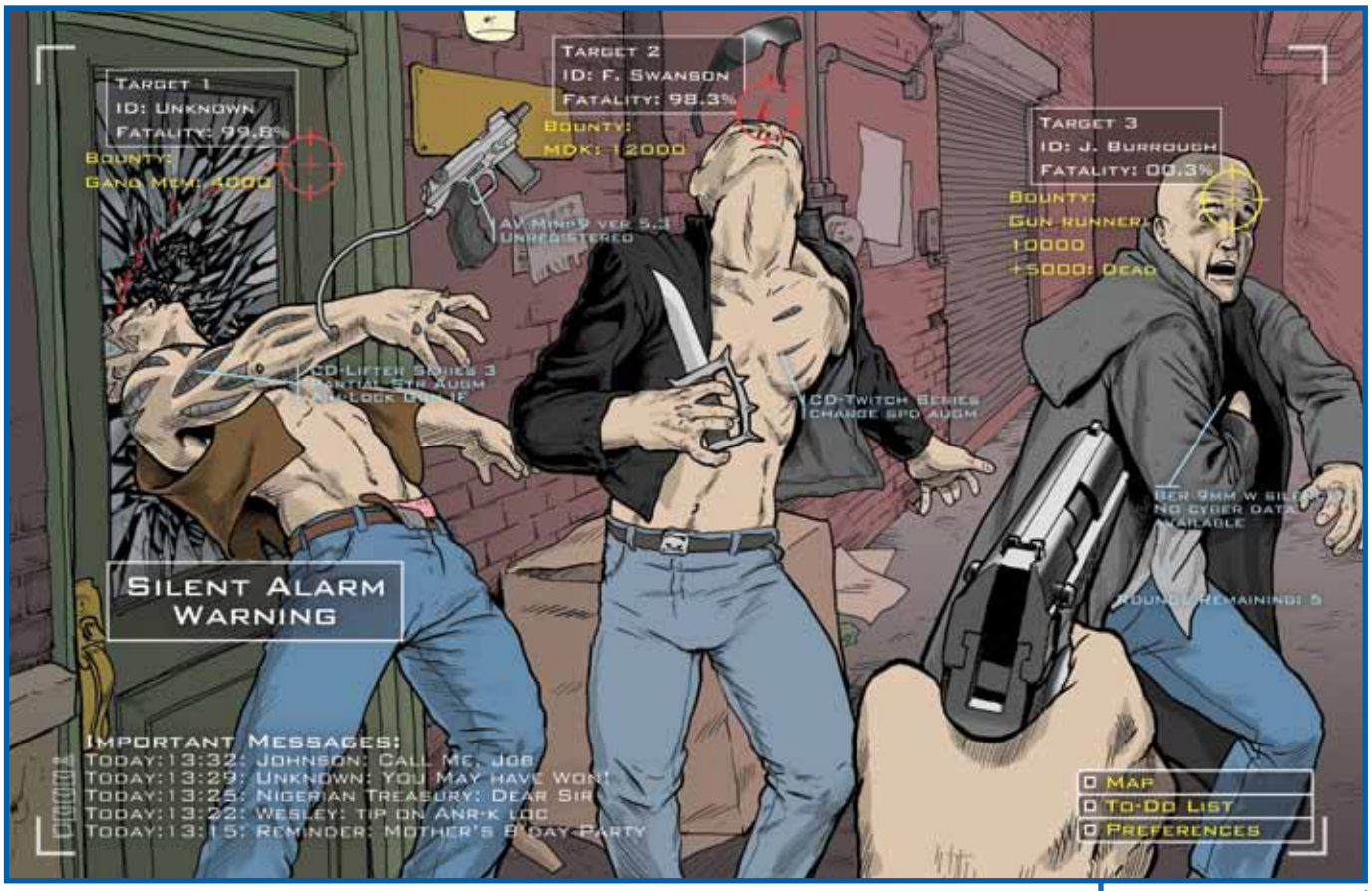
DIMENSIONAL

Cost: To perceive into a single other dimension: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group.

To perceive into a related group of dimensions: 10 Character Points for a single Sense; 20 Character Points for a single Sense Group.

To perceive into any dimension: 15 Character Points for a single Sense; 25 Character Points for a single Sense Group.

Characters sometimes need to perceive into other dimensions. A Sense with Dimensional can perceive into one or more dimensions in addition to the one the character's currently occupying. It doesn't grant any extra range to the Sense; the character merely perceives whatever he can at the point in the other dimension that physically corresponds to his location in the dimension he currently occupies.



Increased Arc of Perception

Cost: 240-Degree Perception: 2 Character Points for a single Sense; 5 Character Points for a Single Sense Group; 10 Character Points for all of the character's Sense Groups at once.

360-Degree Perception: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group; 25 Character Points for all of the character's Sense Groups at once.

As noted above, Detects typically function in a 120-degree arc in front of the user. This Sense Modifier allows them to function in a 240-degree arc or 360-degree arc. A Sense with 360-Degree Perception operates all around the character, rather than being directional like ordinary Senses. The character can make a PER Roll against any point around him, making it much more difficult to surprise him (since he has his full DCV against perceived threats).

Microscopic

Cost: 3 Character Points per level of magnification for a single Sense; 5 Character Points per level of magnification for an entire Sense Group.

A Sense with this Sense Modifier, which is most often bought for the Sight Group, can detect objects in quantities so small they cannot be perceived by standard Senses. At its base level, Microscopic lets the character perceive objects at 10x magnification. Characters can buy Microscopic multiple times, each for an additional 10x magnification: thus, the second time allows perception at 100x magnification, the third at 1,000x magnification, and so forth.

Penetrative

Cost: Partially Penetrative: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group

Fully Penetrative: 10 Character Points for a single Sense; 15 Character Points for a single Sense Group

All Senses are "blocked" by certain objects, substances, or phenomena. Sight cannot see through opaque objects (including most walls, living beings, and the like); Hearing's thwarted by substances and objects that deflect or absorb sound waves; and so on. Defining what blocks exotic fictional senses (like Detect Magic, Detect Souls, or Detect Aliens) depends on the Sense Group they simulate and/or rulings from the GM.

A Sense with Penetrative is *not* blocked in the usual manner. Instead it can penetrate, pierce, or bypass things that would ordinarily block it, allowing the character to perceive "through" them normally. The classic example is "X-ray vision," which allows a character to see through most opaque objects, but many other Penetrative Senses are possible.

Penetrative comes in two forms: Partially and Fully. A *Partially Penetrative* Sense can perceive through a limited number or types of blocking objects, substances, or phenomena, but is blocked by all others. For example, a character could buy Penetrative Sight that can see through stone, soil, and metal... but not wood, glass, living tissue, or the like. The GM determines whether a proposed Partially Penetrative Sense is sufficiently restricted. A *Fully Penetrative* Sense can perceive through

POWER EXAMPLES: ENHANCED SENSES

Advanced Nightvision Goggles: Nightvision (5 Active Points); OAF (-1) (total cost: 2 points) plus Infrared Perception (Sight Group) (5 Active Points); OAF (-1) (total cost: 2 points). Total cost: 4 points.

Elvensight: Infrared Perception (Sight Group) (total cost: 5 points) plus Ultraviolet Perception (Sight Group) (total cost: 5 points). Total cost: 10 points.

Mage's Eye: Detect Magic (INT Roll) (Sight Group), Discriminatory, Analyze. Total cost: 15 points.

Radar-Sense: Radar (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.

X-Ray Vision: Fully Penetrative for Sight Group (blocked by lead, gold, and force-fields). Total cost: 15 points.

all types of blocking objects, substances, or phenomena, but the character must define one or more reasonably common substance(s), or a group of uncommon substance(s), he cannot perceive through. For example, X-Ray Vision would be Fully Penetrative Sight that cannot see through lead, gold, or most force-fields.

RANGE
Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group.

A nonranged Sense (such as Touch or Detect) with this Sense Modifier can perceive at Range in a 120-degree arc with the usual Range Modifier (just like, for example, Normal Sight).

RAPID
Cost: 3 Character Points per x10 speed for a single Sense; 5 Character Points per x10 speed for an entire Sense Group.

A character with a Rapid Sense can use that Sense to "read" or otherwise take in or absorb data or sensations faster than normal. At its base level, Rapid lets the character perceive objects 10x faster than normal. Characters can buy Rapid multiple times, each for an additional 10x speed: thus, the second time allows perception at 100x faster than normal, the third at 1,000x faster than normal, and so forth. This allows characters to build, for example, sensory devices that work much faster than normal human senses.

Rapid doesn't provide any direct bonuses to PER Rolls. But as a guideline, the GM may assume each level of Rapid counts as +3 with appropriate PER Rolls, only to counteract penalties for performing tasks quickly (see 6E1 59). Thus, with Rapid x10, a character can perceive in a Phase what other characters take 1 Turn to perceive; with Rapid x100, he perceives in a Phase what others need 1 Minute to perceive; and so on.

SENSE
Cost: 2 Character Points.

A character may convert a Detect (or other Enhanced Senses, at the GM's option) into a *Sense* for 2 Character Points. Characters can use a Sense without a Half Phase Action; it can be set off by contact at any time.

TARGETING SENSE
Cost: 10 Character Points for a single Sense; 20 Character Points for one Sense Group.

A Nontargeting Sense (such as Normal Hearing) with this Sense Modifier can be used as a Targeting Sense to locate targets in combat. For normal humans, only Normal Sight functions as a Targeting Sense.

A Targeting Sense doesn't completely compensate for Sight — for example, Targeting Hearing cannot read print or sense colors. Furthermore, environmental conditions or other circumstances may adversely affect Targeting Senses, just like darkness or bright lights affect Sight.

Example: *Proboscis buys Targeting Sense for his Normal Smell/Taste for 10 points. He can now locate targets in combat with his Normal Smell/Taste even when he can't see (it also lets him function "normally" in noncombat situations — with his superacute sense of smell, he can avoid walking into objects and so forth, but he can't discern textures or colors). Anything that impedes his sense of smell, such as high winds or strong odors, may confuse or "blind" him.*

TELESCOPIC
Cost: 1 Character Point for +2 PER, only to offset the Range Modifier with a single Sense; 3 Character Points for a single Sense Group. Characters may purchase Telescopic for more than one Sense Group.

A Sense with this Sense Modifier works more accurately over long distances than an ordinary Sense. For every 3 Character Points spent, a character receives +2 to PER Rolls with a single Sense Group — but the bonus only applies to offset the Range Modifier as it affects PER Rolls with that Sense Group. Telescopic doesn't help the character perceive, locate, or identify an object, it merely makes that object easier to perceive at a distance. Nor does Telescopic reduce the Range Modifier's effect on a character's OCV. Of course, a Sense must already work at Range for Telescopic to have any effect.

Example: *A spy satellite with +30 Telescopic Sense for the Sight Sense Group (45 points) can read a newspaper held by a commuter in Newark. However, it could not automatically find a specific commuter — it would have to scan the faces of all the commuters, one at a time, to find the person it was looking for.*

Telescopic differs from the *MegaScale* Advantage in several ways. First, characters can buy it for their Normal Senses, which they normally cannot do with Advantages. Second, MegaScaling a Sense doesn't eliminate the Range Modifier (it just changes the length of each "category" of range to match the MegaScaling), whereas Telescopic directly counteracts the Range Modifier.

TRACKING
Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

A sense with this Sense Modifier, which is most often bought for the Smell/Taste Group, can be used to identify and track a person or object if the character makes a PER Roll. Modifiers for time and circumstances can affect the PER Roll tremendously.

TRANSMIT

Cost: 2 Character Points for a single Sense;
5 Character Points for a single Sense Group.

This Sense Modifier allows a character to transmit information similar to that which he can perceive. It's most often purchased for the Radio Sense Group and the like.

Usually it's not necessary to establish an exact range over which a Sense with the *Transmit* Sense Modifier can "broadcast" — the GM can simply establish ranges for Transmit on a case-by-case basis, depending on special effects, common sense, dramatic sense, and campaign circumstances. In situations where knowing the exact range is important, assume any Sense with Transmit has a broadcast range of 1 kilometer per Active Point. To increase this range, apply the *MegaScale* Advantage to increase the size of the multiplier (to, say, 2 km, 10 km, or 100 km).

ADVANTAGES AND ADDERS

Generally, characters should not apply Advantages to Senses or Sense Modifiers. However, the GM may allow this if he feels it's a good way to create an interesting power construct, won't unbalance the game, and satisfies his common sense and dramatic sense. In some genres, for some purposes, Advantages on Senses may prove extremely useful or important. For example, in Star Hero, applying *MegaScale* to some Senses is a valid way of building very long-range sensors.

LIMITATIONS

Focus: If a Detect (or other Sense that involves a defined PER Roll the character purchases) is bought through a Focus, the character creating must define it in one of two ways. The first, and most common, is that it starts with a base 9- roll, the same as Skills bought through Foci do (see 6E1 283). If the character wants the device to have a better PER Roll, he has to buy Enhanced Perception for it. The second, and rarer, option is to declare that the device functions with the same PER Roll as whoever uses it.

No Direction (-½): By definition, a Sense with Range can determine the direction to something he can perceive, at least in general terms. He may not know that it's north of him, but he knows where it is in relation to where he is. A Ranged Sense with this Limitation doesn't provide that information — it tells the character that what he can perceive is somewhere within the range of his Senses, but that's all. The character has no idea of the exact location of what he perceives.

ENTANGLE

Type: Standard Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: 10 Character Points for every 1d6 BODY, 1 PD/1 ED of Entangle

A character with Entangle can restrain, immobilize, or paralyze another character. Some examples of Entangles include ice bonds, handcuffs, glue bombs, paralytic touch, gravity manipulation, and transforming the ground to mud so the target sinks into it and cannot move. Each 1d6 of Entangle (which has 1 PD and 1 ED, Resistant) costs 10 Character Points.

USING ENTANGLE

To use Entangle, a character must make an Attack Roll. If he succeeds, he rolls his Entangle dice and counts the Normal Damage BODY. The BODY of the Entangle is the BODY rolled; the Entangle has 1 PD and 1 ED (both Resistant) for each 1d6 of Entangle. Entangle costs END to use.

BASIC ENTANGLE EFFECTS

When a character is Entangled, his arms and legs are restrained, giving him a DCV of 0. Typically an Entangle completely immobilizes a character, making it impossible for him to move or use any Movement Powers except Teleportation, but the exact effects depend on the special effects of the Entangle and Movement Power. In some cases, the character may retain the ability to move, but remain Entangled when he does so. For example, a character with Flight could fly while handcuffed — but this wouldn't free him from the handcuffs, he'd just take them with him. But if his Flight had the *Gestures* Limitation, he couldn't fly, since the handcuffs prevent him from making the proper gestures.

If a character is Entangled, generally he cannot ignore the Entangle and, for instance, attack an enemy with a power that doesn't require him to move. In most cases an Entangled character must escape the Entangle before attacking other characters. However, the GM may grant exceptions to this based on common sense, dramatic sense, special effects, game balance, or the like; if he does so, an Entangled character is at ½ OCV. For example, obviously a character who's Entangled with handcuffs can do lots of things, including making many attacks, that characters trapped in most Entangles cannot.

MULTIPLE ENTANGLES

If a character is hit by more than one Entangle (whether from one attacker, or more than one), the Entangle's PD and ED is the highest PD and ED of all the Entangles. The Entangle's BODY is the highest BODY of all the Entangles, +1 BODY for each additional Entangle.

Example: *Thunderbird is hit with four Entangles of PD 5/ED 3/BODY 3, PD 4/ED 4/BODY 6, PD 2/ED 4 /BODY 3, and PD 4/ED 6 /BODY 5, respectively. The total Entangle has PD 5/ED 6 (the highest PD and ED of all the Entangles) and BODY 9 (the highest BODY [6] plus 3 for the three additional Entangles).*

If an Entangle has been damaged and another Entangle is then used on the Entangled character, the Entangle has the highest PD and ED and BODY of the two Entangles involved. However, at a minimum, applying another Entangle adds +1 BODY, thus "healing" the damaged Entangle.

Example: *Zigzag traps Thunderbird in a PD 5/ ED 5/BODY 5 Entangle. Thunderbird manages to cause 3 points of BODY damage to the Entangle, so it is now PD 5/ED 5/BODY 2. Then Zigzag hits him with a PD 4/ED 4/BODY 4 Entangle. Thunderbird is now trapped in a PD 5/ED 5/BODY 4 Entangle. If Zigzag's second Entangle were only PD 4/ED 4/BODY 2, then Thunderbird would be trapped in a PD 5/ED 5/BODY 3 Entangle (Zigzag's second Entangle did not have more BODY than the first Entangle, so it just added +1 BODY).*

ESCAPING FROM ENTANGLES

To escape an Entangle, an Entangled character must either

- do sufficient BODY damage (with one or more attacks) to exceed the Entangle's defenses and reduce its BODY to 0;
- use a Power that allows him to overcome the Entangle's effects (such as Desolidification or Teleportation); or
- find some other appropriate method of escape based on the special effect of the Entangle (for example, using Contortionist to get out of handcuffs).

An Entangled character doesn't have to make an Attack Roll to hit or damage the Entangle restraining him. When he reduces the Entangle's BODY to 0, he is free. See *Other Combat Effects,* 6E2 124, for further information about breaking out of Entangles.

Characters with powers that cause BODY damage and are innate or bought through Inaccessible Foci can use those powers to try to break free (these attacks cause no damage to the Entangled character unless the Entangle has the *Backlash* Advantage; see below). Characters with powers bought through Accessible Foci normally cannot use those powers to break free from the Entangle, though the exact effects depend on the special effect of the Focus and the circumstances.

Example: *Thunderbird is attacked with an Entangle. He has a gun (an RKA). Because the Entangle immobilizes his arms, he can't draw the gun and shoot through the Entangle.*

Later, Thunderbird is attacked with another Entangle. This time he already had his gun in his hand. The GM rules that, although his arms are restrained, Thunderbird can move his trigger finger enough to fire the gun and try to shoot his way out of the Entangle.

It's up to the GM to determine the exact effect of any attempt to escape from or damage an Entangle — some attacks may not be as effective on some types of Entangles as others. For example, depending upon the special effects of the Entangle described above, Thunderbird's gunshot might only create a small hole that wouldn't help free him at all, or the gunshot might shatter it easily.

ATTACKING AN ENTANGLED CHARACTER

If an Entangled character is attacked, the Entangle takes damage from the attack first (unless the Entangle has the *Takes No Damage From Attacks* Advantage; see below). The PD/ED and BODY of the Entangle subtract from the attack. After the attack does damage equal to the Entangle's current PD or ED + BODY, the Entangle is destroyed and the Entangled character takes the remaining damage (if any) normally. Attacks that don't cause BODY damage (such as most AVADs or Drains) aren't affected by an Entangle in this way; the damage injures the Entangled character directly, in the usual manner.

Example: *A character trapped in a 5 PD/5 ED, 5 BODY Entangle is hit by a 36 STUN, 8 BODY attack. The Entangle itself takes 3 BODY damage (8 BODY - 5 defense = 3 BODY damage); the character takes 26 STUN (36 - (5+5)) and 0 BODY (8 - (5+5)). If the attack had done 36 STUN, 12 BODY, the Entangle would be destroyed (it takes 7 BODY after applying its defenses) and the Entangled character would take 10 STUN, 2 BODY damage (to which he can apply his personal defenses).*

A character may target most types of Entangle specifically, without damaging the character inside it (unless the Entangle has the *Entangle And Character Both Take Damage* Advantage, below), at -3 OCV. Typically an Entangle targeted in this manner has DCV 0, but the GM may increase the Entangle's DCV if he believes it should be harder to hit due to its size, special effect, or other factors.

In most cases it's possible for a character to touch an Entangled character (for example, to grant him a Usable By Other power, or to attack him with a No Range attack) without touching the Entangle. However, the GM may disallow this based on the special effects involved, the circumstances, common sense, and dramatic sense. For example, if the Entangle's defined as trapping the target in a block of ice, it may be impossible to touch him.

REMOVING AN ENTANGLE

Whether a character can remove an Entangle once he's used it depends on the special effect. A character could easily take a pair of handcuffs off someone (assuming he has the key), but cutting someone out of an ice block or blob of glue probably takes a lot of time and effort. An Entangle that's already taken effect cannot be Dispelled, unless it's a Constant Entangle.

MENTAL PARALYSIS

Characters can use Entangle to create a type of power called *Mental Paralysis.*

Mental Paralysis Entangles must be built with these Advantages: ACV (uses OMCV against DMCV; +¼), Takes No Damage From Attacks (+¾, see text); and Works Against EGO, Not STR (+¼) (the latter Advantage may be a Limitation in games where EGO is, on the average, much higher than STR). Thus, each die of Mental Paralysis costs approximately 22 Character Points.

A Mental Paralysis has Resistant Mental Defense instead of PD/ED (each 2 points of Mental Defense costs 3 Character Points if bought separately). This Mental Defense protects the Entangle if it's attacked, and also protects the Entangled character if anyone tries to attack him mentally.

Attacks with a physical manifestation, such as bullets, energy bolts, punches, or fire, cannot damage a Mental Paralysis. However, the following attacks can affect it:

- Mental Blasts (but not other Mental Powers)
- any power built like a Mental Power via ACV and AVAD (uses OMCV against DMCV, is protected against by Mental Defense) that does STUN and/or BODY

In either case, if it's a STUN-only attack, count the "BODY" as if it were a Normal Damage attack. Another character can target a Mental Paralysis without targeting its victim; the Mental Paralysis has DMCV 3 for this purpose.

The victim uses EGO, not STR, to escape a Mental Paralysis. He rolls 1d6 per 5 points of EGO; this costs 1 END per 10 Character Points of EGO used, and he can Push his EGO for this purpose. He may use his Casual EGO (half of his EGO) to break out of weak Mental Paralysis attacks effortlessly.

Mental Defense neither adds to the character's EGO for purposes of breaking out of, nor offers any other protection against, Mental Paralysis. Characters can apply a -½ Limitation, *Mental Defense Adds To EGO,* to Mental Paralysis. That means Mental Defense adds to EGO, point for point, in calculating the EGO a character may exert to break free.

A character cannot escape a Mental Paralysis with Desolidification. Depending on special effects, he may still be able to Teleport, but if so remains subject to the Mental Paralysis when he appears at his destination.

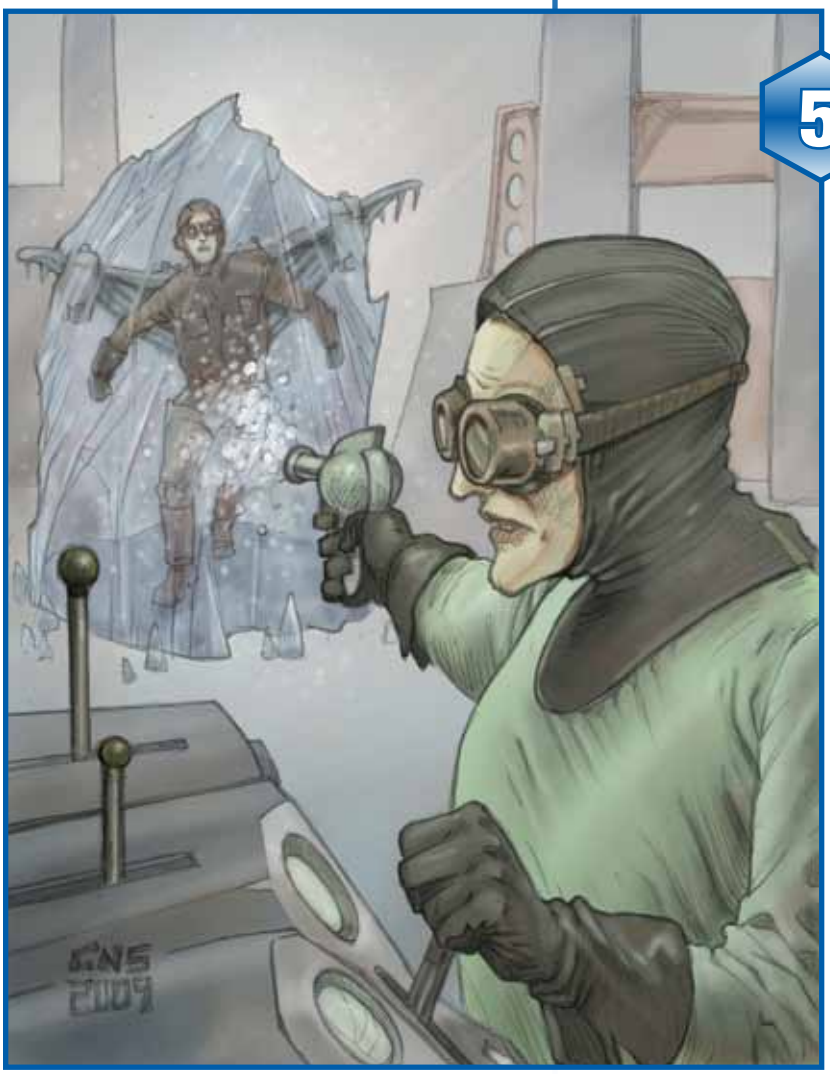
If a Mental Paralysis Entangle has Backlash, the Backlash causes STUN damage only, not BODY damage, regardless of the type of attack used to break out. That damage applies against the target's Mental Defense. At the GM's discretion, for these purposes all characters can have a minimum Mental Defense equal to EGO/5 even if they haven't paid Character Points for that Power.

The normal rules for affecting a character with multiple Entangles apply to Mental Paralysis, though physical Entangles don't add to Mental Paralysis Entangles, and vice-versa.

POWERS

Adjustment Powers: Negative Adjustment Powers, such as Drains, can affect Entangles. For these purposes, an Entangle's BODY costs 2 Character Points per point; its PD and ED each costs 2 Character Points per point.

Growth: A character who's trapped in an Entangle and uses Growth inflicts his Growth-augmented STR damage on the Entangle automatically. Depending on the special effect, the GM might rule that he breaks it automatically. On the other hand, the GM might also rule that he hurts himself trying this (growing out of handcuffs is hard on the wrists!).



Shrinking: In most cases, using Shrinking allows a character to walk out of an Entangle. However, the GM determines what happens based on special effects; for example, Shrinking might prove useless against an Entangle defined as a block of ice or a large blob of glue.

ADVANTAGES AND ADDERS

Additional BODY: This Adder represents an Entangle that has more BODY than ordinary. For each +5 points, the Entangle has +1d6 to roll for BODY. However, unless the GM rules otherwise, the number of BODY dice cannot be more than twice the highest of the Entangle's PD or ED.

Additional Defense: This Adder represents an Entangle that has more defense than ordinary. For each +5 points, the Entangle has +2 points of defense (assigned to PD, ED, or 1 point to each when purchased). However, unless the GM rules otherwise, neither type of defense can be more than twice the other, nor can the highest of the two be more than twice the Entangle's BODY dice.

Stops A Given Sense: This Adder represents an Entangle that blocks a certain Sense. An Entangled character cannot use that Sense until he breaks free. The character defines the affected Sense when he buys the Entangle. To stop one Sense costs +5 Character Points; to stop one Sense Group costs +10 Character Points.

Affects Desolidified: An Affects Desolidified Entangle can hit Desolidified characters and cannot be escaped with Desolidification.

Area Of Effect (Explosion): An Entangle Explosion loses 1 BODY and 1 PD/1 ED for each 2m out from the center. (If the GM's willing to take a little more time, he can instead subtract 1 BODY or 1 PD/1 ED, alternating, from the Entangle for each 1m out from the center.)

Attack Versus Alternate Defense: Characters cannot apply this Advantage to Entangle.

Autofire: The rule about determining the effects of putting more than one Entangle on a character applies to Autofire Entangle attacks used on a single target. Autofire Entangles do not cost an additional +1 Advantage (see *Autofire,* 6E1 327).

Backlash (+½): This Advantage represents an Entangle that reflects back any attacks made by the Entangled character in an effort to break free. The damage done by the Backlash is the same as whatever was used to attack the Entangle with — Normal Damage for a Blast, Killing Damage for an HKA, and so on. The Entangle's PD/ED and BODY do not protect the Entangled character from the Backlash damage. If an attack destroys the Entangle, the Entangle doesn't reflect that attack. Attacks made by other characters to free the trapped character do not activate Backlash. Characters cannot apply Autofire or other Advantages to Backlash.

Example: *Zigzag puts Ironclad in a PD 7/ED 7/ BODY 5 rubber ball Entangle with Backlash. Ironclad exerts his 60 STR and punches the rubber ball for 40 STUN, 10 BODY. The ball now has PD 7/ED 7/BODY 2, but it was not broken by the attack, so Ironclad takes 40 STUN, 10 BODY as a Backlash. If Ironclad had done 12 BODY or more, he would have broken the Entangle and taken no damage from Backlash.*

Cannot Be Escaped With Teleportation (+¼): Ordinarily, a character can escape from any Entangle by Teleporting out of it. Characters cannot Teleport out of an Entangle with this Advantage — unless the Teleportation is Armor Piercing, which cancels out this Advantage. (Characters may buy multiple levels of Cannot Be Escaped With Teleportation to prevent this if desired, or multiple levels of Armor Piercing to counteract that.)

Constant: An Entangle, if made Constant, keeps affecting the victim on each of the attacker's Phases, as long as the attacker keeps paying END. The attacker rolls the Entangle's BODY each Phase. If the BODY rolled ever exceeds the Entangle's current BODY, the new roll takes effect (*i.e.,* in essence, a Constant Entangle can "heal" itself). The BODY from each roll *doesn't* add together.

Once a victim breaks free from a Constant Entangle completely (*i.e.,* reduces it to 0 BODY) he escapes from it and it ceases to affect him at all, since there's nothing left for the Constant effect to "heal." However, the GM can take the opposite approach, and have the Entangle continue to affect the character, if that seems appropriate and not unbalancing.

If the Entangle is an Area Of Effect, standard rules for Area-affecting Constant Powers apply. The BODY that applies to a character is the BODY of the most recent roll made prior to his entering the affected Area.

Cumulative: Characters cannot apply this Advantage to Entangle.

Entangle And Character Both Take Damage (+¼): This Advantage represents an Entangle that doesn't protect the Entangled character. When the Entangled character is hit with an outside attack, he and the Entangle both take damage — the Entangle doesn't shield the character in any way. Even if an attacker targets the Entangle specifically, the damage still affects the Entangle and the Entangled character at the same time.

Hardened, Impenetrable: A character can buy Hardened and/or Impenetrable for the PD/ED of an Entangle. If the Entangle's BODY dice and PD/ED are bought separately (*i.e.,* they aren't equal), the character may only take this Advantage on the points used to buy PD/ED (which cost 5 Character Points per 1 PD and 1 ED for these purposes).

Indirect: An Entangle on a character counts as "personal defenses" and thus can't be bypassed with Indirect.

Personal Immunity: A character cannot apply Personal Immunity to his Entangle to allow him to affect the target without damaging the Entangle, put an Entangle on himself to serve as "armor," or the like.

Takes No Damage From Attacks (+¼, +½, +1): An Entangle with this Advantage is transparent to attacks — attackers can damage the Entangled character normally without damaging the Entangle itself. If an attacker targets the Entangle specifically (at -3 OCV), the damage affects the Entangle and then the Entangled character, as with a normal Entangle.

If the Entangle is only transparent to certain types of attacks, such as physical attacks or fire attacks, this is a +¼ Advantage; if the Entangle is transparent to all attacks, it's a +½ Advantage. And for a +1 Advantage, an Entangle cannot be attacked, damaged, or affected by outside attackers at all — only the victim can break free, and he can only apply his STR (or EGO, for Mental Paralysis Entangles) to break out. However, a character buying Takes No Damage at the +1 level must specify one reasonably common and obvious way to remove the Entangle; this doesn't qualify for any sort of Limitation (such as Susceptible). Examples include the antidote for paralysis poison, or various counterspells for a "Hold Person In Place" spell. For an advanced Mental Paralysis Entangle the method might be using a particular Mental Power (such as Mental Blast) on the Entangle, or somehow "cutting" the "mental link" between the attacking mentalist and the victim. Applying this method takes a Full Phase and removes the Entangle entirely without the need for any rolls or the like. (Depending on special effects and the circumstances, the GM might require the character applying the method to succeed with an Attack Roll or the like to "touch" the victim with the "cure.") This form of the Advantage is a "Caution Sign" power, and in some campaigns might even merit "Stop Sign" treatment. The GM should increase the value of the Advantage if necessary.

LIMITATIONS

Doesn't Prevent The Use Of Accessible Foci (-1): An Entangle with this Limitation doesn't prevent the Entangled character from using most Accessible Foci. (Handcuffs are a good example.) The GM determines whether an Entangled character can use a particular Focus.

Typically an Entangle with this Limitation also doesn't prevent the use of Restrainable powers (6E1 393). Again, the final determination is up to the GM based on special effects, common sense, and dramatic sense.

An Entangle with this Limitation doesn't automatically take no damage from attacks. If the character wants it to have that quality, he should apply the appropriate Advantage.

Entangle Has 1 BODY (-½): An Entangle with this Limitation is brittle. It has normal PD/ED, but only 1 BODY, and thus is much easier to break free from than a regular Entangle. If the Entangle's BODY dice and PD/ED are bought separately (*i.e.*, they aren't equal), the character may only take this Limitation on the points used to buy BODY dice (which cost 5 Character Points per die for these purposes). Characters may only take this Limitation for Entangles with 2 or more dice of BODY.

No Defense (-1½): An Entangle with this Limitation has no PD/ED, only BODY. Thus, anyone can break free from it, given time. When buying an Entangle with No Defense, build the Entangle normally (including buying extra BODY, if desired), then apply this Limitation.

Nonresistant Defense (-¼): The PD/ED of an Entangle with this Limitation isn't Resistant, so Killing Attacks damage it easily.

Set Effect (Hands Only; Feet Only) (-1): An Entangle with this Limitation only Entangles the target's hands or feet; his other limbs remain free. If only a character's arms/hands are Entangled, he may still run at his full Running velocity; if only his legs/feet are Entangled, he may still move at half Running velocity. In either case his DCV is only halved while he's Entangled, not reduced to zero.

Susceptible (-¼ to -1): This Limitation represents an Entangle that can be completely removed by some substance or effect that wouldn't damage an ordinary Entangle. For example, a particular type of super-glue attack might easily be removed with alcohol. If the attack to which the Entangle is Susceptible is Uncommon or very difficult to determine, the Limitation is worth -¼; if it is Common or difficult to determine, -½; and if it is Very Common or easy to determine, -1.

Vulnerable (-¼ to -1): An Entangle with this Limitation is unusually vulnerable to particular types of attacks — it takes double damage from them. For example, an ice-based Entangle might take double damage from fire- and heat-based attacks. If the attack to which the Entangle is Vulnerable is Uncommon or very difficult to determine, the Limitation is worth -¼; if it is Common or difficult to determine, -½; and if it is Very Common or easy to determine, -1.

COMPLICATIONS

Vulnerability: If a character is Vulnerable To Entangles And Grabs, Entangles and Grabs used on him are considered to have 1½x or 2x as much BODY (or STR) when he attempts to free himself from them. The defense of the Entangle is not affected.

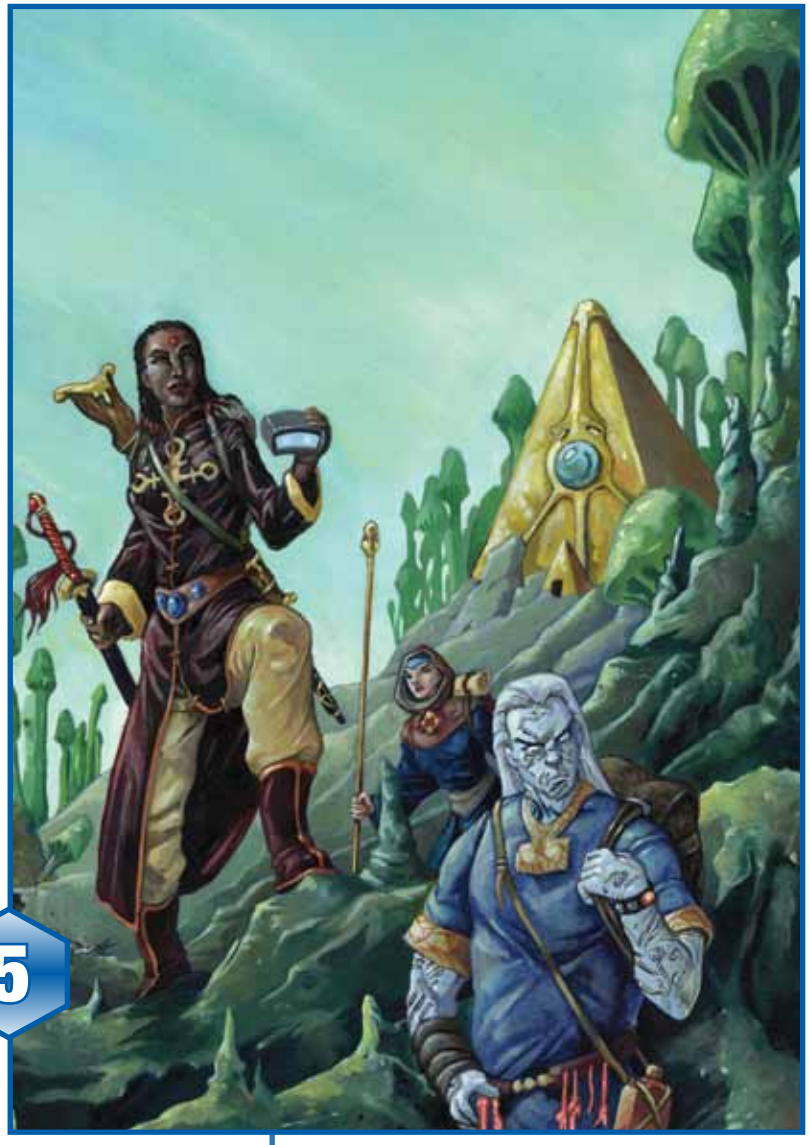
POWER EXAMPLES: ENTANGLE

Arkelos's Spell Of The Conjured Fetters: Entangle 6d6, 6 PD/6 ED (60 Active Points); OAF Expendable (a small silver chain, Difficult to obtain new Focus; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (Drain STUN 6d6; -1). Total cost: 14 points.

Ice Bonds: Entangle 4d6, 8 PD/8 ED (60 Active Points); Vulnerable (fire and heat; -1). Total cost: 30 points.

Glue Grenade Mk. I: Entangle 5d6, 5 PD/5 ED, Area Of Effect (10m Radius Explosion; +¼) (62 Active Points); OAF (-1), 4 Charges (-1), No Defense (-1½), Can Be Deflected (-¼). Total cost: 13 points.

Handcuffs: Entangle 3d6 (standard effect: 3 BODY), 6 PD/6 ED, Takes No Damage From Attacks (+½) (67 Active Points); OAF (-1), Set Effect (Hands Only; -1), Doesn't Prevent Use Of Accessible Foci (-1), No Range (-½), Must Follow Grab Or Target Must Be Willing (-½), 1 Recoverable Charge (-1¼), Can Be Escaped Automatically With Modified Lockpicking Or Contortionist Roll (-½). Total cost: 10 points.



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EXTRA-DIMENSIONAL MOVEMENT STOP

Type: Movement Power
Duration: Instant
Target: Self Only
Range: Self
Costs END: Yes
Cost: See Extra-Dimensional Movement Table

A character with this Movement Power can travel from one dimension to another, or can travel through time. Some examples of Extra-Dimensional Movement include wizards who can open gates to other planes, starships capable of breaching dimensional barriers, and time travel machines. Extra-Dimensional Movement costs END to use.

When buying Extra-Dimensional Movement, a character must pay a base cost of 20 points. That allows him to travel to a single physical location in a single other dimension — for example, only to Odin's Hall in Valhalla, or only to the Infernal Gates in Hell. (The character may, of course, also return to his native dimension.) If a character wants to travel to more locations in that one dimension, or to more than a single dimension, he has to pay Character Points for additional modifiers to the power (see the text below, and the Extra-Dimensional Movement Table).

Using Extra-Dimensional Movement takes a Full Phase. It doesn't involve acceleration, deceleration, or a Turn Mode. Traveling to another dimension, or through time, breaks Line Of Sight for the purposes of maintaining Constant Powers, Usable By Others powers, Mental Powers, and the like (unless the GM rules otherwise).

EXTRA-DIMENSIONAL MOVEMENT TABLE

Cost	Effect
20	Travel to a single location in a single dimension
	Number Of Dimensions Modifiers
+5	Travel to a single location in a related group of dimensions
+10	Travel to a single location in any dimension
	Dimensional Location Modifiers
+5	Any physical location in a single dimension
+10	Any physical location in a related group of dimensions
+15	Any physical location in any dimension
-3	Character can only travel to the physical location in the other dimension corresponding to his physical location in the dimension he's currently in
	Time Travel Modifiers
+20	Travel through time to a single moment in time
+5	Travel to a related group of discrete moments in time
+1	Travel forward or back in time by up to 1 Turn in either direction; +1 point for each additional increment on the Time Chart; if character can only travel to the past *or* to the future, halve this cost
	Time Travel Location Modifiers
+0	No change in physical location; character remains in the physical location he occupies when he activates the power
+2	Any single physical location in the same dimension the character occupies when he uses the power, defined when the power is bought, regardless of where the character is when he activates the power
+5	A limited group of physical locations, in the same dimension the character occupies when he uses the power, in the moments in time the character can travel to
+10	Any physical location, in the same dimension the character occupies when he uses the power, in the moments in time the character can travel to

Normally, a character with Extra-Dimensional Movement can only move himself, his clothing, and his personal equipment (including any Foci). To move more weight, the character must buy an Adder (see below) for his Power.

DIMENSIONAL TRAVEL

The standard use of Extra-Dimensional Movement is to travel to other planes and dimensions. This is a separate ability from traveling through time (see below).

NUMBER OF DIMENSIONS THE CHARACTER CAN TRAVEL TO

To travel to a related group of dimensions (such as the Nine Hells or the Four Elemental Planes) costs +5 Character Points. The GM determines what constitutes "a related group"; there's no specific numerical limit.

The ability to travel to any dimension costs +10 Character Points.

Regardless of how many dimensions a character can travel to, he can only travel to a single physical location in each one. He must define the specific location in each dimension when he buys the power, and cannot change it thereafter.

PHYSICAL LOCATIONS THE CHARACTER CAN REACH

The default with Extra-Dimensional Movement is that a character can only travel to a single physical location in any dimension he can travel to, and he has to define that location when he buys the power (which he cannot change thereafter). (Once he reaches that single location he can, of course, travel freely under his own power, unless some outside force or circumstance prevents him from doing so.) A character may expand the number of locations he can travel to with additional modifiers.

If the character can only travel to a single dimension, the ability to travel to any location in that dimension costs +5 Character Points.

If the character can travel to a related group of dimensions, the ability to travel to any location in any of those dimensions costs +10 Character Points.

If the character can travel to any dimension, the ability to travel to any location in any of those dimensions costs +15 Character Points.

If a character can travel to "any location" in a target dimension, but is restricted to only traveling to physical locations in other dimensions corresponding to the physical location he occupies in the dimension he's currently in, that costs -3 points.

Generally speaking, Extra-Dimensional Movement doesn't give a character any enhanced movement in his home dimension — a character in New York cannot transport himself to Valhalla and then back to Tokyo. A character either returns to his home dimension in the same location from which he left it, or he only travels as far as he traveled in the alternate dimension. At the GM's option, if the character has paid the points to be able to travel to any location in any of the dimensions he can travel to, he can likewise return to any location in his home dimension.

TIME TRAVEL

"Time" counts as a single dimension for purposes of Extra-Dimensional Movement, but it's separate from all the other dimensions — a character cannot travel through time by buying Extra-Dimensional Movement to travel to "all dimensions," he has to buy time travel separately.

To travel in time, a character must pay +20 Character Points (in addition to the base cost of 20 Character Points for Extra-Dimensional Movement). For that total base cost of 40 Character Points, the character can travel to a single moment in time, defined when the power is bought. Time travel occurs only in the physical dimension the character is in when he uses the power. For example, a character on Earth cannot time travel to Hell or Valhalla (though he could have two Extra-Dimensional Powers, one physical and one temporal, that in combination allowed him to do that).

If a character wants to travel to more than a single moment in time, he must pay more Character Points. The ability to travel to a related group of moments in time, in the past or the future, no matter how far removed in time from the present moment, costs +5 Character Points. The GM determines what constitutes a "related group"; examples typically include all instances of a particular date (*e.g.,* any July 4 in any year), or any date within a specific, limited span of time (*e.g.,* one specific year).

A character may want to travel to any moment in time within a particular timeframe, such as "within my lifetime" or "within 500 years, past or future, from the present moment." To do this, he buys the range across which he may travel. For +1 Character Point, a character may travel forward or backward in time by up to 1 Turn (12 seconds). Thus, if he were in Segment 6 of Turn 2 of a combat, he could travel to any Segment up to Segment 6 of Turn 3 (but no further into the future), or to any Segment back to Segment 6 of Turn 1 (but no further into the past). For each additional +1 point, he may expand his range of travel by one step down the Time Chart (see the accompanying Expanded Time Chart). Thus, to travel to any point in time within 50 Billion Years in the future or 50 Billion Years in the past costs +27 Character Points (for a total cost of 67 points for the power). If the character can only travel one direction in time (backward to the past, or forward to the future), halve this cost.

TIME CHART (EXPANDED)

Time Period/Duration
1 Segment
1 Phase
1 Turn (Post-Segment 12)
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Season (3 months)
1 Year
5 Years
25 Years
1 Century
5 Centuries
2,500 Years
10,000 Years
50,000 Years
250,000 Years
1 Million Years
5 Million Years
25 Million Years
100 Million Years
500 Million Years
2.5 Billion Years
10 Billion Years
50 Billion Years

MEETING YOURSELF IN THE PAST

The *HERO System* rules do not offer or suggest any particular theory as to how time travel works, what effects characters traveling to the past can have on their present (or future), or any of the many other thorny issues related to the subject. Each GM must determine for himself how time travel works in his campaign. There are plenty of books and science fiction stories about the subject for readers interested in doing some research.



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Regardless of how many moments in time a character can travel to, he can only time travel to a single physical location in the dimension he's in when he uses the power. By default, this location is defined as the location he's in when he activates the Power — if he starts in Chicago in 2004, he can travel back to 1636 or forward to 3312, but he'll still be in Chicago (or whatever it used to be/will become — which may prove hazardous for him!). For +2 Character Points, he may define his time travel as always taking him to the same location, no matter where he is when he uses Extra-Dimensional Movement — he always time travels to London, no matter where he is when he activates the Power. For +5 Character Points, he can go to a related group of physical locations in the same dimension (say, any place in England). For +10 Character Points, he can go to any physical location in the same dimension. However, characters cannot use this as a cheap form of worldwide Teleportation (*e.g.,* "I'll travel to two seconds from now in Tokyo!") — they must engage in what the GM considers legitimate time travel.

CAVEAT

Extra-Dimensional Movement is a "Stop Sign" power, and time travel doubly so. The time travel method outlined above is not intended as a combat ability, or a way for a character to go back and "re-do" the actions of the past few Segments or Turns just because they didn't turn out the way he wanted. If a character wants to have time-manipulation powers that work in combat, he should buy those as specific abilities with a "time manipulation" effect.

The GM should carefully monitor all uses of Extra-Dimensional Movement in general, and time travel in particular, to prevent abuse or loss of game balance; as always, he should forbid any use of a power he considers improper or harmful to the game.

OTHER USES

Characters can create "gates" to other dimensions or times by applying the rules for Gates under *Teleportation* (see 6E1 301) to Extra-Dimensional Movement.

You can also use Extra-Dimensional Movement to simulate any situation in which a character is in a different state of being, cannot interact with the "real world," or is any place which is inaccessible to others. For example, a character with Shrinking could, theoretically, buy enough Shrinking to get inside molecules (the "microverse," so to speak). However, it's easier to buy this ability as Extra-Dimensional Movement to the microverse "dimension." Similar uses include stopping time (the character "travels to the dimension" where he's the only thing in the world not frozen in time); granting wishes (the character "travels to the dimension where he has received whatever he wished for"); the "virtual dimension" of cyberspace; creating an "impenetrable ward" to protect some place or object (the place or object is in another dimension, and thus generally cannot be affected by characters in this dimension); and the like. It may be necessary for a character to purchase special Senses or other powers for use only in the dimension(s) he travels to; if so, he can usually purchase these with a -1 (or greater) Limitation.

Extra-Dimensional Movement is extremely tricky, and can be difficult to use in a campaign setting. The GM should consider regulating Extra-Dimensional Movement in some fashion; otherwise characters will use it every time they get into trouble. For example, perhaps characters have to buy it in such a way as to make it unreliable — if the character misses a Required Roll, he goes off course, to another dimension (or time). This Power is best used by the GM when it fits into his plans; otherwise it should be strictly controlled.

SUGGESTED DIMENSIONS

Here's a list of some of the dimensions characters can visit with Extra-Dimensional Movement:

- Astral Plane
- Ethereal Plane
- Hell (or hells, depending upon conception and cosmology)
- Heaven or heavens (ditto)
- The Elemental Planes (air, earth, fire, water, other)
- The Dreamscape (the world of dreams and nightmares)
- Alternate Earths/timelines

ADVANTAGES AND ADDERS

Increased Mass: For each +5 Character Points, the character can transport 2x normal human mass (100 kg) when using Extra-Dimensional Movement. The character doesn't have to be able to carry this additional mass; he only has to touch it. If the additional mass is additional persons, those persons have to want to be affected by the power; using Extra-Dimensional Movement on an unwilling target requires the *Usable As Attack* Advantage. (For these purposes, an unconscious or sleeping person is unwilling to be dimensionally moved, and thus Usable As Attack is needed to use EDM on him.)

Safe Blind Travel (+¼): If a character uses Extra-Dimensional Movement and travels to a dimension where there's a solid object occupying his arrival point, roll on the Teleportation Damage Table (6E2 29). However, if the power has this Advantage, the character instead appears in the open space nearest to his target location large enough to hold him (though this may not be safe; the nearest open space may be right next to an angry dragon...).

EXTRA-DIMENSIONAL SUMMARY TABLE

Cost	Travel To A Single Dimension
20	A single location
25	Any physical location
22	Any physical location corresponding to his physical location in the dimension he's currently in
	Travel To A Related Group Of Dimensions
25	A single location in each dimension
35	Any physical location in each dimension
32	Any physical location in each dimension, corresponding to his physical location in the dimension he's currently in
	Travel To Any Dimension
30	A single location in any dimension
45	Any physical location in any dimension
42	Any physical location in any dimension, corresponding to his physical location in the dimension he's currently in
	Travel In Time: Physical Location Same As Starting Location
40	Travel to a single moment in time
45	Travel to a related group of moments in time
67	Travel to any moment in time within 50 Billion Years, future or past
	Travel In Time: Single Physical Location Other Than Starting Location
42	Travel to a single moment in time
47	Travel to a related group of moments in time
69	Travel to any moment in time within 50 Billion Years, future or past
	Travel In Time: Limited Group Of Physical Locations
45	Travel to a single moment in time
50	Travel to a related group of moments in time
72	Travel to any moment in time within 50 Billion Years, future or past
	Travel In Time: Any Physical Location
50	Travel to a single moment in time
55	Travel to a related group of moments in time
77	Travel to any moment in time within 50 Billion Years, future or past

POWER EXAMPLES: EXTRA-DIMENSIONAL MOVEMENT

Cyberspace: Extra-Dimensional Movement (any location in cyberspace, but limited to the location corresponding to the computer where the character jacks in), Reduced Endurance (0 END; +½) (33 Active Points); OIF (dataport; -½), Meat Body (character's body remains in the real world, but cannot move, perceive, or act, and damage to either the virtual form [in cyberspace] or the real body [in the real world] can hurt or kill the character; -1). Total cost: 13 points.

Enter The Microverse!: Extra-Dimensional Movement (any location in the Microverse, but limited to the location corresponding to the character's location in the normal-sized world). Total cost: 22 points.

Invocation Of The Gate To Hell: Extra-Dimensional Movement (one location in Hell), Area Of Effect (2m Radius; +¼), Constant (+½), Usable Simultaneously (+½), Reduced Endurance (0 END; +½) (55 Active Points); OAF Fragile (obsidian mirror; -1¼), Gate (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 15 points.

Time Machine: Extra-Dimensional Movement (any place within 50 Billion Years forward or backward in time) (77 Active Points); OAF Bulky (-1½). Total cost: 31 points.

POWER EXAMPLES:

EXTRA LIMBS

Prehensile Tail: Extra Limb (1), Inherent (+¼) (6 Active Points); Limited Manipulation (-¼). Total cost: 5 points.

Steel Tentacles: Extra Limbs (4); OIF (-½) (total cost: 3 points) plus +30 STR, Only With Extra Limbs (-½), OIF (-½) (total cost: 15 points). Total cost: 18 points.

EXTRA LIMBS

Type: Special Power/Body-Affecting Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 5 Character Points to have any number of Extra Limbs

A character with Extra Limbs has one or more usable extra limbs. Some examples of Extra Limbs include a prehensile tail, extra arms, or a group of tentacles. For 5 Character Points, the character can have as many Extra Limbs as he wants, be it 1 or 100.

Extra Limbs have no direct effect on combat, but characters can use them to perform maneuvers not possible to ordinary humans (like holding someone with both hands and then punching him, or hanging from the ceiling by a tail). A character who uses Extra Limb(s) creatively can receive a bonus for Surprise maneuvers.

Having an Extra Limb doesn't, by itself, allow a character extra attacks in a Phase. However, he may buy Combat Skill Levels (or other Skills and Powers) to simulate his ability to attack more effectively with multiple limbs. Although Extra Limbs are as functional as human hands, all limbs but the primary limb are considered to be the "off hand." (If the character has Ambidexterity, all the limbs are considered to be the "good hand.") Extra Limbs doesn't cost END to use, but the additional limbs are visible, and the character must pay the normal END cost when using Strength with an Extra Limb.

The rules for Extra Limbs assume a character defines the number of limbs he has when he buys the power, and can't change them thereafter. However, the GM may allow a character to change the number of Extra Limbs he has (for example, by extruding or retracting pseudopods). If so, changing the number of limbs is a Half Phase Action.



ADVANTAGES AND ADDERS

Autofire: Having Extra Limbs doesn't innately give a character the ability to make multiple attacks at once. However, characters with Extra Limbs often buy this Advantage for attacks based on (or projected by) those limbs, to represent their capacity for making many attacks at the same time.

Inherent: Extra Limbs aren't Inherent *per se,* but are frequently bought with this Advantage to make them so.

Invisible Power Effects: Characters cannot buy this Advantage for Extra Limbs without the GM's permission; by definition, a limb is perceivable.

LIMITATIONS

Always On: Extra Limbs doesn't require the *Always On* Limitation to take the *Inherent* Advantage. In fact, characters rarely take this Limitation for Extra Limbs, even though they can't "turn them off," since the inability to deactivate them doesn't hinder the character in any way.

Limited Manipulation (-¼): Extra Limbs with this Limitation are not as functional as human hands. The character can use them to hit targets, and perhaps to pick up large or easily-grasped objects, but not to pick up more delicate objects or perform other types of relatively fine manipulation.

If only some of the character's Extra Limbs lack full manipulatory ability, the character should restrict the less-manipulable limbs with a -0 Limitation.

If the Extra Limbs cannot exercise the character's full STR or DEX, the character may take a -¼ Limitation on those Characteristics to reflect that fact. If the Extra Limbs are stronger than the character's normal limbs, the character may buy STR with the -½ Limitation *Only With Extra Limbs.*

POWER TRICKS: EXTRA LIMBS

Here are some example "tricks" (related abilities) that characters with Extra Limbs might buy:

Four-Armed Combatant: Having multiple arms (four, in this example) allows a character to punch more often than a two-limbed fighter.

+2 SPD; Costs Endurance (-½), Only To Punch (-1), Required Roll 11- (-1). Total cost: 6 points.

Grasping Limbs: For characters that have dozens or hundreds of limbs, grabbing and restraining their foes becomes a simple and effective combat tactic.

Entangle 5d6, 5 PD/5ED (50 Active Points); Feedback (character takes all damage done to try to break victim free from Entangle; -1), No Range (-½). Total cost: 20 points.

Many Fists, Many Punches: The character uses his multiple arms (four, in this example) to punch his foes repeatedly.

Autofire (4 shots [assumes four manipulatory limbs]; +½) for up to 60 STR. Total cost: 30 points.

Very Strong Limbs: The character's Extra Limbs are even stronger than his regular ones.

+20 STR (20 Active Points); Only With Extra Limbs (-½). Total cost: 13 points.

FASTER-THAN-LIGHT (FTL) TRAVEL

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: No
Cost: 10 Character Points to travel at the speed of light, +2 Character Points for every x2 FTL velocity (see table)

A character with FTL Travel can travel as fast as, or faster than, light when in space. Some examples of FTL Travel include a starship's hyperdrive or a character who can transform himself into pure light. FTL Travel has a base cost of 10 Character Points, which allows the character to travel at the speed of light; 2x velocity costs +2 Character Points. FTL doesn't cost END to use.

Rules for Movement Powers do not apply to FTL Travel in quite the same way as they do to other Movement Powers. First, characters using FTL Travel are assumed to always be moving at Noncombat Movement velocities; they cannot slow down to Combat Movement. Second, FTL Travel doesn't have a Turn Mode like many Movement Powers; however, the GM should, as an approximation of a Turn Mode, assume that characters moving at FTL speed require enormous amounts of space to turn or reverse course — they cannot "turn on a dime" like characters can with, for example, Running. Third, normal acceleration/deceleration rules do not apply to FTL Travel; the GM should assume, again in an approximation of the standard rules, that it takes some time (at least a few Segments) to get up to full FTL speeds. Fourth, characters cannot make Half Moves while moving at FTL velocities, they must use their full amount of movement.

A character may only travel faster than light in space. He can *never* use this Power in an atmosphere, even if Desolidified.

ADDERS

Instant Lightspeed: As noted above, a character using FTL Travel has to accelerate to, or decelerate from, full velocity. If a character buys this +10 Character Point Adder for FTL Travel, he can accelerate to or decelerate from his full maximum velocity with FTL Travel in one Full Phase and 2m of space.

FTL TRAVEL TABLE

Points	Velocity	Approximation
10	1 Light-Year/year	Speed of light (186,000 miles per second)
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	
32	2,000 Light-Years/year	
34	4,000 Light-Years/year	
36	8,000 Light-Years/year	1 LY/hour
38	16,000 Light-Years/year	1 LY/30 minutes
40	32,000 Light-Years/year	1 LY/15 minutes
42	64,000 Light-Years/year	1 LY/7 minutes
44	125,000 Light-Years/year	1 LY/3 minutes
46	250,000 Light-Years/year	1 LY/1 minute
48	500,000 Light-Years/year	1 LY/30 seconds
50	1,000,000 Light-Years/year	1 LY/1 Turn
52	2,000,000 Light-Years/year	1 LY/6 Segments (seconds)
54	4,000,000 Light-Years/year	1 LY/3 Segments (seconds)
56	8,000,000 Light-Years/year	1 LY/1 Segment (second)
58	16,000,000 Light-Years/year	2 LY/1 Segment (second)
60	32,000,000 Light-Years/year	4 LY/1 Segment (second)
62	64,000,000 Light-Years/year	8 LY/1 Segment (second)
64	125 million Light-Years/year	16 LY/1 Segment (second)
66	250 million Light-Years/year	32 LY/1 Segment (second)
68	500 million Light-Years/year	64 LY/1 Segment (second)
70	1 billion Light-Years/year	125 LY/1 Segment (second)
72	2 billion Light-Years/year	250 LY/1 Segment (second)
	...and so forth	

For frame of reference, the Milky Way Galaxy is about 100,000 light-years in diameter and ranges from about 6,000 to 1,000 light-years "thick." The nearest galaxy, the Andromeda Galaxy, is about 2.2 million light-years from the Milky Way; the Large Magellanic Cloud is about 200,000 light-years away.

POWER EXAMPLES: FTL TRAVEL

Cosmic Flight: FTL Travel (1 million Light-Years/year, or about 1 LY/Turn) (50 Active Points); Costs Endurance (-½). Total cost: 33 points.

Light Form Travel: FTL Travel (speed of light) (10 Active Points); Costs Endurance (-½). Total cost: 7 points.

Starship Hyperdrive: FTL Travel (1 Light-Year/Segment) (56 Active Points); OAF Immobile (-2), Extra Time (requires 1 Minute to engage hyperdrive engine, but engine thereafter doesn't require Extra Time; -¾), Requires A PS: Hyperdrive Operation Roll (-¼). Total cost: 14 points.

POWER EXAMPLES:

FLASH

Spell Of Blinding Light: Sight Group Flash 10d6 (50 Active Points); OAF Expendable (sunstone; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 15 points.

Pepper Spray: Sight Group Flash 8d6 (40 Active Points); OAF (-1), No Range (-½), Doesn't Work Against Desolidified Characters (-¼), 8 Charges (-½). Total cost: 12 points.

Stink Bomb: Smell/Taste Group Flash 8d6 (24 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 8 points.

Shrieker Alarm: Hearing Group Flash 6d6, Trigger (when unauthorized personnel approach within 20 feet; +¼) (22 Active Points); OAF (-1), 12 Charges (-¼). Total cost: 10 points.

FLASH

Type: Standard Power/Attack Power/Sense-Affecting Power
Duration: Instant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: See Flash Summary Table

A character with Flash can temporarily disable or "blind" an opponent's Senses (usually Sight Group senses). Some examples of Flash include blinding bursts of light, deafening shrieks of sound, pepper spray, or poking someone in the eyes.

Each 1d6 of Flash that affects a Targeting Sense Group costs 5 Character Points, regardless of how many Senses the Sense Group includes. Each 1d6 of Flash that affects a Nontargeting Sense Group costs 3 Character Points, regardless of how many Senses the Sense Group includes.

Flash normally affects a single Sense Group. Each additional Targeting Sense Group costs +10 Character Points; each additional Targeting Sense separately costs +5 Character Points. Additional Nontargeting Sense Groups cost +5 Character Points; additional Nontargeting Senses separately cost +3 Character Points. Flash costs END to use.

USING FLASH

To use Flash, a character must make an Attack Roll. If he succeeds, he rolls the Flash dice and counts the Normal Damage BODY. The total number of BODY rolled, minus the target's Flash Defense (if any), is the number of Segments the target's Sense(s) is (are) disabled. Begin counting the Segments in the Segment in which the character uses the Flash attack (even if the target's already had a Phase that Segment).

The target of a Flash is blinded (or deafened, unable to receive radio transmissions, or the like). He doesn't take STUN or BODY damage from the Flash. A Flashed character who cannot perceive his opponent(s) with a Targeting Sense suffers penalties to his DCV and OCV (see 6E2 7).

The GM may wish to allow characters who are prepared for or expecting a Flash to take defensive actions (covering their eyes with their hands, or something similar) to reduce or eliminate the effects of the Flash. (Characters generally can't Abort to do this, since by definition that means they're not "prepared.") Obviously, whether such actions succeed depends on the special effect of the Flash — a character who covers his ears won't be protected from a Sight Group Flash!

If a character's affected by a Flash, generally he can't suffer any further effect from other Flashes of the same Sense Group. Once he's Flashed by the first Flash, he cannot perceive further Flash effects with the Flashed ("blinded") Sense until the first Flash wears off. The GM may waive this rule in light of special effects or other considerations, if appropriate.

FLASH SUMMARY TABLE

Cost per 1d6	Sense Group
5	Targeting
3	Nontargeting

Cost	Extra Senses
+10	Targeting Sense Group
+5	Targeting Sense (single)
+5	Nontargeting Sense Group
+3	Nontargeting Sense (single)

POWERS

Adjustment Powers: Adjustment Powers can reduce or remove the effects of a Flash. See 6E1 235 or 6E2 13.

Mental Defense: Mental Defense offers no protection against Flashes of the Mental Sense Group (unless the character takes a -½ Limitation on his Flash indicating that Mental Defense functions as, and if appropriate adds to, Mental Group Flash Defense).

ADVANTAGES AND ADDERS

Area Of Effect (Explosion): A Flash with this Advantage loses 1d6 of effect per 2m out from the center of the Explosion.

Autofire: Autofire Flashes cost an additional +1 Advantage (see *Autofire,* 6E1 327). Autofire Flash is only useful against multiple targets; if used on a single target, the rules for multiple Flashes apply.

AVAD: An AVAD Flash doesn't require the *Does BODY* Advantage.

Constant: Buying this Advantage for a Flash doesn't prevent a Flashed character from recovering his Senses, since the Flashed character's Senses are disabled and can't perceive the ongoing effect. Therefore the Flashed character recovers as normal, but as soon as he can perceive again is Flashed once more if his attacker has maintained the Flash effect.

LIMITATIONS

Doesn't Work Against Desolidified Characters (-¼): Ordinarily, Flashes work against Desolidified characters — if the intangible character can perceive the solid world, he can be Flashed. However, some Flashes (such as pepper spray or poking someone in the eyes) have physical special effects. These Flashes don't work against Desolidified characters, since they require the attacker to physically touch his target, so they take this Limitation.

COMPLICATIONS

Vulnerability: If a character is Vulnerable to Flashes, multiply the number of BODY rolled by the Vulnerability multiplier before applying it to the character's Flash Defense (if any) to determine how long he's Flashed.

FLASH DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every 1 point of Flash Defense to protect a single Sense Group

A character with Flash Defense suffers less effect from Flashes. Some examples of Flash Defense include sunglasses (or similar devices), earplugs, or nictitating membranes that protect the eyes from bright light. One point of Flash Defense that protects a particular Sense Group against Flash costs 1 Character Point. A character can buy more than one type of Flash Defense to protect more than one Sense Group. Flash Defense doesn't cost END to use.

To use Flash Defense, the character subtracts one Segment from the number of Segments he would be Flashed for every 1 point of applicable Flash Defense. For example, a character with 5 points of Sight Group Flash Defense who's attacked with a Flash that has 6 Segments of effect is only Flashed for 1 Segment. Flash Defense is not Resistant, but characters can purchase the *Resistant* (+½) Advantage for it.

FLIGHT

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every 1m of Flight

A character with Flight can fly through the air, a vacuum, space, or most other three-dimensional environments (though not water or other liquids unless he buys an Advantage; see below). Some examples of Flight include wings, jetpacks, gravitic manipulation, boot rockets, and planes. Each 1m of Flight costs 1 Character Point.

With Flight, the character can move, hover in place, gain altitude, and so forth (he still must pay a minimum of 1 END per Phase of use, even if he just hovers). Flight costs END to use.

For general rules about movement in the *HERO System,* including Noncombat Movement and Turn Mode, see 6E1 155 and 6E2 24.

POWER EXAMPLES:

FLASH DEFENSE

Sunglasses: Sight Group Flash Defense (5 points) (5 Active Points); OAF (-1). Total cost: 2 points.

Earplugs: Hearing Group Flash Defense (3 points) (3 Active Points); OIF (-½). Total cost: 2 points.

Anti-Jamming Technology: Radio Group Flash Defense (10 points) (10 Active Points); OAF (-1). Total cost: 5 points.



POWER EXAMPLES: FLIGHT

Glider Cape: Flight 16m (16 Active Points); OAF (-1), Gliding (-1). Total cost: 5 points.

Graviton Manipulation: Flight 30m, x8 Noncombat Movement, Reduced Endurance (0 END; +½). Total cost: 60 points.

Jetpack: Flight 20m (20 Active Points); OIF (-½), Fuel Charge (1 Continuing Charge lasting 1 Hour; -0). Total cost: 13 points.

Parachute: Flight 12m (12 Active Points); OAF (-1), Gliding (-1), Limited Movement (character cannot gain altitude, and must move at least 12m downward for every 1m forward; -½), 1 Recoverable Continuing Charge (lasts until character hits the ground or 'chute is fouled; -¾). Total cost: 3 points.

Super-Speed: Flight 40m, x16 Noncombat Movement (55 Active Points); Only In Contact With A Surface (-¼). Total cost: 44 points.

Wings: Flight 24m (24 Active Points); Restrainable (-½). Total cost: 16 points.

GLIDING

At the GM's option, any character who has Flight can also *Glide.* Gliding involves moving through the air (not a vacuum, space, or liquids) according to certain restrictions:

- a character's Full Move with Gliding equals his Half Move with Combat Movement Flight, but Gliding doesn't cost END.
- Gliding has some restrictions. From the ground, a character starts with a velocity and altitude equal to his upward leap in meters. Gaining altitude is under the GM's control; doing it slowly by using thermal updrafts is usually easy.
- While in the air, a character must drop 2m per Phase to maintain his forward Gliding velocity. Gliding doesn't use normal acceleration rules; instead, acceleration is +1m velocity per 1m of altitude lost.
- A Gliding character has some control over his movement, but not the total control provided by Flight. In appropriate situations (like when a character tries to parachute onto a small roof); the GM may require a character to make a DEX Roll or appropriate Skill Roll to make sure he Glides exactly where he wants to.

If a character *only* wants to be able to Glide, he can buy Flight with the -1 Limitation, *Gliding.* In this case, the character's Full Move with Gliding is defined as the number of meters of Flight he bought, but otherwise all the rules outlined above apply (including that Gliding costs no END to use).

Characters can apply the *Improved Deceleration* Advantage to Gliding. They cannot apply Improved Acceleration; that's defined as "falling."

ADVANTAGES AND ADDERS

MegaScale: A character can use MegaScaled Flight to hover, but since using a MegaMovement power means he's automatically considered to be moving at Noncombat Movement velocity (even if he's just hovering), he's at ½ DCV, 0 OCV.

Usable [As Second Mode Of Movement] (+¼): Characters with Flight often buy this Advantage as *Usable Underwater,* allowing them to fly through water (and possibly other liquids) instead of just gaseous three-dimensional environments.

LIMITATIONS

Cannot Hover (-¼, -½): A character with this form of Flight cannot hover in place, he has to keep moving. For a -¼ value, he must move at least 2m per Phase; for a -½ value he must make at least a Half Move per Phase. The GM may reduce the Limitation's value to -0, -¼ if not being able to hover isn't a crucial restriction in the game.

Gliding (-1): See above.

Invisible Power Effects: Characters can't hide the fact that they Fly from one location to another, but they could, for example, make their Flight silent (Invisible to Hearing Group). If a character has Flight Only In Contact With A Surface (see below), Invisible Power Effects can be bought at the +¼ level so that he doesn't leave tracks, set off seismic alarms, or the like.

Only In Contact With A Surface (-¼): This Limitation represents a form of Flight that only works when the character touches a surface; it's appropriate for creating "speedster" characters in Comic Book Superhero campaigns. The character can "fly" down roads, on water, up the sides of buildings, and so forth, but cannot use his Flight when not in contact with a surface of some sort. (He leaves tracks, if the surface is soft and durable enough to take them.) Other standard rules for Flight apply — for example, the character subtracts one fewer die when determining Knockback, and has a Turn Mode.

When using Flight Only In Contact With A Surface, a character generally has to keep moving. He can stand on solid, level ground without difficulty, but if he's moving up the side of a building or over the surface of a body of water and he stops moving, he's going to fall. He must Fly at least 2m every Phase or fall; the GM determines when he must move, and the consequences of not moving. This doesn't entitle the character to any additional Limitation.

GROWTH

Type: Size Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: See Growth Table

A character with this Size Power can increase his size. This increases his STR, BODY, STUN, mass, height, Reach, and other attributes, while simultaneously making it easier for other characters to hit him and perceive him. Growth costs END as long as it's in use; if the character is Knocked Out or Stunned while Grown, his Growth immediately "turns off" unless it has the *Persistent* Advantage.

The cost of Growth is listed on the Growth Table, which also provides a summary of *some* of the abilities associated with Growth. For a full list of the abilities for each size category, see the Size Templates on 6E1 443.

Growth is for characters who can *alter their size.* If a character is exceptionally large all the time, he simulates that by buying a Size Template (see 6E1 443)

BENEFITS OF GROWTH

The Growth Table provides a summary of the benefits of Growth; see 6E1 443 for further discussion. The figures listed in the Size Templates, and thus in the Growth Table, are *guidelines,* not absolutes; the GM should feel free to alter them slightly based on special effects or to aid game balance.

REACH

Growth increases a character's reach. Normal characters (0 points in Growth) can only hit targets in their own Reach (1m). With enough Growth, a character can engage in HTH Combat with targets some distance away.

Like the Reach provided by Stretching, the Reach provided by Growth has some inherently "Indirect" effects in appropriate circumstances. For example, a sufficiently tall Grown character could stand right in front of someone, then reach down and tap him on the back.

Reach provided by Growth doesn't reduce or otherwise affect the Range Modifier the character suffers, which is still calculated from where the character stands. However, the GM could, in his discretion, count the Range Modifier from the character's hand, if he feels that would be appropriate.

GROWTH AND DAMAGE

If a character takes damage while Grown and then returns to normal size, the damage taken first comes out of the BODY and STUN he gains from Growth. Any additional damage still applies to the character in his normal size. If the character Grows again before the damage would heal normally (see *Recovery* on 6E2 129), the wounds reappear.

Example: *Tower has 150 points of Growth (+12 BODY, which, added to his normal BODY of 10, gives him a total of 22 BODY). While Grown, Tower is hit by a missile and takes 3 BODY after defenses are applied. He then returns to normal size and normal 10 BODY. Since the BODY he gains from Growth (12) is greater than the wound he suffered, he has no wound at normal height. If he were to Grow again before that wound would have healed, he would be down 3 BODY. If the missile had done 15 BODY (ouch!), Tower would be down 3 BODY (15-12) at his normal height.*

For greater accuracy (and complexity), figure out what percentage of a character's total BODY he lost while Grown, and then subtract that percentage from his BODY at normal size. In the example given above, Tower would have lost 1 BODY at normal size.

DRAWBACKS TO GROWTH

Growth has drawbacks as well as advantages. For example, even at only double standard human height, a character can't fit into normal buildings unless he crouches or destroys part of them. His size and extra mass may make it difficult for him to ride in cars. Like any other large target, a Grown character is easier to hit in combat and to see.

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GROWTH TABLE

Cost	Category	Height	Width	Mass (kg)	STR	CON	PRE	Defs	BODY	STUN	Reach	Run	KB
25	Large	Up to 4m	Up to 2m	101-800	+15	+5	+5	+3	+3	+6	+1m	+12m	-6m
50	Enormous	5-8m	3-4m	801-6,400	+30	+10	+10	+6	+6	+12	+3m	+24m	-12m
90	Huge*	9-16m	5-8m	6,401-50,000	+45	+15	+15	+9	+9	+18	+7m	+36m	-18m
120	Gigantic	17-32m	9-16m	50,001-400,000	+60	+20	+20	+12	+12	+24	+15m	+48m	-24m
150	Gargantuan	33-64m	17-32m	400,001-3.2 mil	+75	+25	+25	+15	+15	+30	+31m	+60m	-30m
215	Colossal	65-125m	33-64m	3.3-25.6 mil	+90	+30	+30	+18	+18	+36	+63m	+72m	-36m

***:** Beginning at the Huge level of Growth, the character's hands and feet become large enough to qualify as Area Of Effect attacks; see the Size Templates on 6E1 443 for details.

Each level of Growth imposes upon the character a Physical Complication that makes him easier to hit and to perceive (+2 OCV to hit and +2 to PER Rolls to perceive for each doubling of height); see the Size Templates on 6E1 443 for details.

TOOLKITTING: CREATING LARGE CHARACTERS

As you can see from the Size Templates on 6E1 443, larger than human characters come with a *lot* of abilities — they're strong, tough, have an enormous stride and reach, and so forth. There are several things to keep in mind while creating such a character.

First, if the character's large all the time, you should just buy him the abilities listed in the appropriate Size Template outright. The *Growth* Power is for characters who can *alter their size,* not for permanently large characters. The cost of Growth is approximated by applying the Limitations *Costs Endurance* (-½), *Linked* (-0), *Side Effects* (acquires a Physical Complication that makes him easier to hit and to perceive, and makes it harder for him to exist in the normal-sized world; -½), and *Unified Power* (-¼) to the abilities listed in each Size Template. So if you want your character to be large all the time, you in effect "buy the Limitations off" by buying the Template abilities as-is.

Second, note that each size category in the Growth Table covers a *range* of heights for ease of use. If you want a character who's an intermediate height — say, 50m tall — you can determine how much Growth he should buy (or which Size Template he should buy) by looking at the height ranges listed in the Table.

Third, not all large characters have all the abilities listed in the Size Templates. For example, a gigantic serpent might not have any extra Reach, and a shapechanging character who can "puff himself up" to enormous size might not have as much STR, CON, PD/ED, BODY, or STUN. To create a character like that, don't buy Growth with a Limitation. Instead, for a permanently-large character pick the specific abilities you want from the Size Template and just buy those; for a Growth-based character, "re-create" the *Growth* Power by buying the abilities you want from the Template and applying Costs Endurance (-½), Unified Power (-¼), and Side Effects (-½) to them.

POWERS

Stretching: If a character has Stretching in addition to Growth, the meters of Stretching add to Growth's Reach, but Stretching noncombat doublings don't include Growth Reach. For example, if a character has 100 points of Growth (8m Reach) and 20m Stretching, he could reach 28m (8m + 20m), and if using Noncombat Stretching could reach 48m.

Growth doesn't increase the distance covered by a Stretched character. Thus, a character who Stretches for 4m and who can Grow to 64m in height still Stretches for only 4m of distance even when he's at full size (plus the meters of Reach gained from being so tall).

ADVANTAGES AND ADDERS

If a character who has Growth applies an Advantage to his STR, he must calculate the cost of the Advantage based on the character's total STR including Growth bonuses, unless noted otherwise below. For example, if a character has STR 30 and 50 points of Growth (+30 STR), the cost of an Advantage is calculated as if he had bought a 60 STR. This applies even if the Growth is bought as a slot in a Power Framework. If the character also has some Limited STR, he doesn't have to include that when calculating the cost of the Advantage unless the GM thinks it would be appropriate for him to do so. Generally Limited STR function as a sort of separate power, so its END cost should be determined separately.

Area Of Effect: If a character uses Growth, or is defined as permanently being larger than human normal, that doesn't affect the calculation used to determine where an Area Of Effect attack that misses him lands. Nothing in the Growth rules alters the rules for targeting Area-affecting attacks, including misses. However, a miss is a miss. Even if the miss "lands" in an Area the character "occupies" due to his size, he doesn't take damage. If the GM thinks it's appropriate to do so, he can alter the direction or distance of a miss so that it's a clear physical miss.

Reduced Endurance: If a character buys Growth with Reduced Endurance, he must still pay normal END costs for using the extra STR granted by Growth, unless he buys Reduced END separately for his STR.

HAND-TO-HAND ATTACK

Type: Standard Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: No Range
Costs END: Yes
Cost: +1d6 of HTH Combat damage for every 5 Active Points with a mandatory -¼ Limitation.

A character with Hand-To-Hand Attack (HA) does more than his normal amount of damage (1d6 for every 5 STR) in HTH Combat. Each die of HA adds to the character's regular damage from STR. Some examples of HA include clubs, especially powerful (or mystically enhanced) punches, or energized gauntlets that improve a character's punch. Hand-To-Hand Attack costs END to use.

BUYING HAND-TO-HAND ATTACK

To buy an HA, a character spends 5 Active Points per 1d6, and applies any Advantages to derive an Active Point total. He then applies a mandatory -¼ Limitation, *Hand-To-Hand Attack* (plus any other Limitations taken for the Power) to derive a Real Cost. This Limitation signifies that the HA damage only works if it adds to a character's damage dice based on STR (in essence, HA is just a Limited form of STR). It cannot function on its own, nor does it add to a character's STR in any other way. A character must use a minimum of ½d6 of his STR damage to use an HA.

(Even though HA is in effect built from STR, generally speaking you shouldn't treat it like STR — treat it like the distinct Power that it is. It's not affected by Adjustment Powers that raise/lower STR, doesn't add to a character's STR for Grabbing or Squeezing targets, doesn't apply to Move By/Through damage without the GM's permission, can't affect how much damage characters in Heroic campaigns do with weapons, and so on.)

USING HAND-TO-HAND ATTACK

Hand-To-Hand Attack doesn't increase the damage from HKAs, AVADs, or the like — only the Normal Damage done by the character's STR. If a character cannot or will not use at least ½d6 of his STR damage, he can't use any of his HA dice; HA dice can't be used by themselves. For example, if a character were tied up and couldn't use his STR to attack, he also couldn't use his HA. (If a character wants the ability to make a STR-like attack without using his STR, he should buy Blast with the *No Range* Limitation.)

Hand-To-Hand Attack damage adds to damage from Martial Maneuvers that do Normal Damage. For example, a character with an HA who performs a Martial Strike could add his HA damage to the attack. However, Extra DCs bought for Martial Arts do not add to a character's HA when the HA's used on its own.

With the GM's permission, a character can define an HA as an energy-based attack against which ED, rather than PD, applies. When a character uses such an HA, his regular HTH damage from STR adds to the energy-based attack in the normal manner, and it's all considered energy damage.

ADVANTAGES AND ADDERS

See 6E2 102 for rules about adding STR to Advantaged HAs.

Attack Versus Alternate Defense: STR still adds damage to HAs with this Advantage.

Ranged: A character may not apply the Advantage *Ranged* to an HA (except possibly when building throwable HTH Combat weapons in Heroic campaigns). To build such an attack, use Blast with the *Range Based On Strength* Limitation (and other Limitations, as appropriate), or buy the weapon as a normal HTH Combat weapon and use the *Throw* Combat Maneuver to inflict damage with it as a thrown object.

LIMITATIONS

Increased Endurance Cost, Reduced Endurance: If a character applies the *Increased Endurance Cost* Limitation to his HA, the END multiplier affects only it, not the END he spends from STR when using his HA. A character who has Reduced Endurance (0 END) on his Hand-To-Hand Attack still has to pay END for the STR he uses with it (unless he's also bought his STR to cost 0 END).



POWER EXAMPLES: HAND-TO-HAND ATTACK

Club: HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-¼). Total cost: 9 points.

The Steel Fist: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼), Extra Time (takes a Full Phase to turn the Power on when it is first activated; -¼), Increased END Cost (x2 END; -½). Total cost: 15 points.

Energy Gauntlets: HA +6d6 (affects ED, not PD) (30 Active Points); OIF (-½), Hand-To-Hand Attack (-¼), 12 Charges (-¼). Total cost: 15 points.

Martial Arts Mastery: HA +6d6, Variable Advantage (+1 Advantages; +2) (90 Active Points); Hand-To-Hand Attack (-¼). Total cost: 72 points.

HEALING

Type: Adjustment Power
Duration: Instant
Target: Target's DCV
Range: No Range
Costs END: Yes
Cost: 10 Character Points for 1d6 of Healing

A character with Healing can restore lost or reduced Characteristics and Powers to their starting values. Once restored, the Healed Characteristic or Power doesn't fade. Some examples of Healing include a wizard's spell that heals damage from sword-blows, or the power to purge the effects of disease from others. Each 1d6 of Healing costs 10 Character Points.

A character must define what Characteristic(s) or Power(s) his Healing affects when he buys the Power, and cannot change it thereafter. Healing can apply to more than one Characteristic or Power at once if it has the *Expanded Effect* Advantage (6E1 142). Healing can Heal back BODY or other Characteristics lost in any manner, such as injuries, diseases, poisons, Drains, and Susceptibilities. Healing costs END to use.

USING HEALING

A character can only use Healing to restore Characteristics or Powers that have been lost or reduced by any cause. However, it restores those Characteristics and Powers up to their starting values *permanently.* "Starting value" means the value the Characteristic or Power has when the character is at full health and power. For example, a character who's bought 20 BODY has a starting value of 20 for his BODY Characteristic, even if he begins a particular game session at, say, 8 BODY due to injuries previously suffered. Healing cannot boost Characteristics or Powers above their starting values (use Aid to do that), nor can it grant a character Characteristics or Powers he doesn't already have (that requires Transform or Usable On Others).

To use Healing, roll the dice and count the total. The total represents the amount of Character Points added by Healing and applies directly to the Active Points of the Characteristic or Power being Healed. The points gained from Healing do not fade, though they can be lost again due to injury or other factors.

Using Healing constitutes an Attack Action and requires an Attack Roll. The GM may dispense with the Attack Roll in the case of a willing subject if he prefers. Power Defense doesn't interfere with Healing unless the recipient of the Healing wants it to.

Healing can reverse the effects of Bleeding, Impairing, and Disabling (see 6E2 111-13). Any successful use of a Healing BODY stops Bleeding automatically, but wounds not fully Healed can still reopen. Using Healing BODY with the *Can Heal Limbs* Adder (see below) on an Impaired or Disabled area eliminates the effects of the Impairment/Disability when the wound is fully Healed; without that Adder, Healing BODY can repair the damage, but not the Impairing/Disabling effect.

REPEATED HEALING

The *HERO System* rules do not allow free unlimited Healing — the automatic stacking of one Healing effect on another, again and again and again — because it would make Healing too potent, too unbalancing, and too damaging to the "feel" of the game.

As a default, a character with Healing can use his Healing on a character he has already Healed one Day (24 hours) after he last applied the Healing. (How the GM lets characters track wounds may affect this; see below.) When he does so, the maximum effect rules (see below) do not apply. The Healing takes effect as if he had not previously applied Healing — the entire effect rolled on the dice, regardless of any previous rolls, Heals the character. Characters can buy an Advantage, *Decreased Re-use Duration,* to reduce the span of time between uses of Healing (see below). The GM may vary the default duration for re-use of Healing to suit the nature and feel of his campaign.

In a situation where two or more characters want to apply Healing to the same target, and one of the characters' Healing powers has the *Decreased Re-Use Duration* Advantage, each character uses his own power's duration for determining when he can apply Healing a second, third, fourth time (and so on) without being subject to the maximum effect rules. The duration is calculated for each character from when he first tries to Heal the target.

Example: *Brother Herbert has a Healing BODY 2d6 spell (maximum effect 12 points, or 6 BODY). Brother Willem has a Healing BODY 2d6 spell, Decreased Re-Use Duration (1 Turn) (again, maximum effect 12 points, or 12 BODY). Their friend Artorius the Bold has been badly injured in battle, suffering 8 BODY worth of wounds. In Turn 1, they both decide to try to Heal Artorius. Herbert acts in Segment 3 and rolls 4 (thus Healing 4 BODY). On his Phase in Segment 4, Willem tries to Heal Artorius as well. Willem has to roll more than 4 on his 2d6 to Heal Artorius further, and can only Heal him to the extent his roll exceeds 4. However, whereas Herbert has to wait 1 Day before he can apply Healing without being subject to the maximum effect rules, Willem only has to wait until Segment 4 of Turn 2 (one Turn later). At that time he can apply his Healing power anew, regardless of what he, Herbert, or any other healers did in the intervening time.*

If Healing has the *Variable Effect* Advantage, the restriction on re-using Healing applies per Characteristic or Power it affects. For example, if a character uses Healing 1d6, Variable Effect (any one Characteristic at a time) to Heal someone's STUN, the re-use restriction then applies to STUN, but not any other Characteristic. A couple minutes later he could use it to Heal the same target's PRE; then the re-use restriction applies to PRE starting at that point.

TRACKING INJURIES

For Healing purposes, typically a character's loss of BODY, STUN, or any other Characteristic or Power is treated as a single unit, regardless of how many different injuries he's suffered or how many different ways he suffered them. For example, if a character has lost 2 BODY to one wound, 3 BODY to a second wound, and 1 BODY to a fall, he's lost 6 BODY. Healing is applied to that 6 BODY as if it were one single loss of BODY, even though the loss came from three sources.

However, at the GM's option, characters can keep track of each individual injury or wound they receive. Healing can then be applied to each injury separately (which makes Healing much more powerful and effective). Standard rules for the maximum effect of Healing, and for applying multiple types of Healing, apply per individual wound.

Example: *In battle against a band of ogres, Hemdring suffers three wounds: one for 2 BODY and 10 STUN, one for 3 BODY and no STUN, and a whopper for 6 BODY and 18 STUN. Using the "per wound" method, his comrade, Brother Mikael the priest, can apply his Spell Of Wound-Curing (Simplified Healing 2d6) to each wound. Thus, the maximum he can apply to each wound is 4 BODY and 12 STUN.*

For the first wound, Brother Mikael rolls 2 BODY, 7 STUN. That Heals all the BODY and leaves 3 STUN damage. For the second, he gets 3 BODY, 8 STUN, which Heals that wound entirely. For the last, he gets 2 BODY and 9 STUN, leaving 4 BODY and 9 STUN un-Healed. He cannot apply his Healing-spell to any of these wounds again (unless the GM allows him to roll again to achieve a higher effect), but if Hemdring suffers a fourth wound later in the day, Mikael can apply his Spell to that wound.

The same rule affects separate Healing powers — after one day, another character with a Healing power (or the same character with a different Healing power) can apply his Healing without having to exceed the total rolled on the dice of the first Healing.

HEALING AND BEING STUNNED

The application of STUN via Healing doesn't counteract the effect of being Stunned — the character must still take a Phase to recover from being Stunned, even if he's gotten all his STUN back from Healing. However, at the GM's option, if (a) the STUN lost to the attack is completely restored by Healing, *and* (b) one additional die of Healing STUN (or Simplified Healing) is applied to "eliminate being Stunned," Healing can remove the need to recover from being Stunned.

MAXIMUM EFFECT

The maximum number of Character Points that Healing can add to a specific Power or Characteristic equals the highest number the character could roll on his Healing dice. The character cannot increase this maximum. Furthermore, after Healing is first applied to a character, subsequent uses of Healing must exceed the Healing effect of the first use before they can provide any more benefit, and can only provide further Healing to the extent their effects exceed the first effect.

Even if two different characters use separate Healing powers on the same character (or a single character uses two distinct Healing powers), the maximum number of points that can be Healed equals the largest maximum that can be rolled on either Power. So, one character with a Healing 2d6 can add 12 points to a target; two characters, each with Healing 1d6, can only add 6 points to a target. Furthermore, after the first character applies his Healing power, the second character has to exceed the Healing effect of the first character before he can provide any more benefit, and can only provide further Healing to the extent his effect exceeds the first effect.

Example: *The Medic has Healing BODY 4d6. Thus, he can Heal a maximum of 24 Character Points' worth of BODY damage. If he rolls his dice and gets 18, he Heals 18 BODY. If he wants to apply this Healing power again to the same character, he must roll more than 18 to have any effect. For example, if he rolls a 20, he Heals an additional 2 BODY.*

Since Healing has a defined maximum, situations may arise where characters use Healing again and again, trying for the maximum result on the dice. To speed game play and prevent this sort of dramatically inappropriate situation from arising, the GM may rule that if the character takes a defined amount of Extra Time (typically 1 Minute or 5 Minutes beyond the time normally required to use the Healing), he automatically gets the maximum result on his Healing dice. Alternately, the GM may allow this if the character makes his Required Skill Roll (if he has one) at a -3 penalty, or if he subjects himself to some other appropriate penalty.



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OPTIONS FOR HEALING

Gamemasters may use these options for Healing:

SIMPLIFIED HEALING

This option is usually used for Powers designed to heal the STUN and BODY damage from typical attacks. The total on the Healing dice Heals STUN damage, and the Normal Damage BODY on the Healing dice Heals BODY damage.

> **Example:** *Arkelos has a Spell of Healing defined as Healing BODY 6d6. His friend, the warrior Hemdring, takes 27 STUN, 4 BODY during a prolonged battle. Arkelos uses his spell and rolls 20 on the dice. That Heals 20 Character Points' worth of BODY, more than enough to Heal Hemdring's 4 BODY worth of wounds. Because the Spell of Healing is only a Healing BODY power, it doesn't Heal Hemdring's lost STUN.*
>
> *Using the Simplified Healing option, Arkelos rolls his dice. The total is 20, with 6 BODY when counted like Normal Damage BODY. Therefore Arkelos Heals 20 STUN and 6 BODY worth of Hemdring's wounds.*

When using the Simplified Healing option, rules regarding the maximum effect of Healing and the effects of subsequent applications of Healing still apply. Gamemasters often combine the Simplified Healing option with the optional rules for tracking individual injuries.

HEALING INANIMATE BEINGS AND NONLIVING OBJECTS

Generally, the GM should limit Healing to living creatures and PCs (regardless of how the PC is defined — a robot PC could be Healed), unless some Limitation restricts this use. The GM also typically restricts the use of Healing BODY to forms of life relatively similar to the character using the Healing — a character's Spell Of Healing doesn't work on trees or insects, for example, only on people.

However, with the GM's permission, a character can buy Healing specifically for other types of creatures/objects. He defines the power with Limitations so it cannot affect normal beings or PCs. For example, a druid might have the ability to heal trees, defined as Healing BODY, Only Works On Trees (-2). A battle-mage might have a spell that repairs breached castle walls, defined as Healing BODY, Only Works On The Walls Of Bases (-1).

POWERS

Adjustment Powers: Healing only applies to raise to its ordinary starting level a Characteristic (or power) that's been reduced below its ordinary starting level. A Characteristic that's been raised above its ordinary starting level by an Aid or other positive Adjustment Power thus cannot be Healed, even if the effect of the positive Adjustment Power has been slightly reduced by a competing negative Adjustment Power (such as a Drain). For example, if a character who normally has STR 15 gets an Aid STR to STR 25, and then suffers a Drain STR of 7 points that reduces his STR to 18, the 7 lost points cannot be Healed, because his STR is not below its ordinary starting level of 15.

Healing cannot be used to replace the "boosted" part of a Characteristic or ability augmented by a positive Adjustment Power once the effect of that Adjustment Power has faded (in whole or in part). For example, if a character has 10 BODY and has been Aided to 22 BODY, Healing BODY cannot "heal" or "replace" any part of the 12 BODY that Aid temporarily adds to him, even if he loses some of that 12 BODY to an injury.

Flash: At the GM's option, a character may buy a form of Simplified Healing that uses the Standard Effect Rule to restore Senses temporarily lost due to Flash. Each "Normal Damage BODY" rolled on the Flash Healing dice removes 1 Segment of Flash effect. If a character's suffered the effect of Flashes of multiple Sense Groups, determine the total Segments' worth of Flash effect the Healing can remove. The character applying the Healing can then use those Segments to remove whichever Flash effects he wants, in whatever order he deems appropriate. If he fully removes one effect, he may apply any additional ("leftover") Segments of Healing to another Flash effect.

Transform: At the GM's option, a character can define his Healing as working versus Transform damage only. This doesn't qualify for a Limitation value, any more than Flash Healing does. Transform Healing only works against Transforms that define the "heal back" method as "normal healing of BODY" or the like; it has no effect on a Transform that defines the healing method as, for example, "when kissed by a princess."

ADVANTAGES AND ADDERS

Can Heal Limbs: Ordinary Healing BODY cannot regrow lost or severed limbs — it can restore the damage from losing a limb (*i.e.,* in game terms, Heal the lost BODY), but not regrow the limb itself. For +5 Character Points, characters may regrow limbs with Healing (including optional forms). (For more information on severing limbs, see *Breaking Limbs,* 6E2 107, and *Disabling,* 6E2 111).

Resurrection: STOP Ordinary Healing BODY cannot restore life to the dead. At the GM's discretion, for +20 Character Points, characters may use Healing BODY (including optional forms) to bring deceased characters back to life.

Normal rules for recovery of BODY apply with Resurrection Healing. The Healing must actually Heal enough BODY damage (with one or more rolls, subject to the usual rules on maximums) to bring the deceased back to positive BODY (or at least stabilize him in the negative BODY range so he's not bleeding to death). In most cases, it's appropriate for the GM to rule that a deceased character can "stand back up" and function like a living being when he has at least 1 positive BODY (or has been stabilized in negative BODY) and 1 positive STUN.

A character buying Resurrection Healing must define a reasonably common way to prevent Resurrection from working (such as a character can't be Resurrected if killed by fire, or if his head's severed from his body); he cannot use the *Doesn't Work On Some Damage* Limitation (see below) to simulate this effect. If the defined condition is some type of attack, the final attack that kills him (*i.e.,* reduces him to negative his starting BODY score) has to be that type of damage to prevent him from Resurrecting. Taking damage from that type of attack up to that point doesn't prevent Resurrection.

A deceased's character's body must be healed or cured of whatever injury, disease, or other effect killed him before he's Resurrected, or else he'll probably die again quickly. For a typical injury or wound, it would have to be stitched up or Healed on its own so that didn't just bleed to death again after Resurrecting. In the case of a poison or disease, someone should administer an antidote or medicine to "cure" him (or so that he can cure himself as part of the Resurrection process). The GM determines what, if anything, is required to "heal or cure" the deceased.

When a character Resurrects to positive BODY, he has 0 STUN. He can then begin to take Recoveries in the normal manner.

Area Of Effect: See 6E1 141 for the general rules about applying this Advantage to Adjustment Powers. Even using the "per wound" tracking option, a character with Area Of Effect Healing (which requires the GM's permission) still can't Heal more than one wound per target per use. Area Of Effect Healing allows the Healing of one wound per person in the area per use.

Autofire: Autofire doesn't overcome the rule regarding the maximum number of points that can be Healed with the same or subsequent Healings. The total Healing effect the character can have is still limited to the maximum that could be rolled on the Healing dice in a single roll. With the "per wound" tracking method, using Autofire Healing to Heal multiple wounds on a single person is possible, but requires the GM's permission.

Cumulative: Characters cannot apply this Advantage to Healing; see 6E1 142.

Decreased Re-use Duration (varies): The default rule is that a character can only use his Healing on a character he has already Healed one Day (24 hours) after he last applied the Healing. For a +¼ Advantage, *Decreased Re-use Duration,* the time between Healings moves one level up on the Time Chart (to 6 Hours, 1 Hour, and so on). However, characters cannot buy their Healing to be used more frequently than one Healing per Turn. For example, to be able to apply Healing every 5 Minutes would be a +1 Advantage.

Persistent: Characters cannot buy this Advantage for Healing; if a character wants a healing power that never stops working, he should buy Regeneration (*q.v.*).

POWER EXAMPLES:

HEALING

Spell Of Healing: Simplified Healing 6d6, Can Heal Limbs (65 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 22 points

Mending-Spell: Healing BODY 2d6 (20 Active Points); Only To Mend Broken Objects (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 8 points.

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LIMITATIONS

Doesn't Work On [Defined Type Of Damage] (-¼ to -1): Healing BODY works against not just normal injuries, but loss of BODY from other effects such as Drains. Healing with this Limitation doesn't work against one or more types of damage (whether defined by the type of Power that causes the damage, or the nature of the attack or phenomenon that causes damage). The value of this Limitation depends on how frequently the character is likely to encounter that type of damage: if it's a Rare attack (Life Force Energy, Dimensional Manipulation attacks), -1; an Uncommon attack (Sonic, Telekinetic, poisons), -¾; a Common attack (Electricity, Fire, Magic), -½; and a Very Common attack (Blasts, Killing Attacks, energy, punches), -¼. (Note: the given examples apply to most campaigns, but the GM is the final arbiter on how common an attack is in his campaign; for example, in many Fantasy campaigns Magic is a Very Common form of attack.)

Resurrection Only (-½): Resurrection Healing with this Limitation can only be used to resurrect the dead; it cannot Heal characters who are still living.

COMPLICATIONS

Dependence, Susceptibility: Healing works on damage sustained due to a Dependence or Susceptibility.

IMAGES SUMMARY TABLE

Cost	Sense Group
10	Targeting
5	Nontargeting
Cost	**Extra Senses**
+10	Targeting Sense Group
+5	Targeting Sense (single)
+5	Nontargeting Sense Group
+3	Nontargeting Sense (single)
Cost	**Decreased PER Roll**
+3	Per -1 to the target's PER Rolls

Characters often apply the *Area Of Effect (usually Radius)* Advantage to make large Images.

IMAGES

Type: Standard Power/Attack Power/ Sense-Affecting Power
Duration: Constant
Target: Area (see text)
Range: 10m x Base Points
Costs END: Yes
Cost: See the Images Summary Table

A character with Images can create images other characters can perceive with their appropriate Senses (usually the Sight Sense Group). Some examples of Images include spells of illusion, holograms, and sound synthesizers.

Images costs 10 Character Points to affect a single Targeting Sense Group; each additional Targeting Sense Group affected costs +10 Character Points, or +5 Character Points for an individual Targeting Sense. Images costs 5 Character Points to affect a single Nontargeting Sense Group; each additional Nontargeting Sense Group affected costs +5 Character Points, or +3 Character Points for an individual Nontargeting Sense.

At its base level, Images can only create an Image no larger than one cubic meter. However, characters usually buy the *Area Of Effect* (usually Radius) Advantage (6E1 319) for Images so they can create large illusions and similar effects. An Image that has Area Of Effect doesn't have to fill the entire space available; it can fill however much of its maximum space its creator wants it to.

Observers can attempt to perceive an Image as just that — an image, not real — by succeeding with a PER Roll. Characters can make their Images more realistic, and thus harder to detect as Images, for +3 Character Points for every -1 to observers' PER Rolls (this cost is the same regardless of which Sense Groups the Image affects, or how many it affects).

Images costs END to use. Since it's a Constant Power, the Images created last as long as the character pays END.

USING IMAGES

To project an Image, the character decides what Image to produce, where to produce it, and what actions (if any) the Image will perform. He then makes a normal Attack Roll against DCV 3 to place the Image on the target point where he wants it to be perceived.

All characters with Line Of Sight perceive the Image with the appropriate Senses. They do not have to be within Reach of the Image (or inside the affected Area) to perceive it. For example, an Image of a ball of light might have Area Of Effect (8m Radius), but depending on local conditions other characters might be able to see it miles away. The GM may impose modifiers to a PER Roll for characters outside an Image's area of effect — sometimes "being on the outside looking in" may make it easier or harder to determine that the Image isn't real.

If a character creates an Image of a warrior, monster, policeman, or something else that should have a DCV, its DCV is whatever the character

creating it wants it to have, subject to the GM's permission — but of course an extremely high DCV is likely to tip attackers off that there's something amiss.

PERCEIVING THE IMAGE

Characters who perceive an Image may make a PER Roll, modified by any penalties paid for and any bonuses for the complexity of Image (see the Images Complexity Table). The more complex the Image, the greater bonus a viewer gets to recognize the Image as fake.

If an observer fails his modified PER Roll, he believes the Image is real. If an observer's modified PER Roll succeeds, he perceives the Image, but he also detects some flaw that makes him doubt the Image is real. Even if the observer isn't sophisticated enough to know about Images, he at least knows that what he perceives isn't right. Images that have been spotted as fake do not disappear; rather, the observer can tell the Image is fake and acts accordingly.

If the character wishes to copy something with his Image, he must make a successful INT Roll. If he succeeds, he's produced a creditable copy. If he fails, the copy contains imperfections. This may make the Image an obvious fake to observers, or it may simply grant a +2 (or more) bonus to their PER Rolls to detect that the Image is a fake.

An observer may have special knowledge that enables him to spot an Image as fake, even if the onlooker fails his modified PER Roll. For example, if the supervillain Mirage created an image of Defender tied to the front of a bus, anyone who knew Defender was on the other side of the country would be inclined to suspect trickery.

CHANGING IMAGES

Normally, Images react in an appropriate manner to outside phenomena (unless the creator of the Image chooses otherwise). For example, an Image of a person, if shot with an arrow, starts to bleed. However, this may make it easier for observers to detect that the Image is, in fact, just an Image. For instance, if an Image starts to bleed, but the Image doesn't cover the Smell/Taste Group, a character with a heightened sense of Smell won't smell the blood, and thus will know something's wrong. Similarly, the reaction may involve more complex activity by the Image, which provides greater PER Roll bonuses to observers.

As noted above, one of the things a character has to decide when creating an Image is what actions (if any) the Image will perform. These can include doing nothing (*i.e.,* just being present is enough, as with an Image of a pit or a statue), or it can take actions of great complexity (such as running and attacking, performing a symphony, or the like). The actions the character describes when he activates and uses his Image power take place without the need for him to devote any further Actions to "controlling" the Image.

If a character wants to make a simple or plausible alteration to an Image he's created, he may do so as a Zero Phase Action. Examples of this include making an Image of a person carrying a box put down the box (when the initial description of the Image did not involve putting it down), changing the gender of a person in the Image, or making an Image of a person carrying a bow fire an arrow. (Again, the change may involve more complex activity by the Image, which provides greater PER Roll bonuses to observers.) Images that are more difficult to change this way take a Limitation (see below).

For more radical changes, a character typically has to stop the existing Image and activate the power again to create a new Image. However, the GM may, in his discretion, allow extreme changes as a Half Phase or Full Phase Action.

IMAGES COMPLEXITY TABLE

PER Roll Bonus	Image
+0	**Solid Simple Images** (a stationary object; a single odor or musical note)
+2	**Simple Movements/Sounds/Smells/ Sensations** (a ball rolling, a simple melody)
+4	**Complex Movements/Sounds/Smells/ Sensations** (a man walking, a conversation, the smells of a hamburger)
+6	**Multiple, Interacting Images/Sounds/Smells/ Sensations** (a football team in action, an orchestral symphony, the smells of Thanksgiving dinner).

LINE OF SIGHT

Images to the Sight Group may or may not block a character's Line Of Sight through them, depending on special effects and the nature of the image created. Images make PER Rolls harder, but not impossible (that's what Darkness does). Images can make a character think he's seeing something that's not there. If he fails the PER Roll, he believes the Image is real, and it blocks his LOS if appropriate. For example, an illusion of a wall would block LOS beyond the wall, but an illusion of a group of men fighting probably would not.

If the character makes his PER Roll, he knows the Image is not real, and it doesn't block his LOS, even if the Image doesn't just "fade away." The GM could require him to make a PER Roll each Phase, using the Image's PER Roll modifier (if any), to maintain LOS, the same way he would if any other obstruction was interfering with the character's effort to maintain LOS.

CAUSING HARM; THE TOUCH GROUP

Images cannot cause any physical effects and are totally intangible (unless bought to affect the Touch Sense Group). If a character buys Images to the Touch Group, then the Image created feels, to the touch, like what it seems to be. A big mass of ooze feels slimy, a brick wall feels hard and stony, a person's skin is warm and yielding to the touch.

However, an Image to the Touch Group has neither BODY nor PD/ED, and isn't "solid" *per se.* If attacked, it might (depending on special effects, the nature of the power, common sense,

POWER EXAMPLES: IMAGES

Illusion Spell: Sight and Hearing Group Images, -3 to PER Rolls, Area Of Effect (16m Radius; +¾) (42 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 14 points.

Flashlight: Sight Group Images, +4 to PER Rolls, Area Of Effect (1m Radius; +¼) (27 Active Points); OAF (-1), Only To Create Light (-1), No Range (-½). Total cost: 8 points.

Holograms: Sight Group Images, -1 to PER Rolls, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½) (29 Active Points); IAF (Miniature Concealed Hologram Generator; -½). Total cost: 19 points.

5

Throwable Tracking Bug: Images to Radio Group, +4 to PER Rolls, Area Of Effect (64m Radius; +1¼), Usable As Attack (allows character to "stick" the Image to a target; +1¼), 1 Continuing Recoverable Charge lasting 1 Week (stops functioning if it gets wet or experiences severe radio interference; +1) (76 Active Points); IAF (-½), Set Effect (detectable signal; -1), Range Based On STR (-¼), Image Only Perceivable On Special Radio Frequencies (-0). Total cost: 28 points.

dramatic sense, and the GM's discretion) suddenly display a "wound." That might increase the complexity of the Image and make it easier for other characters to perceive that it's an Image. Or it might not react at all, which would definitely alert most characters that something's wrong.

A Touch Group Image cannot hold or support objects. If a character put a glass of water on the Image (Touch Group) of a table, the glass would seem to sit right there, unmoving. The Image would make it feel, to the touch, as if it were still there. But it would actually fall to the floor, since the Image isn't "solid" and won't hold anything off the ground. (The Image might, however, cover up the feeling of spilled water splashing on the character's legs, so that he wouldn't realize he'd gotten water on himself until the Image ended or he perceived it to be an Image.)

A Touch Image cannot cause a character harm. A character who runs into a Touch Images wall takes no damage; one stabbed with a Touch Images knife doesn't bleed. Depending on the nature of the Image, the character might *seem* to suffer a wound, but in fact he would not.

Nor can a Touch Images affect the world in similar ways. A Touch Images scissors might appear to cut a piece of paper, but in fact the paper remains whole, and could clearly be perceivable as a whole once it left the radius of the Images or the power was de-activated. A Touch Images person could do something like shake hands, but he can't pick or move objects (though depending on how it's defined, the Image might make it look as if he could).

Typically, a character or object that exerts sufficient pressure on a Touch Image (like leaning against it, or throwing something at it) falls/passes through it, even though it "feels" solid. The GM should determine how much pressure a Touch Image can withstand based on the special effects involved, the situation, common sense, and dramatic sense, but in no event should a Touch Image have any sort of Telekinesis- or Flight-like effect. Having something like a ping-pong ball bounce off a Touch Images wall is perfectly plausible in some cases; having a character bounce off it is another thing entirely.

Naturally, all of this can become a little tricky and complicated. As always, the GM should apply a little discretion, common sense, dramatic sense, and knowledge of the special effects involved to make a fair and reasonable decision about any issue that arises.

EASILY-PERCEIVED IMAGES

If a character can create an Image he wants others to perceive easily — such as the light from a flashlight (Sight Group Image) or the amplified sound of a megaphone (Hearing Group Image) — he may apply the Image's negative PER modifier as a *positive* modifier to other characters' PER Rolls. For example, if a character bought a megaphone as Hearing Group Images with a -4 PER Roll, he'd convert the -4 into a *+4* on all PER Rolls made to hear that Image.

POWERS

Darkness: If Darkness and Images (to create light) are used in the same area, the Darkness "wins" — it negates the effects of the light. If a character wants a light strong enough to overcome the Darkness, he needs to buy a Dispel/Suppress Darkness Linked to his Images.

ADVANTAGES

Autofire: Autofire Images doesn't cost an additional +1 Advantage (see *Autofire,* 6E1 327). However, if multiple uses of Images overlap, their effects are not cumulative — their PER Roll modifiers, for example, do not add together.

A character doesn't have to buy Autofire to create multiple moving objects (or other sensations) within an Image; he simply defines the Image as containing the multiple objects. Of course, that makes the Image more complex, and therefore easier for an observer to perceive as an Image.

Indirect: Characters cannot automatically project Images through glass windows or other barriers; as usual, that requires Indirect (unless the GM rules otherwise).

LIMITATIONS

Difficult To Alter (-¼, -½): Some Images aren't easy to change (see above). For a -¼ Limitation, the character can only make simple changes as a Half Phase Action. For a -½, he can only make them as a Full Phase Action. If the GM lets characters make severe changes to an Image as a Half or Full Phase Action, such changes require double the indicated time if the Images has this Limitation.

Focus: Generating an Image through an Obvious Focus doesn't automatically spoil the Image, but may give an observer bonuses to his PER Roll (+1 or more) to detect that the Image is fake, if appropriate. The same may apply to *Gestures* and *Incantations.*

Linked: As mentioned above, Images cannot cause harm. However, a character could Link an Attack Power to his Touch Group Images power, thus creating Images so "real" that they can cause physical harm.

Only To Create Light (-1): Images to Sight Group with this Limitation can only create light. Characters use it to create flashlights, spotlights, and similar effects. Typically these Images are bought with a +4 PER Roll bonus to cancel out the -4 PER Roll penalty for "dark night."

Set Effect (-1): This Limitation represents a form of Images the character can only use to create a single Image. At the GM's option, its value may be reduced to -½ if the Image is particularly useful or powerful.

INVISIBILITY

Type: Standard Power/Sense-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: See the Invisibility Summary Table

A character with Invisibility can become unperceivable by one Sense Group (usually the Sight Sense Group). Some examples of Invisibility include a "stealth plane" that cannot be detected with radar, the ability to move absolutely quietly or to hide effortlessly in shadows, or a superhero's power to fade from sight.

Invisibility to one Targeting Sense Group costs 20 Character Points; each additional Targeting Sense Group costs +10 Character Points, or each additional Targeting Sense +5 Character Points. Invisibility to one Nontargeting Sense Group costs 10 Character Points; each additional Nontargeting Sense Group costs +5 Character Points, or each additional Nontargeting Sense +3 Character Points. (Characters should not normally buy Invisibility to the Touch Sense Group; simulate that ability with Desolidification.) Invisibility costs END to use.

Invisibility is an exception to the general rules about the perceivability of Powers (6E1 124). It should be considered Invisible to all Sense Groups it affects, and the ability of characters to perceive an Invisible character with other Senses is governed by the rules below.

INVISIBILITY SUMMARY TABLE

Cost	Sense Group
20	Targeting
10	Nontargeting

Cost	Extra Senses
+10	Targeting Sense Group
+5	Targeting Sense (single)
+5	Nontargeting Sense Group
+3	Nontargeting Sense (single)

EFFECTS OF INVISIBILITY

Invisible characters can't be perceived with the affected Sense(s). However, other characters may be able to locate them by using other Senses. For example, a character who's Invisible to Sight Group still makes noise when he moves, allowing other characters to hear roughly where he is.

Invisibility covers not only a character's person, but his clothing and any equipment he carries (including Foci and weapons; but see below). Anything larger remains perceivable. This may, in some instances, reduce or eliminate the negative modifiers for targeting the Invisible character.



POWER EXAMPLES: INVISIBILITY

Ring Of Invisibility: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); IIF (-¼). Total cost: 36 points.

Stealth Plane Effect: Invisibility to Radio Group, Reduced Endurance (0 END; +½), Persistent (+¼) (17 Active Points); Always On (-½). Total cost: 11 points.

Advanced Hiding In Shadows: Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); Requires A Stealth Roll (-½), Only Works In Shadows Or Darkness (-½). Total cost: 15 points.



Advanced Sneakiness: Invisibility to Hearing Group, Reduced Endurance (0 END; +½) (15 Active Points); Requires A Stealth Roll (-½). Total cost: 10 points.

FRINGE

An Invisible character has a "fringe" around himself. Other characters may perceive the Fringe with a normal PER Roll with the affected Sense at a range of 2m or less. Invisibility can have No Fringe for an Adder, or a Fringe that's even easier to perceive for a Limitation (see below).

The form a Fringe takes depends on the special effects of the Invisibility. It could be the literal fringe where light bends around the character, the character's glowing eyes, the fact that the character still casts a faint shadow, or anything similar that the GM permits.

INVISIBILITY IN COMBAT

In combat, Invisibility often makes the character harder to hit, and can make it much easier for him to obtain bonuses for Surprise attacks. See *Other Combat Effects,* 6E2 125, for details.

Invisibility doesn't automatically make a character's attacks or other powers Invisible as well (that requires the Advantage *Invisible Power Effects;* see 6E1 338). Using a perceivable power can expose an Invisible character's position.

Invisibility to Sight Group covers a character's fists when he punches someone (or the like) using just his STR (and related abilities, like Martial Arts). But it doesn't make his weapons-based attacks Invisible — that requires the *Invisible Power Effects* Advantage. As long as the character just holds the weapon and doesn't use it, his Invisibility covers it. As soon as he uses it, it and its special effects become visible for the Segment in which he uses it; thereafter his Invisibility covers it again until the next Segment he uses it.

Example: *Hemdring the Stern, SPD 4, has a magical Ring Of Invisibility (Invisibility to Sight Group, No Fringe). When he uses his Ring, he becomes Invisible; so do his clothing, armor, and sword. On Phase 3, when Hemdring attacks a goblin with his sword, the sword appears out of thin air and cleaves the goblin in two! (Other goblins who make a PER Roll can now attack Hemdring at only -1 OCV; see 6E2 7.) At the end of Segment 3, Hemdring's sword fades from view, since it's once more covered by his Invisibility until he uses it to attack again.*

The GM may, at his option, rule that Invisibility covers attacks that are similar to punches. For example, an Invisible werewolf's claws should remain Invisible when he attacks.

Other characters may find creative ways to overcome a character's Invisibility. For example, throwing a blanket over an Invisible to Sight Group character would reveal his position. So would trapping him in an Entangle, splashing paint on him, spilling liquids or powders on the floor so he leaves footprints, and so forth. Depending on the situation, the special effects, and similar considerations, this may allow other characters to attack the Invisible character at full OCV or -1 OCV.

POWERS

The rules above note that Invisibility doesn't generally cover perceivable Attack Powers. Invisibility also interacts with some other types of Powers. But remember, being Invisible shouldn't mean a character gains access to a lot of *Invisible Power Effects* Advantages for free.

Typically Invisibility covers Body-Affecting Powers such as Stretching or Growth, preventing others from perceiving their use via the Sense Groups the Invisibility covers. The GM can make exceptions to this in the interest of common sense, dramatic sense, and game balance. For example, a Duplicate wouldn't automatically be covered by the original character's Invisibility, and an Invisible character who uses Multiform to change shape into another form may no longer have access to his Invisibility.

Invisibility doesn't necessarily cover Movement Powers; it depends on special effects, common sense, dramatic sense, and considerations of game balance. Other characters normally can't see an Invisible to Sight Group's character's legs move when he Runs, or his wings flap when he flies, but they can hear the sound of his passage. Some forms of movement have highly visible effects (such as the fiery trail behind a fire elemental when he flies), and Invisibility probably doesn't cover those.

Similarly, in most cases Invisibility should cover Powers that are closely connected or related to a character's body, such as some uses of Resistant Protection. As always, the GM should use his common sense, dramatic sense, and appreciation for game balance to ensure that a character who buys Invisibility gets a fair measure of effectiveness for the Character Points he spends, but doesn't gain a lot of benefits he hasn't paid for.

ADVANTAGES AND ADDERS

No Fringe: Invisibility with this +10 Character Point Adder has no Fringe effect.

MegaScale: MegaScaling a Sense doesn't affect the Invisibility rules regarding fringe — to perceive one, a character still has to be within 2m of the Invisible character.

LIMITATIONS

Bright Fringe (-¼): Invisibility with this Limitation has a fringe that's easier to perceive than usual. Other characters can perceive the fringe from up to 16m away with a normal PER Roll with the affected Sense; if a character attempting to perceive the Invisible character is within 4m, he makes his PER Roll at +2. A Bright Fringe normally cannot be perceived at all beyond 16m.

Chameleon (-½): This Limitation represents a form of Invisibility (usually to Sight Group) that only works if the character remains motionless. In effect the character's Invisibility allows him to blend seamlessly into an appropriate background. If he moves, anyone can perceive him. If necessary, the GM may require the character to make EGO Rolls or DEX Rolls to remain motionless if surprised, a dangerous enemy stands near him, or the like.

Focus: If a character has an Obvious Focus that provides him with Invisibility, the Invisibility doesn't cover the Focus. Only Inobvious Foci are covered by the Invisibility they generate.

Gestures: Even though Gestures are normally supposed to be "clearly visible at a distance," a character who's Invisible to Sight Group can make Gestures without other characters seeing them or having them spoil his Invisibility.

Incantations: If a character speaks while Invisible to the Hearing Group, whether it's Incantations or normal speech, other people can hear him speaking.

Only When Not Attacking (-½): This Limitation represents a form of Invisibility that only works when the character remains peaceful and doesn't attack or threaten anyone. It's usually combined with Chameleon (see above). (As a general rule, most abilities that involve an Attack Roll and that could negatively impact a target in any way count as "an attack." This includes things like Images that don't necessarily cause physical harm.)

KILLING ATTACK

Type: Standard Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: Choose Standard Range or No Range (see text)
Costs END: Yes
Cost: 15 Character Points for every 1d6 Killing Attack, either HTH or Ranged (see text)

A character with Killing Attack ("KA") can make an attack that causes Killing Damage (see 6E2 98).

Each 1d6 of Killing Attack costs 15 Character Points (adding a single point of Killing Damage to a KA costs 5 points; adding a half die costs 10 points). When a character purchases a die of Killing Attack, he must define it as working in HTH Combat (an "HKA") or Ranged Combat (an "RKA"). Some examples of HKA include claws, fangs, bladed weapons such as knives, and laser swords. Some examples of RKA include bullets, arrows, lasers, flamethrowers, and throwing knives. A character must define his KA as physical or energy damage (*i.e.,* whether it works against Resistant PD or Resistant ED) when he buys it, and cannot change this thereafter. Killing Attack costs END to use.

An RKA has a Range of 10m x Base Points and is subject to other standard rules for Ranged attacks.

POWER EXAMPLES: KILLING ATTACK

Claws: HKA 1d6 (2d6 with STR) (15 Active Points); Reduced Penetration (-¼), No Knockback (-¼). Total cost: 10 points.

Dagger: HKA 1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), STR Minimum (6; -¼), Real Weapon (-¼) (total cost: 9 points) plus Range Based On STR (+¼) for HKA built on 22 Active Points (5 Active Points); OAF (-1), 1 Recoverable Charge (-1¼) (total cost: 1 point). Total cost: 10 points.

Laser Sword: HKA 2d6, Armor Piercing (+¼) (37 Active Points); OAF (-1), No STR Bonus (-½). Total cost: 15 points.



POWER EXAMPLES: KILLING ATTACK

Laser Pistol: RKA 2d6, Armor Piercing (+¼) (37 Active Points); OAF (-1), No Knockback (-¼), 2 clips of 12 Charges each (-0). Total cost: 16 points.

Lightning Bolt Spell: RKA 2d6, Indirect (always strikes the character from above, out of the sky; +¼) (37 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Under An Open Sky (-½). Total cost: 11 points.

Semiautomatic .45 Handgun: RKA 2d6-1, +1 Increased STUN Multiplier (+¼) (34 Active Points); OAF (-1), Beam (-¼), Real Weapon (-¼), STR Minimum (9; -½), 2 clips of 7 Charges each (-¼). Total cost: 10 points.

Swordmaster's Skill: HKA +1d6 (adds to any sword-based HKA), Reduced Endurance (0 END; +½) (22 Active Points); Only With Swords (-½), Requires A DEX Roll (-½). Total cost: 11 points.

POWER EXAMPLES: KNOCKBACK RESISTANCE

Super-Dense Form: Knockback Resistance -10m. Total cost: 10 points.

Improved Bracing: Knockback Resistance -20m (20 Active Points); Requires A STR Roll (-½). Total cost: 13 points.

An HKA only works in HTH Combat, but the character may add +1d6 to his HKA for every 15 points of STR used with it (or, to put it another way, +1 Damage Class for every 5 points of STR used with it) (see *Adding Damage,* 6E2 99, for more information). He must pay END for the STR used to improve his HKA, at the standard cost.

To use a KA, a character chooses a target and makes an Attack Roll. If he succeeds, he rolls his KA dice. The total on the dice is the BODY damage done. Then he rolls another ½d6. He multiplies the BODY by that number — the *STUN Multiplier* — to determine the amount of STUN done.

Examples: *Armadillo has powered gauntlets with claws that do HKA 1d6. He also has STR 50. Armadillo may do 1d6 Killing Attack for 1 END by using his HKA. He may do 2d6 Killing Damage for 2 END by using his HKA and 15 STR.*

Arkelos has a knife (HKA ½d6, or 2 Damage Classes' worth of Killing Damage). His STR is 10. When using his knife, he can add his 10 STR for +2 Damage Classes, making it do 4 DCs damage (i.e., 1d6+1 HKA). If he had a 15 STR, he could still only add 10 STR because his campaign uses the rules for STR Minimum and Real Weapons (see Chapter Seven of 6E2).

Remember, a Killing Attack is just that — a *killing* attack. It's used to kill or maim other characters (in game terms, to do BODY damage to them). Characters who don't want to seriously injure or incapacitate their opponents should choose another Power to build their attacks with.

ADVANTAGES AND ADDERS

Attack Versus Alternate Defense: Killing Attacks with this Advantage only do STUN damage unless they're also bought with the Advantage *Does BODY.*

When determining the value of AVAD for a Killing Attack, since Killing Attacks' STUN is resisted by Normal PD/ED, start in the "Very Common" defense category.

Increased STUN Multiplier (+¼): This Power Advantage increases the STUN Multiplier of a Killing Attack. Characters can purchase it multiple times, with no limit to how many times they can buy it, but must have the GM's permission to buy it more than once for any particular attack. It has no effect on Powers other than Killing Attacks.

When rolling the Killing Attack's STUN Multiplier, add +1 to the number rolled for every level of Increased STUN Multiplier purchased. In other words, roll ½d6, then add the bonus from Increased STUN Multiplier. (If you're using the optional Hit Location rules in your campaign, add the +1 to the STUN Multiplier determined from the Hit Location Table.)

Invisible Power Effects: If a character buys IPE for an HKA, he must also purchase IPE for any STR used to add damage to it. If IPE doesn't also cover the character's STR, the attack remains perceivable as normal.

Ranged: An HKA with this Advantage (or Range Based On STR) still gets STR bonuses to damage. This is a good way to build HTH weapons characters can throw (such as some axes). It's an exception to the general rule that a character must always use a Power's Advantages when he uses a Power.

LIMITATIONS

Decreased STUN Multiplier (-¼): A Killing Attack with this Limitation, which characters can take more than once, tends to do less STUN than a regular KA. For every level of Decreased STUN Multiplier taken, subtract 1 from the STUN Multiplier roll (minimum of 1). Characters can only buy this Limitation a maximum of twice (-½ for -2, indicating a flat STUN Multiplier of 1 every time).

No STR Bonus (-½): This Limitation signifies an HKA to which the character cannot add extra damage from STR or movement. It might represent, for example, a laser sword — since the lethality of such a weapon doesn't depend on the muscles powering it, STR should not add to the damage it does.

KNOCKBACK RESISTANCE

Type: Special Power/Defense Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every -1m of Knockback

A character with Knockback Resistance reduces the Knockback he takes from attacks. Each -1m of Knockback Resistance costs 1 Character Point.

Knockback Resistance reduces both the meters traveled and the amount of damage done by Knockback. It applies to all attacks that do Knockback. Knockback Resistance doesn't cost END to use.

LEAPING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every +2m Leap

A character with Leaping can leap great distances. Examples of Leaping include characters with super-strong leg muscles, a martial artist's phenomenal leaping ability, or spring-boots.

Each +2m of Leaping costs 1 Character Point. Purchased meters of Leaping add to a character's base 4m meters of Leaping (see 6E1 141).

Leaping costs END to use. If a character makes a leap that takes multiple Phases to complete (see below), he only pays END once, in the Phase when he starts the leap.

USING LEAPING

In combat, leaps are identical to Flight, except that the character must choose a target point to land on when he begins his leap, and he cannot change direction in mid-leap. The target point of a leap need not necessarily be an "area" — the leaper could aim for a flying enemy or the "area" right in front of an airplane, for example. In combat or other crucial situations, it's possible to miss the target point of a leap; the GM may require the leaping character to make an Attack Roll against DCV 3 (the Range Modifier applies) to hit the target point (this takes no time). In noncombat, non-stressful situations, this isn't necessary.

A character cannot Brace or Set to improve his roll to land at the right target point with a Leap. Unless the GM rules otherwise, a character could buy 1-point Offensive Penalty Skill Levels to offset the Range Modifier as it applies to landing on a target point using Leaping.

Except as noted below, a character can use Leaping to perform velocity-based Combat/Martial Maneuvers like Move By and Move Through, assuming the target is in proper position and other circumstances are favorable. For example, Leaping so that the character lands on another character (perhaps throwing in a mighty downward roundhouse for good measure) might constitute a Move Through.

In some situations characters can use Leaping to counteract falls; see 6E1 141.

Acceleration with Leaping, whether it's a single-Phase or multiple-Phase Leap, is the same as for any other form of movement.

LEAPING HALF MOVES

A character may perform a Half Move with Leaping. In some situations, a character may want to make a Half Move vertical Leap (upward) to punch or otherwise attack a target above him (but not to perform a Move Through or Move By). In that situation, since he can't make another Half Move and "land" after attacking, he automatically completes his move on the next Segment, landing in that Segment on his DEX. For a really high vertical Leap, landing might take more than one Segment (use the Falling rules as a guideline).

With the GM's permission (given after appropriate evaluation of the situation, the special effects involved, common sense, dramatic sense, and game balance), a character could make two Half Move Leaps for the purposes of making a Full Move to perform a Grab By, Move By, Move Through, or the like. As long as a character moves no farther than he would with a Full Move, and doesn't get any benefits he wouldn't get from making a single Full Move, how the character describes the "Full Move" visually doesn't really matter — the "two half Leaps" are just the "special effect" of how the character performs the maneuver.

NONCOMBAT LEAPING

A character can also leap Noncombat distances. This doubles the distance of his Leap, but he's at ½ DCV, 0 OCV for the duration of the Leap. As with a normal Leap, the character must declare his target Area, and cannot change direction in mid-Leap. The Leap's duration in Phases equals the number of Noncombat doublings: every doubling adds a Phase to the duration of the Leap; the character can take no Actions during this time. If the character Leaps further than he can perceive, choosing a target Area will be difficult or impossible; he has to aim for a general area (and may suffer the standard penalties for inability to perceive his target with a Targeting Sense; see 6E2 7).

Example: *El Salto ("The Leapfrog") has Leaping 50m. He's also spent 20 points to increase the Noncombat multiple up to 32x combat distance, so he can leap a total of 50 x 32 = 1,600m in a single Leap. That's five doublings, so the Leap takes 5 Phases.*

POWERS

Flight: If a character uses Flight to hover, he cannot, from that "standing" position, initiate a Leap; nor can a Leaping character use Flight to "land" in mid-air. A character who's Leaping has to have something solid to "push off" from and land on.

POWER EXAMPLES: LEAPING

Spring-Boots: Leaping +20m (24m forward, 12m upward) (10 Active Points); OIF (-½). Total cost: 7 points.

Acrobatic Leaping: Leaping +8m (12m forward, 6m upward) (4 Active Points); Requires An Acrobatics Roll (-½). Total cost: 3 points.



ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Leaping. If he wants that Advantage to also affect the meters of Leaping he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Leaping +10m and wants all of his Leaping to be 0 END, he applies the +½ Advantage to 14 points (14m x 1 point each), even though he's only actually paying 11 points for Leaping (thus yielding a total cost to the character of [(14 x (1 + ½)) - 4 =] 17 points).

Accurate Leap: Leaping with this +5 Character Point Adder is always accurate; the character need not make an Attack Roll to land in his target Area. Accurate has no effect on Diving for Cover via leaping.

Improved Acceleration/Deceleration: Characters ordinarily shouldn't buy these Advantages for Leaping; the duration of long (Noncombat) leaps is as specified above.

Position Shift: This Adder has no applicability to Leaping, which isn't an "unusual" form of movement.

MegaScale: Characters sometimes apply MegaScale for *really* long Leaps. A MegaLeap takes one Phase per unit of measurement defined by the MegaScale. For example, if a character bought MegaScale (1m = 1 km) for his Leaping, then the leap takes 1 Phase per kilometer. If it were 1m = 10 km, his leap would take 1 Phase per 10 km.

If a character uses MegaLeaping, he must be able to perceive his target Area to land there accurately. If he has no way to perceive over Mega-distances, or he misses his Attack Roll, the MegaScale effect applies to the meters by which he misses the target. For example, if a character has MegaLeaping (1m = 1 km) and misses his Attack Roll by 2, he's off-target by 2 kilometers. (The GM may reduce this effect in the interest of dramatic sense or the like.)

Usable On Others: Characters cannot buy Leaping *Usable As Attack;* that effect requires Telekinesis.

LIMITATIONS

Forward Movement Only (-1): Leaping with this Limitation doesn't improve a character's vertical leap, only his forward leap. If the character tries to leap straight up, he cannot add any meters of Leaping with this Limitation to his leaping distance based on STR. Similarly, a character could buy Leaping, *Upward Movement Only* (-1).

LIFE SUPPORT

Type: Standard Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: See Life Support Table

A character with Life Support can operate in unfriendly or deadly environments without harm, and/or needs reduced resources to maintain his health and life. Examples of Life Support include gas masks, SCUBA gear, elixirs of eternal youth, and taking tiny doses of a poison to build up an immunity to its effects. The Life Support Table shows the Character Point cost for various types of Life Support.

Characters who do not breathe oxygen in their natural state can define the "default environment" they can breathe in (for example, a fish, by default, "breathes underwater"). They don't have to buy *Expanded Breathing* to breathe in their default environment — instead, they have to buy that form of Life Support to breathe oxygen as a human would.

A character with a *Safe Environment* Life Support doesn't take damage from that type of environmental condition, or from a Change Environment that creates that condition. However, he still takes damage from attacks with that special effect due to the sudden system shock. For example, a character who can survive Intense Heat can walk around in the desert without suffering any discomfort or ill effects from the heat, and can tolerate a "Heatwave" created by Change Environment without harm, but still takes damage from fire- or heat-based attacks or being dunked in lava. See Chapter Six of 6E2 for further information.

Furthermore, a Safe Environment only means the character can survive the rigors of his surroundings. He cannot breathe unless he buys that form of Life Support separately. Thus, to exist safely in a Vacuum costs 12 points (10 points for *Self-Contained Breathing* plus 2 points for *Safe Environment: Low Pressure/Vacuum*).

Applying Life Support to someone who's already taken damage from something (such as Safe Environment for an environmental effect, or Immunity for a poison or alcohol) doesn't "cure" or "reverse" that effect. It simply prevents the character from taking further damage from it.

Total Life Support costs 35 Character Points. It includes *Self Contained Breathing* (10 points), *Diminished Eating* (3 points), *Diminished Sleep* (3 points), and all the *Safe Environments* and *Immunities* (19 points)

LIMITATIONS

If a character buys multiple types of Life Support with a Limitation that applies to all the types, add them together and apply the Limitation to the overall cost. If different Limitations apply to different types, apply each Limitation individually, then add the Limited costs together to get a total cost for Life Support.

LIFE SUPPORT TABLE

Cost	Effect
1-4	**Extended Breathing:** The character may hold his breath longer than normal. Ordinarily, characters who hold their breath must spend 1 END per Phase to do so. Every point of Extended Breathing allows a character to hold his breath for periods of time one step up on the Time Chart: for 1 point of Extended Breathing, he only spends 1 END per Turn; for 2 points, 1 END per Minute; and so forth (see 6E2 130 for further information). Because the character is holding his breath, he may not take Recoveries. Extended Breathing doesn't affect the rate at which the character spends END for other things.
5	**Expanded Breathing:** The character may breathe in one type of unusual environment (underwater, in methane, and so on)
10	**Self-Contained Breathing:** The character's breathing is self-contained (he doesn't need to breathe at all).
1-3	**Diminished Eating:** Ordinarily, characters must eat and drink at least once every six hours. Diminished Eating increases the time periods during which the character can go without food and drink (and thus diminishes his need to excrete as well).
	1 point: Character only has to eat once per week.
	2 points: Character only has to eat once per year (or other time period).
	3 points: Character doesn't have to eat at all.
1-3	**Diminished Sleep:** Ordinarily, characters must sleep about eight hours out of every 24. Diminished Sleep decreases the amount of sleep a character needs.
	1 point: Character only has to sleep eight hours per week.
	2 points: Character only has to sleep eight hours per year (or other time period).
	3 points: Character doesn't have to sleep at all.
2	**Safe Environment:** Character is safe in Low Pressure/Vacuum
1	**Safe Environment:** Character is safe in High Pressure
2	**Safe Environment:** Character is safe in High Radiation
2	**Safe Environment:** Character is safe in Intense Cold
2	**Safe Environment:** Character is safe in Intense Heat
1-5	**Longevity:** The character ages more slowly than normal people (the base lifespan for all characters is assumed to be 100 years). For 1 point, the character ages at half normal rate (lifespan 200 years); for 2 points, at one-fourth normal rate (lifespan 400 years); and so forth. For 5 Character Points the character is immortal; he doesn't age at all.
1-5	**Immunity:** The character is immune to the effects of a particular drug, poison, disease, or similar substance. The exact cost depends upon the frequency and potency of the substance to which the character is Immune — the greater the effect of a substance, and the more often it is encountered, the more Immunity to it costs. For example, Immunity to Alcohol would be 2 Character Points; Immunity to any single common poison or venom would be 1 Character Point. Immunity to All Terrestrial Diseases or All Terrestrial Poisons costs 5 Character Points each.

A character can buy whichever forms of Life Support he wants. He doesn't have to purchase some as a condition for purchasing others.

POWER EXAMPLES: LIFE SUPPORT

Gas Mask: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-½), 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 7 points.

Stim Pill: Life Support (Diminished Sleep: Need Not Sleep), 4 Continuing Charges lasting 1 Day each (+0) (3 Active Points); OAF (-1). Total cost: 1 point.

Arctic Survival Suit: Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-½). Total cost: 1 point.

TOOLKITTING: ALTERING LIFE SUPPORT

Life Support is a flexible Power that you can easily change to adapt it to a specific campaign setting or preferred style of play.

First, you can add Safe Environments to reflect common conditions in the campaign. For example, in a Star Hero game, characters might often get exposed to pulson energy fields that can have negative effects on living tissue. The GM could make Pulson Fields a type of Safe Environment, thus making it easy for characters to buy protective suits.

Second, you can change the cost of some part of Life Support based on campaign preferences. For example, in many campaigns a character's lifespan really doesn't matter for game purposes (except perhaps as a defense for AVADs that manipulate a character's age), so perhaps Longevity costs nothing. If the game only covers a few years' time, what does it matter that one type of character has double the lifespan of another? Similarly, in a campaign where the GM plans to run a lot of underwater adventures, perhaps Expanded Breathing and Self-Contained Breathing are half cost (to encourage PCs to buy them) or double cost (because they're so much more important).

LUCK

Type: Special Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 5 Character Points for every 1d6 of Luck

This Power represents a quality of fate that helps events turn out in a character's favor. Each 1d6 of Luck costs 5 Character Points. Luck doesn't cost END to use.

The GM may have a character make a Luck Roll when he (the character) is totally overwhelmed in combat, has no idea of how to find what he's looking for, is about to let an opponent escape, or any other time outrageous fortune could save him when he doesn't expect it. However, the GM should never let Luck rule a situation; he has full control over when, how often, and how much Luck helps a character. If it's necessary for an antagonist to capture a character, then he will, regardless of how much Luck the character has. Similarly, if a character does something really stupid, the GM shouldn't feel compelled to let the character's Luck save him. In any case, Luck shouldn't come into play very often — it should be a pleasant surprise for a character, not something he depends on.

When the GM asks for a Luck roll, the player rolls 1d6 for every 5 Character Points of Luck his character has. Each "6" rolled counts as 1 point of Luck. The GM then decides what (if any) lucky event happens to a character. The more points of Luck the character rolled, the luckier he should be. (Characters cannot use Overall Skill Levels to "increase" the number of 6s rolled for Luck.) The Luck Table provides some general guidelines to follow when determining the effects of Luck.

LIMITATIONS

Charges: If a character buys Luck with Charges, he uses a Charge every time he makes a roll, whether the roll succeeds or not.

POWER EXAMPLES: LUCK

Blessing Of The Moon Goddess: Luck 3d6 (15 Active Points); Only At Night When The Moon Is Perceivable (-1½). Total cost: 6 points.

Fortunes Of Battle: Luck 2d6 (10 Active Points); Only In Combat (-½). Total cost: 7 points.

LUCK TABLE

Points of Luck	Possible Effects
1	The character might find a clue or gain information; the character's opponent could be momentarily distracted or stopped, giving the character a temporary advantage.
2	The character could accidentally happen upon someone important or stumble across someone he was looking for. The character's opponent could be troubled by a malfunctioning weapon or a stalled getaway car.
3	The character might be saved by the most miraculous of coincidences. He may stumble upon Mister Big accidentally, or have a terminal fall broken by a huge pile of rubber pads that just happen to be in the right place. The enemy's henchman could turn out to be a childhood friend. Incredible luck is possible.
4 or more	Treat as 3 sixes, but with the possibility that some of the lucky events "rub off" and help the Lucky individual's friends.

MENTAL BLAST

Type: Mental Power/Attack Power
Duration: Instant
Target: Target's DMCV
Range: LOS
Costs END: Yes
Cost: 10 Character Points for every 1d6 Mental Blast

A character with Mental Blast can directly attack another character's mind to cause STUN damage. Some examples of Mental Blast include pain infliction, induced sleepiness or euphoria, or harmful "mental feedback." (The *Resistance* Talent provides no protection against Mental Blasts defined as pain infliction.) Each 1d6 of Mental Blast costs 10 Character Points.

To use Mental Blast, the character makes an MCV Attack Roll. If he succeeds, he rolls his Mental Blast dice. The target subtracts his Mental Defense (if any) and takes the remaining damage as STUN. Mental Blasts only do STUN damage, have no effect on inanimate objects, and do no Knockback. Mental Blast costs END to use.

ADVANTAGES

Does BODY: Mental Blasts that do BODY are not Killing Damage attacks, so Mental Defense doesn't have to be Resistant to stop the BODY damage. Mental Blasts that do BODY only work against beings with minds; they will not do BODY damage to inanimate objects such as walls or vehicles.

MENTAL DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every 1 point of Mental Defense

A character with Mental Defense is resistant to mental attacks — he can withstand some of the effects of Mental Powers (such as Mental Blast, Mind Control, or many Powers bought with *Attack Versus Alternate Defense*). Some examples of Mental Defense include psionic shields or extremely strong willpower.

Every 1 point of Mental Defense costs 1 Character Point. All characters start with 0 Mental Defense. Mental Defense doesn't cost END to use.

Each point of Mental Defense subtracts from the total rolled on the Effect Roll for Mental Powers before those Powers are applied to the character.

Example: *Jason Starward buys 10 Character Points' worth of Mental Defense. An alien attacks Starward with Mind Control, and gets an Effect Roll of 35. Starward subtracts his Mental Defense, leaving 25 points of effect (35-10) to compare to his EGO.*

Like other Special Powers, Mental Defense is "on" at all times, unless the character chooses to turn it off.

Mental Defense is not Resistant, but characters may purchase Resistant (+½) for it.



POWER EXAMPLES: MENTAL BLAST

Mindlance: Mental Blast 6d6 (60 Active Points); Perceivable (-¼). Total cost: 48 points.

Psionic Pain Induction: Mental Blast 2d6, Constant (+½). Total cost: 30 points.

Sleep Spell: Mental Blast 6d6 (60 Active Points); OAF Expendable (goose feather; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 18 points.

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POWER EXAMPLES: MENTAL DEFENSE

Iron Will: Mental Defense (8 points) (8 Active Points); Requires An EGO Roll (assumes an EGO Roll of 12- or 13-; -¾). Total cost: 5 points.

Psionic Shield: Mental Defense (10 points) (10 Active Points); OIF (Helmet; -½). Total cost: 7 points.

MENTAL ILLUSIONS

Type: Mental Power/Attack Power
Duration: Instant
Target: Target's DMCV
Range: LOS
Costs END: Yes
Cost: 5 Character Points for every 1d6 Mental Illusions

A character with this Mental Power can project illusions directly into an opponent's mind. Some examples of Mental Illusions include psionic illusion powers and hallucination-inducing drugs. Each 1d6 of Mental Illusions costs 5 Character Points. Mental Illusions costs END to use.

USING MENTAL ILLUSIONS

To use Mental Illusions, the character makes an MCV Attack Roll. If he succeeds, he defines the illusion he wants the target to perceive, and the GM determines what level of effect he needs on the Mental Illusions Effects Table to create that illusion. The character then makes a standard Effect Roll, subtracts the target's Mental Defense (if any), and compares the result to the Mental Illusions Effects Table. If the Effect Roll is not sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is high enough to achieve the desired effect, the illusion is established in the target's mind; the target won't know he's experiencing an illusion until he succeeds with a Breakout Roll.

On the target's first Phase after a Mental Illusion is established, he may attempt to see through or "disbelieve" the illusion by making a Breakout Roll (see 6E1 149). The target remains under the influence of the illusion (at the given level) until he succeeds with a Breakout Roll. He can make another Breakout Roll (with a bonus to the roll) if the illusion performs in a way that doesn't meet his expectations (for example, if an illusory loved one did not recognize him). At the GM's discretion, he receives additional bonuses to his roll if other persons try to "snap him out of it."

Since a character's ability to perceive that a Mental Illusion is fake may depend on his observational abilities (*i.e.,* his PER Roll) as much as on his willpower, at the GM's option a PER Roll may be a Complementary Skill roll to the character's Breakout Roll. However, since a Mental Illusion is "all in the character's head" it usually conforms to his beliefs and expectations automatically (see below).

DEGREES OF ILLUSION

When using Mental Illusions, characters can make cosmetic or major changes to a setting, completely alter that setting, or so deeply ensnare the victim in the illusion that he no longer interacts with the real environment.

COSMETIC CHANGES

Cosmetic changes to the setting include:

- changing colors
- making friends look like (but not act like) enemies
- minor changes to a person's or object's appearance (an illusory disguise; a moustache on the Mona Lisa; a wound appears that isn't really there; a handgun looks like a different model handgun)
- minor sensory changes (a dry object feels wet; a Mozart symphony sounds like a Beethoven symphony; a steak smells like fish; making something seem to taste bad)
- the creation of minor sensory effects (simple music appears out of nowhere, the walls begin to talk)
- minor objects (decorative items, non-dangerous or non-valuable objects) appear where none exist, or vanish if they're present

MAJOR CHANGES

Major changes to the setting include:

- making friends look and act like enemies
- doubling the number of opponents a character's fighting
- changes in the weather (but not the overall environment or setting)
- major changes to a person's or an object's appearance (a human appears to be a non-humanoid alien; a handgun turns into a serpent)
- major sensory changes (a Mozart symphony sounds like two old women talking; a whole object feels broken; a steak smells like dung)
- the creation of major sensory effects (explosions, complex music)
- important objects (enemies, walls, pits, moving vehicles, weapons) appear where none exist, or vanish if present

COMPLETELY ALTERING THE SETTING

Completely altering the setting includes:

- complete changes to the environment (city streets become moonscapes, jungles, or deserts; all objects appear to be three feet left of where they really are)
- the target appears to be nowhere at all (in the middle of some blank, featureless area)
- all sensory input vanishes or is radically changed (a battlefield appears to be a peaceful meadow, the target's sense of balance, direction, and the like may be changed)
- major important objects (entire buildings, an army, a planet) vanish, or appear where they don't exist

REMEMBERING THE ILLUSION

A mentalist with Mental Illusions can make a character believe that his illusory experience was real after the illusion dissipates. This requires +20 points of effect, just like making the victim believe his Mind Controlled actions were the product of his own free will or concealing the fact that his mind is being read with Telepathy from him. (The GM can reduce this to only +10 if he thinks the Illusion is one the victim would particularly like to believe is real, or is otherwise particularly convincing.)

However, at the GM's option this effect is not automatic even if the mentalist rolls a high enough total on his Effect Roll. It only works if the Illusion is of an experience that the target would remember and consider real; more importantly, the Illusion has to end of its own accord, not because the target sees through it.

Example: *Hypnos wants to wreck Mighty Man's life. He kidnaps Mighty Man's wife and then attacks the hero with an Illusion of his wife divorcing him. This is a "major change to setting," so Hypnos needs to roll EGO +10, with another +20 to make Mighty Man think that the Illusion "really happened," for a total of EGO +30. Mighty Man has a 13 EGO and no Mental Defense, and Hypnos rolls 58, more than sufficient to achieve his wicked objective. The GM rules that the Illusion must last for two Hours to simulate the proper passage of time. Mighty Man fails his Breakout Rolls during the two Hours, primarily because Hypnos pays END to maintain the effectiveness of the Illusion, and after the Illusion "ends" he's convinced his wife has divorced him and doesn't look for her. (Eventually he might think to look for the divorce papers, and unless Hypnos has planted a set of fake papers in Mighty Man's house, Mighty Man's failure to find any records of the divorce will probably break the effect of the Illusion.) Had Mighty Man made even one of his rolls, he would have seen through the Illusion and Hypnos's plot would have failed.*

INTERACTION WITH THE ILLUSION AND THE ENVIRONMENT

For the first three levels of Mental Illusions, the victim still interacts with the real world: although a car appears to be a horse, the victim still bumps into it as a car. At the GM's option, any significant difference between what the victim perceives and what he "feels" may give him another chance to make his modified EGO Roll to disbelieve the illusion. Similarly, to the extent possible the character interacts with the Illusion — if he's run over by an illusionary bus, he falls to the ground even though the bus doesn't actually exist. If he sees an illusory pit, he can crawl up to the edge of it and reach into it, and it feels real to him. He can even "fall into" the pit, although he won't take damage from the fall (but see *Harmful Illusions,* below). Other characters see the victim of the Mental Illusion fall flat on the ground as he "falls into the pit"; as he tries to "climb out" of the illusory pit, they see him miming climbing actions, pulling out and using his grapnel or line-gun, and so forth. The character spends END when taking actions in response to a Mental Illusion — he's "mentally exhausting himself."

If a Mental Illusion achieves a designated EGO +30 result, the victim no longer interacts with his environment: the illusion is completely "in his head." In this case he only thinks he is, for example, walking forward or striking an opponent; he won't actually perform these actions. In fact, in most situations he simply stands still. Characters in this state are usually at ½ DCV (possibly even 0 DCV). If the Illusion is of something that would require excessive movement, such as a combat scene, at the GM's option the character may still move around slightly and may have his full DCV (or at least suffer a lesser reduction).

MENTAL ILLUSIONS EFFECTS TABLE

Total rolled on Mental Illusion dice - Mental DEF is:	Effect
Greater than EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment
	Modifiers (can be applied at any level)
-10	Illusion matches target's Psychological Complications
+10	Illusion contradicts target's Psychological Complications
+20	Target will remember the illusion as being "real" after it has ended
+10	Target takes STUN damage from illusory attacks
+20	Target takes BODY and STUN from illusory attacks

Because Mental Illusions work on a character's mind, they affect all of his Senses, even Senses he has which the character creating the Mental Illusions doesn't know about — he can see, hear, feel, smell, and taste the illusion. If he has Danger Sense, it can trigger his Danger Sense. He would, for example, feel illusory pain from an illusory fall, but the pain would not actually affect him (*i.e.,* it would not decrease his STUN or BODY, not unless the mentalist tries to damage him and succeeds in doing so; see below). If he "hits" an illusory being, he feels the force of the impact and think that he connected.

ILLUSIONS' REACTIONS

Like Images, Mental Illusions react to the actions of the persons subject to them (unless the character using the Power doesn't want them to for some reason). For example, suppose a wizard confronts a troll with the Mental Illusion of a fierce warrior that's attacking it. If the troll "attacks" the warrior and "hits" it, the warrior appears to take damage. That doesn't necessarily impair the warrior's efficiency (*i.e.,* the power and effectiveness of the Mental Illusion), but if the illusion doesn't react appropriately, it may give the victim a chance to make another Breakout Roll.

At the GM's option, a mentalist can instead declare that an Illusion is "pre-programmed" — in other words, he describes exactly what the Illusion will show/do, and it doesn't vary from that description regardless of what the victim does. This reduces the target for the Effect Roll by 5, but the drawback is that over time the Illusion tends to accumulate inconsistencies and illogical occurrences more quickly than a standard "controlled" illusion. Targets trying to break out of "pre-programmed" Illusions receive an additional +1 to their Breakout Rolls for each step on the Time Chart. Thus, they roll at +2 after one Turn, +3 after 1 Minute, and so forth. (On the other hand, if the mentalist concentrates on maintaining the quality and consistency of the Illusion, he minimizes the victim's ability to break free — in game terms, he's maintaining mental contact and spending END to keep the Breakout Roll from improving.)

Of course, even if a character pays END to "maintain" an Illusion, it's still possible for it to react inappropriately. For example, the mentalist might unknowingly include in the Illusion someone who's in love with the target. If this illusory person doesn't react appropriately to the target, the target probably begins to suspect that something's wrong. He might then receive another roll to break free of the Illusion

PERCEPTION OF THE ILLUSION

Because a Mental Illusion is entirely "in the head" of the victim, unless the GM rules otherwise it's not necessary for the character using Mental Illusions to have detailed knowledge of the Illusion he's trying to create. He declares what he wants the target to perceive — say, "three trolls" or "a Mozart symphony." Even if he knows little or nothing about what trolls look like or Mozart symphonies sound like, the target perceives the Illusion exactly as he expects it to be — it looks like trolls as the target believes trolls look, the symphony sounds the way he expects it to sound. The target's idea of what trolls look like or Mozart symphonies sound like may be completely inaccurate, but they still "look right" to him within the framework of his knowledge. The *Depends On Character's Knowledge* Limitation (see below) can alter this, as can the GM based on common sense, dramatic sense, special effects, and other considerations. The more specific the knowledge required to make an Illusion work — for example, that someone depicted in the Illusion has a long and tortured personal relationship with the victim — the more



appropriate it is for the GM to let "inconsistencies" in the Illusion tip the victim off (*i.e.,* allow him another Breakout Roll, or a bonus to a scheduled Roll).

Typically a mentalist has at least some idea of what the victim of a Mental Illusion perceives — after all, he has to describe what he wants the victim to experience when he uses the power. Perceiving how the target thinks the Illusion should "look" may sometimes give insight into the target's personality. If the mentalist maintains some sort of "mental contact" with the victim, such as feeding END to the Illusion to keep it from deteriorating or Mind Linking with him, he can perceive in his mind exactly what the victim perceives (though of course he doesn't actually experience the Illusion; it's akin to watching a movie in many respects). On the other hand, if the Illusion is "pre-programmed" or has the *No Conscious Control* Limitation, he typically doesn't know what it "shows" the victim, though the victim's behavior or speech may provide some information about the Illusion.

ADDITIONAL RULES

Because Mental Illusions work on a character's mind, they affect all of his Senses, even Senses he has which the character creating the Mental Illusions doesn't know about.

Unless the GM rules otherwise, a Mental Illusion can create a subjective sensation (such as "this tastes bad") instead of just an objective one ("this tastes salty").

HARMFUL ILLUSIONS

A character can take Normal Damage from a Mental Illusion. If the attacker declares his Effect Roll at +10, the victim can take STUN from illusory attacks; if at +20, the character can take BODY and STUN. The maximum Active Points in an illusory attack equals the Effect Roll achieved with the Mental Illusions dice or the Active Points in the Mental Illusions power, whichever is less. The defense against damage from illusions is the appropriate defense for the illusory attack: PD for an illusory fist, ED for an illusory laser beam, and so forth (at the GM's discretion, the victim may add any Mental Defense he has to such defenses). Illusory attacks never do Knockback (though an EGO +20 or better Mental Illusion could make the target *think* he's been Knocked Back).

An illusory attack can't inflict more damage than it could do logically — a .44 Magnum pistol can't do 20d6 damage, regardless of how many points the mentalist spent on Mental Illusions. Illusory attacks cannot have Advantages; they do straightforward damage. Illusory attacks should function like Instant Powers, doing damage once per Effect Roll; they don't inflict damage repeatedly like Constant Powers unless the GM permits this (in which case the character stops taking damage as soon as he succeeds with a Breakout Roll).

A character under the effects of injurious Mental Illusions only takes damage on the Phases indicated by the attacker's SPD (a SPD 3 mentalist who created a Mental Illusion could only use it to inflict damage on Phases 4, 8, and 12). To continue doing damage with a Mental Illusion beyond the first Phase in which a target is attacked with it, the character must maintain the illusion by paying END each Phase to keep it from deteriorating, and must use a Half Phase Action each Phase.

Example: *A Varanyi attacks Storvak (EGO 10) with the Illusion of a tropical jungle, complete with a large tiger that can do both STUN and BODY to Storvak. This requires a base EGO +20 Effect Roll, since it completely alters the setting. Additionally, it requires a +20 effect because the Illusion can inflict both STUN and BODY. Thus, the Varanyi must make an EGO +40 Effect Roll to succeed. After making his MCV Attack Roll, the Varanyi rolls his 11d6 of Mental Illusions. He rolls 37 — not enough to achieve the desired effect. But the attack grabs Storvak's attention.*

Storvak charges with blade drawn. The Varanyi decides to create the Illusion that he pulls out an energy pistol, fires, and hits Storvak. This is an EGO +10 effect, +10 more because the Varanyi wants the attack to do STUN. After making his MCV Attack Roll, the Varanyi rolls 40 on his Effect Roll. Since this is greater than Storvak's EGO +20, it's enough to establish the desired Illusion. Storvak fails his Breakout Roll and takes 40 (the points of effect rolled on the dice)/5 = 8d6 STUN damage against his Energy Defense.

Typically causing damage requires at least "major changes to setting" (EGO +10). Cosmetic changes can only make a weapon or attack look like some other weapon or attack.

WHEN ILLUSION DAMAGE ACCRUES

Damage from Mental Illusions doesn't apply until after the target fails his first Breakout Roll. Thereafter it applies in the Segment in which he suffers it. This may require some deft handling on the GM's part to prevent a player from realizing he's taking damage from a Mental Illusion. For example, suppose that Mental Lass (SPD 6) uses her Mental Illusions on HeroMan (SPD 5) in her Phase on Segment 4. HeroMan gets a Breakout Roll on his first Phase (in the next Segment, 5), and he can only react to and be affected by the Power on his own Phases. If Mental Lass achieves a sufficient Effect Roll to do STUN damage to HeroMan, HeroMan can't actually lose the STUN until he gets the chance for, and fails, a Breakout Roll in his Phase in Segment 5. Yet if the GM delays the damage, HeroMan's player immediately gets tipped off that Mental Illusions are involved. The solution is for the GM to make the Breakout Roll for HeroMan. Some players may object to this, but any other way clues them in to what's going on, which diminishes the fun of the game. If he knows there's a villain with Mental Illusions in the scenario and that this situation could arise, the GM could have the players each make several rolls in advance and just use those results if necessary.

POWER EXAMPLES: MENTAL ILLUSIONS

Illusionary Disguise: Mental Illusions 8d6 (40 Active Points); Self Only (-1). Total cost: 20 points.

Spell Of Myriad Phantasms: Mental Illusions 12d6 (60 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 20 points.

Phobic Manipulation: Mental Illusions 12d6 (60 Active Points); No Conscious Control (only to force target to experience his greatest fear; -1). Total cost: 30 points.

5

POWERS

Invisibility: A mentalist can use Mental Illusions as a form of Invisibility; *i.e.,* by creating the illusion that he (or some other character) isn't present. This has some advantages over ordinary Invisibility — it applies to all Senses and can cover tracks and other things Invisibility ordinarily doesn't — but it has drawbacks as well. One drawback is that Mental Illusions invisibility can only affect one person at a time (unless the character buys Area Of Effect for his Mental Illusions), and requires a successful MCV Attack Roll.

Another is that the mentalist has to achieve a sufficiently high Effect Roll to render himself unseen. Typically invisibility qualifies as a "major change." (Just providing "camouflage" that gives a bonus to Stealth rolls of +1 per full 10 points in the Effect Roll is a cosmetic change.) If the character stands still or barely moves, the GM might only require a cosmetic change; if the character moves around a lot and creates intense sensory impressions, completely altering the setting might be required to hide him.

LIMITATIONS

Cannot Cause Harm (-¼): Mental Illusions with this Limitation cannot cause STUN or BODY damage, or have similar effects. They could still, for example, trick a victim into walking off a cliff, but they cannot cause direct harm via the standard Effect Roll modifier.

Depends On Character's Knowledge (-½): The accuracy of this form of Mental Illusion depends on the character's knowledge (much like an Image). If he wants to create an Illusion of a troll, but he doesn't know what trolls look like, the inaccuracies may tip the target off, giving him a bonus to Breakout Rolls or a chance to make additional Breakout Rolls (see above for more information).

Limited By Senses (-¼ to -½): This Limitation represents a Mental Illusions power that for some reason cannot affect certain Senses. Inability to affect a Targeting Sense Group (typically, the Sight Group) is a -½ Limitation; inability to affect a Nontargeting Sense Group (*i.e.,* any other Sense Group, in most campaigns) is worth a -¼ Limitation per Sense Group.

No Conscious Control (-1): This Limitation allows a character to create a Mental Illusions power that can pull dreams, memories, a person's greatest fear, and similar things out of a target's mind and make him relive them or experience them. Since the mentalist typically has no idea what sort of Illusion the target perceives — he just activates his Mental Illusion power and lets it "search" in the target's mind for the memory or dream to replay — he has no real control over the Illusion. However, since the mentalist can control when he turns the power on and off, the Limitation's value is reduced from its usual -2 to -1.

Self Only (-1): This simulates a Mental Illusions power a character can only use to change his outward appearance (perhaps making him look like the target's beloved, a celebrity, or the like). It's not necessarily restricted to one target (he could, for example, apply the *Area Of Effect* Advantage so he could make multiple people perceive the Illusion at once), but the Illusion can only alter his personal appearance. If he tries to imitate someone's appearance, the accuracy of the imitation is typically flawless, since the victims of the Illusion perceive that person just as they believe him to look like.

COMPLICATIONS

Psychological Complication: Illusions that agree with a target's Psychological Complications may be harder for the target to disbelieve; conversely, those that contradict a target's Psychological Complications are usually easier for him to resist. On the average, an illusion that agrees with a target's Psychological Complication requires 10 less points of effect; one which contradicts his Psychological Complications requires +10 points of effect. This bonus/penalty can vary depending upon the strength of the Psychological Complication.

> **Example:** *Mighty Man is deeply in love with his wife (20 point Psychological Complication). Hypnos creates an illusion of Mighty Man's wife asking Mighty Man to follow her (Hypnos plans to lead his archenemy into a deathtrap). Because the illusion neatly exploits Mighty Man's Psychological Complication, Hypnos requires -10 points on his Effect Roll to succeed with his illusion. On the other hand, had Hypnos tried to create an illusion in which Mighty Man's wife attacks him, Hypnos might be required to achieve +10 worth of effect, since Mighty Man knows his wife has no reason to attack him (not as long as he remembers to take the garbage out, anyway).*

Vulnerability: If a character has Vulnerability to Mental Powers, the Vulnerability multiplier doesn't apply to damage done by a Mental Illusion that's powerful enough to inflict damage. The doubling of effect for Mental Powers may make it more likely that the mentalist can achieve an "Illusion does damage" level of effect, but the Vulnerability doesn't also increase the damage suffered.

MIND CONTROL

Type: Mental Power/Attack Power
Duration: Instant
Target: Target's DMCV
Range: LOS
Costs END: Yes
Cost: 5 Character Points for every 1d6 Mind Control

A character with this Mental Power can take control of another character's mind, and thus of his actions. Examples of Mind Control include psionic domination powers, some forms of brainwashing, and hypnosis. Each 1d6 of Mind Control costs 5 Character Points. Mind Control costs END to use.

To use Mind Control, the character makes an MCV Attack Roll. If he succeeds, he gives the target an order. The character must have some way to communicate the order to his target, whether by voice or other means; otherwise, he cannot establish Mind Control. (Unless the GM rules otherwise, neither an Interaction Skill nor any other type of Skill can be used non-verbally to communicate an order via Mind Control.) The GM determines what level of effect the character needs on the Mind Control Effects Table to establish that control, based on how agreeable the target is to the command. The character then makes a standard Effect Roll, subtracts the target's Mental Defense (if any), and compares the result to the Mind Control Effects Table. If the Effect Roll is insufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, the character establishes control over the target's mind; the target won't know he's experiencing Mind Control until he succeeds with a Breakout Roll.

The four basic levels of Mind Control are self-explanatory and are based on the orders being given. It's easier to Mind Control someone if the orders seem reasonable, and harder if they're poorly worded. The Mind Control rules make it fairly easy to set up small Mind Control effects, and harder to set up more sweeping ones. It's also easier to create a long-lasting, but inconsequential, Mind Control than a more comprehensive one.

DEGREES OF CONTROL

When using Mind Control, the degree of control a character exerts over the target can vary from minimal to total.

GREATER THAN EGO

At the lowest level of Mind Control, the target "Target will perform actions he's inclined to perform anyway." This doesn't refer to things he's already doing or was already going to do (which the mentalist doesn't need Mind Control to make him do, obviously). It typically refers to situations where the target has a choice of roughly equivalent options, and the mentalist wants him to choose one over the others. For example, if the target's looking at menu in a restaurant, this level of Mind Control could make him choose the roast beef instead of the chicken. If he's trying to decide what to do with his Saturday afternoon, this level of Mind Control could make him choose "take a nap" over playing a game or watching a movie. If the target is in combat, this level of Mind Control could make him choose one or the other of two equally attractive targets. But this level of Mind Control can't make him do things he's not already inclined to do — for example, the mentalist couldn't make the character leave the restaurant, mow the lawn, or quit fighting, none of which he feels like doing at the time.

Also at this level of control, a target will "believe any statement that doesn't contradict prior knowledge." In other words, the mentalist can tell the victim a lie and make him believe it without question, provided the victim's own knowledge, experiences, or direct observation don't tell him otherwise. For example, he could Mind Control someone into believing that his (the mentalist's) car is red, regardless of the fact that it's blue... as long as the victim's never seen the car or had any other way to learn that it's really blue.

MIND CONTROL EFFECTS TABLE

Total rolled on Mind Control dice - Mental Defense:	Effects
Greater than EGO	■ Target will perform actions he's inclined to perform anyway ■ Target believes any statement which doesn't contradict prior knowledge
EGO +10	■ Target will perform actions he wouldn't mind doing ■ Target will believe any statement that doesn't contradict reality under direct observation
EGO +20	■ Target will perform actions he is normally against doing ■ Target will believe any statement that doesn't contradict strongly held personal beliefs or principles (such as Psychological Complications)
EGO +30	■ Target will perform actions he is violently opposed to doing ■ Target will believe statements that contradict strongly held personal beliefs or principles (including Psychological Complications) or that contradict reality under direct observation.

	Modifiers (can be applied at any level)
-5	Order is worded in an exceptionally convincing manner
+5	Order is poorly conceived or contradictory
-10	Order matches target's Psychological Complications
+10	Order contradicts target's Psychological Complications
+10	Target will not remember actions
+20	Target will remember actions and think they were natural

EGO +10

The second lowest level of Mind Control lets the mentalist make the target "perform actions he wouldn't mind doing." This is stronger than "actions he's inclined to perform anyway," but doesn't rise to the level of "actions he's normally against doing." In other words, the mentalist can't make the target do things he doesn't want to do on some level, but has greater control over the choices and decisions the target makes. For example, if the target's in a restaurant trying to decide what to eat, EGO +10 Mind Control could make him leave and go to another restaurant, or maybe even decide not to eat at all... but it can't make him attack someone in the restaurant, which is something he would "mind doing." If the target has leisure time available on a Saturday, a mentalist could use this level of Mind Control to make him do household or gardening chores (mow the lawn, weed the flowerbed, clean the garage...) rather than completely relax. Those are things he doesn't really want to do given a choice, but that he doesn't strongly object to doing. Things he strongly objects to — like going into work, or starting a fight — require higher levels of control. In a combat situation, this level of Mind Control could make the victim choose a target that's a poor choice for him to attack, but it couldn't make him leave the battle, stop fighting, or attack an obviously pointless target.

Also at this level of control, a target will "believe any statement that doesn't contradict reality under direct observation." This means the mentalist can convince the target to ignore the weight of his own prior knowledge and experience in favor of believing the mentalist's statement on the fact — only direct observation makes this impossible. For example, suppose the target has seen the mentalist's car before and knows that it's blue. Provided the car is not actually within the target's sight, the mentalist can use the EGO +10 Mind Control command "My car is red" to make the target absolutely, positively believe the car is red.

EGO +20

Significant changes in behavior start to become possible at the EGO +20 level, which lets the mentalist make the target "perform actions he's normally against doing." This covers most non-extreme changes in action and behavior, including things a character would strongly (but not violently) object to doing. For example, the mentalist could make a character in a restaurant create a scene, start a fight, or even commit a minor theft. He could make a character trying to enjoy a Saturday afternoon of leisure go into work or take on a lengthy and tiring task that isn't in any way relaxing. In a battle, a character subjected to EGO +20 Mind Control could be forced to flee from the combat or expose himself to counterattack (*i.e.,* do something that lowers his DCV by up to half), but not to surrender, attack one of his allies/teammates, or hurt himself.

Also at this level of control, a target will "believe any statement that doesn't contradict strongly held personal beliefs or principles (such as Psychological Complications)." This means the mentalist cannot override key elements of a target's personality or beliefs, but can dictate opinions and beliefs on matters that aren't important to the target. For example, if a character isn't especially religious, this level of Mind Control can make him adopt the beliefs of a particular faith — but if he's already religious, EGO +20 Mind Control won't make him change his opinions. A villainous mentalist could use this level of Mind Control to make many ordinary people believe he's their wise and virtuous leader whom they should obey. Direct observation counteracts this level of Mind Control; a mentalist can't make a target believe his car is red when the target can see that the car's blue.

Controlling a character in typical "everyday" situations requires no more than the EGO +20 level of Mind Control, at most. The last and highest level of Mind Control is needed mainly for combat and other intense situations PCs tend to find themselves in.

EGO +30

This is the highest level of Mind Control a mentalist can achieve. It indicates total control over the subject, such that the mentalst can make him "perform actions he is violently opposed to doing." This includes violating his Psychological Complications, putting himself in danger (up to and including reducing his DCV to 0, attempting to hurt himself or commit suicide, and so on), committing crimes, and engaging in utterly bizarre and inappropriate behavior. For example, in a combat situation, a mentalist who achieves this level of Mind Control could make an enemy attack one of his (the enemy's) allies/teammates (instead of the mentalist's allies/teammates, whom the enemy is fighting) or even just surrender. He could even make the enemy direct his attacks against himself.

At the EGO +30 level of effect, there are two possible ways to force a character to hurt himself. The first is to order him to injure or kill himself. (This might require a lesser level of effect if the victim is suicidally depressed or otherwise not violently opposed to harming himself.) Alternately, at the GM's option a mentalist can simply order a character to "Die!", relying on the strength of his control over the victim's mind to cause the victim's autonomic bodily functions, such as heartbeat and breathing, to cease. This does 1d6 Normal Damage for every 5 points of effect rolled on his Mind Control dice, or for every 5 Active Points in his Mind Control power, whichever is less. A "Mind Control attack" does both STUN and BODY damage unless the mentalist only wants the target to take STUN, but only the target's Mental Defense applies against the damage... making this a lethal tactic against many characters.

Also at this level of control a target will "believe statements that contradict strongly held personal beliefs or principles (including Psychological Complications) or that contradict reality under direct observation." In other words, the mentalist can make the target believe a baldfaced lie or obviously incorrect statement. For example, this level of Mind Control could make a victim believe (and state emphatically) that his car is red even though it's in plain sight of him and many other people and is blue. He could also make a character philosophically turn against his religion or political party, believe that his beloved and faithful wife is cheating on him, and so forth.

MODIFYING THE EFFECT ROLL

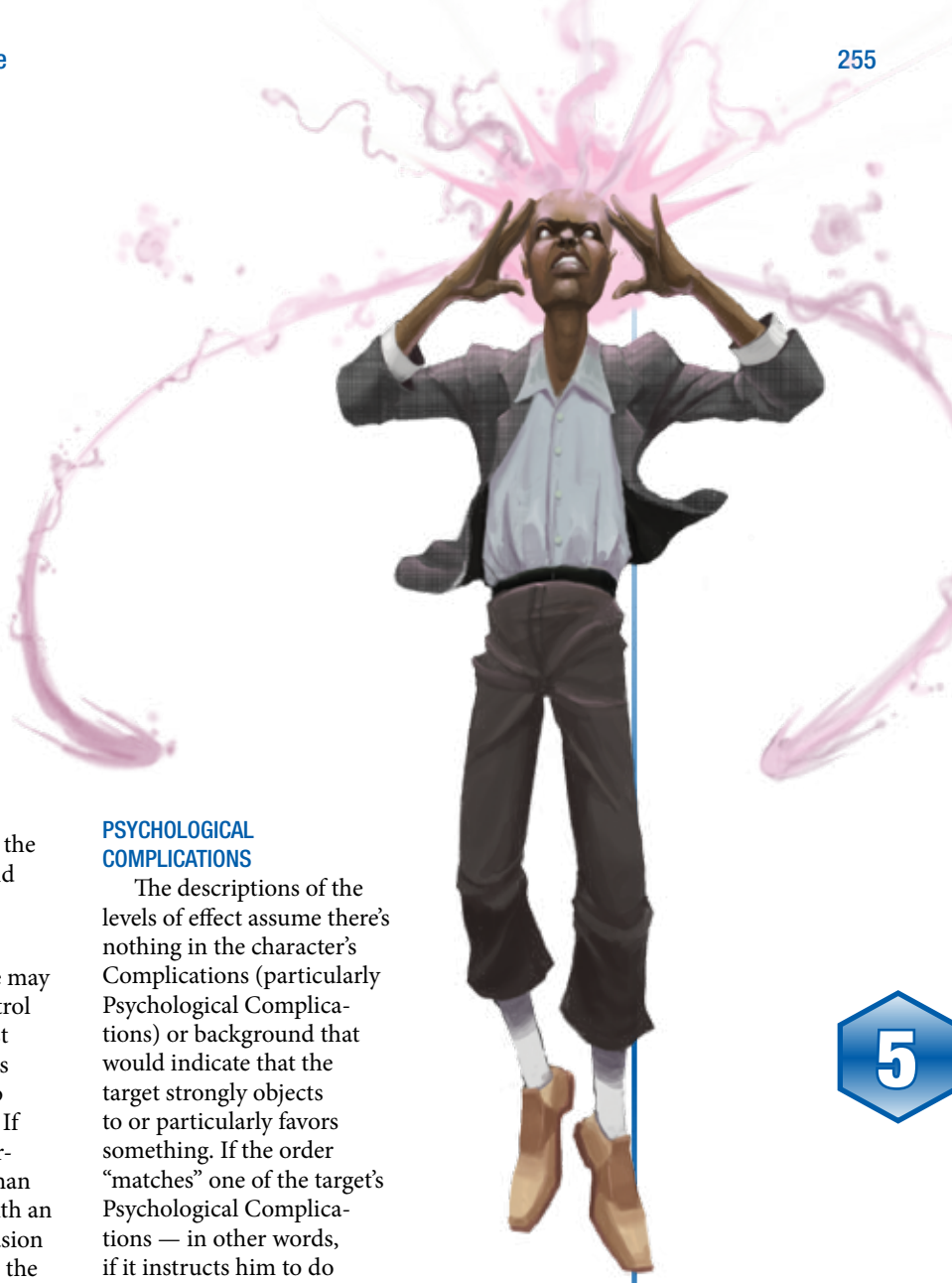
Certain situations can modify the Effect Roll needed to achieve a particular level of Mind Control. When this comes up in the game, the GM should determine what level of Mind Control effect would normally be required for the order the mentalist wants to give. He then modifies the required total, and the mentalist rolls his Mind Control dice trying to achieve that total.

WORDING AND CONCEPTION

A mentalist who's eloquent and persuasive may have a slightly easier time making Mind Control work — a -5 modifier, in other words. In most situations it's best if the GM has PC mentalists roleplay this out. If the player does a good job and speaks well, his character gets the bonus. If that's not appropriate (for example, if the character is supposedly much more charismatic than normal people), the GM may call for a roll with an appropriate Interaction Skill (typically Persuasion or Oratory). If the roll succeeds by 2 or more, the character gets the bonus.

On the other hand, a badly-worded order, particularly one that's somehow contradictory or self-negating, suffers a +5 Effect Roll penalty. If appropriate, a kind GM might give a character the chance to make an INT Roll to realize that he's just given a bad order and restate it.

In most cases, the GM should require characters to give relatively discrete orders to Mind Control victims. Giving a victim orders like "be my willing slave" so that the character doesn't have to keep making rolls to issue new or changed orders is an abuse of the rules and generally shouldn't be allowed. That sort of broad, long-lasting control is better achieved with a Mental Transform than Mind Control.



PSYCHOLOGICAL COMPLICATIONS

The descriptions of the levels of effect assume there's nothing in the character's Complications (particularly Psychological Complications) or background that would indicate that the target strongly objects to or particularly favors something. If the order "matches" one of the target's Psychological Complications — in other words, if it instructs him to do something a Psychological Complication indicates he likes, wants to do, or otherwise favors — then the Effect Roll total necessary is reduced by 10 (in other words, the same order can be given with one less level of effect achieved). On the other hand, if the order "contradicts" the target's Psychological Complications — it tells him to do something his Psychological Complications indicate he especially dislikes or would rather avoid — the Effect Roll total necessary is increased by 10 (in other words, the same order requires one greater level of effect achieved).

For example, if a character has the Psychological Complication *Pacifist,* making him start a fight requires a +10 Effect Roll result — in essence, an EGO +30 roll instead of EGO +20. The same applies if the victim has the Psychological Complication *In Love With My Wife* and the mentalist wants to make him act cruelly or violently toward her. On the other hand, commanding a Pacifist to avoid a fight or stop fighting usually requires a -10 Effect Roll result, and ordering a loving husband to bring his wife flowers, do something nice for her, or save her from danger gets the same bonus.

COMMUNICATING ORDERS

Unless the mentalist purchases the *Telepathic* Advantage (see below) for his Mind Control, he must communicate his orders to the target through the target's normal Senses. Usually this means speaking the orders to him, but in some circumstances a mentalist may be able to communicate simple orders with gestures, sign language, or by some other means. Communicating orders in the same Phase in which Mind Control is established (or changed to a different level of effect) is an Action that takes no time.

If the situation is noisy or otherwise makes communication of the orders difficult, the target may have to make a PER Roll to hear the orders. If he makes the roll, he hears them and the Mind Control affects him normally. If he fails, he hasn't heard the orders and the Mind Control doesn't affect him at all — but the mentalist still has a "lock" on his mind as long as he pays END, and if he can communicate orders in a later Phase the target will be affected by the Mind Control at that time. Communicating an order in a later Phase typically requires a Half Phase Action, but doesn't qualify as an Attack Action.

If a mentalist wants to use Mind Control through a Mind Scan lock-on, he must purchase Telepathic, simultaneously use Telepathy through the lock-on, or use some form of long-distance communication such as a radio or cell phone. Ordinarily the distances involved when using Mind Scan preclude the use of the mentalist's unaided voice or other normal means of communication to give orders.

If a victim of Mind Control can't understand an order, he simply stands there, confused and unable to act at all. For example, suppose Hypnos orders Mighty Man to "Attack Guido!" and Mighty Man doesn't know who Guido is or have any obvious way to determine who he is (such as a nametag). In that case Mighty Man wouldn't do anything — he would just stand there confused, waiting for Hypnos (or someone else) to clarify who Guido is. "Clarifying" an order in a later Phase typically requires a Half Phase Action, but doesn't qualify as an Attack Action.

OBEYING ORDERS

Even though a mentalist gives Mind Control orders on his own Phases, the target can only act on those orders on his own Phases. When Mind Controlled, a character must use all of his available Phases unless ordered otherwise. He cannot voluntarily reduce his SPD to 1 to frustrate the mentalist. Nor can he voluntarily lower the dice of effect in a power or not take advantage of other tactical benefits he has access to. He doesn't necessarily have to go all-out (for example, he doesn't have to Push his attacks), but he has to fight as effectively as he does when he's under his own control.

Similarly, a character subjected to Mind Control has to use common sense (and if appropriate, dramatic sense) when obeying orders. Unless the GM permits, he can't engage in a literal or twisted interpretation of the order in an effort to thwart it. For example, if a character's ordered to "bring me a million bucks," everyone knows the character using Mind Control wants a million dollars. The character can't bring him a million male deer just because male deer are also referred to as "bucks." The GM can, however, allow literal interpretations or efforts to find "loopholes" in orders if it's dramatically appropriate to do so. And any form of Mind Control with the *Literal Interpretation* Limitation (see below) can be literally interpreted or "weaseled out of" by any victim if the character using it isn't careful with his orders.

BREAKOUT ROLLS

On the target's first Phase after Mind Control is established, he may attempt to break free from the control by making a Breakout Roll. He remains under the influence of the control (at the given level) until he succeeds with a Breakout Roll. As discussed on 6E1 149, he doesn't take any Actions under Mind Control until he attempts and fails his first Breakout Roll.

A character may receive a bonus of +1 to +3 and a chance to make another Breakout Roll if forced to perform an action prohibited by his Psychological Complications. However, since Psychological Complications are often used to help determine what level of effect is required to successfully Mind Control a character, the GM may not also want to give him a bonus to his Breakout Rolls based on the same factor.

Example: *Hypnos attacks his nemesis Mighty Man (EGO 13) with Mind Control. He makes his MCV Attack Roll, and orders Mighty Man to attack a small puppy. The GM decides Mighty Man is violently opposed to doing this, so the Mind Control requires an EGO +30 level of effect. Hypnos rolls his 12d6 Effect Roll, achieving 48 points' worth of Mind Control; Mighty Man has no Mental Defense, so the desired effect is achieved.*

On his next Phase (before he has to attack the puppy), Mighty Man tries to break out. Because Hypnos exceeded the level of effect needed to successfully Mind Control Mighty Man by 5 points, the hero's Breakout Roll is at -1, making it an 11-. He rolls a 9, so he breaks free of the Mind Control. Mighty Man then uses his Phase to dispose of two of Hypnos's henchmen who are bent on causing the puppy harm.

CHANGED LEVELS OF EFFECT

If a character is put under Mind Control at a given level, and the situation later changes to require a higher level of Mind Control, then the character gets the chance to make another Breakout Roll with a +2 bonus to his EGO Roll per level of change on the table. Thus, if a character was issued a command that only requires an EGO +10 effect, and the situation changed such that it now requires a +30 effect, the character gets to make another Breakout Roll with a +4 bonus to his EGO Roll. (On the other hand, if the situation changes so that the level of effect needed decreases, the victim doesn't suffer a penalty to his Breakout Roll.)

Example: *Mentalla uses Mind Control and commands Mighty Man to "Freeze!" Since Mighty Man wouldn't really mind standing still, the GM determines this requires only an EGO +10 level of effect. Mentalla's Effect Roll is high enough to achieve this effect. However, if Mentalla then pulled out a .44 Magnum and shot at Mighty Man's DNPC, making Mighty Man stand still would require a higher level of control (EGO +30, the GM decides). This is two levels down the Mind Control Effects Table, and would give Mighty Man the chance to make another Breakout Roll at +4.*

HELPING A VICTIM BREAK FREE

At the GM's discretion, sometimes other characters can help a Mind Control victim "snap out of" the Mind Control. In game terms this means either (a) providing bonuses to Breakout Rolls, (b) creating a situation where the victim gets to make another Breakout Roll, or (c) both. Depending upon the order given, the nature of the situation, and the character involved, possible actions to snap a character out of Mind Control might include:

- Slapping him in the face
- Splashing water on him, or throwing him into a body of water
- Showing him pictures of his loved ones
- Triggering one of his Enrageds/Berserks (although this is potentially dangerous...)
- Triggering a relevant Psychological Complication
- Exposing him to smelling salts or other extremely foul odors
- Tackling him or knocking him to the ground

REMEMBERING THE CONTROL

Victims of Mind Control may or may not know that they're being Mind Controlled while the Control is taking place; that's up to the character using Mind Control. (Evil mentalists often sadistically enjoy leaving the victim aware of what's being done to him.) To put the victim in a trance so he can't remember his own actions after the Control ends requires +10 points of effect. To make the victim believe after the Control ends that the actions were his own requires +20 points of effect. (Unless the Controller achieves this effect, when the Control ends the target knows he was the victim of Mind Control — though he may think he shook it off and that his actions were his own idea.) In this case, even after the victim makes his Breakout Roll, he doesn't actually realize that he "broke out" of anything; he thinks his actions were taken of his own volition.

ADVANTAGES AND ADDERS

Telepathic (+¼): This Advantage represents a form of Mind Control that doesn't require verbal communication (*i.e.,* which has telepathic contact built in). This only allows communication of the command; the character cannot read the target's mind or engage in ongoing mental contact (beyond what's needed to maintain Mind Control, if desired). Like Telepathy, the *Telepathic* Advantage doesn't suffer from a language barrier. A character who has Telepathic Mind Control can still communicate orders to a victim verbally or in any other manner; he's not required to use the telepathic "link."

LIMITATIONS

Literal Interpretation (-¼): Mind Control with this Limitation is always subject to literal interpretation of the wording of the order, meaning that victims can make every effort to avoid obeying, or obey in objectionable ways, if the character doesn't word his orders carefully and precisely.

Set Effect (varies): A Mind Control with this Limitation only allows a single command (for example, "fall in love with me"). The value of the Limitation depends on how limited the Set Effect is. Some examples include: Only To Control/Inflict Emotions (Empathy) (-½); Only To Control/Inflict A Single Emotion (-1); "Go Home" Only (-½); "Go Home" Only In A Particular Situation (-1). The GM has the final say on how limiting a set command is; most are worth -½.

POWER EXAMPLES: MIND CONTROL

Basic Hypnosis: Mind Control 7d6 (35 Active Points); OIF (any watch, pen, or other object for the subject to focus on; -½), Hypnosis Only (cannot achieve full range of Mind Control effects; -½), No Range (-½), Extra Time (1 minute; -1½), Concentration (0 DCV; -½), Gestures (must wave focusing object in front of subject's eyes; -¼), Eye Contact (-½), Requires A PS: Hypnotist Roll (-¼). Total cost: 6 points.

Master Hypnosis: Mind Control 8d6 (40 Active Points); Hypnosis Only (cannot achieve full range of Mind Control effects; -½), No Range (-½), Extra Time (1 minute; -1½), Concentration (0 DCV; -½). Total cost: 10 points.

Cupid's Touch: Mind Control 10d6, Telepathic (+¼) (62 Active Points); Only To Control/Inflict Love (-1). Total cost: 31 points.

Fear Infliction: Mind Control 10d6, Telepathic (+¼) (62 Active Points); Set Effect (run away as fast as you can; -½). Total cost: 41 points.

MIND LINK AND CLASSES OF MINDS

The class of minds a Mind Link can affect depends on what the character buys it to Link with. If he buys a Mind Link to his faithful hound Rex, the Mind Link affects the Animal class of minds; if he Mind Links to the sentient computer in his secret headquarters, it affects the Machine class of minds. Typically a Mind Link is bought to affect the Human class of minds (*i.e.,* minds of the same class as the mind of the character buying it), and thus can only Link with minds of that class.

MIND LINK

Type: Mental Power
Duration: Persistent
Target: Target's DMCV
Range: LOS
Costs END: No
Cost: See Mind Link Summary Table

A character with Mind Link, a variant of Telepathy, can set up a specific link with a receptive (willing) mind, thereby allowing instant mental communication. (Characters who want to be able to read minds or communicate with unwilling subjects should buy Telepathy.) Mind Link doesn't cost END to use.

The cost of Mind Link depends upon several factors:

The Minds Involved: It costs 5 Character Points to be able to establish a link with one specific mind. The character must choose this individual when he buys the Link; it can be anyone — a human, an animal, a sentient computer, or the like — but he can't change the specific mind after he chooses it. The ability to establish a Mind Link with a specific group of people (like a family or a pantheon) costs +5 points. The ability to establish a Mind Link with any willing target costs an additional +5 points.

Number Of Minds: A character can usually only maintain a Mind Link with one person at a time (even if he can establish the Link with anyone in a group). He can double the number of minds for every +5 points.

Distance: Mind Link is usually limited to a single planet. If it can reach any distance, it costs +5 points; if it can reach into any dimension as well, it costs an additional +5 points.

> **Example:** *The eight members of the Vlandry family can all communicate with each other mentally, regardless of distance or what plane of existence they're on. The total cost of this Mind Link for each member is 10 points (for a specific group), +15 points (for eight targets), +10 points (to work across any distance or dimension), for a total of 35 Active Points. However, since the Link only works with family members who have Mind Link themselves, a -1 Limitation is applied, for a final Real Point cost of 17 points to each Vlandry.*

USING MIND LINK

To establish a Mind Link, a character must have Line Of Sight to the target and must succeed with an MCV Attack Roll to set up the Link (this requires an Attack Action, so a character can only Link with one person per Phase). The target must be completely willing (MCV 0), otherwise the Link fails outright. A character can voluntarily leave a Mind Link as a Zero Phase Action (just like deactivating any power).

Once established, Mind Link doesn't require Line Of Sight, and is only broken when either party wants to "hang up." Since Mind Link is Persistent, if the character establishing the Link is Knocked Out, goes to sleep, or the like, the other characters in the Mind Link can maintain it. When the character who was Knocked Out wakes up, he can rejoin the Link by establishing LOS with anyone in the Link and making an MCV Attack Roll against MCV 0. If all the characters in a Link are Knocked Out or otherwise become unconscious, the Link vanishes and has to be established all over again by the character with the Power. Despite these rules, the GM generally should not let characters maintain the same Mind Link for very long periods (days, weeks, months, or more).

Typically, every character in a Mind Link can "hear" everything that's "said" to any other character in the Link. The GM may allow a character to make an EGO Roll to "talk" only with one person (or some subset of the group of people Linked together) without the others overhearing; this usually requires a Half Phase Action.

Mind Linked characters are not automatically aware of each others' location. They may transmit that information to each other if they desire, however. Like Telepathy, Mind Link doesn't suffer from a language barrier.

ATTACKING THROUGH THE LINK

Any character in a Mind Link who has a Mental Power can use it through the Link against any other character in the Link. Such attacks do not require an MCV Attack Roll (they automatically hit), but making one is an Attack Action. Of course, since a character must voluntarily accept a Mind Link, such "attacks" are rarely violent (unless the subject was tricked into accepting the Mind Link). If a character wants to turn off the Link to stop the attack, he can shut it off as a Zero Phase Action. In some situations this may count as a "defensive action" that the GM allows a character to Abort to.

Mind Link is not a telepathic attack. A character in any type of Mind Link doesn't have to reveal any information he doesn't want to, any more than a person engaging in normal conversation has to reveal confidential information to everyone he talks to. However, based on special effects, the nature of psionic powers in the campaign, dramatic sense, and other factors, the GM can rule that persons "listening" to a character "talk" over a Mind Link can discern things about him based on how he communicates (similar to, for example, the same way it's sometimes possible to tell that someone's hurt or sick based on the way he speaks).

POWERS

Desolidification: If a character establishes a Mind Link with someone, then becomes Desolidified, the Mind Link remains in effect. However, once Desolidified a character cannot establish new Mind Links with solid characters unless his Mind Link power has the *Affects Physical World* Advantage.

Mind Scan: If a mentalist has established a "circuit" with another character using Mind Scan, and either of them is Mind Linked to other characters, all of the characters are now Linked together, and each of them can make use of the Mind Scan circuit the same way either of the original two characters could: they can make mental attacks (or be attacked), communicate, locate the person(s) at the other end of the circuit, and so forth. Communication between the Links must "go through" both the person maintaining the Mind Scan lock-on and the person he's locked onto, so what's "said" can't be concealed from either of them. However, attacks made across a Link/Scan in this fashion do not have to go through any particular person; instead, they can "bypass" as many persons as necessary to attack the intended target directly.

If a character establishes a Mind Scan lock-on with a target, he can then establish a Mind Link through the lock-on. If the lock-on breaks or is dropped after that, the Mind Link remains in existence.

Telepathy: A character who uses Telepathy and succeeds with all the appropriate rolls against someone in a Mind Link can "overhear" or "tap into" any communication made by, addressed to, or that "goes through" that target. If the GM allows characters in a Link with three or more persons to communicate privately, a character who's "eavesdropping" via Telepathy on someone who's in the Link but who's been excluded from the private conversation can't "overhear" that conversation.

Teleportation: Establishing a Mind Link with someone is generally enough for a character to Teleport to the target's "exact location" without suffering the risks of Teleporting blind, but the final decision is up to the GM based on the circumstances, common sense, dramatic sense, special effects, and considerations of game balance.

ADVANTAGES AND ADDERS

No LOS Needed: This +10 Character Point Adder allows a character to establish a Mind Link with certain other characters regardless of whether LOS exists between them. The character can do this with a maximum number of persons equal to the number of people he's bought his Mind Link to work with or his INT/5, whichever is less. Furthermore, he must define these persons in advance (typically they're his teammates, comrades, siblings, or the like). (At the GM's option, the character may Link with x2 minds this way for each +5 Character Points spent on this Adder, but still cannot exceed the number of persons he's paid to establish his Mind Link with.) Changing one of the "slots" to a different person usually requires time, effort, and LOS (or even touch). The effective "range" of this form of Mind Link is usually limited to planetary distances, but may be greater in some genres.

Psychic Bond: Some characters, such as true loves, twins, or mystical blood brothers, may have a permanent mental link, known as a *Psychic Bond,* with each other. Characters with a Psychic Bond can communicate telepathically at any time, regardless of whether they're within Line Of Sight. The effective "range" of the Bond is usually limited to planetary distances, but may be greater in some genres. A Psychic Bond with a single person costs +5 Character Points to Mind Link. A Psychic Bond is permanent and cannot be severed except with a Mental Transform or similar methods. A character can buy multiple Psychic Bonds for a single Mind Link power, if desired, but the people he's Bonded to aren't also Bonded to each other (unless they buy their own Mind Link and Psychic Bond separately) — each Psychic Bond is distinct and must be used separately.

At the GM's option, a character can buy a *Floating Psychic Bond* that he can establish with any single person and can change during or between adventures. This costs +10 Character Points instead of the standard +5, and a character can only buy this form of Psychic Bond if he has the type of Mind Link that he can establish with at least "any one mind." Changing a Floating Psychic Bond requires 1 Turn and the character must have Line Of Sight to the subject. Once a new Floating Psychic Bond is established, the previous Bond vanishes completely and must be re-established in the normal fashion if desired.

MIND LINK SUMMARY TABLE

Cost	Minds Involved
5	Character can Link with a single mind, defined when he buys the power
10	Character can Link with any one mind in a group of minds, defined when he buys the power (*e.g.,* everyone in a family; everyone on a superteam)
15	Character can Link with any one mind

Cost	Number Of Minds In Link At Once
+0	Character can only Link with one mind at a time
+5	Character can Link with two minds at once
+10	Character can Link with four minds at once
+15	Character can Link with eight minds at once
	...and so forth (+5 points per x2 minds)

Cost	Range
+0	Mind Link has planetary range
+5	Mind Link has an unlimited range in this dimension
+10	Mind Link has an unlimited range in this dimension and can reach into other dimensions

POWER EXAMPLES:

MIND LINK

Closed Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed (35 Active Points); OAF (-1), Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½). Total cost: 10 points.

Brotherhood Of Taramak's Mental Bond: Mind Link (any four minds of priests belonging to the Brotherhood of Taramak), No LOS Needed. Total cost: 30 points.

LIMITATIONS

Can Only Be Used Through Mind Link (varies): Characters can take this Limitation for Mental Powers that can only be used through a Mind Link. Typically it has a value of -0, but the GM may increase the Limitation if Mind Link isn't used very often in the game, if the character buying the Mental Power doesn't have Mind Link himself, and so on.

Feedback (-1, -2): This Limitation signifies that whatever pain a character in a Mind Link feels, the character who possesses the Power also feels. In game terms, the damage done to any person in a Mind Link feeds back through the Link and affects the character with the Power. At the -1 level, Feedback channels STUN damage only; at -2, Feedback channels both STUN and BODY. The character's Mental Defense applies against the Feedback damage (which is considered Normal Damage, even if it's caused by a Killing Attack). The character takes the full damage rolled on the dice, not the damage suffered by the target after he applies his defenses.



Example: *Mindstorm, who bought his Mind Link with the* Feedback *Limitation (-1), has established a Mind Link with Mighty Man. Mighty Man goes into battle and is hit by a laser bazooka blast for 57 STUN and 16 BODY. Mindstorm suffers a 57 STUN feedback as he experiences the pain and impact of the blast just like Mighty Man does. The BODY Mighty Man took doesn't feed back through the Mind Link. Even though Mighty Man has 40 ED and only takes 17 STUN from the attack, the full force of the blow feeds back through the Link, so Mindstorm takes 57 STUN minus his Mental Defense.*

Feedback applies to any loss of STUN or BODY, no matter what the source (a Blast, an RKA, a Drain, a fall, and so on). It doesn't extend to non-damage-related effects like Mind Control, nor does it have any effect on beneficial abilities like Aid or Healing. At the GM's option, it extends to other negative effects, like Mind Control, if the character takes it with an additional -½ value, but still doesn't apply to beneficial abilities.

Feedback is most cost-effective for expensive Mind Link powers. Inexpensive ones (say, 5-10 point Mind Links) may not generate enough of a point savings to make taking the Limitation worthwhile. In that case, the GM might allow the mentalist to take some sort of Susceptibility or Physical Complication that reflects the "feedback" effect.

Only With Others Who Have Mind Link (-1): A character can only use Mind Link with this Limitation to communicate with other persons who have also purchased that form of Mind Link. This doesn't allow the character to communicate with anyone who has *any* form of Mind Link, just those who have the same Mind Link as he does.

MIND SCAN

Type: Mental Power/Sensory Power
Duration: Constant
Target: Target's DMCV
Range: Special (see text)
Costs END: Yes (see text)
Cost: 5 Character Points for every 1d6 Mind Scan; +2 Character Points for every +1 MCV with Mind Scan

A character with this Mental Power can mentally search an area to find another mind. Each 1d6 of Mind Scan costs 5 points; +1 OMCV with Mind Scan (an Adder) costs 2 points. Mind Scan costs END to use (see below).

Mind Scan is a Sense (part of the Mental Sense Group). It operates in "360 Degrees" (in the sense that it searches an entire area at once) and is a Targeting Sense for other Mental Powers (and, at EGO +20, for other attacks as well).

Even though Mind Scan is a Constant Power, it doesn't cost END to maintain. A character with Mind Scan only has to pay END when he makes an MCV Attack Roll with his Mind Scan. However, since Mind Scan is Constant, he must keep it "turned on" — for instance, if it's in a Multipower, he cannot switch the slots. If the Mind Scan is turned off then the lock-on is broken.

USING MIND SCAN

To use Mind Scan, the character defines the area (of any size) he wishes to scan. He makes an MCV Attack Roll versus the DMCV of the target mind. However, his OMCV suffers a penalty based on the number of minds in the search area, as indicated on the Mind Scan Modifiers Table.

RANGE

Mind Scan doesn't have a standard "range" per se, and is not subject to the Range Modifier — a character in New York City can, for example, Mind Scan the city of Los Angeles without suffering any Range Modifier. However, Mind Scan's range is not actually unlimited. In general the GM should limit Mind Scan to planetary ranges — a character on Earth can Mind Scan anywhere on Earth, but not on the Moon or Mars. (In some genres, such as Science Fiction, the GM may allow Mind Scans of greater range, and characters can always MegaScale their Mind Scan to achieve greater ranges if they wish.)

NUMBER OF MINDS IN THE AREA

The Mind Scan Modifiers are based on the number of minds in the target area. Generally this should only include minds belonging to the class the Power's bought to affect (*i.e.,* usually just Human minds). The GM can determine the number of minds as he sees fit given the situation, the nature of Mental Powers in the campaign, special effects, and other factors, but he should avoid interpreting the term literally, lest he make Mind Scan virtually useless.

With the GM's permission, when determining the OMCV modifier a mentalist can normally ignore the minds of sleeping individuals if he's searching for an awake mind (and vice-versa). In this case, GMs should only count the number of awake minds in the target area. The GM can let characters make similar distinctions in what they're searching for to decrease the OMCV modifier, *provided* that the differences in types of minds a mentalist uses is one he could easily determine via a casual scan. Characters should not be allowed to take advantage of this rule by claiming they're searching for "only female minds" or the like; there should be some readily apparent extreme difference that lets them easily "sort" through the minds in the area. Nor should they be allowed to Scan for "only criminals" or "only minds with mental powers" or anything else tactically advantageous unless the GM consider it appropriate.

MIND SCAN MODIFIERS TABLE

Number of People*	OMCV Modifier
1 (Freelance Game Designer)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building; Gaming Convention)	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
...and so forth	

Other Circumstances	OMCV Modifier
Familiar mind	+1 to +5
Unfamiliar or alien mind	-1 to -5
Strange, unique, or powerful mind	+1 or more

*: Number Of People really refers to number of *minds*. Generally this should only include minds belonging to the class the Power's bought to affect (*i.e.,* usually just Human minds), but the GM can determine the number of minds as he sees fit given the situation, the nature of Mental Powers in the campaign, special effects, and other factors.

The location descriptions in this column are offered as helpful guidelines, but what really matters is the number of people. If a character in a Science Fiction campaign wants to Mind Scan a large planet where only 100 colonists live, use the modifier for 100 minds (-4) not the modifier for "Large Planet" (-20).

With the GM's permission, a mentalist can also limit the number of minds he has to sift through by limiting the "height" of his search area — for example, "I'll only scan minds at street level," "I'll only scan minds in the subways," or "I'll only scan minds above the 10th floor on this block." A character can even define his search area as "the corner west apartment on the fifth floor of the building on E. Madison Avenue" if he *really* wants to narrow down the search. (However, the GM may restrict this ability in the interest of common and dramatic sense. For example, perhaps the mentalist has to actually be looking at the building in question to search so precise an area as a single apartment, or the mentalist must have visited that location previously [or have once been in substantial mental contact with someone who has].) The mentalist must define the area he wants to Scan with some geographic reference; he can't scan "my car" when he doesn't know where the car is, or "the room on the other end of the phone line I'm talking on" if he doesn't know where that room physically is.

A character can use Mind Scan to determine the number of sentient minds in an area, without Scanning for any particular mind. (If the character's Mind Scan is defined as affecting some class of minds other than Human, he counts the number of minds of that type, such as the number of Animal minds.) To do this, he declares his target area and makes a Mind Scan MCV Attack Roll against DMCV 3 (including modifiers for the number of people in the target area). If the roll succeeds, he knows how many sentient minds are in that area, plus or minus 10%. If the roll fails, the GM should give the character incorrect (possibly wildly incorrect) information about the number of minds in that area.

FAMILIAR AND UNFAMILIAR MINDS

The character should receive a bonus (+1 to +5) if he's searching for a familiar mind. Familiar minds include: anyone with whom he's previously had any contact via Mind Control, Mind Link, Mind Scan, or Telepathy; persons to whom he's emotionally close (friends, family members, and so forth); and persons with whom he has frequent association (co-workers and the like). The bonus to the MCV Attack Roll depends upon the level of familiarity: a parent, close family member, or spouse would probably be +5; a distant relative seen only once or twice a year might be +2 to +3; a former girlfriend the character hasn't seen in years might be +1 to +3. At the GM's option, a character might also receive a +1 or greater bonus to his MCV Attack Roll if he's searching for a mind so unique, strange, or powerful that it "stands out" from all the minds around it (this might include the minds of other characters with Mental Powers).

Conversely, a character should suffer an OMCV penalty (-1 to -5) if he's searching for a mind that's unfamiliar or very alien to him. Unfamiliar minds include anyone with whom he's never had mental contact or lengthy physical association (no matter how well that person is described or how much the character knows about him) and particularly alien or bizarre minds.

With the GM's permission, a character can buy 1-point Offensive Penalty Skill Levels to counteract the penalties imposed on Mind Scan (one OPSL suffices to cover both the "number of people" and "unfamiliar minds" penalties).

STRANGE, POWERFUL, OR UNIQUE MINDS

At the GM's option, a character might also receive a +1 or greater bonus to his MCV Attack Roll if he's searching for a mind so unique, strange, or powerful that it "stands out" from the "mental static" of all the minds around it. Minds which might justify granting this bonus include:

- The minds of other mentalists, which are of course extremely powerful. The GM should make a rough calculation of how many Active Points the target character has in Mental Powers and grant the searching character a bonus of +1 OMCV per 20 Active Points. For example, the Champions Universe supervillain Menton is so mentally powerful that he stands out like a beacon to anyone searching for him with Mind Scan.

  A mentalist character may consciously "dampen" his powers so that he doesn't stand out in this way. This costs END — 1 END per 10 points of EGO — and must be done constantly. If the character uses his mental powers or does anything else to attract "mental attention," he negates the dampening effect.

- Particularly strange, weird, or alien minds. The GM should be stingy with this bonus and only award it to especially unusual minds; "average" unusual minds are harder to find because the mentalist is not quite sure what he's looking for (see above). Examples of minds that would probably grant a bonus would be those of powerful demons, or any creature from a "group mind" species.

- The minds of beings rich in occult power, such as many wizards and undead creatures. Again, be stingy with this bonus; not every mystic character stands out this way. It's most appropriate for *really* strong mystics or those specializing in spells that involve Mental Powers.

SPECIFIC MIND VERSUS TYPE OF MIND; SCANNING BY THOUGHT PATTERNS

Typically, a character using Mind Scan states that he's looking for a specific mind, even if he can't describe the person by name: Mentalla; the President of the Galactic Senate; the orphan he gave a dollar to yesterday. But with the GM's permission, the character can state that he's looking for a *type* of mind that he can reasonably define and perceive, such as "the nearest psychic" or "the nearest child." However, any such search automatically qualifies as searching for an "unfamiliar" mind, and the GM should also consider eliminating or reducing any bonus the character would otherwise receive for Scanning for a strange, unique, or powerful mind.

LOCKING ON

If the MCV Attack Roll fails, the character cannot make any contact with the target.

If the MCV Attack Roll succeeds, the character knows the general location and presence of the target. He declares the desired Mind Scan level and makes a standard Effect Roll using the Mind Scan Effects Table. If the Effect Roll is not enough to reach the desired level, the Mind Scan has no effect — the character cannot contact the target mentally, and doesn't establish a "lock-on," but the target knows someone's mentally scanning for him. If the Effect Roll is enough to achieve the desired effect, the character has "locked on" to the target with Mind Scan. The target is entitled to make Breakout Rolls in the usual manner. Whether the Breakout Roll succeeds, the target knows someone's searching for him with Mind Scan (even if the character with Mind Scan chooses to do nothing other than establish the lock-on).

After a character fails a Mind Scan Effect Roll, he may make Mind Scan MCV Attack Rolls in later Phases to once again try to establish a lock-on. Since he now knows the "general location and presence" of the target mind, he's subject to the modifier two steps better on the Mind Scanning Modifiers chart (assuming the target hasn't left the general area).

A Mental Power with No Range or Limited Range cannot be used through a Mind Scan lock-on unless the target is within the power's regular range.

THE TARGET'S LOCATION

A successful MCV Attack Roll with Mind Scan means the mentalist knows the "general location and presence of the target." Typically this simply means he's confirmed that the target mind is in the target area. However, if desired the GM can provide slightly more information expressed roughly in the terms used in the "Number Of People" column of the Mind Scan Modifiers Table — "He's in an office building filled with people," "He's in a large city," "He's on a small planet." The GM can add whatever qualifiers he sees fit, but a successful MCV Attack Roll shouldn't tell the character anything that requires an Effect Roll, such as direction. But just knowing the target's general location and presence can make subsequent Mind Scan rolls easier (see *Repeated Mind Scan Rolls,* below).

At the "Greater Than EGO" lock-on level, the mentalist also knows the direction to the target. The GM can express this as he sees fit, such as "He's directly ahead of you" or "He's to the south."

At the EGO +10 lock-on level, the mentalist "can estimate the general distance to the target." The GM should express this in terms of a relevant unit of measurement (such as feet, miles, or light-years): "He's about a hundred miles northwest of you." The closer the roll comes to EGO +19, the more accurate the estimate should be, but never to within more than about 10% accurate at best, and usually no more than about 20% accurate. If the mentalist moves toward that location while maintaining the lock-on, whenever the GM thinks the character's gotten close enough to be more accurate he can allow the mentalist to make an EGO Roll to pinpoint the target more precisely, though never as accurately as an EGO +20.

At the EGO +20 lock-on level, the mentalist "knows the exact location of the target." Typically the GM expresses this as a measurement and direction ("He's 27 feet in front of you," "He's 512 miles to the south"). It doesn't mean the mentalist knows the target's address, which floor of a building he's on, or the like (though he may know the target or the area well enough to guess at those things), but the GM might provide further information if desired: "He's 5,315 feet to the north and he's above street level." However, the GM can interpret "exact location" as he sees fit based on the nature of psionic powers in the campaign, special effects, and other considerations, and provide information to the character accordingly. For example, a cyberkinetic using Mind Scan to locate a particular computer might know a precise latitude and longitude measurement of where it is. The important thing isn't how the character receives the information, but the result of that information — he knows exactly where the target is.

At the EGO +10 and +20 levels of effect, the mentalist has an accurate enough idea of the target's location that he can, if he's communicating with the target via Mind Link or Telepathy, give him "directions" to find the mentalist — in other words, he could "talk him in" until the two of them met. How easy this will be depends on how accurate the mentalist's knowledge of the target's location is. The target could talk the mentalist to him instead since (as noted below) a Mind Scan lock-on is a "two-way circuit."

ATTACKING THROUGH A LOCK-ON

If a Mind Scan Effect Roll is enough to allow a character to use Mental Powers on the target (*i.e.,* EGO +10 or better), doing so requires a separate Attack Action. Thus, a character can't mentally attack the target in the same Phase in which he establishes the lock-on (not even using a Multiple Attack). All standard rules for the Mental Power apply. For example, using Mind Control through a lock-on requires the character to have some way to communicate his orders to the target.

For Mind Scan purposes, generally an AVAD power that works against Mental Defense counts as a "Mental Power," so EGO +10 is sufficient to allow a character to attack with it through a lock-on as long as it's not subject to the normal Range Modifier. The GM may want to vary that based on special effects, the circumstances, and so forth.

Once established, a Mind Scan lock-on is a two-way circuit. If the character can mentally attack his target, his target can mentally attack him. (In this case, the character might want to shut off the Mind Scan to protect himself. Typically this is a Zero Phase Action, like deactivating any other Power. In some situations it may be a "defensive" action, and therefore the GM could

allow a character to Abort to it.) If he knows where his target is, his target knows where he is. Two characters can carry on a long-distance mental duel through Mind Scan. However, having a lock-on to a target doesn't tell the character anything about him (or vice-versa), such as his Skills, powers, personal history, motivations, or the like.

If a character has a Mind Scan lock-on on a target, various circumstances may stop his use of Mind Scan. These include:

- the target succeeding with a roll to break out of the Mind Scan;
- either the target or the character entering an area where Mental Powers won't work for some reason (such as a Darkness to Mental Sense Group field); or
- the character being attacked with a successful Suppress Mental Powers ability.

In that case, mental contact between the character and the target is broken. In most cases this means any Mental Power or other ability used to atttack the target through the Mind Scan lock-on instantly stops affecting him. However, in the case of Mental Illusions and Mind Control, the target may remain affected by them until he makes his Breakout Roll — it's just that without any mental contact the character can't change the orders he's already given, feed the power END to keep it from deteriorating, or the like. (Of course, if the character somehow has Line Of Sight to the target in addition to the Mind Scan lock-on, he maintains mental contact via LOS.)

MIND SCAN EFFECTS TABLE

Total rolled on Mind Scan dice - Mental DEF is:	Effect
Greater than EGO	Mentalist can establish Mind Link or use first level of Telepathy (communication). He also knows in which direction the target is located.
EGO +10	Mentalist can use all Mental Powers (including most AVAD powers) on target, and can estimate the general distance to the target.
EGO +20	Mentalist knows the exact location of the target. He can attack with all attacks. If he wishes to attack the target with a non-Mental Power, the attack must be able to reach the target, and the Range Modifier applies.
Modifiers (can be applied at any level)	
+20	Mind Scan is undetectable by target

POWERS

Movement Powers: If the target of Mind Scan leaves the scanned area after a lock-on is established (say, by Teleporting or using some other high-speed Movement Power), the character with Mind Scan must make an unmodified EGO Roll. If he succeeds, he maintains the lock-on, provided the target doesn't move himself beyond the "range" of the Mind Scan (for example, by Teleporting to the other side of the galaxy). If he fails, the lock-on breaks and he has no idea where the target's gone (at the GM's option, a second EGO Roll might give the character a vague idea where his target has gone).

Mind Control: If a mentalist wants to use Mind Control through a Mind Scan lock-on, he must purchase the *Telepathic* Advantage for his Mind Control, simultaneously use Telepathy through the lock-on, or use some form of long-distance communication such as a radio or cell phone. Ordinarily the distances involved when using Mind Scan preclude the use of the mentalist's unaided voice or other normal means of communication to give orders.

Mind Link: If a character establishes a Mind Scan lock-on with a target, he can then establish a Mind Link through the lock-on. If the lock-on breaks or is dropped after that, the Mind Link remains in existence.

Teleportation: An EGO +20 Mind Scan result is generally enough for a character to Teleport to the target's "exact location" without suffering the risks of Teleporting blind, but the final decision is up to the GM based on the circumstances, common sense, dramatic sense, special effects, and considerations of game balance.

ADVANTAGES AND ADDERS

Roll Bonus: As mentioned above, a character can buy bonuses to his Mind Scan MCV Attack Roll as an Adder. Every +1 OMCV with Mind Scan costs 2 Character Points.

Area Of Effect (personal Surface — Damage Shield): If a character buys Damage Shield for Mind Scan, the effect is that a mental attack on the character activates his Mind Scan against the attacker, possibly telling him that attacker's location and establishing a lock-on for other attacks to be made in later Phases as an Attack Action. As long as the attacker maintains "mental contact," the Damage Shield effect continues. For an Mental Blast, that's a momentary mental contact (since Mental Blast is an Instant Power), so the Damage Shield's effect only lasts for that Phase. Continuing-effect Mental Powers like Mind Control are also Instant, but if the attacker maintains mental contact (for example, to carry on a telepathic conversation, feed END to the power to keep it from deteriorating, or the like), the Damage Shield effect lasts as long as the mental contact.



If a character Mind Scans an area, and one or more persons in that area have a Mental Damage Shield, the character takes damage from every Mental Damage Shield in the area, since his Scan involves making mental contact with them. However, since the mental contact is usually minimal (at best), the GM may reduce the Damage Shield's effect if appropriate.

Attack Versus Alternate Defense: An AVAD power that works against Mental Defense may be used through a Mind Scan lock-on, provided the AVAD power uses OMCV against DMCV and isn't subject to the normal Range Modifier.

MegaScale: Mind Scan is automatically considered to have MegaScale at the +1¼ level because it can search for minds on a planet. It may be bought up from there at the usual rate of +¼ per step on the MegaScale Table.

One-Way Link (+1): Normally Mind Scan is a "two-way circuit" — the target can use Mental Powers against the character through the Mind Scan link, just like the character can use them against the target. Mind Scan with this Advantage only works one way; the character can mentally attack his target, but the target cannot mentally attack him back (though he does know that he's being attacked with Mind Scan, as per usual). However, One-Way Link Mind Scan is still a form of mental contact and thus triggers a Mental Damage Shield.

Partial Lock-On (+½): Mind Scan with this Advantage may work at a very low level even if the Effect Roll fails. If the character's Effect Roll doesn't achieve the desired result or better, the target has to make an EGO Roll. If the EGO Roll succeeds, the Mind Scan fails completely. If the EGO Roll fails, the mentalist has established a partial lock-on; he can make mental attacks at ½ OMCV. If the Effect Roll failed by -11 to -20, the mentalist has an even weaker lock-on; he can make mental attacks at 0 OMCV.

Transdimensional: Characters can buy Transdimensional for Mind Scan without also buying Indirect.

LIMITATIONS

Cannot Attack Through Link (-½ to -1½): This Limitation represents a form of Mind Scan that the character cannot use to attack a target, only to locate him. For a -½, neither the character nor his target can use the link to attack each other mentally, but they can communicate using Telepathy or Mind Link. For -1, neither the character nor his target can use the link either to attack each other mentally or to communicate. For -1½, the character cannot use the link to attack or communicate, but his target can mentally attack him or communicate with him through the link.

No Range: Mind Scan with this Limitation always "centers on" the character himself. He can't stand in Chicago and Mind Scan for someone in Paris; he can only Mind Scan the area around himself, typically at no more than a "city" level of effect.

POWER EXAMPLES:

MIND SCAN

Psychic Sight: Mind Scan 12d6. Total cost: 60 points.

Psychic Viewing Crystal: Mind Scan 10d6 (50 Active Points); OAF (-1). Total cost: 25 points.

Partial Effect (-½): Mind Scan with this Limitation is easier to avoid than normal. The target makes his first Breakout Roll as usual. If it succeeds, he breaks the lock-on. If it fails, the lock-on remains in place, but the target gets to make an EGO Roll. If the EGO Roll fails, he's subject to the standard effects of Mind Scan. If the EGO Roll succeeds, he's able to put up some resistance to any mental attacks made through the lock-on: if the roll succeed by 0 to 2, he gets +1 DMCV; if it succeeds by 3-4, he gets +2 DMCV; by 5-6, +3 DMCV; and so on.

POWER FRAMEWORKS

The *HERO System* rules forbid a slot in a Framework from "add[ing] to or modify[ing]" a slot in another Framework. This *doesn't* mean that a character cannot use a Mental Power in one Power Framework through a lock-on established with Mind Scan in another Framework (or even in the same Framework). In that situation the two slots aren't "adding to or modifying" each other.

Multipower: Since Mind Scan is a Constant Power, if a character shifts from a Mind Scan slot to another slot in a Multipower, the Mind Scan immediately stops working. However, in the case of Flexible slots, it's possible for a character to shift *some* of the reserve points from the Mind Scan slot to another slot without disrupting the Mind Scan. To do this, reduce the Effect Roll achieved on the Mind Scan by the number of points re-allocated away from the Mind Scan slot on a one-for-one basis. For example, if a character has achieved an Effect Roll of EGO +32 with his Mind Scan, and wants to allocate 10 points away from the Mind Scan slot to an Mental Blast slot, that reduces the Effect Roll to EGO +22 without breaking the lock-on.

MULTIFORM

Type: Standard Power/Body-Affecting Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every 5 Character Points in the most expensive form; 2x the number of forms for +5 Character Points

A character with this Standard Power can change his original form into one or more other forms, each with its own abilities, personality, and Characteristics. Examples include a werewolf's ability to switch between human and lupine forms, a character whose suit of armor can "reconfigure" itself into many different types of armor; and a wizard's ability to assume the form of any animal. Multiform doesn't cost END to use.

BUYING AND BUILDING ALTERNATE FORMS

The player must choose one of his character's forms to be the *true form.* The true form can be any of the character's forms, depending upon character conception. The other form(s) bought with Multiform are his *alternate form(s).* The character's true form can have more points than his alternate forms, or his alternate forms can have more points than his true form (before or after accounting for the points the true form pays for Multiform). In other words, the true form doesn't have to be the most expensive of the character's forms, and the relationship of the costs of the forms doesn't affect Multiform's cost. As always, the GM should monitor the situation to prevent abuse.

The cost for Multiform, which only the true form pays for, is 1 Character Point for every 5 Character Points the most expensive alternate form is built with (i.e., his Total Points; Matching Complications don't reduce the alternate form's cost). The character may pay +5 Character Points for every up to two times the number of alternate forms of equal or lesser cost (*i.e.,* 5 Character Points for up to x2 alternate forms, 10 Character Points for up to x4 alternate forms, and so on). The cost of the true form has no affect on the cost of the alternate forms, nor does the existence of the true form affect the calculation of how many alternate forms the character buys for +5 points.

The points spent on Multiform define how many points a single form has. They aren't split between the various forms. For example, if a character spends 80 points to have a 400-point Multiform, the alternate form is built on 400 points. If he spends +10 points to have four alternate forms, each form is built on up to 400 points. He doesn't have to split them 100/100/100/100 between the forms, or the like.

Example: *Storvak, a strange alien built on 350 points, can assume four different animal forms — a tyrannosaur (400 points), a cheetah (275 points), an eagle (200 points), and a fish (150 points). The base cost of his Multiform is 1 Character Point for every 5 Character Points his most expensive form (the tyrannosaur) is built with — 400/5, or 80 points. For 4x the number of forms, he pays +10 points, for a total of 90. His true form, the alien form, pays this cost.*

A character's forms don't get to "share" anything for free. If a character's true form has some resource or object, such as a Base or a Vehicle, his alternate forms also have to pay for it if they want to use it. Otherwise, it disappears or somehow becomes inaccessible to them (typically, the most logical solution is for the GM to require the alternate forms to buy the resource as well). In general, all forms should pay for other things they have in common, such as certain Skills for some characters.

Each form a character can change into is as free-willed as the original character. The player must have a complete character sheet for each form (or some other way to keep track of the abilities and experiences of each form). Forms may have different abilities, personalities, or Complications than the true form or each other, if the player so desires (the character's personality often remains the same from form to form, and in any form he retains the memories from other forms unless he has the *Multiform Amnesia* Psychological Complication described below). If the forms happen to buy the same abilities or Skills, that's simply the nature of the different forms. Characters may not take a Limitation or Complication for this, nor may a character buy an ability or Skill once and somehow "share" it with all of his forms.

If a player voluntarily elects to build an alternate with fewer than the maximum allowed points, generally he cannot later decide to spend those "unallocated" points. However, the GM might decide to allow it for a good reason — for example, if the player legitimately forgot something the form should have (*e.g.,* Nightvision for an owl form). After play begins, typically a character with Multiform can only improve his forms with Experience Points (see below).

A character cannot have an alternate form that's built as a Vehicle, Base, Computer, Automaton, or the like unless the GM specifically permits it.

BECOMING LARGE IN SMALL SPACES

Sometimes characters using Growth, or who use Multiform or other powers to change shape into a larger form, have to use their powers in areas that are too small to hold their new, larger, self. In this case, roll the character's Normal Damage from STR. The walls/sides of the enclosing area take the full damage rolled on all the dice. The character takes half damage if the walls break. If the damage doesn't break through the enclosure, the character's increase in size stops at the limits of the enclosure *and* he takes the full damage rolled on all dice (not just the growth momentum damage).

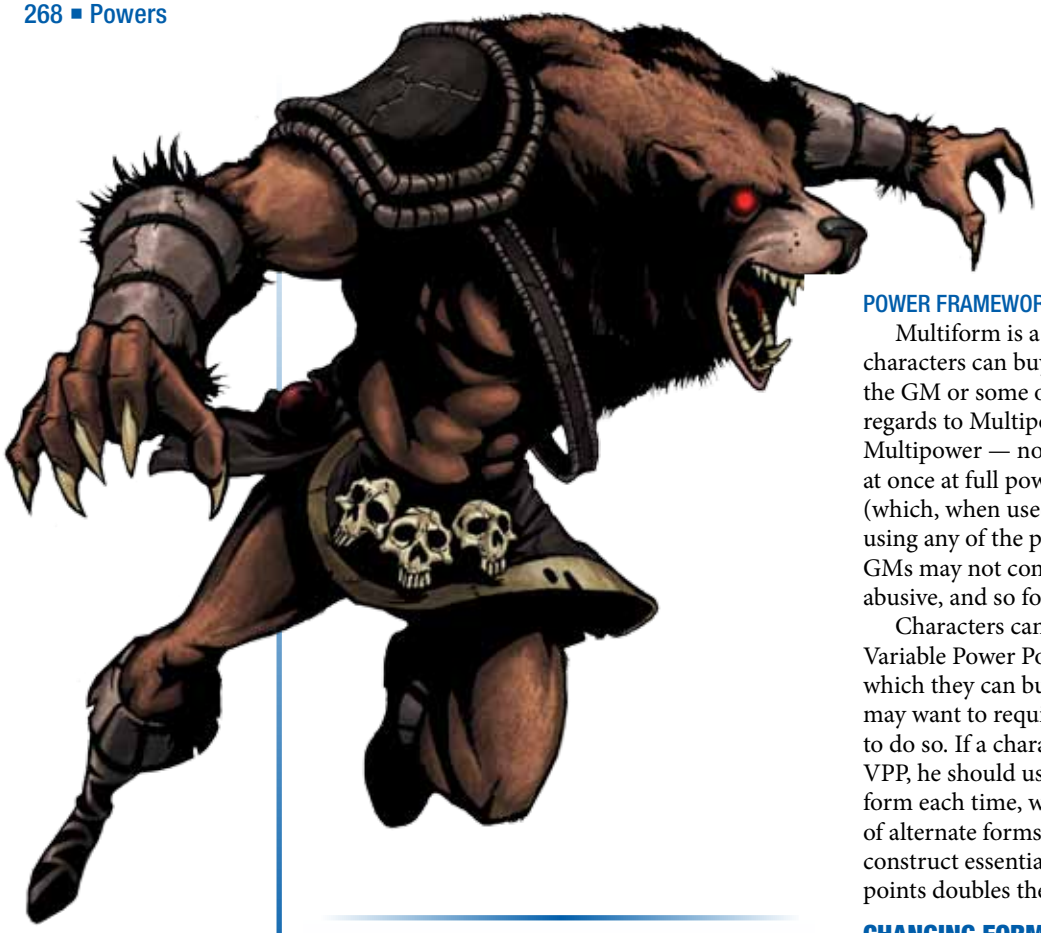
TOTAL POINTS AND COMPLICATIONS

A character's forms are built on the same Total Points (including Matching Complications) as the true form (or fewer points, if the player so desires). Each form that's built on more points than its Total Points must also buy additional Matching Complications to balance out the extra cost. However, it may be appropriate, or even required, to take more Complications to define the alternate form properly, regardless of whether the alternate form gets any points for them.

Gamemasters should carefully evaluate the Complications taken by a character's forms. Complications a character can eliminate or reduce by changing shape may be worth fewer (or no) points because their effect is so easily negated. For example, ordinarily a Distinctive Feature should carry over from form to form — if the true form has Distinctive Feature, "Striking Blue Eyes," then all forms should have the same blue eyes. In situations where this is not applicable, the Distinctive Feature should normally be bought as *Easily Concealed* (or, at most, *Concealable With Effort*), since the character can hide the Feature by changing forms.

Alternately, with the GM's permission a character could buy an alternate form with fewer Matching Complication points than it would ordinarily require by paying for the points not balanced by Complications as part of the cost of Multiform. The cost is 1 Character Point for every 5 Character Points not balanced by Complications *in addition to* the normal cost of the Multiform.

Example: *A character buys an alternate form built as a Standard Superheroic character (400 Total Points, including 75 points' worth of Matching Complications). This costs 80 Character Points. However, he wants the alternate form to be built on 450 points — but without having to take another 50 points' worth of Complications. With the GM's permission, the character pays the standard cost of a 450-point alternate form — 90 Character Points — and then also pay for not having any Complications to balance the last 50 points' worth of alternate form. That costs another (50/5 =) 10 Character Points, for a total of 100 points for a 450-point alternate form with 75 points of Matching Complications and 50 additional points.*



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"PARTIAL" MULTIFORMS

Sometimes a character wants to buy a Multiform that involves transforming only part of himself. For example, a character with multiple personality disorder might have very different Skills and Complications, but his Characteristics and physical abilities are identical in each form. A character with a suit of reconfigurable powered armor has very different powers and weapons in each form, but the same Skills and personal attributes (since the person inside the armor doesn't change at all).

If built as a Multiform, this sort of "partial" change in form doesn't involve any Character Point discount or savings. The cost of an alternate form depends on its full cost, not just the cost of things that change. Whether any particular aspect of an alternate form differs from the true form is irrelevant for purposes of determining the cost of Multiform — if a character's alternate form has useful Characteristics, Skills, or what have you, he has to pay for them as part of his Multiform whether they differ from those of his true form or not.

Of course, if a "change" is so minor that many of the character's abilities remain the same from "form" to "form," Multiform may not be the best way to represent that. For example, with the GM's permission a multiple personality's changes could be represented with some sort of Psychological Complication and a small Variable Power Pool (Skill Pool) with two set configurations for his changing Skills.

POWER FRAMEWORKS

Multiform is a Standard Power, and therefore characters can buy it in Power Frameworks unless the GM or some other rule forbids them to. In regards to Multipower, since the tradeoff of a Multipower — not getting to use all the powers at once at full power — is a lot like Multiform (which, when used, prevents the character from using any of the powers in his other form), some GMs may not consider this balanced and non-abusive, and so forbid it.

Characters can take Multiform in appropriate Variable Power Pools, but given the ease with which they can buy extra alternate forms, the GM may want to require special justification for them to do so. If a character does put Multiform in a VPP, he should use the basic cost of the alternate form each time, without any doubling the number of alternate forms. In this situation, the VPP construct essentially takes the place of the "+5 points doubles the number of forms" rule.

CHANGING FORMS

Multiform itself allows a character to change his form. He doesn't have to purchase Shape Shift or some other Power to do so. A character with two or more alternate forms can shift directly between any two forms without having to use the true form as an intermediary. Changing from one form to another requires a Half Phase Action.

Similarly, a character's alternate forms do not also have to buy Multiform so he can change shape back to the true form. It's assumed the true form's Multiform remains "active" even though he's in alternate form and allows him to change back to his true form (or other forms) using the standard Multiform rules (unless Accidental Change, Personality Loss, or the like affect his ability to change). Each form doesn't have to purchase Multiform.

No other power or ability remains "active" when a character switches from one form to another — the abilities of the former form cease to function, and those of the new form have yet to be activated (unless they are Persistent, in which case they'd be considered to "turn on" as soon as the changing of form is complete unless the GM rules otherwise). The character has to activate his new form's powers using the standard rules for doing so — but since changing forms is a Half Phase Action, and activating powers is a Zero Phase Action, usually this isn't any problem.

The change worked upon the character's body by Multiform is as complete as the character wants it to be. If desired, it can change his fingerprints, DNA, scent, voice, or any other aspect of his physical form — or all those things could remain

the same from form to form. Whether it can change his class of minds, his spirit/soul, or the like is up to the GM (see "Mental Powers," below).

CHANGING FORMS AND DAMAGE

When a character shifts forms, the STUN and BODY damage he's taken and the END he's used do not disappear — they carry over to the next form. For this reason, shifting from a form with lots of BODY to a form with few BODY is dangerous, possibly even fatal. For greater accuracy (and complexity), figure out what percentage of a character's total BODY, STUN, or END he lost while in one form, and then subtract that percentage from the appropriate Characteristic in his current form.

Example: *Storvak's tyrannosaur form has 35 BODY; his fish form only has 5 BODY. If he takes 30 BODY damage in his tyrannosaur form, and then shifts to fish form, he'll die — the fish doesn't have 30 BODY which it can take as damage. Using the alternate rule, 30 is 86% of 35, so the fish would suffer 4 BODY (5x.86) worth of damage.*

EXPERIENCE POINTS

Alternate forms do not earn Experience Points in the usual fashion. Normally, only the true form receives Experience Points. If he wants his forms to improve along with him, he must spend some of his Experience Points to improve his Multiform power. When he does so, he must decide what they go toward. He could use them to increase the number of forms, for example, in which case he just expands his options without increasing the "strength" of any form.

If a character spends points with the intention of increasing the "strength" of (points used to build) the forms he can change into, each 1 Character Point he spends on Multiform increases the points in the most expensive form by 5 Character Points. That effect cascades down, increasing the points in every other form by 5 as well (assuming that's appropriate and desired — some forms might, and should, stay exactly as they are, without ever improving, over the course of a character's career). The alternate forms do not have to take additional Complications to balance out the new points received.

Spending Experience Points to improve an alternate form requires a certain amount of common sense and consideration for game balance. In effect this rule quintuples the effectiveness of some Experience Points spent on Multiform, which could lead to unbalancingly powerful forms. A character should have a good reason for wanting to increase the strength of his Multiforms this way, and the GM should review the power before approving the expenditure. As a good rule of thumb, the GM may want to permit a character to spend no more than 1 Experience Point of every 6 he earns on his Multiform. That way, the true form improves by 5 points for every 5 points his Multiform(s) improve by.

PERKS

Follower, Vehicle, and Base: If a character buys an alternate form that has one of these Perks, the cost of the Multiform includes the full cost of the Perk that the alternate form pays (*i.e.,* the item's total cost divided by 5). For example, a character who wants to Multiform into a 300-point character with a 200-point Computer (costing him 40 points) pays 68 points (340/5) for the alternate form.

If a character has Multiform, and he belongs to a group whose members contribute to pay for a Base (or Vehicle, or other common resource), every one of the character's forms that wants access to that resource has to pay its fair share of the cost. Different forms may pay different amounts with the GM's permission. However, the character's single contribution to the Base (see below) equals the *lowest* amount paid by any of his forms. Therefore there's usually no reason for all forms' contribution not to be the same amount.

The contribution of all forms only counts *once,* not multiple times — the other forms' paying their fair share of the cost doesn't increase the amount of points the resource is built with, it simply "confirms" the base form's contribution and allows them standard access to it, so to speak. For example, if Storvak has three forms and each contributes 10 points to a Base, Storvak has contributed 10 points to the Base, not 30.

Vehicle: A Vehicle can have Multiform unless the GM forbids it. Since Vehicles don't have Base Points the way characters do, determine their "Base Points" by choosing a "true form" for the Vehicle. Since this is a Vehicle being purchased by a character and not a character itself, the true form should be the most expensive of all the forms the character wants the Vehicle to have (the GM can grant an exception to this if he sees fit). When buying the Vehicle, the character must buy the true form (at the usual 1 Character Point per 5 Character Points used to build it cost), not a cheaper alternate form. This prevents the potential game balance problems of having a character buy a cheap Vehicle (*e.g.,* a bicycle) that can Multiform into a much more powerful Vehicle (*e.g.,* a jetfighter or a mecha). As usual, all alternate forms have to be built on the same "Base Points" (or fewer) as the true form, and must take any Complications necessary to (a) cover any additional cost, or (b) properly define them in game terms.

MULTIFORM, SHAPE SHIFT, AND DUPLICATION

Multiform is related to, but different from, Duplication and Shape Shift. Duplication allows the character to create extra bodies or selves, some of which may be different from the original character (but none of which have inherent shapechanging powers unless they buy them). Shape Shift allows a character to change his form, but not his powers or abilities. Multiform doesn't create new bodies, but does allow a character to assume different forms, which may or may not have different personalities and abilities than the true form. When building body alteration powers, players should carefully evaluate these three Powers to determine which one is best suited to create the ability desired.



POWERS

Mental Powers: If a character has a Multiform that lets him switch to something other than human, that may or may not change his class of mind. If the alternate form retains human intellect and the like, then he's still got a Human mind. If not (for example, if the character becomes completely animal-like when in animal form, to the point where his INT and EGO drop to the animal's levels, or he loses his personality to the effects of the *Personality Loss* Limitation), then his mind may belong to a different class when he's in alternate form. Alternately, a character's mind could fall into both classes; he can take that as a 5-point Physical Complication.

Duplication: See 6E1 202 regarding the interaction of Multiform and Duplication.

If a character has an alternate form built with Duplication, Cannot Be Recombined (such as a multi-headed monster form), typically he's automatically Duplicated when he changes to that form. As always, the GM can change that outcome if it doesn't make sense or causes game balance problems.

Endurance Reserve: If a character has Multiform, and one of his forms has an Endurance Reserve, and he's in a form that doesn't have the Endurance Reserve, the Endurance Reserve cannot Recover its END. Typically if a character uses some END from an Endurance Reserve and then shifts forms to an alternate form, the Endurance Reserve remains at whatever level it was when last used when he returns to the first form. However, the GM may rule that if enough time passes, when the character shifts form to the form with the Reserve, it is fully "charged up." How long this takes is up to the GM, but obviously if days and days have passed, allowing it to be fully charged probably wouldn't pose game balance problems.

Transform: If a character with Multiform is in one of his alternate forms and another character Transforms him into something else, he remains in that "something else" form until the Transform wears off — essentially locking him into that shape — if the Transform actually has some significant effect on his physical form. Most Major Transforms do, of course, and many Minor Transforms do so as well. A Cosmetic Transform, on the other hand, may just carry over from form to form. For example, if an evil witch Transformed the supervillainess Menagerie (who can assume several animal shapes) to make her pink, then perhaps the GM would allow Menagerie to change back into human form... but she remains bright pink. The GM should determine the exact effects, based on considerations of game balance, common sense, and dramatic sense.

ADVANTAGES AND ADDERS

Instant Change: A character with this +5 Character Point Adder can shift forms as a Zero Phase Action.

Usable On Others: Characters should not purchase this Advantage for Multiform to force another character to change shape. To change another person's shape as an attack, buy Transform.

LIMITATIONS

Generally speaking, Limitations on Multiform such as *Costs Endurance, Gestures,* or *Incantations* apply to all changing of forms. If a character takes Costs Endurance for his Multiform power, then any change of form (true form to alternate, alternate to true, alternate to alternate) costs END. If he takes Gestures, any change requires the appropriate waving of the hands (though that might change to paws if he shifts to an animal form or the like). As always, common sense, dramatic sense, and considerations of game balance should apply. If it doesn't make sense for a character to Gesture to change back (from, say, a serpent form that has no hands), it may be easiest and most sensible for the GM not to require Gestures for a change back. In that case the GM might reduce the value of the Limitation slightly.

Some Limitations on Multiform (like *Personality Loss*) have to remain "in effect" when the character's in his alternate form, and you can extend that logic to many other Power Modifiers. In some cases, the GM may want, or allow, the character's alternate forms to take a Complication (such as Accidental Change or Physical Complication) to reflect this.

Charges: If a character takes Charges for Multiform, they indicate the number of times the character may change shape and change back again. For example, Multiform with two Charges would allow the character to change shape, then return to his true form, then change shape again and return to his true form again.

Since Multiform is Persistent, technically Charges bought for it should be Continuing Charges (or else the change only lasts for 1 Phase per Charge). However, in the interest of common sense and dramatic sense, ordinary Charges bought for Multiform don't cause the character to revert to his true form in this way.

Costs Endurance (-½, -1): When worth -½, this Limitation means the character must pay END when he changes forms, but not thereafter (the form he changes into pays the END). When worth -1, it means he must pay END not only to change forms, but to stay in the form he's changed into. The form changed into pays the END cost for the change and for remaining in that form. When the character runs out of END or is Knocked Out, he automatically changes back to his true form.

Focus: If a character buys Multiform with the Limitation *Focus,* he must have the Focus in all his forms. If it's taken away from him while he's in an alternate form, he reverts to his true form. He cannot apply the *Focus* Limitation to all the abilities of the alternate forms. However, the GM may allow him to apply Focus to some of those abilities based on special effect or the like.

If one of the character's forms has a power bought through a Focus that some or all of his other forms don't have, technically the Focus "vanishes" when the character changes forms. (The same logic applies to clothing, small personal items a character carries, and the like.) But if the character loses his Focus, he can't get it back simply by changing forms and then reverting to the form that has the Focus — he's got to recover it just as characters normally do with lost Foci. Whoever took the Focus keeps it, but when the character's not in the form that has the Focus power, the Focus remains inert and unusable (unless the GM rules otherwise). When the character shifts back to the form with the Focus, it becomes usable again by the person who has possession of it.

At the GM's option, some types of Multiform (such as a skinchanger) may need a Focus to change from true form to alternate form, but the Focus "merges" with the changed form, becoming impossible to remove from the character by any normal means. Characters can buy this as a Focus, but must halve the Limitation's value.

These rules also apply to clothing, car keys, and other mundane objects a character wears or carries.

Perceivable: Like other Body-Affecting Powers, Multiform is normally Inobvious at best when not in use, and Obvious during the Segment when it's used (as the character visibly changes shape). Once a character has changed form, Multiform goes back to being Inobvious at best. With the GM's permission, a character could take Perceivable to represent a type of Multiform in which it was always obvious that a character has shapechanging powers (for example, he remains the same color, no matter how inappropriate that would otherwise be, in all forms).

Personality Loss (varies): This Limitation represents a type of Multiform in which the character has a difficult time retaining his personality and changing back to his true form (or any other form). The character can stay in his alternate form for up to a set time period (see table) with no difficulty. After that time period passes, he must make a "Required Roll" of 14- to retain his normal personality and the ability to change back to his true form. For every step down the Time Chart thereafter, the roll decreases by 1 (to 13-, 12-, and so on). If the character ever fails the roll, he's trapped in his current form and assumes its personality in place of his own; thereafter he can only recover his true personality and form with outside help.

Once the character changes back to his true form and personality, the "Required Roll" "resets" to 14- again, provided the character spends at least a day in his true form. If the character assumes the alternate form during that day, the roll picks up at whatever level it left off.

PERSONALITY LOSS TABLE

Value	Time Period Before First Roll
-2	1 Turn
-1¾	1 Minute
-1½	5 Minutes
-1¼	20 Minutes
-1	1 Hour
	...and so on

Reversion (varies): Because Multiform is Persistent, a character who's Stunned or Knocked Out doesn't normally revert to his true form. With this Power Modifier, he does. If the character's true form is weaker than his alternate form, this is a -½ to -1 Limitation (depending on just how much weaker the true form is). If the true form is more powerful, it's a +½ to +1 Advantage. If the two forms are of roughly equal power, it's a -0 Limitation. (Of course, if the character recovers from being Stunned before the Segment ends, he doesn't revert.)

The question of what constitutes "more powerful" or "less powerful" depends on the campaign and GM interpretation. It *doesn't* specifically mean "better in combat"; the concepts of "power" and "weakness" are broader than that. The Character's Total Points is often a good indicator of abstract "power," but not necessarily the only one. The question becomes even more complicated when a character has more than two forms, with some being more powerful than his true form, and some less. In that situation, the GM should either consider all forms "more powerful" because some are, or answer the weaker/more powerful question based on what percentage of the forms are weaker, and what percentage stronger.

Side Effect: If a character buys Multiform with a Side Effect (or similar Limitation), the alternate form changed into suffers the Side Effect if it occurs — otherwise the Limitation wouldn't be restrictive. In the event the character changes to another form (either his original, or another alternate form) quickly, the GM might carry the effects of the Side Effect over to that form as well — it's his decision, based on game balance, common sense, dramatic sense, and similar considerations.

COMPLICATIONS

Accidental Change: Characters with Multiform can take this Complication, but if so, all forms should normally purchase it (though the conditions triggering each form's change may differ).

Psychological Complication: A character with Multiform who doesn't retain the memories of one form when in another form can take the 15-point Psychological Complication, *Multiform Amnesia* (Common, Strong) for each form.

POWER EXAMPLES: MULTIFORM

Werewolf Forms: Multiform (assume 300-point wolfman form or 225-point wolf form; true form is 150-point human form) (65 Active Points); Can Only Change Forms At Night (-1). Total cost: 32 points.

Vari-Armor: Multiform (reconfigure powered armor suit into any of eight different other "forms," each built on 300 points) (75 Active Points); OIF (-½), Extra Time (takes 1 Turn to change forms; -½). Total cost: 37 points.

Dracoform Amulet: Multiform (change shape into 500-point dragon) (100 Active Points); OAF (-1), 1 Charge (-2), Personality Loss (1 Hour; -1). Total cost: 20 points.

NO HIT LOCATIONS

Type: Automaton Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 10 Character Points

An Automaton with this Power has no particularly vulnerable or better defended locations on its body — a hit for, say, 5 BODY and 20 STUN does that much damage whether the Automaton is hit in the head or the hand. In short, the optional Hit Location Table is useless against him.

POWER DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 point of Power Defense for every 1 Character Point

A character with Power Defense is especially resistant to Drains, Suppresses, Transforms, and related attacks. The character can, at his option, also apply Power Defense against Aid and Healing, if for some reason he doesn't want another character to use those powers on him. Each 1 point of Power Defense costs 1 Character Point.

When an attack against which Power Defense applies is used on the character, he subtracts his Power Defense from the attack. Any remaining points of effect in the attack apply normally to him. Power Defense doesn't cost END to use.

Example: *The Necromancer uses a Drain STR 2d6 against Arkelos (who has 5 points of Power Defense.) The 2d6 total 7, Arkelos subtracts his 5 points of Power Defense from the attack, and loses only 2 Character Points of STR.*

Power Defense is not Resistant, but characters may purchase Resistant (+½) for it.

POWERS

Adjustment Powers: If a character attempts to Drain (or otherwise negatively Adjust) a target's Power Defense, the Power Defense applies first, and anything that gets past the Power Defense is then halved when determining how much the negative Adjustment Power reduces the Power Defense.

REFLECTION

Type: Standard Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: Self
Costs END: Yes
Cost: 2 Character Points for every 3 Active Points' worth of Ranged attack the character can Reflect

A character with this Attack Power can Reflect a Ranged attack that he's Blocked (see 6E2 59) at his attacker, or another target. Reflection costs 2 Character Points for every 3 Active Points' worth of Ranged attack the character can Reflect (see below). Reflection costs END to use; the character pays the END cost once for every attack Reflected.

USING REFLECTION

Reflection only works with regular Blocks against Ranged attacks, as discussed on 6E2 59. It does not work with attacks that are Deflected (*i.e.,* Blocked at Range; see 6E1 187). To use it, a character must have prepared to Block (such as by Holding his Action); a character cannot use Reflection if he Aborted to Block. A character cannot Reflect attacks he cannot Block.
After the Block succeeds, the character may then make an Attack Roll to hit the target with the Reflected attack (this is an Action that takes no time). If the character received an OCV modifier from the Block-based Maneuver he used, that bonus *does not* apply to his OCV for using Reflection. However, other modifiers to OCV (such as the Range Modifier, the target being large, or the target being Behind Cover) do apply, as do any applicable Combat Skill Levels he wants to use, and the like.

A character can easily Reflect any attack up to his purchased limit: 3 Active Points' worth of attack for every 2 Character Points spent on Reflection. A character may attempt to Reflect a more powerful attack, but with three restrictions. First, he suffers a -1 OCV penalty for every 3 Character Points (or fraction thereof) the attack exceeds his Active Point limit. Second, if his Attack Roll with the Reflected attack fails, *he* takes the damage from the attack as if he hadn't Blocked it and had been hit by it. Third, unless the GM permits otherwise, a character can never Reflect an attack with an Active Point total greater than two times the amount of Active Points he paid for.

A character can Reflect any sort of Ranged attack he successfully Blocks, regardless of the Advantages on it or the like. (But as noted on 6E2 59, some Advantages make it impossible or more difficult to Block attacks in the first place.) The affected attack's Advantages still apply to it, though they do not otherwise help the character using Reflection (for example, he still pays END for his Reflection even if the Reflected attack has the *Reduced Endurance* (0 END; +½) Advantage.)

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POWER EXAMPLES:

POWER DEFENSE

Talisman Against Sorcery: Power Defense (20 points) (20 Active Points); OAF (-1), Only Protects Against Magic (-½). Total cost: 8 points.

Chemical Resistance: Power Defense (12 points) (12 Active Points); Only Protects Against Chemicals/Poisons/Drugs (-½). Total cost: 8 points.

Reflection doesn't allow a character to apply additional Advantages, to increase the power of the attack, or to otherwise improve the attack; all he can do is Reflect exactly what was used against him.

If a character Blocks multiple Ranged attacks during one or more Segments (see 6E2 58), he can Reflect each of them. If he has the ability to Reflect against any target, he can Reflect each attack against any target he wants; he doesn't have to Reflect them all at one target.

A Reflected attack always "comes from" or "originates with" the character using Reflection, for purposes of determining the effect of Barriers, being Behind Cover, and other such defenses and modifiers. With the GM's permission, the character can apply the *Indirect* Advantage to his Reflection to make the attacks come from some other angle.

REFLECTING AT OTHER TARGETS

Ordinarily a character can only Reflect an attack at the attacker who fired it at him. However, at the GM's option a character can buy the Advantage *Any Target* (+½) for his Reflection, allowing him to Reflect at *any* target he wants. The Range Modifier is calculated to that target (not to his original attacker), and all other modifiers depend on the target, not on who attacked the Reflecting character in the first place.

REFLECTING HTH ATTACKS

At the GM's option, characters can buy Reflection for HTH attacks instead of Ranged attacks. It works just the same, except that it only affects attacks in HTH Combat. For this purpose, you can calculate the "Active Points" used when attacking with most Combat or Martial Maneuvers as 5 Active Points times the number of dice rolled. The GM can modify or alter this formula as he sees fit.

ADVANTAGES

Any Target (+½): See above.

Area Of Effect: Characters cannot apply *Area Of Effect* to Reflection as a way of Reflecting any attack passing through the defined area, unless the GM specifically permits this. In any event, applying Area Of Effect to Reflection doesn't allow characters to Reflect Area Of Effect attacks.

Ranged: Characters cannot purchase this Advantage for Reflection.

Variable Advantage, Variable Special Effects: Characters cannot alter the Advantage on a Reflected attack, or change its special effect, by buying these Advantages for Reflection. If bought for Reflection, they change the Advantages on, or special effect of, the Reflection itself, not the attacks it Reflects.



LIMITATIONS

Feedback (-1): If a character takes this Limitation for Reflection, then he takes the full damage (and other effects, including Knockback) from any attack he Reflects.

Only Works Against [Limited Type Of Attack]: If a character only wants his Reflection to apply to certain types of attacks, he can take this Limitation for it (see 6E1 273).

Requires A Roll: If a character applies this Limitation, the Active Point penalty on the roll (if any) depends on the Active Points in the attack being Reflected, not the Active Points in Reflection itself. If the GM feels this makes Requires A Roll significantly more restrictive, he can increase the Limitation's value appropriately.

POWER EXAMPLES: REFLECTION

"It's All In The Reflexes": Reflection (30 Active Points' worth) (20 Active Points); Only Versus Thrown Objects (-¾), Requires A DEX Roll (assuming DEX Roll of 14-; -½). Total cost: 9 points.

Reality-Warping Portals: Reflection (60 Active Points' worth), Any Target (+½), Indirect (+¾), Reduced Endurance (½ END; +¼). Total cost: 100 points.

Mirror Field: Reflection (60 Active Points' worth) (40 Active Points); Only Works Against Light-Based Attacks (-½). Total cost: 27 points.

POWER EXAMPLES:

REGENERATION

Rapid Healing Factor: Regeneration (2 BODY per Turn), Can Heal Limbs. Total cost: 37 points.

Just Gimme A Couple Hours To Rest And I'll Be Fine: Regeneration (2 BODY per Hour). Total cost: 16 points.

Lycanthropic Regeneration: Regeneration (6 BODY per Turn), Can Heal Limbs (101 Active Points); Does Not Work Against Damage Caused By Silver Weapons (these are Uncommon, but it's such a well-known vulnerability it qualifies as Common; -¾). Total cost: 58 points.

5

Vampiric Regeneration: Regeneration (3 BODY per Day), Can Heal Limbs, Resurrection (stopped by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers), Resurrection Only (-2). Total cost: 12 points.

REGENERATION

Type: Special Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: See the Regeneration Table

This Special Power allows a character to regain BODY lost to injuries and other effects at a much faster rate than normal. Some examples of Regeneration include mutant abilities that hyperaccelerate the healing process, spells that rapidly restore the caster's BODY over a period of time, and a tough barbarian warrior's ability to effectively recover from debilitating wounds in weeks rather than months. Regeneration is Persistent and does not cost END to use.

The cost of Regeneration depends on how quickly the character wants to be able to Recover lost BODY (see accompanying table). All characters Recover lost BODY at the rate of their REC in BODY per Month, but a character with Regeneration gets to use 1 or more points of REC to Recover BODY much more often. Characters cannot buy Regeneration to Recover BODY more frequently than once per Turn.

Characters using Regeneration Recover the indicated amount of REC's worth of BODY at the end of each specified time period. The GM may, if he prefers, "pro-rate" the Recovery of BODY over the time period. For example, if a character has Regeneration (6 BODY per Week), he might Recover 1 BODY roughly every day, instead of all 6 BODY at the end of each Week.

For a character to Regenerate, the majority of his body has to be reasonably intact; typically characters cannot Regenerate from single drops of blood or just a limb or two. The GM determines whether Regeneration works in a particular situation; in some campaigns Regeneration from tiny amounts of tissue or DNA might be appropriate.

A character with Regeneration still loses 1 BODY per Turn when he's below 0 BODY (in other words, he can still "bleed to death"), though sufficiently fast Regeneration will bring him back to positive BODY before he dies. Nor does Regeneration automatically counteract the optional Bleeding rules, though the GM might increase the "stop Bleeding" range for a character with Regeneration.

There's no limit to how much BODY a character can lose and then Recover with Regeneration, nor any upper limit on how much BODY he can Regenerate during a given time period. Regeneration works against any loss of BODY — ordinary injuries, a Drain BODY, and so on — as well as against Transforms and other attacks that "change" or similarly affect his BODY.

REGENERATION TABLE

Cost	1 BODY Regeneration Per...
2	Week
4	Day
6	6 Hours
8	1 Hour
10	20 Minutes
12	5 Minutes
14	1 Minute
16	1 Turn (Post-Segment 12)

POWERS

Transform: Regeneration applies to "heal" the BODY done by a Transform if the condition for "healing" the Transform is to heal the BODY normally.

ADVANTAGES AND ADDERS

Can Heal Limbs: Ordinary Regeneration cannot regrow lost or severed limbs — it can restore the damage from losing a limb (*i.e.,* in game terms, Regenerate the lost BODY), but not regrow the limb itself. For +5 Character Points, characters may regrow limbs with Regeneration (including optional forms). (For more information on severing limbs, see 6E2 101.)

Resurrection: STOP Ordinary Regeneration cannot restore life to the dead. At the GM's discretion, for +20 Character Points, characters may use Regeneration to return to life when killed without the help of an outside agency. How long this takes is up to the GM, though it should usually bear some relation to the standard speed of the character's Regeneration when alive. In most cases, it's appropriate for the GM to rule that a deceased character can "stand back up" and function like a living being when he has at least 1 positive BODY (or has been stabilized in negative BODY) and 1 positive STUN. (When a character Resurrects to positive BODY, he has 0 STUN. He can then begin to take Recoveries in the normal manner.)

A character doesn't need to apply the *Trigger* Advantage for Resurrection Regeneration to work on himself. It works as described even though the character is dead and thus technically unable to activate Powers.

A character buying Resurrection Regeneration must define a reasonably common and obvious way to prevent Resurrection from working (such as a stake through the heart, severing the head, burning the corpse, or the like); he cannot use the *Does Not Work On [Defined Type Of] Damage* Limitation (see below) to simulate this effect. If the defined condition is some type of attack (for example, a character can't be Resurrected if killed by fire), the final attack that kills him (*i.e.,* that reduces him to negative his starting BODY score) has to be that type of damage to prevent him from Resurrecting. Taking damage from that type of attack up to that point does not prevent Resurrection.

Usable By Others: Characters cannot apply the *Usable By Others* Advantage to Regeneration. Characters who want to heal other characters should buy Healing (6E1 232).

LIMITATIONS

Charges: If a character takes Charges for Regeneration, the Regeneration period begins running when he uses a Charge. For example, if he has Regeneration (2 BODY per Turn) and uses a Charge on his Phase in Segment 4, he'll Regenerate that next Post-Segment 12; if he has Regeneration (2 BODY per Week), he'll Regenerate 2 BODY at the end of that week (or, if the GM prefers, one week from when he uses the Charge). He cannot use another Charge until he Regenerates.

Costs Endurance: If a character takes this Limitation for Regeneration, he has to pay END for the Power every Phase.

Does Not Work On [Defined Type Of] Damage (-¼ to -1): This Limitation represents Regeneration that cannot heal the BODY damage from certain types of attacks. The value depends on how frequently the character is likely to encounter that type of attack: if it's a Rare attack (Life Force Energy, Dimensional Manipulation attacks), -¼; an Uncommon attack (Sonic, Telekinetic, poisons), -½; a Common attack (Electricity, Fire, Magic), -¾; and a Very Common attack (Blasts, Killing Attacks, energy, punches), -1. (Note: the given examples apply to most campaigns, but the GM is the final arbiter on how common an attack is in his campaign; for example, in many Fantasy campaigns Magic is a Very Common form of attack.)

Extra Time: Characters may not take this Limitation for Regeneration; the time periods it works over are defined as part of the Power's rules.

Resurrection Only (-2): Resurrection Regeneration with this Limitation can only resurrect the character; it cannot help the character Recover BODY if he's alive.

COMPLICATIONS

Dependence, Susceptibility: A character's Regeneration doesn't heal BODY damage taken from these Complications, unless the GM rules otherwise.

RESISTANT PROTECTION

Type: Standard Power/Defense Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 3 Character Points for every 2 points of Resistant Defense

Resistant Protection provides a character with points of Resistant Defense. Examples of Resistant Protection include suits of armor, a superhero's personal force-field, a cop's bulletproof vest, or a spell of protection against fire. Resistant Protection is Persistent and does not cost END to use.

BUYING RESISTANT PROTECTION

Each 2 points of Resistant Defense (either PD, ED, any type of Flash Defense, Mental Defense, or Power Defense) costs 3 Character Points. (See 6E2 103 regarding Normal and Resistant Defenses.) Having a Resistant Protection doesn't hinder any of the character's attacks.

A character must specify which types of defense his Resistant Protection provides (either PD, ED, any type of Flash Defense, Mental Defense, or Power Defense) when he buys the Resistant Protection. For example, if a character spent 21 Character Points he could have 14 PD, 0 ED Resistant Protection, or 7 PD, 7 ED Resistant Protection, or any other combination that totaled 14 points of PD and ED. The character cannot change this combination (unless he also buys the *Allocatable* Advantage; see below), though he can spend Experience Points to add to his existing Resistant Protection.

If a character uses his Resistant Protection at less than full strength, the ratio of points in the various defenses stays the same. For example, Resistant Protection (8 PD/12 ED) used at half power provides 4 PD/6 ED.

Resistant Protection provides points of Resistant Defense *in addition to* the character's standard PD and ED. If a character just wants to make his standard PD and ED Resistant, he should buy the *Resistant* (+½) Advantage for them (see 6E1 147).

RESISTANT PROTECTION THAT COSTS ENDURANCE

Characters often buy Resistant Protection with the Limitations *Costs Endurance* (-½) and *Perceivable* (usually -0 in this case, since it's not much of a hindrance, but the GM can increase it to -¼ if appropriate). This converts Resistant Protection into a Constant Power, creating a defensive power that has to be maintained with the character's own personal energy. The classic superhero's force-field is a perfect example of this, but there are many other powers you could build with it.

Even though Resistant Protection that costs END is a Constant Power, a character cannot apply it to himself, again and again, to increase the protection it provides. He can only be protected by one use of his Resistant Protection at a time.

POWER EXAMPLES: RESISTANT PROTECTION

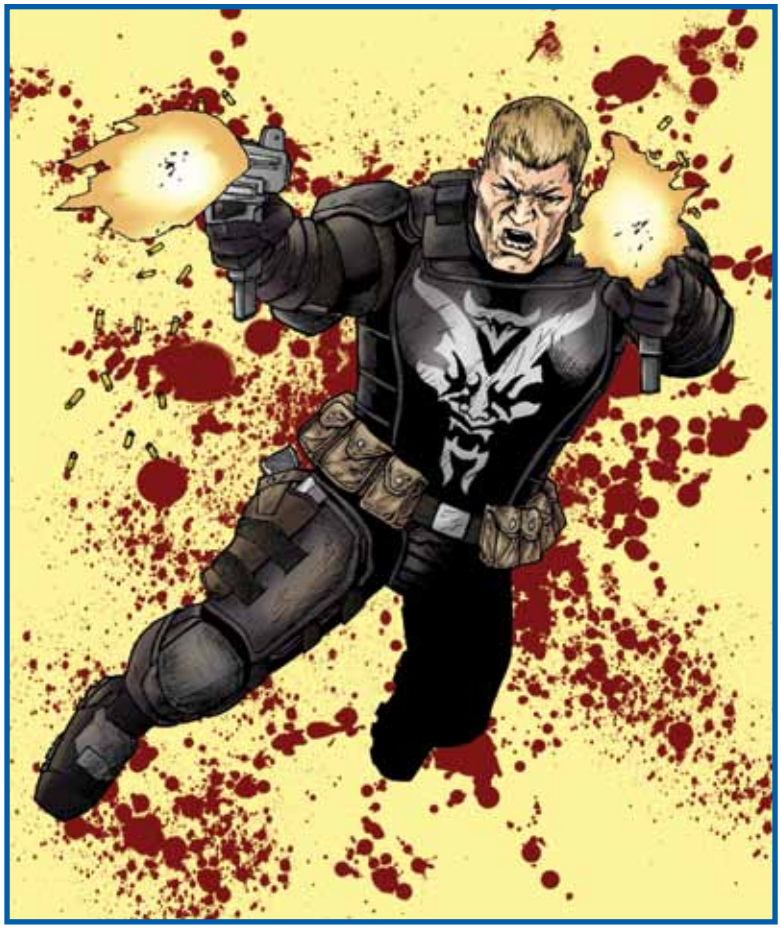
Level III Kevlar Body Armor: Resistant Protection (8 PD/8 ED) (24 Active Points); OIF (-½), Required Roll 14- (-½), Half Mass (-½), Real Armor (-¼). Total cost: 9 points.

Omnishield Generator Belt: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense) (60 Active Points); OIF (-½), 8 Continuing Charges lasting 1 Turn each (-0). Total cost: 40 points.

Personal Force-Field: Resistant Protection (10 PD/10 ED) (30 Active Points); Costs Endurance (-½), Perceivable (-0). Total cost: 20 points.

Powered Battle Armor: Resistant Protection (25 PD/25 ED) (75 Active Points); OIF (-½). Total cost: 50 points.

Spell Of Protection From Fire: Resistant Protection (0 PD/20 ED) (30 Active Points); OAF (Wizard's Staff; -1), Costs Endurance (-½), Only Works Against Fire (-½), Perceivable (-0). Total cost: 10 points.



ADVANTAGES AND ADDERS

Impermeable: This Adder means that the Resistant Protection power prevents the character from establishing skin-to-skin contact with other characters when it's active. (The Resistant Protection is not airtight or waterproof, however.) It's most appropriate for Resistant Protection that costs END. Typically it's a +0 point Adder (since the benefits and drawbacks roughly balance out), but the GM can change this based on how frequently the character is likely to encounter characters with attacks that require skin contact (or if the character has such attacks himself).

Protects Carried Items: Ordinarily Resistant Protection only protects the character himself, not anything he's holding or carrying. For this +10 Character Point Adder (which is most appropriate for Resistant Protection that costs END), a character's Resistant Protection protects items he carries in his hands, including other persons. It doesn't apply to people the character Grabs, or who Grab him, unless the character chooses to apply it to them while carrying them. If a carried person attacks the character carrying him, the character doesn't get the benefit of his Resistant Protection — the carried person is "inside" the defense. The Resistant Protection doesn't hinder or diminish the carried person's ability to make attacks against other persons.

Protects Carried Items doesn't make it impossible, or more difficult, for an attacker to Grab the character's Focus or some other object he's holding — standard Grab rules apply. Nothing about the Adder negates the effects of the *Focus* Limitation, except insofar as it allows an Accessible Focus to be protected by the Resistant Protection where it otherwise would not be. This applies even if the Accessible Focus is what's generating the Resistant Protection.

Allocatable (+¼): ⚠ Standard Resistant Protection is bought with a defined amount of Physical and Energy Defense, and the defined amounts can't be changed after the Power's bought. A character with Resistant Protection (20 PD/20 ED) always has Resistant Protection (20 PD/20 ED); he can't alter it to Resistant Protection (10 PD/30 ED) or any other combination.

At the GM's option, characters *can* alter their Resistant Protection that way if they buy the Advantage *Allocatable* (+¼). Allocatable Resistant Protection can have its points of defense re-allocated in any way, without changing its maximum or adding new categories of defense. Re-allocating the points of defense in Resistant Protection requires a Half Phase Action and can only be done once per Phase.

For example, Resistant Protection (20 PD/20 ED) with Allocatable could become (40 PD/0 ED), (15 PD/25 ED), or any other combination that adds up to 40 (though it can't put any points into Mental Defense, Power Defense, or any other defense not originally bought for it). Resistant Protection (15 PD/15 ED/10 Mental Defense/10 Power Defense) could become (5 PD/5 ED/10 Mental Defense/30 Power Defense) or any other combination that adds up to 50 among the four types of defense.

LIMITATIONS

Only Works Against [Limited Type Of Attack]: When purchased for Resistant Protection, this Limitation (6E1 148) can only be taken for the part of the Resistant Protection that would protect against that type of damage. For example, *Only Versus Punches* can only be applied to the PD part of Resistant Protection, since ED Resistant Protection wouldn't protect against punches anyway.

RUNNING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every +1m Running

A character with Running (also called Ground Movement) can run faster than normal. Each +1m of Running costs 1 Character Point; this adds to the character's normal 12m of Running. Running costs END to use (even the 12m Running characters get "for free"; see 6E1 41).

For general rules about movement in the *HERO System,* including Noncombat Movement, see 6E1 155 and 6E2 24.

While Running has no Turn Mode, the GM should apply common sense and dramatic sense when evaluating characters' proposed "movement paths" when they Run (particularly at high speeds). For example, rarely (if ever) should the GM let a character accelerate to his full Running velocity over the space of just two meters by running back and forth, back and forth repeatedly for as many meters of "distance" as he needs — that's just foolish.

ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Running. If he wants that Advantage to also affect the meters of Running he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Running +6m and wants all of his Running to be 0 END, he applies the +½ Advantage to 18 points (18m x 1 point each), even though he's only actually paying 6 points for Running (thus yielding a total cost to the character of [(18 x (1 + ½)) - 12 =] 15 points).

MegaScale: Applying MegaScale to Running doesn't give it a Turn Mode — a character using MegaRunning can make an immediate 180-degree turn and head back the way he came regardless of deceleration. However, the GM may impose any restrictions he sees fit based on the situation, common sense, dramatic sense, and considerations of game balance.

LIMITATIONS

Only On Appropriate Terrain (-½ or more): This Limitation reflects a form of Running (usually involving a wheeled Focus of some sort) that only works on appropriate terrain. A skateboard, for example, generally requires paved ground; it won't work on unpaved or rough ground. Reduce the character's Running by half or more (up to loss of all extra meters of Running) when he uses it on inappropriate terrain. Typically this Limitation is worth -½, but its value may increase depending on how common the inappropriate terrain is.

SHAPE SHIFT

Type: Standard Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: See Shape Shift Summary Table

A character with Shape Shift can change his form as perceived by one or more Sense Groups without altering his powers or other abilities. Examples of Shape Shift include a character who can change his shape to copy other peoples' features, a powerful illusion-spell that can change a person's appearance, or a character who can transform himself into many different inanimate objects.

The cost for Shape Shift depends on two factors. The first is which Sense Groups a character can affect — the more common or useful a Sense Group, the more expensive it is. (The GM can alter these costs to suit his campaign setting, if desired; for example, in a world where bat-people with Sonar are common, Hearing Group might cost as much as Sight.) The second is how many different shapes the character can assume. See the Shape Shift Summary Table for a list of the costs.

SHAPE SHIFT BY SENSE GROUPS

A character defines Shape Shift by the Sense Groups that can perceive the alteration in his shape.

THE SIGHT GROUP

Shape Shift (Sight Group) allows a character to change his form as perceived by the Sight Group. This would let him

- change his coloration (which may, in the GM's option, provide a slight bonus to some Stealth rolls)
- look exactly like someone else without the need for the *Disguise* Skill (if the Shape Shift has the *Imitation* Adder)
- look like a snake, but not feel, sound, or smell like one

POWER EXAMPLES: RUNNING

Super-Running: Running +48m (60m total), x16 Noncombat. Total cost: 63 points.

Skateboard: Running +8m (20m total), Reduced Endurance (0 END; +½) (12 Character Points); OAF (-1), Only On Appropriate Terrain (-½). Total cost: 5 points.

Rocketboots: Running +25m (37m total) (25 Active Points); OIF (-½), 1 Continuing Fuel Charge (easily refueled, 1 Hour; -0). Total cost: 17 points.

SHAPE SHIFT SUMMARY TABLE

Cost	Sense Group
8	Sight
5	Hearing or Touch
2	Mental, Radio, or Smell/Taste
3	Any Unusual Sense not assigned to a Sense Group
Cost	**Additional Shapes**
+0	Character can change into a single shape
+3	Character can change into up to four predefined shapes
+5	Character can change into a Limited Group of shapes
+10	Character can change into Any Shape

In the latter example, the character looks like a snake, but doesn't feel, sound, or smell like one. Anyone who touches him realizes he's not a snake. Depending upon the nature of the power and the special effects, they may touch the snake and its scales feel like human skin or cloth. Or, they might reach down and somehow "feel" the human form behind the Sight Group Shape Shift. A Sight-only Shape Shift works best for characters who only want to change some visible aspect of themselves, generate a change defined as a potent illusion, or the like.

THE TOUCH GROUP

Shape Shift (Touch Group) allows a character to change his form as perceived by the Touch Group. This would let him

- make his skin feel like some other substance — scales, cloth, rock, or the like
- alter his actual physical shape or mass distribution (though his total mass would not change), thus allowing him to, for example, slip out of bonds, radically alter his form, or within reason to fit through openings a human-shaped being cannot fit through (the classic meaning of "shifting shape")

Shape Shift (Touch Group) only allows a character to alter his size or mass by about +/-10%. To make greater changes in size or mass, the character should buy Density Increase, Growth, Shrinking, or Stretching Linked to Shape Shift.

THE HEARING GROUP

Shape Shift (Hearing Group) allows a character to change his form as perceived by the Hearing Group. This would let him

- not sound like himself (for example, to trick a voice-tracking program)
- appear different to Senses such as Active Sonar (Hearing Group) (see below)
- sound exactly like someone else without the need for the *Mimicry* Skill (if the Shape Shift has the *Imitation* Adder)

THE SMELL/TASTE GROUP

Shape Shift (Smell/Taste Group) allows a character to change his form as perceived by the Smell/Taste Group. This would let him

- change his scent (for example, to throw tracking dogs off his trail)
- duplicate someone else's scent to fool a biochemical security system (if the Shape Shift has the *Imitation* Adder)

THE RADIO GROUP

Shape Shift (Radio Group) allows a character to change his form as perceived by the Radio Group (including Radar). This would let him

- alter the "energy signature" given off by his superpowers
- duplicate someone else's "energy signature" (if the Shape Shift has the *Imitation* Adder)

If a character has Shape Shift (Touch Group), but not (Radio Group), and another character perceives him with Radar, the Radar typically only tells the character using it where the Shape Shifted character is, and his general shape/configuration (in Shifted form). Radar can't pick up fine details, so Shape Shift (Touch Group) usually suffices to "fool" it. The *Discriminatory* modifier allows the Radar user to tell the general nature of the Shape Shifted character (organic versus inorganic, solid versus liquid, humanoid in shape, and the like). The *Analyze* modifier provides a more definite answer, but still only general information (*e.g.,* the Shape Shifted being is a mammal, the Shape Shifted being is made of gold, or the like). (Generally, this all applies to Sonar as well, though in that case it's usually the Hearing Group, not the Radio Group, that's involved.)

THE MENTAL GROUP

Shape Shift (Mental Group) allows a character to change his form as perceived by the Mental Group. (This is often known as "psychomorphing.") This means his mind "looks" different to anyone who uses a Mental Sense to perceive his mind. Trying to perceive him with Mind Scan would generally be pointless; he "looks" like some other mind. Telepathy at the "surface thoughts" level would "see" a different mind and thoughts (whatever the character Shifted them into), but at levels beyond that could still perceive the character's true deeper thoughts, memories, and so forth — Shape Shift doesn't change those, and doesn't allow a character to change his Psychological Complications or other mental Complications. With the *Imitation* Adder, a character with Shape Shift (Mental Group) can make his mind "look" like another person's mind, at least on the surface level described above.

At the GM's option, a character could use Shape Shift (Mental Group) to alter the class of minds to which his mind belongs. However, this could be unbalancing, since it could have the effect of making the character immune to most Mental Powers. A better way to simulate this is Mental Defense with Limitations like *Costs Endurance.*

As these rules and the *Basic Shape Shifting* and *Advanced Shape Shifting* example powers in the sidebar indicate, most Shape Shift-based powers should affect both the Sight Group and the Touch Group at a minimum. However, characters can use Shape Shift for other Sense Groups to create all sorts of interesting powers and abilities.

USING SHAPE SHIFT

A character may freely shift his shape as often as desired; switching shapes takes a Half Phase Action. Shape Shift costs END to use, both to shift shapes and to stay in a shifted shape. If the character is Knocked Out or Stunned while in shifted shape, his Shape Shift immediately "turns off" unless it's Persistent.

Shape Shift doesn't automatically allow a character to change shape so that he resembles a specific person. To do this, the character must either buy the Skill *Disguise* and make a Disguise

roll, or must pay for the *Imitation* Adder (see below). However, Shape Shift does allow a character to imitate gross features (hair color, eye color, and the like) without any roll. The character may even Shape Shift his body so that his skin resembles clothing, though he could not imitate precise styles of clothing without a Disguise roll or Imitation, and anyone who touched the clothing would realize it was not cloth (unless his Shape Shift affects the Touch Group).

Unless the GM rules otherwise, a character with Shape Shift can use it to change parts of himself in different ways. For example, a character with Shape Shift (Sight Group) that allows him to change the color of his skin could make himself half one color, half another — he's not restricted to a single color at a time.

Other characters cannot make PER Rolls to "perceive through" Shape Shift, or determine that a person is Shape Shifted. They have to detect that Shape Shift is being used in other ways, such as a PER Roll using a Sense the Shape Shift doesn't affect ("He *looks* like Bob... but he sure doesn't sound like him"). A character could Limit his Shape Shift so that observers get a PER Roll to "see through" his change in form, if desired (for example, see *Perceivable,* below). The PER Roll modifier discussed for Imitation (see below) is an option, but if the GM allows it, all it does is tell the onlooker (who by definition has to know what the person being imitated "looks" like) that something's not quite right. It doesn't reveal the character's true appearance or the like.

Shape Shift is related to, but different from, Multiform. Shape Shift allows a character to change his form, but not his powers or abilities. Multiform allows a character to change his powers and abilities, and his form as well if he so desires. When building powers related to changing shape, players should carefully evaluate these two Powers to determine which one is best suited to create the ability desired.

TALENTS

Striking Appearance: Depending upon special effects and the nature of the power he's constructed, Shape Shift (Sight Group and/or Touch Group) allows a character to alter his attractiveness. First, any type of Shape Shift to either of those Sense Groups can give a character one level of Striking Appearance (either beauty or ugliness, as appropriate). The *Makeover* Adder (see below) expands this capability. Second, if the Shape Shift has the *Imitation* Adder, the character can shift shape to have the same amount and type of Striking Appearance as whoever he's imitating.

ADVANTAGES AND ADDERS

Cellular: Shape Shift ordinarily only affects the character's outward appearance (broadly speaking). His basic identifying attributes — DNA, fingerprints, retina prints, and the like — remain unchanged. With this +10 Character Points Adder, Shape Shift works down to the most minute levels of a character's body. His DNA, fingerprints, retina prints, and so forth all change (though the character needs Imitation to make them mimic those of someone else). Typically a Shape Shift with Cellular should have the Touch Group as one of the Sense Groups it can affect; Cellular applied to other Sense Groups doesn't necessarily have a useful effect (though this may depend on the types of Senses/technology being used to examine the Shape Shifted character).

At the GM's option, characters can buy Cellular for only +5 Character Points to change only *external* indicators of identity — fingerprints and retina prints, basically. Their DNA and other "internal" attributes remain unchanged.

Cellular doesn't require a character to touch the subject to be imitated, or the like. A character could impose such a requirement by taking a Limitation, if desired, and of course the GM can impose any requirements he sees fit.

Imitation: This +10 Character Points Adder allows a character to shift shape to resemble specific persons. The change only affects the purchased Sense Groups. For example, Shape Shift affecting the Touch and Smell/Taste Groups with Imitation would allow the character to feel and smell exactly like someone else, but not to look exactly like him; Imitation for Hearing Group Shape Shift allows the character to sound just like another person without the need for Mimicry. The resemblance is extremely accurate; even those who know the imitated character well are unlikely to detect the deception (minimum of -3 to PER Rolls to determine that the character is not who he appears to be).

Imitation doesn't require a character to touch the subject to be imitated, or the like. A character could impose such a requirement by taking a Limitation, if desired, and of course the GM can impose any requirements he sees fit. Common sense, dramatic sense, logic, and game balance dictate there has to be some reasonable grounds for copying someone — for example, just saying "I want to copy George Washington's DNA" isn't enough, there'd have to be some reasonable basis on which someone could form a copy (*e.g.,* maybe the subject to be copied has to be within Line Of Sight, or previously copied).

Characters cannot automatically use Imitation to look like a specific class or type of person (*e.g.,* a typical Nazi SS officer; a typical Bedouin; a typical businessman), to have an accent instead of a specific voice, or the like. The ability to imitate specific faces, voices, or the like doesn't confer vast, accurate knowledge of costuming, cultures, and other subjects throughout recorded time. If a character with Shape Shift and Imitation wants to precisely imitate some type of clothing (or the like), he either needs an accurate example he can refer to and "copy," or he needs an appropriate KS indicating his familiarity with the subject.

Instant Change: A character with this +5 Character Points Adder can shift shape as a Zero Phase Action.

POWER EXAMPLES:

SHAPE SHIFT

Basic Shapeshifting: Shape Shift (Sight and Touch Groups, any shape). Total cost: 23 points.

Advanced Shapeshifting: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cellular, Imitation, Instant Change. Total cost: 53 points.

Scent Manipulation: Shape Shift (Smell/Taste Group), Imitation, Reduced Endurance (0 END; +½) (18 Active Points); Extra Time (takes 1 Minute to alter scent; -1½). Total cost: 7 points.

Super-Disguise: Shape Shift (Sight Group and Touch Group; any humanoid form), Imitation, Reduced Endurance (0 END; +½) (42 Active Points); OIF (makeup and disguise supplies; -½), Requires A Disguise Roll (-½), Extra Time (minimum of 1 hour needed to prepare disguise; -3). Total cost: 8 points.

Makeover: For this +5 Character Points Adder, a character with Shape Shift (Sight Group and/or Touch Group) can alter his Striking Appearance within the range of standards the GM defines for the campaign (for example, if the GM says the maximum Striking Appearance is +5/+5d6, the character can't Shape Shift to have Striking Appearance +6/+6d6).

Usable On Others: Characters cannot purchase this Advantage for Shape Shift to force another character to assume a different shape. To change another person's shape as an attack, buy Transform.

LIMITATIONS

Affects Body Only (-½): Shape Shift normally affects not just the character's form, but his clothes, Foci, small items he regularly carries, and so forth. (The GM determines what Shape Shift will and won't affect, if necessary.) Shape Shift with this Limitation only affects the character's actual body; his clothes and equipment remain unchanged. Characters may only take this Limitation if they regularly wear clothes, carry equipment, and the like. (At the GM's option, characters can apply this Limitation to Multiform and other shape-altering powers, if appropriate.)

Limited Effect (-¼): Shape Shift with this Limitation only affects one or two Senses in a Sense Group, rather than the entire Sense Group. Other Senses in the Sense Group can still perceive his normal form (assuming they could ordinarily perceive his normal form). For example, Shape Shift (Sight Group) might take this Limitation to affect only Normal Sight — the character's heat signature (as viewed with Infrared Perception [Sight Group]) wouldn't change.

Perceivable: As a Body-Affecting Power, Shape Shift is ordinarily Inobvious, but becomes Obvious when the character actually changes shape (see 6E1 124). Once a character's in a new shape, the Power is Inobvious again (and as discussed above, an onlooker needs a good reason to start making PER Rolls to perceive that a character is Shape Shifted). With the GM's permission, a character could take Perceivable to represent a type of Shape Shift in which it was always obvious that a character has shapechanging powers (for example, he remains the same color, no matter how inappropriate that would otherwise be, in all forms). Alternately, taking this Limitation may simply give any observer the chance to make a PER Roll to perceive that the character is in Shape Shifted form.

Requires A Roll: If a character buys Shape Shift with a Required Skill Roll, then other characters can make a PER Roll in a Contest against the character's Required Skill to realize that he's Shape Shifted.

COMPLICATIONS

Generally speaking, characters cannot use Shape Shift to eliminate Complications — Shape Shift (Touch Group) doesn't let a character grow an extra leg or eye to cancel out Physical Complications like *One-Legged* or *Has One Eye;* Shape Shift (Mental Group) doesn't let a character change his Psychological Complications. Changes that radical typically require Multiform. However, the GM can allow some leeway, such as the temporary elimination of Easily Concealable Distinctive Features, if that seems dramatically appropriate and not unbalancing. Similarly, a change in appearance may temporarily alleviate (or shield the character from) some Hunteds, Rivalries, and Social Complications.



SHRINKING

Type: Size Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 6 Character Points for every x½ Height, x⅛ mass, +2 DCV, +6m Knockback, and -2 to all PER Rolls made against character

A character with Shrinking can decrease in size, making it more difficult for other characters to attack or perceive him. For every 6 Character Points, the character gets the following benefits:

- x½ height
- x⅛ mass
- +2 DCV
- other characters suffer a -2 to all PER Rolls made to perceive him (see below)

However, there are also some drawbacks to Shrinking. First, every level of Shrinking halves the character's Reach. Second, at the GM's option, when a character uses six or more levels of Shrinking, ordinary-sized human hands and feet become the equivalent of Area Of Effect attacks when someone tries to punch or stomp on him, thus allowing the attacker to attack against DCV 3 instead of the Shrunk character's high DCV. (This rule is best used for PCs trying to hit mice and the like; a character who pays for a high DCV should get the benefits he paid for.)

Third, the character takes +6m of Knockback for every level of Shrinking he has. This Knockback modifier only increases the total distance traveled when the character suffers Knockback; it doesn't increase the damage he takes from Knockback. The Knockback modifier applies *after* the dice are rolled to reduce the KB the character takes, so the roll can't counteract them — even if the dice reduce KB to 0m, a Shrunk character still takes the amount of KB equal to his Knockback modifier (though he suffers no damage from this extra KB). Even if the campaign doesn't use Knockback normally, the GM may occasionally have attacks Knock Back smaller characters since they weigh less than the average PC.

The Shrinking Table provides details on the benefits and drawbacks of Shrinking. However, the figures in the table are *guidelines,* not absolutes; the GM should feel free to alter them slightly based on special effects or to aid game balance.

SHRINKING TABLE

Points of Shrinking	Height	Mass	PER Rolls Against	DCV	KB
0	2m	100 kg	0	+0	+0m
6	1.9-1m	99-12.5 kg	-2	+2	+6m
12	.9-.5m	12.4-1.6 kg	-4	+4	+12m
18	.4-.25m	1.5-.2 kg	-6	+6	+18m
24	.24-.125m	.19-.025 kg	-8	+8	+24m
30	.124-.064m	.024-.0032 kg	-10	+10	+30m
36	.063-.032m	.0031-.0004 kg	-12	+12	+36m

Example: *Shrinker buys 24 Character Points' worth of Shrinking. When Shrunk, she has a +8 DCV, and she adds +24m to Knockback. If Shrinker is hiding or being stealthy, anyone attempting to perceive her must make a PER Roll at -8.*

While Shrunk, Shrinker is hit with a Blast that does 38 STUN, 10 BODY. The GM rolls 2d6 for Knockback and gets a 5, meaning she would normally take 10m Knockback (10 BODY - the 5 rolled, times 2m). Because she's Shrunk, she must add +24m, meaning she will be Knocked Back 34m! However, she only takes 5d6 damage from the Knockback if she hits something.

Suppose the GM rolled 11 on the dice. Normally that would mean 0m KB (since 10 BODY - 11 = -1). However, since Shrinker is so tiny, she still takes (0m + 24m) = 24m of KB (though this is only for distance, not damage).

USING SHRINKING

Shrinking costs END as long as it's in use. If the character is Knocked Out or Stunned while Shrunk, his Shrinking immediately "turns off" unless it's Persistent. Shrinking is intended for characters who can *alter their size;* a character who's exceptionally small all the time can simulate that by buying various Powers and Complications with that special effect (see 6E1 442-44).

One of the main advantages of Shrinking is the ability to get into places or hide behind things where normal people can't fit. The GM should allow Shrinkers to use their small size in inventive ways during an adventure. On the other hand, Shrinkers also suffer from some significant restrictions, such as diminished Reach.

Shrinking doesn't affect a character's STR, movement, or other abilities — they're just as powerful when he's Shrunk as when he's normal height. Characters whose STR and powers decrease proportionately to their size should take a -¼ Limitation, *Reduced By Shrinking,* on any such Characteristic or Power. As a general rule of thumb, Characteristics and Powers should lose about 5 Active Points' worth of effect per 6 Character Points in Shrinking. (Alternately, a character could define the loss of STR or other Powers as a mandatory Side Effect for Shrinking.)

POWER EXAMPLES: SHRINKING

Insect Size: Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB). Total cost: 36 points.

TOOLKITTING: CREATING SMALL CHARACTERS

As you can see from the Size Templates on 6E1 444, smaller than human characters come with two main abilities: it's easy for them to remain unperceived when using Stealth; and they're hard to hit. But there are several things to keep in mind while creating such a character.

First, if the character's small all the time, you should just buy him the abilities listed in the appropriate Size Template outright. The *Shrinking* Power is for characters who can *alter their size,* not for permanently small characters. The cost of Shrinking is approximated by applying the Limitations *Costs Endurance* (-½), *Linked* (-0), *Unified Power* (-¼), and *Side Effects* (acquires a Physical Complication that makes him take more Knockback, reduces his Reach, and makes it harder for him to exist in the normal-sized world; -½) to the abilities listed in each Size Template. So if you want your character to be small all the time, you in effect "buy the Limitations off" by buying the Template abilities as-is.

Second, note that each size category in the Shrinking Table covers a *range* of heights for ease of use. If you want a character who's an intermediate height — say, 0.09m tall — you can determine how much Shrinking he should buy (or which Size Template he should buy) by looking at the height ranges listed in the Table.

Third, it's possible for characters to sell back other abilities (like Running or STR) to represent their small size. The Size Templates have some suggestions. This isn't required, though; in some genres small characters aren't necessarily any slower or weaker than their normal-sized peers.

PERCEIVING SHRUNK CHARACTERS

The PER Roll penalty for perceiving a Shrunk character applies to all standard Sense Groups other than the Mental Sense Group. It doesn't apply to Senses not assigned to a Sense Group, such as Combat Sense and Danger Sense.

The PER Roll penalty for perceiving a Shrunk character doesn't make a character difficult to perceive all the time — it's not a limited form of Invisibility. Unless the character deliberately tries to be difficult to perceive, others can perceive him normally regardless of his size. For example, if he's in combat and/or using a perceivable Power of some sort, others can perceive him normally (*i.e.,* without a penalty based on his size). Only when the character hides, uses Stealth, or otherwise tries to remain unperceived does the PER Roll bonus have any effect.

POWER TRICKS: SHRINKING

Here are some example "tricks" (related abilities) that characters with Shrinking might buy:

Form Cohesion: As the character shrinks in size, his molecules become more compact, making him more resistant to damage.

Resistant (+½) for up to 12 PD /12 ED (12 Active Points); Linked (2 PD/2 ED per level of Shrinking used become Resistant; -¼). Total cost: 10 points.

Growth Momentum: A Shrunk character can literally grow up underneath the jaw of his opponent, "uppercutting" his foe as he grows. Buy this as +1d6 of HA per point of extra DCV the character gets from Shrinking, with the Limitations *Proportional* (the amount of HA the character can use depends on how much Shrinking he was using before launching the attack; -½), *Lockout* (using this attack requires the character to turn off his Shrinking; -½), and *Only Works Against Properly-Positioned Opponents* (it only works if the target is standing directly above the Shrunk character, can't be used while perform a Move By/Through, and so forth; -¼).

Microflight: As the character shrinks in size, he can harness the kinetic power from compacting his molecules to propel himself through the air.

Flight 24m (24 Active Points); Linked (to Shrinking, gains 4m Flight per 6 points of Shrinking used; -¼). Total cost: 19 points.

HELD ITEMS

When a character Shrinks, any small personal objects he's carrying (including any weapons or Foci) shrink with him. Larger objects he's carrying do not — he immediately "drops" them, and they remain their normal size. The GM determines what constitutes a "small personal object"; a briefcase or bag of loot from a robbery might qualify, whereas a big television set or another person would not.

A Shrunk character cannot drop objects onto, into, or near other characters in the expectation that they'll become normal size and damage other characters. Such an "attack" has no effect unless the character buys it as a power.

POWERS

Stretching: Shrinking doesn't reduce the distance covered by a Stretched character. Thus, a character who Stretches for 4m and who can Shrink down to one inch (2.5 cm) in size can still Stretch for 4m of distance even when he's only an inch tall.

ADVANTAGES

Double Knockback: When a Shrunk character is hit by an attack that does Double Knockback, first you double the BODY rolled for Knockback purposes. Then you roll the dice and subtract the number rolled from the BODY. (The result indicates the maximum KB damage the target can take.) Then you add the extra meters of KB suffered due to Shrinking.

For example, suppose a character with 36 Active Points' worth of Shrinking (+36m KB) is hit with a Double Knockback attack that does 2 BODY. That doubles to 4 BODY for KB purposes. The dice roll is 7, meaning 0m of KB and 0d6 of damage. To that you add +36m (distance only, no damage), so the character takes 36m Knockback.

Now suppose the attack does 6 BODY. That doubles to 12 BODY for KB purposes. The dice roll of 7 reduces that to 10m (and a maximum of 5d6 damage). To that you add the +36m, for a total of 46m KB.

Normal Mass (+½, +1): A character who has Shrinking with this +½ Advantage retains his normal mass (100 kg for most characters, possibly much more for characters using Density Increase) even though he becomes smaller. He doesn't suffer the Knockback modifier for Shrinking. This may cause practical problems for the character; many surfaces can't tolerate having 100 kg impacting on them in the small area of a Shrunken character's feet. The character may have the same difficulty characters with Density Increase experience on normal surfaces.

At the GM's option, a character may buy a +1 version of this Advantage to choose, from use to use, whether to have his normal mass or the mass indicated by Shrinking. He cannot choose an interim value. For example, if he uses 60 points' worth of Shrinking, he either has normal mass, or a mass of 0.0004 kg; he can't choose to weigh 25 kg or 1 kg. If he chooses the Shrinking mass, he suffers the Knockback modifier listed in the Shrinking Table.

LIMITATIONS

Easily Perceived (-¼): Shrinking with this Limitation imposes no negative modifiers on other characters' PER Rolls to perceive the Shrunk character.

Focus: A character's ability to Shrink has no bearing on whether his Foci are Obvious or Accessible (but as always the GM should consider special effects, common and dramatic sense, game balance, and other factors when evaluating whether a Limitation is appropriate and/or sufficiently restrictive to justify its value).

Reduced By Shrinking (-¼): If a character wants to lose some abilities — such as STR, or the full power of his Blast, or the like — he can use this Limitation, which is described above.

SKILLS

Type: Special Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: See text
Cost: Per the cost of the Skill

With GM's permission, a character can purchase Skills as Powers, with Power Modifiers. The cost is computed as if the Skill were a Power. Skills as Powers do not cost END to use, unless the Skill normally costs END to use.

Example: *Chen Kwai wears a gem which tells him how to fight. He purchases his Martial Arts with the Limitation,* Inobvious Accessible Focus (Gemstone). *However, if he ever loses the gem, he becomes unable to use Martial Arts.*

If a character buys a Characteristic-Based Skill through a Focus, then the appropriate Characteristic is assumed to be 0. For example, an enchanted glove with the Skill *Sleight Of Hand* would have a 0 DEX, and the base Skill Roll would be 9 + DEX/5 = 9-. (A character who buys a Background Skill on a Focus gets the standard 11- roll for 2 Character Points, but Background Skills bought as Powers do not get any benefit from Skill Enhancers the character has.)

If a Skill provides something "free" to a character (such as Combat Driving, which gives a character a "free" Transport Familiarity), it provides the "free" ability even when bought as a Power, unless the GM rules otherwise.

POWER EXAMPLES: SKILLS

Lockgun: Lockpicking 12- (9 Active Points); OAF (-1). Total cost: 4 points

Advanced Autopilot: Combat Piloting 14- (13 Active Points); OAF Bulky (-1½). Total cost: 5 points.

Autodoc: Paramedics 20- (25 Active Points); OAF Immobile (-2). Total cost: 8 points.

STRETCHING

Type: Standard Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every 1m of Stretching; +5 Character Points to up to double one dimension of the character's body while halving another dimension

A character with Stretching can stretch his body, increase his Reach to make HTH attacks at a distance, and reach for things that are a long distance away from him. Some examples of Stretching include a character with an elastic body, a weapon with a long reach, or a robot with mechanical servos that allow it to elongate its arms. Stretching costs END to use. (Additionally, the character must also pay the END cost for any STR used while Stretching — for example, if he punches someone at a distance.)

BUYING STRETCHING

When buying Stretching, a character needs to consider two things: first, how far he wants to be able to Stretch any part of his body; second, how much he wants to be able to alter the dimensions of his body.

STRETCHING LENGTH

Each 1m of Stretching costs 1 Character Point. A character's base meters of Stretching assume he maintains full OCV and DCV. If he's willing to be 0 OCV and ½ DCV, he can Stretch twice as far ("Noncombat Stretching," so to speak).

Using his meters of Stretching doesn't alter the dimensions of a character's body in any way, beyond lengthening it. An arm that's Stretched 14m has the same width as it does at its normal length, for example.

REACH

Stretching is used to build objects and devices that extend a character's Reach — for example, weapons like spears, whips, and lariats. Reach is built this way:

Stretching 1m, Reduced Endurance (0 END; +½) (1 Character Point); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½). Total cost: 1 point.

In other words, each 1m of Reach for these purposes costs 1 Character Point. For ease of reference and to keep from cluttering up your character sheets, just write it this way: Reach +2m (total cost: 2 points). There's no need to write all the Power Modifiers down every time, just remember them.

You can also do this to represent characters who always have limbs that are longer than a normal character's. They don't involve a *Focus* Limitation, but the cost (1 Character Point per 1m of Reach) is the same.

STRETCHING DIMENSIONS

At its base level, Stretching only lets a character make parts of his body longer. (Typically that means his arms, less often his legs, and much more rarely other body parts.) However, some characters with Stretching are much more malleable and can alter their forms in more extreme ways.

For every +5 Character Points a character with Stretching can increase one of the dimensions of his body (height, width, or thickness) by up to x2 (or reduce it by half), *but* must at the same time alter one of the other dimensions proportionately to compensate — for every doubling he has to halve something else (and vice-versa). For example, he could double his height, but would have to become half as wide or thick at the same time; if he became one-eighth as tall, he'd have to also become eight times as wide or thick (or perhaps four times as wide and two times as thick). The GM has the final say on what dimensions a character can (or is allowed to) achieve.

Being able to increase the dimensions of the body does not confer any of the benefits of Growth or Shrinking — it doesn't make the character stronger or tougher, or give him a longer stride, for example. However, the GM can use the Growth Table for guidelines on how easy it is to perceive a larger-than-normal character, and can use the Target Size modifier (6E2 52) if other characters try to hit him.

A character's ability to fit through small spaces when using Stretching is governed by his smallest dimension. For example, if he can reduce his height to one-eighth normal, he can be as little as 25 centimeters tall and can fit into openings as small as 25cm. Since his body has increased in other dimensions, he has to "ooze through" openings. The character's maximum speed while moving this way is equal to his meters of Running times his reduction in dimension (standard rounding rules apply). For example, a character with Running 14m who Stretches down to one-eighth height can only move at a velocity of (14/8 = 1.75) 2m per Phase while "oozing through" small spaces.

Being able to alter bodily dimensions by even a single doubling is usually enough for a character to escape from being tied up, handcuffed, or the like with ease. However, the GM is the final arbiter of what a character can accomplish with a malleable body.

Typically a character must buy at least 2m of Stretching before he can spend Character Points to alter the dimensions of his body. The GM may require a certain minimum purchase of meters of Stretching before a character can buy lots of malleability (for example, perhaps each +5 Character Points of malleability requires the character to first buy at least 3m of Stretching).

USING STRETCHING

The number of meters of Stretching a character purchases represents the total amount of Stretching his body can use at any one time. If he uses all of his Stretching to Stretch one body part, he can't Stretch any others; if he uses half of it on

one body part, half of it remains for another body part; and so on.

A character who uses Stretching to increase the length of his limbs has a greater than normal Reach — he can make HTH Combat attacks against targets within the reach of his Stretching. His meters of Stretching add to the base 1m Reach he already has. For example, a character with Stretching 16m could make HTH Combat attacks against targets within 17m of himself, rather than just within 1m like most characters. These attacks are not made "at Range" and do not suffer the Range Modifier — the character is considered to be in HTH Combat.

The Reach provided by Stretching does not reduce or otherwise affect the Range Modifier the character suffers for Ranged attacks. The GM should still calculate that from where the character stands. However, the GM could, in his discretion, count the Range Modifier from the body part making the attack (for example, the hand that's firing a gun), if he felt that would be appropriate.

Assuming a character has enough meters of Stretching, he can use Stretching to reach around walls or obstacles, reach over or around a target to hit him from behind even though the character's standing in front of him, and so forth. Thus, Stretching is inherently *Indirect* (see 6E1 335) in some respects.

Stretching doesn't improve a character's movement capabilities — he cannot, for example, run faster. To simulate these special effects, the character should buy other Powers, such as Running. See the *Power Tricks: Stretching* text box for some examples.

POWER TRICKS: STRETCHING

Here are some example "tricks" (related abilities) that characters with Stretching might buy:

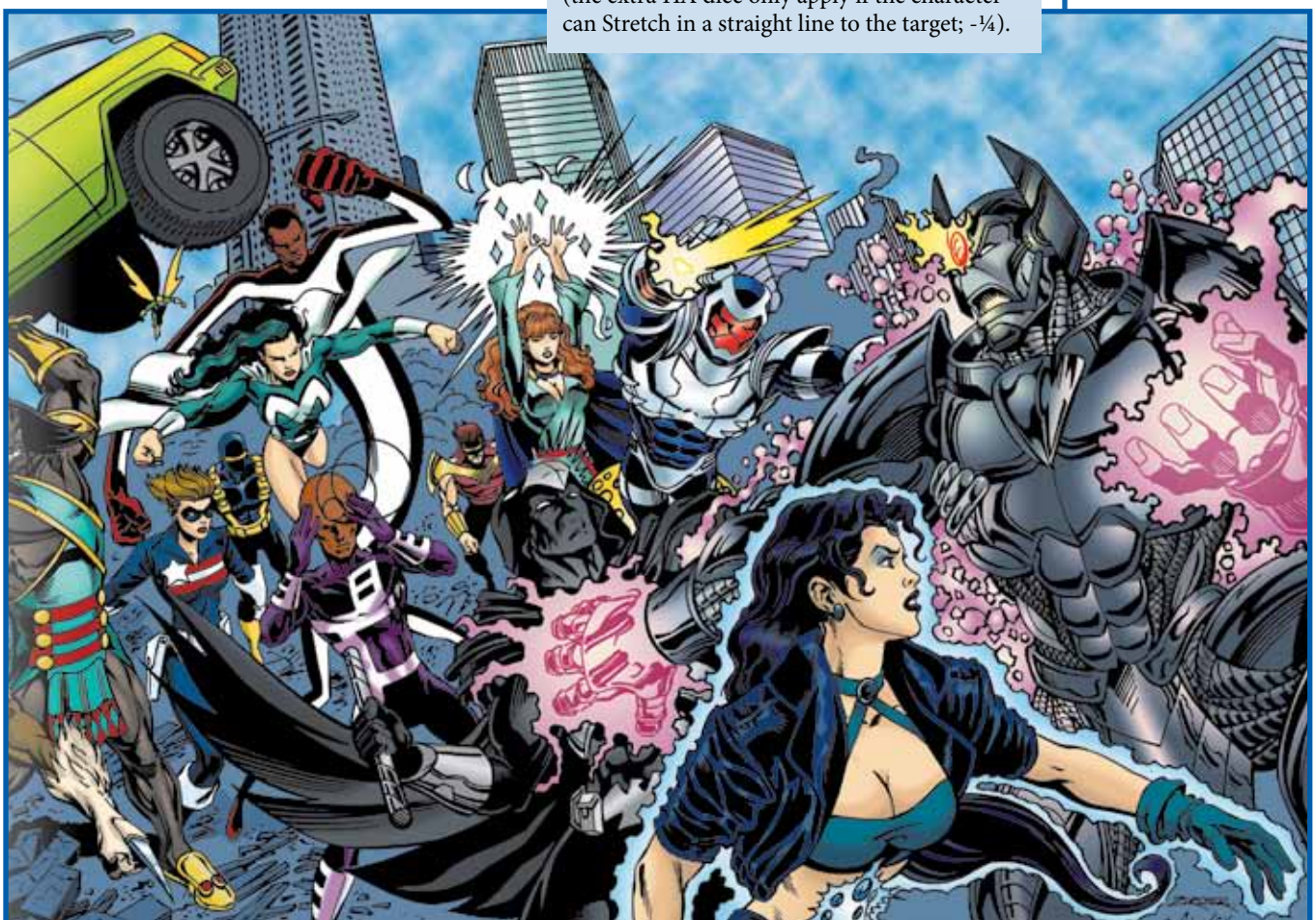
Oozing Through The Tiniest Cracks: Rather than relying on Stretching's dimension-changing rules, the character buys the ability to fit through even the tiniest cracks as a form of Desolidification: *Desolidification (affected by any attack) (40 Active Points); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½). Total cost: 16 points.*

Really Big Fist: The character can make his fist larger and tougher, so that when he hits someone he inflicts more damage: *HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼). Total cost: 16 points.*

Rubber Ball Form: The character stretches his body into a spherical shape so he can bounce, or stretches his legs into springs: *Leaping +10m. Total cost: 5 points.*

Stretchy Legs: The character makes his legs long and springy so he can run fast: *Running +10m. Total cost: 10 points.*

Velocity Damage: When the character uses his Stretching to make a direct punching attack on a target, the "velocity" of his Stretching makes the punch hit harder. Buy this as +1d6 HA for every 5m of Stretching distance the character has, then apply the Limitation *Always Direct* (the extra HA dice only apply if the character can Stretch in a straight line to the target; -¼).



POWER EXAMPLES: STRETCHING

Long Pike: HKA 2d6 (30 Active Points); OAF (-1) (total cost: 15 points) plus Reach +4m (total cost: 4 points). Total cost: 19 points.

Ki Punch: Stretching 12m, Does Not Cross Intervening Space (+¼) (15 Active Points); Always Direct (-¼), Only To Cause Damage (-½), Range Modifier Applies (-¼). Total cost: 7 points.

Elastic Body: Stretching 20m, x8 body dimension. Total cost: 35 points.

GRABBING AND MOVING OBJECTS

Typically, a character with Stretching can both Stretch to his full distance and then retract back to his normal "shape" in a single Phase. However, there may be instances where the GM wants the character to remain Stretched, at least until the end of the Segment — for example, because it's possible someone would attack a Stretched limb.

A character with Stretching can reach out, Grab a character or object that's within the range of his Stretching, and pull it to him (assuming he has the STR to move it). (He cannot pull himself to the Grabbed character or object, he drags it to himself.) If the target is an object, this typically takes a Full Phase Action. It only requires a Half Phase Action if the total of (meters Stretched + meters the character has to pull the object) is less than or equal to half his Stretching and the object is non-resisting. If the target is a person or the like, the GM may rule that making the Grab ends the Stretching character's Phase. However, since characters can Grab and Squeeze, Slam, or Throw, most GMs allow characters with Stretching to Grab and Drag To Myself as part of one Attack Action. The GM may allow a Grabbed character to have an Action that takes no time to brace himself or use STR to resist being dragged.

A character with Stretching can reach out, Grab a large, solid object that's above him (such as a tree limb, the edge of a roof or cliff, or the like), and pull himself up to it (assuming he has the STR to lift himself). This typically requires a Full Phase Action. It only requires a Half Phase Action if the total of (meters Stretched + meters the character pulls himself) is less than or equal to half his meters of Stretching. This is only a substitute for Climbing, not for Running; characters can't use Stretching like this to move along the ground.

POWERS

Deflection: A character with Stretching still suffers the standard Range Modifier for using Deflection.

Growth: Growth doesn't increase the distance covered by a Stretched character. Thus, a character who Stretches for 4m and who can Grow to 64m in height still Stretches for only 4m feet of distance even when he's at full size (plus the meters of Reach gained from being so tall).

Reflection: Stretching does not allow a character to Reflect attacks at Range.

Shrinking: Shrinking doesn't reduce the distance covered by a Stretched character. Thus, a character who Stretches for 4m and who can Shrink down to one inch (2.5 cm) in size can still Stretch for 4m of distance even when he's only an inch tall.

ADVANTAGES AND ADDERS

Area Of Effect: Characters cannot buy this Advantage for Stretching.

Improved Noncombat Stretching: A character may double the range of his "Noncombat Stretching" for +5 Character Points. Characters can buy this Adder multiple times.

Does Not Cross Intervening Space (+¼): One drawback to Stretching is that it leaves parts of the character's body (usually the arms) open to attack. While an arm is Stretched across a battlefield, another character may try to cut it off or hurt it in some way. Stretching with this Advantage doesn't have that problem, because it doesn't involve literally elongating one's body. Instead, the character's Stretching doesn't physically cross the intervening space between him and the target he wants to attack or touch. For example, a character who buys Stretching to simulate a mystic martial arts punch he can use at a distance takes this Advantage. So does a character who "Stretches" by creating two dimensional portals, reaching into Portal A, and having his hand come out of Portal B. A character cannot use Stretching with this Limitation to reach out, Grab someone, and drag him to the character, nor to reach out and drag himself upward, except with the GM's permission.

The *Does Not Cross Intervening Space* Advantage does not impart any Indirect properties to Stretching that Stretching doesn't already possess. For example, it doesn't allow Stretching to automatically bypass Barriers or similar obstacles. If a character wants this type of Stretching to be that Indirect, he has to pay for that Advantage. Nor does this Advantage prevent a target from Blocking a Stretching attack, prevent the Stretched character from being Grabbed or taking damage from a Damage Shield, or provide any other benefit or expanded attack capacity other than what's discussed here.

Characters cannot buy this Advantage for Stretching which allows them to distort the dimensions of their bodies, only for Stretching that's limited to elongating the limbs and body.

Indirect: Since Stretching has some inherently Indirect properties, a character with Stretching can effectively treat many Ranged attacks as Indirect, by Stretching the emitting body part (or the hand holding the weapon) before attacking (unless the GM forbids this for some reason). However, if a character wants to make his Stretching even more Indirect (for example, to allow it to automatically bypass Barriers), he must pay the full cost of the Advantage; the existing Indirect aspects of Stretching don't make the Advantage any cheaper.

Transdimensional: Since Stretching has some inherently Indirect properties, a character can buy Transdimensional for it (assuming the GM permits him to).

LIMITATIONS

Always Direct (-¼): Stretching with this Limitation loses its Indirect aspects; it only works in a straight line.

Cannot Do Damage (-½): A character cannot use Stretching with this Limitation to punch or otherwise cause damage to another character at a distance. He could Grab a character, but not Squeeze, Slam, or Throw him afterward.

Focus (varies): A character often buys Stretching through a Focus (such as a long pole or a linegun) to have an object that lets him reach far away from themselves. In this case, the character's body does not actually stretch or elongate, and any attacks made against the "Stretched" part of his "body" damage the Focus, not the character.

Limited Body Parts (-¼ or more): This Limitation represents a form of Stretching that only works on a certain part of the character's body (typically the arms or hands). It's typically worth -¼, but the GM may increase this if appropriate.

No Noncombat Stretching (-¼): A character cannot use Stretching with this Limitation to Stretch for Noncombat distances.

Only To Cause Damage (-½): A character can only use Stretching with this Limitation to punch or cause damage. He cannot use it to Grab targets, pick up objects, or perform other tasks at a distance.

Range Modifier Applies (-¼): Stretching with this Limitation is subject to the Range Modifier when used in HTH Combat.

SUMMON

Type: Standard Power
Duration: Instant
Target: N/A
Range: No Range
Costs END: Yes
Cost: 1 Character Point for every 5 Character Points in Summoned being; 2x number of Summoned beings for +5 Character Points

A character with Summon can summon a being from another location or plane of existence, or create certain types of beings or objects. Some examples of Summon include the ability to conjure demons from the pits of Hell, the power to summon animals from a nearby forest, necromantic zombie-creation spells, and "Instant Martians" pellets (just add water!).

BUYING AND CREATING SUMMONED BEINGS

The basic cost of Summon is 1 Character Point per 5 Character Points in the being to be Summoned (*i.e.,* the being's Total Points plus any Experience Points he has). The minimum cost is 1 Character Point, regardless of how few points the Summoned being is built on. The amount of Character Points the character who buys Summon is built on has no bearing on the cost of Summon. For example, to Summon a single Average Person (6E1 438) costs 1 Character Point; a Competent Normal, 20 points; a 1,000-point demon prince, 200 points. A character can double the number of beings he Summons for every +5 Character Points spent (these points do not count toward the Summoned beings' point totals).

Typically characters must build Summoned creatures using the same Total Points and Complications guidelines as player characters in the campaign. However, some beings are so powerful that they have Experience Points in addition to their Total Points. The GM can permit a character to Summon such beings without justifying their total cost with Complications. This is particularly appropriate when the Summoned being is predefined by the GM or taken from a Hero Games product, rather than being built by the player. The GM may refuse to allow a character to Summon a being the GM considers too powerful or potentially unbalancing.

Example: *Arkelos (a wizard built on 175 Character Points) has a Spell of Shadow Elemental Summoning that allows him to Summon four shadow elementals. The GM tells him shadow elementals are built on a total of 515 points (175 Total Points including 50 points spent on Complications, plus 340 Experience Points). Therefore the base cost to Summon four shadow elementals is ((515/5 = 103) + (x4 beings = +10)) 113 points. Fortunately, Arkelos has some Limitations he can apply to reduce that cost!*

If the GM doesn't want to spend the time and effort to build a Summoned being, he may use a standard character sheet out of a Hero Games product, or let the player design it. In the latter case, the GM should closely monitor the player's work to make sure the Summoned being fits his (the GM's) conception and standards and is not unbalancing. The GM must approve all Summon powers and Summoned beings after he examines them for campaign suitability and balance. Characters should not be allowed to Summon hordes of powerful, easily-controlled creatures unless there are equally powerful restrictions on this ability (such as lots of Limitations on the power; additionally, all Summoned beings should have appropriate Complications, even if they get no Character Points for them).

If a character puts Summon in a Power Framework, uses it to Summon a being, and then switches the Framework to another slot, the Summoned being doesn't vanish. It remains and continues to act as normal. The character must still make EGO Rolls to control it (if necessary).

TYPES OF SUMMONED BEINGS

Summon normally allows a character to Summon a specific type of creature — a wolf, for example, but not a dog, fox, or lion. The Summoner may pay extra Character Points to Summon creatures from broader groups (see *Expanded Class,* below). Characters should not use Summon as a cheap form of Teleportation, nor as a way to Summon an individual so the Summoner can kill him. A character should only use Summon to Summon a type or class of being, not a specific being (unless the GM gives permission and the character pays for the appropriate Advantage; see below).

With the GM's permission, a character can use Summon to "create" inanimate objects defined with Character Points (such as Vehicles and Bases). The cost depends on the total cost of the object, not its total cost divided by 5 (if that's the standard method used to buy it). The character must apply the *Amicable* Advantage (see below) at the Slavishly Loyal (+1) level, since he has full control over the object. Additionally, if he Summons the same specific Vehicle every time (or the like), he must pay for the *Specific Being* (+1) Advantage (see below), unless the GM rules otherwise.

Example: *A battledrone of the Imperial Star Army can create a "hoverbike" to travel across the battlefield. It buys this ability as Summon Hoverbike. The hoverbike has a total cost of 200 points. Therefore the cost to Summon the hoverbike is ((200/5) x (1 + 1 + 1) =) 120 Character Points.*

Characters may not use Summon to substitute for another Power. For example, he cannot Summon a group of swords and hand them out to his friends; that's HKA, Usable By Others. As always, common sense, dramatic sense, and the GM's discretion apply.

USING SUMMON

Summon costs END to use. Summon is an Instant Power, so a character only has to pay END in the Phase when he activates/uses the Power — he doesn't have to continue paying END to keep the Summoned being in existence or with him.

Using Summon requires a Full Phase. This includes the time to perform the EGO Roll Versus EGO Roll Contest to control the Summoned being (see below). (For game purposes, the Contest takes place in the Phase when the character uses Summon, even though the being has not yet oriented itself; see below.)

When a character uses Summon, the Summoned being appears in the nearest unoccupied space where it will fit (Summoning a whale requires a lot of room!). The Summoned creature can choose to leave at any time, unless compelled to remain (beings from other planes of existence, such as demons or gods, are assumed to have the power to return home on their own; terrestrial beings use whatever methods of movement or travel they have available).

WHEN A SUMMONED BEING CAN ACT

When a Summoned being first appears, it's Stunned and disoriented, and cannot act. (Neither Healing nor any other method can counteract this.) It must use its first available Full Phase to recover from being Stunned and reacquire its bearings before it can act. For example, a SPD 3 lion Summoned in Segment 6 must use its first Full Phase, the one in Segment 8, to recover and reorient. A Summoned being cannot recover and reorient in the Segment in which it was Summoned; it must wait until its first Phase in any later Segment. For example, if Arkelos Summons a SPD 6 shadow elemental in Segment 8, the elemental can't recover and reorient on its Phase in Segment 8 — it has to wait and reorient on its Phase in Segment 10. A Summoned being cannot Abort to a defensive Action during the time it's waiting to recover from being Stunned and orient itself.

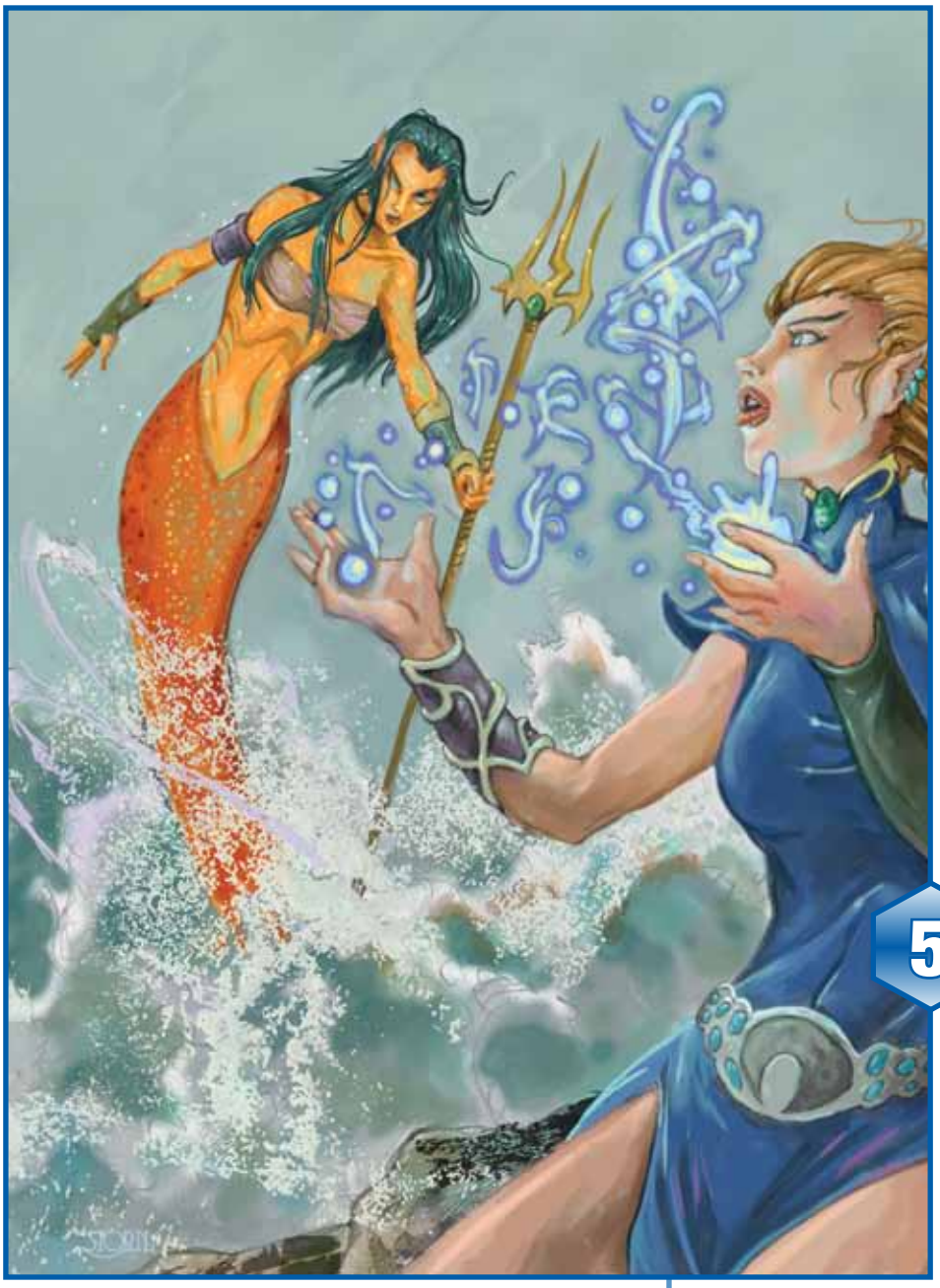
CONTROLLING SUMMONED BEINGS

Just because a character has Summoned a being doesn't mean he can control that being. Summoned beings regard their Summoner neutrally. To exert control over a Summoned being, the Summoner must either somehow persuade it to do what he wants (a great opportunity for roleplaying) or defeat it in an EGO Roll Versus EGO Roll Contest. The Summoner's roll suffers a penalty of -1 per 10 Active Points in Summon. If the Summoner wins the contest, the Summoned being must obey him for a number of tasks equal to the Summoner's EGO/5. After it has performed that many tasks, another EGO Roll Versus EGO Roll Contest takes place, with the Summoned being receiving +1 to his roll. If the Summoner wins, the Summoned being must perform another EGO/5 tasks, but its next EGO Roll gets a +2 bonus, and so on.

If the Summoned being ever wins the EGO Roll Versus EGO Roll Contest, the Summoner loses control of it permanently (he can no longer make rolls to control the being). It may flee, attack, return from whence it came, or do whatever else it wishes. A Summoner who doesn't want to engage in this battle of wills can spend extra Character Points to make Summoned beings well-disposed towards him (see *Amicable,* below). Alternately, a character can save Character Points by making the Summoned being automatically hostile, requiring the Summoner to persuade it to do his bidding by force, bribery, or other means (see *Antagonistic,* below).

The GM decides what constitutes a "task" for purposes of Summon. For combat, each Phase of fighting usually equals one task. For ordinary household chores, carrying loads, or pulling wagons, each day of service normally qualifies as one task. Keep common sense, dramatic sense, and considerations of game balance in mind.

Summon assumes the Summoner has the means to communicate instructions to the Summoned being via speech and make himself understood. If he wants to communicate mentally, he needs to buy Mind Link, Telepathy, or the like. If the Summoned being doesn't automatically understand the character (*e.g.,* if language barriers might intervene), the character may take a -0 Limitation on his Summon.



5

BANISHING SUMMONED BEINGS

To force a Summoned being to return home, a character must use a Dispel, Drain, or Suppress to overcome the Active Points in the Summon power (see below), or otherwise persuade or coerce the being to leave. Typically a character may automatically "banish" an *Amicable* Summoned being simply by asking/instructing it to leave (the GM may also allow a character to order a being to "leave" or "go home" as one of its tasks).

NUMBER OF SUMMONED BEINGS

Generally, the most beings a character can have Summoned at one time with a specific Summon-based power equals the maximum number of beings he can Summon at once, regardless of how many times he uses the Summon. For example, if a character can Summon 16 lions, 16 is the most he can have Summoned at any one time, whether he uses the Summon once or several times. If he already has ten lions Summoned, he can only Summon six more; if he has all 16 lions, he cannot Summon any more until some of them leave or die. However, at the GM's option, a character can use his Summon Phase after Phase without restriction — he can Summon enormous numbers of beings, regardless of how many he can Summon at any one time.

A Summoned being no longer counts against the total number of Summoned beings a character can have in existence at once when it dies or the character loses control of it (or initially fails to establish control). As long as the character can control the being (*e.g.,* it still owes him tasks after losing an EGO Roll Versus EGO Roll Contest), or has some chance to re-assert control (*e.g.,* the being's been Mind Controlled, but could break free), it counts against his total. If a being's been forcibly removed from its Summoner's presence (for example, it's been kidnapped), the GM may rule that it no longer counts against the total and has become free-willed. The GM has the final say as to the status of a Summoned being.

POWERS

Adjustment Powers: If a character has an Adjustment Power that boosts or improves his Summon power (such as Absorption or Aid), that power works like any other positive Adjustment Power — it adds points directly to the Summon. Since Summon works by having every point spent on it count as 5 points for purposes of building the Summoned creature(s), that means every point added likewise increases the points available to build the Summonee(s) with by 5. Obviously, this could quickly become abusive; the GM should examine such powers carefully before allowing them.

Typically a negative Adjustment Power (such as Drain) that's used against a Summoned being affects the *Summon* Power itself, not the being. It doesn't reduce the Summoned being's power or abilities in any way; it affects the Power used to Summon him.

Desolidification: Summon requires the *Affects Physical World* Advantage if a Desolidified character wants to Summon solid beings while Desolidified. If the character can only Summon other beings who are permanently Desolidified (*e.g.,* ghosts), he doesn't need Affects Physical World, but the GM can require it if he feels that's necessary to maintain game balance (such as if the Summoned being can easily affect solid beings).

Dispel: As mentioned above, characters often use Dispel as a way of "banishing" a Summoned being. An attacker may target Dispel Summon at either the Summoned being or at the character who used Summon. In the latter case, only the character's Power Defense matters; in the former case, use either the character's or being's Power Defense, whichever is most appropriate. An attacker may use Dispel Summon at any time — the same Segment the being appears in, the next Phase, a minute later, the next day, or what have you. However, the GM may rule that at some point Dispel Summon no longer works because the Summoned being has "acclimated" to his current location or plane of existence.

Drain, Suppress: Drain Summon and Suppress Summon are less common methods of "banishing" Summoned beings. Both require the attacker to "remove" or "cancel out" all the Active Points in the Summon before the Summoned being vanishes. In the case of Suppress, once the character stops maintaining the effect, the Summoned being automatically re-appears in the same condition as when it "left." The rules for Power Defense and time considerations for Dispel also apply to Drain and Suppress.

ADVANTAGES AND ADDERS

Affects Desolidified: Characters do not have to buy Affects Desolidified for Summon to Summon beings who can become Desolidified, or who are permanently intangible (*e.g,* ghosts).

Amicable (+¼ to +1): The standard Summoned being typically regards the Summoner neutrally, and must be brought to heel with an EGO Roll Versus EGO Roll Contest. If the Summoner purchases this Advantage, the Summoned being is friendlier. He requires no EGO Roll to control it — it wants to help the Summoner and do his bidding, within limits. For a +¼ Advantage, the Summoned being is Friendly (similar to a Moderate Psychological Complication). For a +½ Advantage, the Summoned being is Loyal (similar to a Strong Psychological Complication). For a +¾ Advantage, the Summoned being is Devoted (similar to a Total Psychological Complication). Of course, unreasonable requests for assistance can strain the loyalty and devotion to duty of even a Devoted being. Generally, a character who abuses or takes gross advantage of an Amicable Summonee loses the benefits of that Advantage until he makes amends. However, for a +1 Advantage, the Summoned being is Slavishly Devoted to the Summoner and will do whatever he asks without question or complaint (this is perfect for Summoned zombies or robots).

The number of tasks an Amicable Summoned being performs before leaving depends on the level of the Advantage (see accompanying table). For each additional +¼ Advantage, the character can double the number of tasks an Amicable Summoned being performs before leaving. The GM can have an Amicable Summoned being perform more or fewer tasks, if appropriate.

TASKS TABLE

Advantage	Number Of Tasks
Friendly (+¼)	EGO/4 tasks
Loyal (+½)	EGO/3 tasks
Devoted (+¾)	EGO/2 tasks
Slavish (+1)	EGO/1 tasks

Modifier	Number Of Tasks
¼ more Advantage	x2 as many tasks

Expanded Class (+¼ to +1): Ordinarily, Summon only allows a character to Summon a specific type of being (for example, wolves, imps, or air elementals). With this Advantage, the Summoned being can be from a broader group. For a +¼ Advantage, the Summoned being can be from a Very Limited Group (canines, lesser demons, elementals). For a +½ Advantage, the Summoned being can be from a Limited Group (animals, demons, elemental beings). For a +1 Advantage, the Summoned being can be any type of being. Any Summoned being must still fit within the point limits of a particular Summon power — the power to Summon a 200-point demon from the "any lesser demon" category doesn't allow the Summoner to Summon a 300-point Fire Demon, even if Fire Demons are a type of "lesser demon."

If the Summoner can Summon more than one being at a time, every being Summoned doesn't have to be of the same type if the Summoner can Summon from an Expanded Class. For example, a spell to conjure 128 lesser demons doesn't have to Summon only imps at any one time — it could conjure a mixed horde of imps, firelings, scratchets, and similar fiends. Similarly, the character could vary the Summoned creatures slightly, to provide individuality, but the variations must balance in terms of Character Points. For example, one demon could be slightly stronger, but also slightly stupider (+3 STR, -3 INT); another could be quicker but weaker (+2 DEX, -2 STR, -2 CON). The GM must approve all such variations.

Invisible Power Effects: Characters do not have to buy this Advantage for Summon to Summon beings who can become invisible, or who are permanently invisible.

Personal Immunity: Characters cannot buy Personal Immunity on Summon to prevent a Summoned being from attacking or harming them.

Specific Being (+1): STOP A Summon power with this Advantage can Summon a specific individual, whether that individual is defined generically (the King of Valdoria) or by name (King Arkon of Valdoria). In general, the GM should only allow this Advantage when the Summoned being is deceased (Summoning his spirit through necromantic powers) or has been precisely located with some other power.

A Summoned specific being appears in his current condition at the time of Summoning. If he's injured, he'll be injured; if he's sleeping or Knocked Out, he's asleep or unconscious; and so forth. If the specific being is killed, the character permanently loses the Character Points spent for the ability to Summon him (though the GM may allow the character to convert the power into the ability to Summon the specific being's ghost, spirit, or the like).

Transdimensional: This Advantage is not required to Summon beings from other planes of existence.

Weak-Willed (+¼, +½): The Summoned being is unusually weak-willed and cannot resist the Summoner's attempt to control it very well. For a +¼ Advantage, the Summoned being receives -2 to all of its EGO Rolls; for +½, it receives -4. A character cannot take this Advantage for Summon if he buys it with *Antagonistic* (see below).

LIMITATIONS

Antagonistic (-¼ to -¾): The opposite of *Amicable,* this Limitation simulates a Summon power that Summons creatures who are unfriendly to the Summoner. The Summoner is considered to have failed the EGO Roll contest, and must use force, bribery, or other means to get the Summoned being to do what he (the Summoner) wants. The Summoned being's antagonism towards the Summoner, and thus the strength of his reaction (fleeing versus fighting, for example), depends on the value of the Limitation. For a -¼ Limitation, the Summoned being is Annoyed (similar to a Moderate Psychological Complication). For a -½ Limitation, the Summoned being is Hostile (similar to a Strong Psychological Complication); it may attack the Summoner. For a -¾ Limitation, the Summoned being is Violent (similar to a Very Strong Psychological Complication) and will almost certainly attack the Summoner.

Arrives Under Own Power (-½): This Limitation represents a Summon power that doesn't immediately bring the Summoned being to the Summoner; instead, the Summoned being is irresistibly "called" to the Summoner at the location where the Summon power was used, and must proceed there at once at reasonable speed under its own power. If the Summoner leaves the area where he used Summon before the Summoned beings arrive, the effect of the Summon is immediately cancelled. After the Summoned being arrives, it's still Stunned and disoriented and has to orient itself as described above.

Charges: If a character buys Summon with Charges, each Charge can Summon up to his maximum number of beings. The character may choose to Summon fewer, but that doesn't allow him to "bank" the remainder for later; the Summoning of any number of beings uses up one Charge. The rules regarding how many Summoned beings a character can have in existence at once still apply. If, for example, a character has a spell that Summons four imps, and the spell has eight Charges, he can only have four imps in existence at once, regardless of how many Charges he uses or has left.

Fewer Tasks (-¼ or more): At the GM's option, a character can reduce the number of tasks he can require a Summoned being to perform: for a -¼ Limitation, the being only performs EGO/8 tasks when it loses an EGO Roll Versus EGO Roll Contest; for a -½ Limitation, EGO/10 tasks; and so forth.

Strong-Willed (-¼, -½): The Summoned being is unusually strong-willed, and resists the Summoner's attempt to control it better than most. For a -¼ Limitation, the Summoned being receives +2 to all of its EGO Rolls; for -½, it receives +4. A character cannot take this Limitation for Summon if he buys it with *Amicable* (see above).

Summoned Being Must Inhabit Locale (-½): Often combined with *Arrives Under Own Power,* and like it frequently used to Summon wild animals, this Limitation simulates a form of Summon that only works if the Summoned being naturally inhabits the area where Summon is used. For example, if a wizard tries to Summon wolves with a spell that has this Limitation, but no wolves live nearby, the spell fails even if properly cast.

POWER EXAMPLES: SUMMON

Create Vampire Spell: Summon 300-point Vampire, Loyal (+½) (90 Active Points); OAF Expendable (black candles and a golden bowl filled with human blood; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Extra Time (1 hour; -3), Requires Recently Deceased Body (-½), Requires A Necromancy Roll (-½). Total cost: 13 points.

Call Of The Wild: Summon 150-point Animal, Any Animal (+½), Loyal (+½) (60 Active Points); Animal Must Inhabit Locale (-½), Animal Arrives Under Its Own Power (-½). Total cost: 30 points.

Demon-horde Spell: Summon 128 150-point Demons, Any Lesser Demon (+¼), Friendly (+¼) (97 Active Points); OAF (Demonstone Amulet; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Extra Time (20 minutes; -2½), Requires A Demonology Roll (-½). Total cost: 16 points.

POWER EXAMPLES: SWIMMING

Jetski: Swimming +20m (24m total) (10 Active Points); OAF Bulky (-1½), Surface Only (-1), Fuel Charge (1 Continuing Charge lasting 1 Hour; -¼). Total cost: 3 points.

Swimfins: Swimming +8m (12m total) (4 Active Points); OAF (-1). Total cost: 2 points.

SWIMMING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every +2m of Swimming

A character with Swimming can swim on or through water and other liquids. Some examples of Swimming include swimfins, undersea creatures who can propel themselves through the water at tremendous speeds, and boats. Each +2m of Swimming costs 1 Character Point; these meters add to the base 4m that most characters start with. Swimming costs END to use.

For general rules about movement in the *HERO System,* including Noncombat Movement and Turn Modes, see 6E1 155 and 6E2 24.

ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Swimming. If he wants that Advantage to also affect the meters of Swimming he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Swimming +12m and wants all of his Swimming to be 0 END, he applies the +½ Advantage to 8 points (16m x 1 point each), even though he's only actually paying 6 points for Swimming (thus yielding a total cost to the character of [(8 x (1 + ½)) - 2 =] 10 points).

LIMITATIONS

Surface Only (-1): Swimming with this Limitation only allows the character to move along the surface of the water, not beneath it. Characters often use it to create boats and similar watercraft.

POWER EXAMPLES: SWINGING

Jungle Vines: Swinging 20m (10 Active Points); OIF (vines of opportunity; -½), Requires A PER Roll (character cannot generate his own swinglines, but must locate appropriate vines to swing from; -½). Total cost: 5 points.

Grapnel & Rope: Swinging 16m (8 Active Points); OAF (-1), Extra Time (Full Phase; -½). Total cost: 3 points.

SWINGING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every 2m of Swinging

A character with Swinging can swing great distances from a line. The character can also move upwards by climbing or pulling himself up his swingline. Some examples of Swinging include jungle characters who cross the jungle by swinging from vines, trained acrobats with lineguns or grapnels, and arachnid-based superheroes who create their own "webs" to swing from. Each 2m of Swinging costs 1 Character Point. Swinging costs END to use.

USING SWINGING

To use Swinging the character must attach his swinglines to tall objects such as buildings, trees, or cliffsides. The GM usually shouldn't worry about this restriction in modern urban environments — there are usually tall structures around somewhere. However, if the GM wished to be strict, or if the character is in a flat environment, it would be reasonable to reduce the character's velocity or disallow Swinging altogether.

A character's meters of Swinging indicate how many meters he can Swing per Phase, not per swing. For example, a character with Swinging 16m could swing over a 40m chasm (assuming a long enough swingline and an appropriate place to attach it to) — it would just take him more than a single Phase to do it. While making a multi-Phase Swing, the character may take no other Actions until he has completed the Swing.

At the GM's option, a character may climb his swinglines or use them to carry himself straight upward at a rate equal to half his Swinging (for example, if he had 20m of Swinging, he could move upward at 10m per Phase).

For general rules about movement in the *HERO System,* including Noncombat Movement and Turn Modes, see 6E1 155 and 6E2 24.

LIMITATIONS

Focus: Most characters buy Swinging with this Limitation. However, characters don't have to buy Swinging with Focus. Swinging without Focus allows a character to produce as many swinglines as he needs.

The rules don't impose any restrictions on the length of swinglines a character can create or have. The GM should decide how much swingline is appropriate for a character.

TAKES NO STUN

Type: Automaton Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
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

An Automaton with this power ignores the STUN damage from any attack: it only takes the BODY. This is the most important Automaton Power; you can use it to simulate robots, zombies, and skeletons — any mindless being that continues fighting until it's completely destroyed. The base cost for this Power is 45 points.

An Automaton which buys this Power has no *Stun* Characteristic. It doesn't get any points for this, and cannot sell back its STUN.

Takes No STUN affects the Automaton's defenses. His base 2 PD/2 ED are divided by 3 (*i.e.,* reduced to 1), and the cost of all additional defenses and Defense Powers (other than special Automaton Powers, and any others the GM exempts) is multiplied by 3 (before applying any Advantages or Limitations). (This includes buying up the *DCV* and *DMCV* Characteristics above their base of 3.) This doesn't affect the power's END cost (if any). The Automaton's base defenses are not Resistant; if an Automaton wants Resistant defenses, it has to pay for them. (The value of the *Resistant* (+½) Advantage isn't tripled to +1½, but of course it applies to the tripled cost of any defense it's bought for.)

Example: *The Zombie is a 9 PD/6 ED Automaton with Takes No STUN. Its defenses become 3 PD/2 ED. If it wants to increase these in any way, the cost will be triple. For example, another point of PD would cost 3 Character Points, instead of the usual 1 Character Point.*

An Automaton with this Power cannot be Stunned or Knocked Out, because it takes no STUN damage. However, if it takes BODY damage from any attack after applying its defenses, it loses one of the following: one Power; 10 STR; 1 SPD; or 1 normal Sense. What exactly it loses is up to the GM.

Some Automatons are even tougher than this: they suffer no effect from attacks except to take the BODY damage. This costs an additional 15 Character Points (60 Character Points total); such an Automaton is completely unaffected by attacks until it runs out of BODY, at which point it's destroyed.



Example: *Mechanon has constructed a robot to help him destroy all sentient life on Earth. This robot has 40 BODY and is purchased with the Power* Takes No STUN *(60 points). In battle, the robot fights relentlessly. It cannot be Stunned or Knocked Out, nor will it fall apart. It fights until it takes all its BODY in damage, at which point it's destroyed.*

An Automaton with either version of this Power stops functioning when its BODY falls to 0 or below, and is completely destroyed when its negative BODY total equals its normal BODY. For example, a 10 BODY Automaton ceases functioning after it has taken 10 BODY, and is destroyed after it takes 20 BODY (which would reduce it to -10 BODY).

When evaluating whether an Automaton with this Power is suitable for a campaign, the GM should mentally multiply its defense by three. For example, an Automaton with a 7 PD is roughly equal to a normal character with a 21 PD.

TELEKINESIS

Type: Standard Power/Attack Power
Duration: Constant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: 3 Character Points for 2 points of Telekinetic STR

A character with Telekinesis ("TK") can manipulate objects at a distance. Some examples of Telekinesis include psychokinesis (manipulating objects with mental force), precise manipulation of gravitic (or similar) forces, and a magical spell that allows a wizard to move huge blocks of stone effortlessly. Each 2 points of Telekinetic STR costs 3 Character Points. A character cannot buy 0 or 1 STR Telekinesis; he must buy at least 2 points of Telekinetic STR.

Characters normally should not buy their STR with the Power Advantage *Ranged;* they should buy TK instead.

USING TELEKINESIS

Except where noted otherwise, a character can use Telekinetic STR any way he could use normal STR — it can pick things up, Grab characters, "squeeze" something, throw things (the same distance a character with that amount of STR could throw the object with a "Running Throw"; see 6E2 81), or "punch" an opponent. The Encumbrance rules do not apply to characters carrying objects via Telekinesis.

To use Telekinesis for any purpose, a character has to succeed with an Attack Roll to "hit" the object (meaning pick it up/Grab it/"punch" it). There's no way for a character to move an object or person without "hitting" it first.

Telekinesis costs END to use, and is subject to the Range Modifier.

MOVING AND MANIPULATING OBJECTS

Telekinesis can move an object a number of meters per Phase equal to the number of meters the Telekinetic STR could throw the object with a Running Throw. However, there's no action/reaction with TK, so a character can't pick himself up with Telekinesis (or pick up an object he's standing on and move himself that way) or grab a flying character and be dragged along. (He could, however, pick someone up and move that person as he moves, just like a person with Flight can carry an object as he flies.)

Telekinesis is inherently Indirect (see 6E1 335) in some ways. In other words, while it always originates with the character, it can "touch" or pick up objects from any direction (not just on the side facing the Telekinetic character), can move objects in any direction, and so forth. It can work through a window or a Barrier without having to break the intervening obstacle, at no reduction in STR. However, despite its Indirect aspects, a character cannot use TK to, for example, bypass a character's personal defenses (like a suit of armor) to attack him directly. The exact extent of what Telekinesis can do is always up to the GM.

Base Telekinesis is inherently clumsy. The character can manipulate great force, but not with any fine control. He can flip most switches and punch some buttons, but can't, for example, hit a single key on a keyboard, pick a lock, or do precision tasks that requires a DEX Roll. To be able to do fine work, he must buy the *Fine Manipulation* Adder (see below). The GM may relax this rule in noncombat situations, when the character has time and can concentrate on what he's doing.

A character cannot Grab or Punch something with Telekinesis beyond his Line Of Sight. However, once he Grabs an object he can continue to manipulate it even if it passes out of his LOS. If he moves an object behind something he cannot see through, or if he moves it beyond the range of his eyesight, his hold on the object continues (though he may have difficulty knowing where to move it or what he can do with it, of course). Characters who want to have "sensory feedback" with their Telekinesis, so that they know what's happening near objects that they're telekinetically manipulating beyond their LOS, should Link the appropriate form of Clairsentience to their Telekinesis.

POWER TRICKS: TELEKINESIS

Here are some example "tricks" (related abilities) that characters with Telekinesis might buy:

Telekinetic Blast: The character blasts his enemies with pure telekinetic force.
Blast 12d6. Total cost: 60 points.

Telekinetic Crush: The character uses his telekinetic powers to crush, rend, and tear opponents and objects with vicious efficiency.
RKA 2d6, Indirect (Source Point varies from use to use; +½), Penetrating (+½). Total cost: 60 points.

Telekinetic Levitation: The character can, in effect, pick himself up and move himself through the air.
Flight 25m. Total cost: 25 points.

Telekinetic Point Defense: The character can protect himself or others from missiles (though not from Ranged attacks that have no physical component, such as energy beams).
Deflection (20 Active Points); Only Works Against Physical Missiles (-¼). Total cost: 16 points.

Telekinetic Shield: The character can protect himself with a force-field of telekinetic energy.
Resistant Protection (12 PD/12 ED) (36 Active Points); Costs Endurance (-½), Perceivable (-0). Total cost: 24 points.

PSYCHOKINESIS

Psychokinesis is Telekinesis as a sort of "Mental Power." It's bought with the Advantages *ACV* (uses OMCV against DCV; +0) and *Line Of Sight.* Other than that, it works the same as ordinary Telekinesis: it Grabs and moves objects the same way; characters break out of it using STR; Mental Defense has no effect on it.

At the GM's option, characters can buy two Power Modifiers to further define their Psychokinesis. The first is *Works Against EGO, Not STR* (+¼) (this may be a Limitation in games where EGO is, on the average, much higher than STR). This means the victim uses EGO, not STR, to escape the Psychokinetic Grab. He rolls 1d6 per 5 points of EGO; this costs 1 END per 10 Character Points of EGO used, and he can Push his EGO for this purpose. He may use his "Casual EGO" (half of his EGO) to break out of weak Psychokinesis attacks effortlessly.

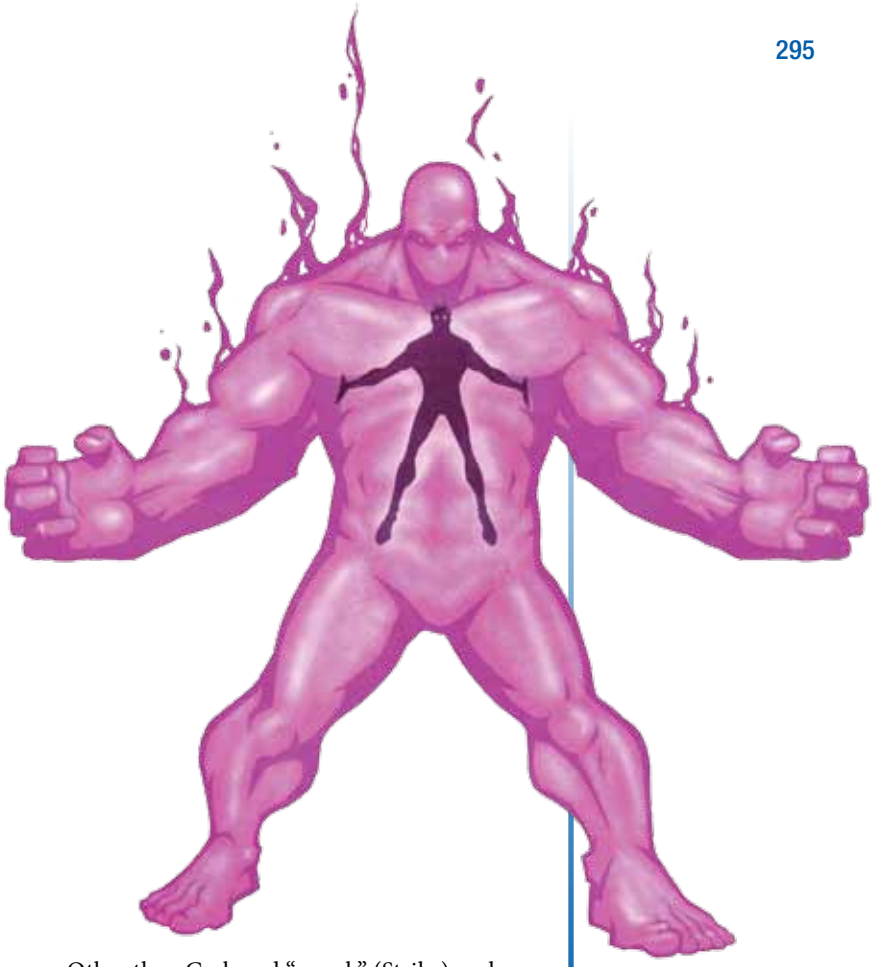
The second is a -½ Limitation, *Mental Defense Adds To EGO.* It means the character's Mental Defense adds to STR (or EGO), point for point, in calculating the STR (or EGO) a character may exert to break free. This isn't appropriate for most forms of Psychokinesis, which exert actual physical force against physical objects, but it's a useful Limitation at times.

GRABS AND OTHER TELEKINETIC ATTACKS

A Telekinetic Grab works just like a normal Grab: it requires an Attack Roll; it imposes a -1 OCV, -2 DCV modifier on that Attack Roll; it affects two limbs; victims try to escape from the Grab using their STR (including any bonuses, such as from Martial Escape; this method applies even if the victim's held up in the air or the like); the character can use it to Squeeze, Slam, or Throw the Grabbed person; it reduces the Grabbed person's DCV. However, it doesn't reduce the Telekinetic's DCV or his OCV to attack characters other than the Grabbed character the way a normal Grab does. (See *Grab,* 6E2 62.)

If a character uses Telekinesis to Grab and Move a character, he can perform the Move as a "free" action immediately after the Grab, instead of Squeeze, Slam, or Throw. If he wants to try to hit another character with whatever (or whoever) he's moving, he has to wait until his next Phase, same as with Grabbing and Throwing one character at another — a character's not allowed to convert the "free" action he gets with a Grab into a second attack against a third party.

A character with Telekinesis can use it to Grab multiple people in successive Phases — one person in his first Phase, a second in his next Phase, a third in his next Phase, and so on. He's not restricted to only using the Telekinesis on one person at a time, or to the number of persons he could Grab using his own limbs. Of course, he has to pay END for each separate use of Telekinesis.



Other than Grab and "punch" (Strike), a character cannot use Telekinesis to perform any other Combat Maneuvers (though he can Haymaker his Telekinesis, or Multiple Attack with it). However, at the GM's option, he can use it to perform any Combat Maneuver for which he's paid Character Points, though he must have the *Fine Manipulation* Adder to perform maneuvers requiring finesse (such as Nerve Strike). For purposes of using them with Telekinesis, characters may "buy" Standard and Optional Combat Maneuvers for 3 Character Points each. (One exception: characters cannot use Telekinesis to perform Move Bys/Throughs.) The standard OCV and DCV modifiers for Martial Maneuvers apply when using those Maneuvers with Telekinesis, unless some more specific rule indicates otherwise. They're also subject to any other requirements imposed by the Maneuver; for example, if the Maneuver specifies that "You Fall" when using it, then a character performing that Maneuver with Telekinesis falls down when he does so.

A character can use Telekinesis to wield weapons, but unless he's paid points for the weapon or bought the appropriate Weapon Familiarity, he suffers the standard -3 OCV penalty for Unfamiliar Weapon. The GM may also, in his discretion, impose an additional penalty (-1 OCV, typically) to represent the differences in fighting with a weapon in-hand and a weapon in-Telekinesis. The character's Telekinetic STR he can add damage to the weapon at the same rate and in the same way as his personal STR. Characters cannot apply Combat Skill Levels bought for use with a particular weapon or weapons while wielding those weapons with Telekinesis.

POWER EXAMPLES:

TELEKINESIS

Force Kinetics: Telekinesis (50 STR), Fine Manipulation, Reduced Endurance (½ END; +¼). Total cost: 106 points.

Magnetokinesis: Telekinesis (60 STR) (90 Active Points); Only Works On Ferrous Metals (-½). Total cost: 60 points.

Telekinetic Arm: Telekinesis (10 STR), Fine Manipulation. Total cost: 25 points.



SKILLS

Combat Skill Levels: The type of Combat Skill Levels a character should buy for Telekinesis depends on what he wants to do with them. If he just wants to improve OCV, 2-point Levels suffice. If he wants to improve OCV or DCV, he needs 3-point Levels. If he wants to improve OCV or DCV with all of his Ranged attacks (including Telekinesis), he needs 8-point CSLs. In short, he should buy CSLs for Telekinesis normally; the Power's versatility doesn't change how CSLs apply.

ADVANTAGES AND ADDERS

Fine Manipulation: Telekinesis with this +10 Character Points Adder can do fine work, like pushing a single key on a keyboard. (It doesn't allow the character to manipulate objects on the microscopic level, or the like.) The character must make a roll of 9 + (Active Points in Telekinesis/5) or less, with a Range Modifier, to do fine work successfully. (Include the points spent on Fine Manipulation when calculating the character's roll.)

A good basic test for whether Fine Manipulation is required to do something is this: if a character can pick up the object or perform the task with a large, infinitely thin paddle, then he doesn't need Fine Manipulation. For example, he could slide the imaginary paddle underneath just about any object (no matter how small or delicate) to pick that object up; therefore, Fine Manipulation isn't ordinarily required just to pick up objects. He could also use the edge of the paddle to flip a lightswitch, so Fine Manipulation isn't required for that, either. On the other hand he can't type with the paddle; that requires Fine Manipulation. For fine work that doesn't necessarily require a Skill, like hitting a single key on a keyboard, the GM may allow a character to make a DEX Roll (or EGO Roll, for Psychokinesis) to perform the task successfully. Fine Manipulation is not required for most everyday tasks (for example, opening a jar, making a sandwich, or turning a key).

In noncombat situations, the GM may, if he chooses, ignore the Fine Manipulation rules and allow any telekinetic to type or perform other delicate tasks. If there are no distractions or pressing need for speed, the telekinetic can concentrate on the task at hand and perform it without Fine Manipulation (much in the same way a normal person who cannot type can "hunt and peck" a document, given enough time). If it would be particularly heroic or dramatic, the GM might even allow the telekinetic to do this in a combat situation if he reduces his DCV to 0 to simulate how hard he's concentrating.

Fine Manipulation doesn't counteract the penalty for Target Size when a character tries to pick up small objects with his Telekinesis. He could, however, buy Penalty Skill Levels for his Telekinesis to partly or fully cancel them out.

Area Of Effect: If a character has Area Of Effect Telekinesis, generally you should calculate the amount he can lift over the overall area. For example, if a character with Telekinesis (60 STR), Area Of Effect (18m Radius) tries to telekinetically scoop up some sand, the weight of sand he picks up depends on his telekinetic STR — he picks up 100 tons of sand, not 100 tons per 1m radius or what have you — and the sand comes more or less equally from all the affected Area. However, if a character uses Area Of Effect Telekinesis to Grab or "punch" lots of people, his full telekinetic STR (or STR damage) applies to each victim.

Once the victim of an Area Of Effect Telekinesis breaks loose from a Grab, he can exit the affected area without hindrance. If he doesn't do so before the attacker's next Phase, the attacker can Grab him again per the standard rules on Constant area-affecting powers.

Attack Versus Alternate Defense: Characters cannot apply this Advantage to Telekinesis (especially in its NND form) unless the GM permits this and defines the exact effects of the power.

Counteracts Indirect: Telekinesis cannot work through a Barrier with this Advantage, but can still affect the Barrier itself. A character can buy the Advantage *Armor Piercing* to overcome this (multiple times if necessary, to overcome multiple levels of Counteracts Indirect).

Cumulative: Characters cannot apply Cumulative to Telekinesis.

Transdimensional: Since Telekinesis has some inherently Indirect properties, a character can buy Transdimensional for it (assuming the GM permits him to).

LIMITATIONS

Affects Whole Object (-¼): If a character's Telekinesis affects all parts of the target, then he buys it with this Limitation. The character cannot use this type of Telekinesis to squeeze or punch a target, but can use it to Grab.

No Range: Normally characters should not purchase this Limitation for Telekinesis; buy extra STR (perhaps with Limitations) instead.

Only Works On [Limited Types Of Objects] (-½ to -1): Telekinesis with this Limitation only works on certain types of objects. For example, an earth elemental might have Telekinesis that *Only Works On Earth/Stone;* if there happens to be something else in the earth (such as a pool of water), the character can't pick that up at the same time. If the Telekinesis can only affect a Limited Group of objects (earth/stone or ferrous objects, for example), the Limitation's worth -½. If it can only affect a Very Limited Group of objects (granite, raw iron), it's worth -1.

TELEPATHY

Type: Mental Power
Duration: Instant
Target: Target's DMCV
Range: LOS
Costs END: Yes
Cost: 5 Character Points for every 1d6 of Telepathy

A character with Telepathy can read or send thoughts. Some examples of Telepathy include classic mind-reading or ESP abilities, the ability to determine what a person is thinking by observing him closely, and some truth drugs. Each 1d6 of Telepathy costs 5 points. Telepathy costs END to use.

USING TELEPATHY

To use Telepathy, the character makes an MCV Attack Roll. If he succeeds, he declares the desired Telepathy level, makes a standard Effect Roll, subtracts the target's Mental Defense (if any), and compares the result to the Telepathy Effects Table. If the Effect Roll isn't sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, the character has established mental contact with the target, who may make a standard Breakout Roll. If the Breakout Roll succeeds, the Telepathy fails, but the target is aware of the attempt to read his mind. If the Breakout Roll fails, each Phase thereafter the Telepath can search for one fact, or get the answer to one question; the target will be aware of the fact that someone is reading his mind with Telepathy.

A character can use Telepathy on two or more characters at once, provided he establishes the Telepathy on each one separately (*e.g.,* uses an Attack Action to make an Attack Roll, succeeds with that roll, victim doesn't break out, and so forth), that he pays all END costs associated with each use as appropriate, and satisfies all Limitations (if any) on the Telepathy. However, if Character A maintains Telepathy with both Character B and Character C, it creates no mental link or connection between B and C (unless the GM permits it to).

A character cannot use Telepathy to alter or remove another character's memories or Psychological Complications. Doing that requires Mind Control (for short-term effects) or Transform (for long-term or permanent effects).

Telepathy is an Instant Power, so it only costs END to use in the Phase in which the character first uses it. However, at the GM's discretion, if a character maintains Telepathic contact over a long time (such as conducting a conversation via Telepathy), he can treat Telepathy as a Constant Power for purposes of END cost (and perhaps also such things as Power Framework slot allocation).

Telepathy doesn't depend on language; a telepath may communicate and read from mind to mind regardless of whether he speaks a language in common with the person he's mentally communicating with. However, in some cases, such as particularly odd or unusual minds, the GM might require a mentalist to achieve +10 points of effect to communicate clearly, despite the lack of a language barrier. In a few campaigns the GM may want to make Telepathy language-dependent as a way of restricting the usefulness of the Power. In that case, characters can buy a +½ Advantage, *No Language Barrier,* for their Telepathy to make it language-exclusive.

LEVELS OF TELEPATHY

The Telepathy Effects Table indicates the Effect Roll needed to achieve each of the four levels of Telepathy: surface thoughts; deep, hidden thoughts; memory; and the subconscious.

SURFACE THOUGHTS

Surface thoughts include the target's current sensory impressions, thoughts, and active emotions. Extremely important personal facts (the target's name, his spouse, facts central to his vision of himself) are usually considered surface thoughts. This may include some high-level Psychological Complications (usually those worth 20 points or more). A telepath can sometimes make the use of Telepathy easier if he mentions the topic he wants to learn about to the subject right before using Telepathy. Hearing the subject spoken of often puts it in the forefront of the target's mind (*i.e.,* his surface thoughts), though it may not stay there for more than a few Phases.

Surface thoughts also include the character's current sensory impressions (what he's seeing, smelling, touching, and so forth). But this doesn't not mean the telepath actually uses the target's senses himself. A telepath who's reading the mind of a person smelling and looking at a steak doesn't see and smell the steak — he reads in the person's mind that "I'm smelling and seeing a steak." The sensory impressions register as data, they're not experienced by the telepath.

Mental communication via Telepathy, Telepathic Mind Control, a Mind Link, or other forms of mental contact takes place at the surface thoughts level. Sending thoughts into the target's deep, hidden thoughts, memory, or subconscious would be akin to making permanent changes, which requires a Transform.

TELEPATHY EFFECTS 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
Modifiers (can be applied at any level)	
+20	Telepathy cannot be detected by target

DEEP, HIDDEN THOUGHTS

Deep, hidden thoughts include any thoughts currently in the target's head but not on the "surface" of his mind. Examples usually include most Psychological Complications; the "to-do lists" most people have in the backs of their minds; the target's birthday; secrets the target knows (including those taken as Social Complications); unexpressed emotions or emotions not currently in the forefront of the mind (such as his love for his spouse). The target's greatest fears and desires are also usually considered deep, hidden thoughts.

MEMORIES

Memories are just that — sensory impressions of past events and feelings "recorded" in the character's mind. At the GM's option, it may be more difficult to locate a memory the older it gets (PER Rolls may be required to locate desired memories, for example, using the Time Chart as a "Range Modifier" as described under *Clairsentience* on 6E1 181). The Effect Roll might also be modified if the target suffers from a neurological disease that affects memory, has an Eidetic Memory, or has only a dim or fragmentary recollection of something.

One problem telepaths sometimes have at this level of mind-reading is that memories aren't always clear. People tend to forget things over time, so older memories may be fragmentary. Some memories may even be false — the perspective of time may make someone misremember something or view it through rose-colored glasses. Lastly, various states of mental existence may make reading memories easier or harder: reading the memories of a senile person or someone with Alzheimer's Disease may yield unconnected jumbles of fragmented memories, while reading the mind of someone with Eidetic Memory might be like scrolling through a comprehensive, well-organized index. The GM may impose penalties or bonuses (such as requiring PER Rolls, making the telepath take more or less time to locate particular facts, and so forth) based on these situations.

THE SUBCONSCIOUS

The target's *subconscious* includes thoughts and memories repressed below the level of deep, hidden thoughts. Memories of horrible abuse experienced by the target might be one example. An amnesiac's forgotten experiences or a multiple personality's "other" personalities also constitute "subconscious" thoughts in most cases.

OTHER RULES AND CIRCUMSTANCES

ATTACKING THROUGH A TELEPATHIC LINK

A mentalist who's in mental contact with another character via Telepathy and has another Mental Power can use it through the "telepathic link" against any other character in the link. This works just like attacks made through a Mind Link (see 6E1 258), except that they do require MCV Attack Rolls.

FALSEHOODS

A character can normally use Telepathy to detect whether a person is telling the truth (but see *Hiding From Telepathy,* below). Of course, "truth" can be relative — a person may believe something's true even though it isn't, or may disbelieve something that is, in fact, true.

A telepath is able to "tell" a lie when "talking" to another mind with Telepathy.

HIDING FROM TELEPATHY

A character with Acting can "hide" or mask his surface thoughts from Telepathy. He must win an Acting Roll Versus EGO Roll Contest with the mentalist using Telepathy on him, in which case he may disguise his surface thoughts as he wishes. (If he loses, the telepath reads his true surface thoughts.) Characters cannot hide deep, hidden thoughts and subconscious thoughts this way.

UNCONSCIOUS AND SLEEPING MINDS

A character can use Telepathy on an unconscious mind. However, an unconscious target has no surface thoughts or deep, hidden thoughts; the telepath can only read the target's memories or subconscious thoughts.

Sleeping minds are a slightly different matter. Sleepers' surface thoughts are whatever dreams they're currently experiencing. They have no other surface thoughts and no deep, hidden thoughts; the telepath can still read their memories and subconsciousnesses. At the GM's option, telepaths who read a dreamer's surface thoughts can enter into or manipulate the dreamer's dream at will; alternately, this may require Mental Illusions.

Sleeping or unconscious minds have an MCV of 0, but still have any Mental Defense they would while awake.

POWER TRICKS: TELEPATHY

Here are some example "tricks" (related abilities) that characters with Telepathy might buy:

Defensive Telepathy: By lightly scanning an opponent's surface thoughts, the character learns how he plans to attack, and thus has an easier time dodging the assault.

+4 DCV (20 Active Points); Costs Endurance (-½), Only Versus Opponents With Minds (-¼). Total cost: 11 points.

Neural Blindness: The character can temporarily blind his opponents by telepathically reaching into their minds and "shutting off" the optic nerve for a few seconds.

Sight Group Flash 6d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0). Total cost: 37 points.

Psionic Surgery: The character can use his telepathic powers to effect long-term change in another person's memories, thoughts, and feelings (including mental Complications).

Major Transform 4d6 (erase, change, add to, or otherwise affect a person's mental "objects"; heals back normally), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (60 Active Points); Limited Target (mental "objects" in the minds of sentient beings; -½), No Range (-½). Total cost: 30 points.

POWERS

Desolidification: If a character establishes Telepathic contact with someone, then becomes Desolidified, the Telepathy "link" remains in effect. However, once Desolidified a character cannot establish Telepathic contact with solid characters unless his Mind Link power has the *Affects Physical World* Advantage. Nor can he spend END to keep Breakout rolls against his Telepathy from improving, make rolls to change the level of effect, or the like against a solid target.

Enhanced Senses: Characters cannot buy Sense Modifiers for Telepathy.

ADVANTAGES AND ADDERS

Autofire: Instead of applying the standard rule for Autofire continuing-effect Mental Powers (6E1 153), GMs instead may allow a character with Autofire Telepathy to find multiple facts or have multiple questions answered per Phase. He can find one fact or answer one question per Phase for every hit achieved with Autofire Telepathy.

LIMITATIONS

Broadcast Only; Receive Only (each -½): Ordinarily, a Telepath can both send and read thoughts. These Limitations represent forms of Telepathy that can only broadcast or only read thoughts.

Communication Only (-¼): Characters can only use Telepathy with this Limitation to send and receive thoughts. They cannot read someone's mind against that person's will or extract thoughts from him that he doesn't wish to send.

Empathy (-½, -1): Empathy is a form of Telepathy that can only read emotions. If the Telepathy works on all emotions, the Limitation is worth -½; if it only works on a single emotion, it's worth -1.

Empathy only allows a character to *read* a target's emotions. He cannot project emotions into the target's mind or change the target's emotions; that requires empathic Mind Control.

Feedback (-1, -2): This Limitation signifies that whatever pain a character in a Telepathy "link" feels, the character who possesses the Power also feels. See *Feedback* in the *Limitations* section of *Mind Link* for more information.



Language Barrier (-½): This Limitation simulates a form of Telepathy that depends on language. The character can only communicate and read thoughts in languages known to him; if he has no language(s) in common with his target, he cannot communicate mentally with, or obtain information from, him.

Surface Thoughts Only (-¼): Telepathy with this Limitation can only read and communicate thoughts at the surface of the target's mind. It cannot be combined with the *Communication Only* Limitation without the GM's permission, since that Limitation already restricts Telepathy to a surface-level usage.

POWER EXAMPLES: TELEPATHY

Deductive Observation: Telepathy 8d6, Reduced Endurance (0 END; +½) (60 Active Points); Requires A Deduction (or SS: Psychology) Roll (-½), Extra Time (5 minutes; -2), Concentration (½ DCV; -¼), Must Closely Observe Subject (Including Facial Expressions) During The Five Minutes (-½), Can Only Read Surface Thoughts (-½), Receive Only (-½). Total cost: 11 points.

Mindreading: Telepathy 12d6. Total cost: 60 points.

Truth Serum: Telepathy 12d6 (60 Active Points); OAF Fragile (easily diluted or spilled drug; -1¼), Receive Only (-½), Based On CON (-1), No Range (-½), Incantations (questions must be asked; -¼), Language Barrier (subject being interrogated must be able to understand the questions asked of him; -½). Total cost: 12 points.

TELEPORTATION

Type: Movement Power
Duration: Instant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every 1m Teleportation; 2x mass for every +5 Character Points; Fixed Locations for 1 Character Point each; Floating Fixed Locations for 5 Character Points each

A character with this Movement Power can move from one point to another without physically traveling through the space in between the two points (typically the character "disappears" at the first point and "reappears" at his desired destination). Some examples of Teleportation include: stepping into another dimension at one point in this dimension, traveling through the other dimension, and stepping back into this dimension at the desired location; and transforming one's body into energy, moving to the desired point, and retransforming. Each 1m of Teleportation costs 1 Character Point. Teleportation costs END to use.

USING TELEPORTATION

Normally a character can only Teleport himself (regardless of how much he weighs), his clothes, and his personal effects (including Foci), though he may choose to leave any such items behind. He can Teleport more mass if he buys the *Increased Mass* Adder (see below). If a character wants to Teleport other people (or inanimate objects) without going along with them himself, he must buy his Teleportation with the *Usable As Attack* Advantage (see below and 6E1 358).

A character who's Grabbed or Entangled may use Teleportation to escape from such restraints. If Grabbed, he cannot carry the character Grabbing him along with him unless he simultaneously uses Teleportation with Usable As Attack (see 6E1 358). A character with Teleportation who Grabs a character cannot then Teleport and carry the Grabbed character with him unless he has enough Increased Mass to handle the extra weight and the GM permits this.

Characters cannot use Teleportation to perform Move Throughs or Move Bys. Characters cannot Abort to Teleport, but can Abort to Dive For Cover with Teleportation.

NONCOMBAT TELEPORTATION

Teleportation has a Noncombat Movement mode like other Movement Powers. Noncombat Teleportation (including any Teleportation with the *MegaScale* Advantage) takes one extra Phase, regardless of how far the character Teleports. The character remains at his "starting point" at half DCV, 0 OCV for the extra Phase, then Teleports to his destination; he can do nothing else during this time. He remains at 0 OCV, ½ DCV until he gets his next Phase after Teleporting, or until a later Segment when he chooses to Abort to a defensive Action.

A character using Noncombat Teleportation isn't restricted to moving in even increments of Combat Movement — he can Teleport to any location within his maximum range. For example, character has Teleportation 40m, x16 Noncombat, doesn't have to move in increments of 40m. He can Teleport anywhere from 2m to 40m using Combat Movement, and anywhere from 42m to 640m as Noncombat Movement.

PERCEIVING THE TARGET LOCATION; MISTELEPORTING

A character can Teleport to any location he can perceive with a Targeting Sense, as long as it's within the number of meters he can Teleport. If it's difficult to perceive the location, the GM may require a PER Roll (possibly with a Range Modifier or other modifiers to reflect existing conditions). If the roll succeeds, the character may Teleport normally.

If the PER Roll fails, the character must make an Attack Roll (against DCV 3) at -1 for every point he missed the roll by to Teleport to the proper location. (The GM might reduce the penalty slightly if the character can perceive the target location with a Nontargeting Sense.) If the character is using Noncombat Teleportation, he retains his full normal OCV solely for purposes of targeting his destination; he doesn't have the usual OCV 0 when using Noncombat Movement. If the Attack Roll succeeds, he Teleports to his target Area without difficulty. If the Attack Roll fails, the character lands "off-target" by 2m in a random direction for every 1 point the roll failed by. This may result in his Teleporting into a solid object, which can have dangerous consequences (see 6E2 29).

If a Teleporter cannot perceive his target location at all and is simply guessing where it is, he must make an Attack Roll (against DCV 3) at -5 to move to his target Area successfully. The character uses his standard OCV to make this roll, unless some other circumstance (like being Flashed or in Darkness) affects him. The Range Modifier applies, and the GM may also apply any other additional modifier he wants; the character may use applicable Combat Skill Levels if desired. If the Attack Roll succeeds, he Teleports to the target Area successfully; if it fails, he lands "off-target" as described above.

Viewing a location on television (or by similar means) doesn't count as perceiving it with a Targeting Sense.

The PER Roll and Attack Roll described above are part of the overall Teleportation; they don't require any extra time or Actions.

FIXED LOCATIONS

A character with Teleportation can memorize a *Fixed Location* for 1 Character Point. He can safely Teleport to any of his Fixed Locations even if he cannot perceive them with a Targeting Sense, provided they're within his range.

A Fixed Location doesn't have to be immovable — it could be a living creature, a particular airplane seat, or a spot 4m behind the Teleporter, for example — but it must be a physical location

and can never change. However, the character can purchase a *Floating Fixed Location* for 5 Character Points. This is identical to a Fixed Location, but may be changed. To change a Floating Fixed Location, the character must study the new location for a full Turn. (He cannot study a new location via Clairsentience unless the GM so permits.) Unless the GM permits, a character may not establish a Fixed or Floating Fixed Location in relation to another person (such as "two meters behind Dr. Destroyer").

If a character tries to Teleport to a Fixed Location (Floating or not) that's out of his range, his Teleportation fails to work. He must still spend END and uses a Full Phase in attempting to Teleport.

Characters cannot buy Fixed and Floating Fixed Locations in Power Frameworks. They must be bought separately from Teleportation itself. They can be bought with Power Modifiers, if appropriate. If a character has multiple forms of Teleportation, his Fixed and Floating Fixed Locations work with all of them.

When a character Teleports to a Fixed or Floating Fixed Location, its Active Points add to the Active Points of his Teleportation for purposes of determining the END cost of his Teleportation. Any Reduced Endurance bought for the Teleportation likewise applies to the Locations.

Fixed Location (ordinary or Floating) can be Dispelled. It cannot be bought as Inherent. If a Fixed or Floating Fixed Location is Dispelled, the character who has that Location immediately becomes aware of that fact. But if his access to a Location has been cut off (with, say, a Barrier that Cannot Be Escaped With Teleportation), he doesn't know that until he tries to Teleport to it and fails.

Characters cannot buy Fixed or Floating Fixed Locations for Movement Powers other than Teleportation (unless the GM chooses to permit this).

VELOCITY AND FACING

A character cannot remove or change his velocity by Teleporting — if he's moving at 60m per Segment when he Teleports, he continues to move at 60m per Segment when he completes his Teleport, regardless of where he Teleports to. (Thus, Teleporting out of a speeding car or during a long fall can harm a Teleporter.) Similarly, adding velocity when Teleporting (by, for example, teleporting into a moving vehicle from a stationary position) can be dangerous. A character who wants to Teleport safely into a vehicle or other object that's moving faster than he is must have the *No Relative Velocity* Adder (see below) (or, at the GM's option, make a DEX Roll, possibly with a negative modifier equal to the vehicle's Velocity-Based DCV; see 6E2 24). Otherwise he takes STUN damage as if he had performed a STR 0 Move Through at the vehicle or object's velocity that did no Knockback.

Example: *Cheshire Cat wants to teleport into a bus traveling at 60m per Phase. Since he's standing still, he takes (velocity/3) = 10d6 STUN damage from Teleporting into a moving object.*

Unless he pays for an Adder (see below), a character cannot change the direction he's facing or move from a prone to a standing position by Teleporting. His facing and body positioning at the end of his Teleport are the same as it was when he began.

GATES

Characters can use Teleportation to create "Gates" — fixed "teleportation fields" that Teleport anything that can fit in them and doesn't exceed their weight limit. To create a Gate, a character must buy Teleportation with the Advantages *Area Of Effect (2m Radius), Usable On Others,* and *Constant.* To be truly effective, a Gate needs MegaScaling or a lot of extra Noncombat Movement multiples (thus requiring an extra Phase to use) and Increased Mass; to carry truly large objects, it needs lots of extra mass and a larger *Area Of Effect* (to make the Gate wide enough for large objects to go through).

A Gate has the -½ Limitation *Gate.* It represents the fact that a Gate works on both ends and in both directions: while it's open, anyone of the proper size and mass can move through it to the other side (which opens into some far-away location). Furthermore, the Gate can be seen through, and characters can attack through it with the same Range Modifier as if they stood immediately on the other side of the Gate. A Gate is open from both sides — characters can go through it (and see through it) from either side. A character cannot pinpoint exactly where his Gate will open onto unless he buys a Fixed Location or Floating Fixed Location for it.

Creating a Gate takes one extra Phase if the character uses it to travel Noncombat or MegaScaled distances. If not, creating one requires a Half Phase Action (if the Gate allows travel of no more than half its meters of Teleportation) or a Full Phase Action (if the Gate allows travel of more than half its meters of Teleportation).

Example: *Cheshire Cat buys a Gate ability: Teleportation 20m, x2,000 Noncombat Multiple (40,000m, or about 25 miles), x16 mass, Area Of Effect (2m Radius; +¼), Constant (+½), Usable Simultaneously (creator and one other person can use Gate at once; +½) (202 Active Points); Gate (-½) (total cost: 135 points). He also buys a Fixed Location (his house) for 1 point. So, whenever he's within 25 miles of his house, he can spend an extra Phase and open up a Gate that takes him home.*

In need of quick escape from a bank heist gone bad, the Cat uses his Gate. Unfortunately for him, the Gate opens up on his house to reveal that the cops are already there, waiting for him! In fact, there's one cop 32m from where the Gate opened. Cheshire Cat decides to attack him. He launches an attack through the Gate, applying the standard Range Modifier for 32m.

POWER EXAMPLES: TELEPORTATION

Advanced Teleportation: Teleportation 40m, No Relative Velocity, Position Shift, Armor Piercing (+¼). Total cost: 69 points.

Escape Clause: Teleportation 20m, MegaScale (anywhere on Earth; +2) (60 Active Points); Incantations (-¼), 1 Charge (-2), Only To Fixed Location (-1) (total cost: 14 points) plus 1 Fixed Location (home sweet home). Total cost: 15 points.

Television Teleportation: Lets the character Teleport to any location he can see on TV (this assumes the GM allows him to establish LOS with Clairsentience). Teleportation 20m, No Relative Velocity, MegaScale (anywhere on Earth or the Moon; +2¼) (total cost: 97 points) plus Clairsentience (Sight Group), Targeting Sense, MegaScale (same; +2¼) (97 Active Points); Can Only See Through Television Cameras (-1) (total cost: 48 points). Total cost: 145 points.



ADVANTAGES AND ADDERS

Increased Mass: This Adder allows a character to Teleport more than the normal amount of mass. For each +5 Character Points he can Teleport 2x normal human mass (100 kg) (thus, for +5 points, 200 kg, +10 points, 400 kg, and so forth). The character doesn't have to be able to carry this additional mass; he only has to touch it. If the additional mass is additional persons, those persons have to want to be Teleported; involuntarily Teleporting someone requires the *Usable As Attack* Advantage. (For these purposes, an unconscious or sleeping person is unwilling to be Teleported, and thus Usable As Attack is needed to Teleport them.)

No Relative Velocity: This +10 Character Point Adder represents a form of Teleportation that compensates for relative velocity. It compensates for any amount of velocity without the need for any further Advantages or Adders. For example, if a character is moving at 65 miles per hour when he Teleports, he can reappear at the end of his Teleport traveling 0 miles per hour, or any other speed up to 65 miles per hour. Teleportation with this Adder allows a character to Teleport into a moving vehicle, or to the ground while falling, without suffering any damage.

If Teleportation has No Relative Velocity, the Adder's effects apply to whomever the Teleportation is used on. In the case of Teleportation Usable As Attack (which would be required to, for example, Teleport another person out of a moving car that's passing by the character with the power), it cancels out the velocity effects of the target. (A character cannot buy No Relative Velocity for Teleportation Usable As Attack and use it to "add" velocity to a Teleported target.)

Position Shift: For this +5 Character Points Adder, a character can use Teleportation to change position/facing or go from prone to standing as a Zero Phase Action. He can also change facing in mid-Teleport when making a Half Move or Full Move with Teleportation. This Adder has no effect on Dive For Cover (for example, it doesn't allow a character to Dive For Cover without suffering "prone"penalties).

Safe Aquatic Teleport: Ordinarily, water and other liquids are the same as a solid object for purposes of Teleportation, making the Power useless underwater. For this +5 Character Point Adder, a character can Teleport in liquids as if they were air.

Armor Piercing: Characters can apply this Advantage to Teleportation to overcome the *Cannot Be Escaped With Teleportation* Advantage. Characters may purchase Armor Piercing multiple times to counteract multiple layers of Cannot Be Escaped With Teleportation.

Cannot Be Escaped With Teleportation (+¼): Characters apply this Advantage to walls, Entangles, and other barriers to prevent characters from Teleporting through them. A character cannot Teleport through any barrier that Cannot Be Escaped With Teleportation unless he buys his Teleportation with the Advantage *Armor Piercing.* Characters may purchase Cannot Be Escaped With Teleportation multiple times to overcome Armor Piercing.

Characters cannot apply this Advantage to STR or Telekinesis without the GM's permission.

Constant: A character cannot apply this Advantage to Teleportation so he can travel long distances without "reappearing."

Hardened, Impenetrable: Defenses with either or both of these Advantages don't stop Teleportation; that requires the *Cannot Be Escaped With Teleportation* Advantage.

MegaScale: Characters often apply MegaScale to Teleportation to create *really* long-range Teleportation powers. A character using MegaTeleportation can Teleport to any location between his minimum distance (whatever he defines 2m as equaling) and his maximum distance; he doesn't have to Teleport in even 2m increments. However, if the character doesn't have some way to perceive his target location, he runs the standard risk of misteleporting. If he misteleports, the MegaScale also applies to the meters he goes off-target.

> **Example:** *Cheshire Cat has Teleportation 20m, MegaScale (1m = 1,000 km). He can use it to Teleport anywhere from 1m away to 10,000 km away (his maximum range). He could Teleport to a location 2 km away, or 10m, or 3,578 km, or 7,500.3586 km — anywhere from 1 km to 10,000 km away. However, he has to be able to perceive his target location. If he can't, and he misteleports, the x1,000 km MegaScaling applies to how far "off target" he is. For example, if he's off target by 3m, he's 3,000 km away from where he wants to be!*

If a character with MegaTeleportation has a Fixed or Floating Fixed Location, he can Teleport to that location safely, whether he can perceive it or not. However, if a character's Floating or Fixed Floating Location is closer than the shortest range increment of his MegaTeleportation, he cannot Teleport there unless the GM specifically permits him to. Similarly, if a character's highly familiar with a location (he's been there a lot, or has spent a lot of time there), the GM may let him MegaTeleport to it safely even though he can't perceive it. As always, the GM should keep special effects, common sense, dramatic sense, and considerations of game balance in mind.

No Range Modifier: Characters can purchase this Advantage for Teleportation so that if they have to make an Attack Roll to "land" in a target Area, they suffer no Range Modifier on the roll.

Safe Blind Teleport (+¼): This Advantage represents a form of Teleportation that protects the character (and any objects or persons he carries) if he Teleports into a solid object. He never suffers damage if he Teleports into a solid object; instead, he reappears in the nearest open space to his target location large enough to hold him (though this may not be safe; the nearest open space may be right over, say, a lava pit).

Transdimensional: Characters cannot buy this Advantage for Teleportation; use Extra-Dimensional Movement to travel to other dimensions and realities.

Usable On Others: If a character wants to Teleport other people (or inanimate objects) without going along with them himself, he must buy his Teleportation with the *Usable As Attack* Advantage. When teleporting other persons and objects, the Teleporter must Teleport the whole person or object; he cannot, for example, Teleport a person but not his armor, or only half of a dragon. (He could, however, Disarm someone by Teleporting a weapon or other object out of the victim's grasp, though he probably suffers an OCV penalty for targeting such a small object.) If his Teleportation cannot Teleport the entire weight of the target person or object, it will not work.

As indicated on 6E1 300, normally a Usable As Attack power is only usable as an attack, not for its normal purpose. However, at the GM's option, as described on 6E1 300, if a character with Teleportation Usable As Attack is Grabbed, he can use it to Teleport himself and a person Grabbing him at once.

LIMITATIONS

Can Only Teleport To Fixed Locations (-1 or -½): Characters can only use Teleportation with this Limitation to Teleport to a character's Fixed Locations. If the character only has Fixed Locations, it's worth -1; if the character has any Floating Fixed Locations, it's worth -½.

Focus: A character might have a Floating Fixed Location bought as a Focus — for example, a magical talisman that allows him to Teleport to wherever the talisman itself is located. (Though this may expose him to difficulties if someone else moves the Focus!) If the Focus is destroyed, he doesn't lose the Location, but he has to remake/repair the Focus before he can use the Location again, the same as he would with any other broken Focus and its power.

Must Pass Through Intervening Space (-¼): This Limitation represents a form of Teleportation that requires the character to actually pass through the intervening space physically. This can be a problem if barriers or other obstacles prevent the character from moving through that space. Characters cannot use Teleportation with this Limitation to escape from Entangles.

TRANSFORM

Type: Standard Power/Attack Power
Duration: Instant
Target: Target's DCV
Range: 10m x Base Points
Costs END: Yes
Cost: 3 Character Points for every 1d6 Cosmetic Transform; 5 Character Points for every 1d6 Minor Transform; 10 Character Points for every 1d6 Major Transform; 15 Character Points for every 1d6 Severe Transform.

A character with Transform can change a target into something else, or impose a lasting change on it. Some examples of Transform include spells that turn handsome princes into ugly toads, the ability to inflict permanent blindness on people, or the power to turn things to stone. Characters use Transform to simulate any attack that has a long-term or permanent effect (other than injury or death) on the target. Transform costs END to use.

BUYING TRANSFORM

The cost of Transform depends on how radical the Transformation is: Cosmetic; Minor; Major; or Severe.

COSMETIC TRANSFORMS

Cosmetic Transforms have no impact on how the target functions, but merely change its appearance; they cost 3 Character Points per 1d6. Cosmetic Transforms cannot alter a character's combat effectiveness (except where that relates directly to appearance somehow). Examples of Cosmetic Transforms include:

- changing a person's hair, eye, or skin color
- changing the appearance but not special effect of a power (for example, changing a Fire Blast that projects normal orange-colored fire into blue fire instead)
- changing the lettering or illustrations on a sign or in a book
- giving to (or removing from) someone up to 5 Character Points' worth of the *Distinctive Features* Complication (or other Complications based solely on appearance)
- giving to (or removing from) someone up to two levels of the *Striking Appearance* Talent (more than that requires a Minor Transform)
- making a $1 bill look like a $100 bill



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THE TARGET'S BODY

The success of a Transform attack depends partly on how much BODY the target has. The GM determines the target's BODY. Chapter Six of 6E2 lists BODY scores for many non-living targets; the GM can use the list as a guideline for determining the BODY of objects not listed on it. In the case of objects that cannot be said to have "BODY" *per se* (such as the writing on a page), the GM can simply assign the object a BODY of 1, or rule that any use of an appropriate Transform on the object automatically succeeds.

MINOR TRANSFORMS

Minor Transforms work minor changes on the target's functions; they cost 5 Character Points per 1d6. They alter the target in a minor or trivial way, but without totally changing its function. This can include minor changes that impact his combat effectiveness. Examples of Minor Transforms include:

- changing the special effects of a power but not its underlying nature (for example, changing a Fire Blast into an Ice Blast, but not into a Drain or Mind Control)
- making inedible food edible (or vice-versa)
- changes that create minor combat-related effects (typically no more than +/-2 CV or MCV, +/-2 DCs, +/- up to 6 total points of Normal or Resistant defense, +/-2 to a category of Skills, and so forth)
- turning a dagger into a sword (an example of adding DCs to a power)
- adding an Advantage(s) to a target's power (typically no more than +½ worth)
- imposing a minor Limitation on a target's power that doesn't totally deprive him of its use (typically no more than -½ value at most, such as giving it Required Roll 14-, but not "Only Works At Night" when it's daytime)
- giving to (or removing from) someone up to 10 Character Points' worth of a Complication

MAJOR TRANSFORMS

Major Transforms work major changes on the target's functions; they cost 10 Character Points per 1d6. A Major Transform significantly alters some aspect of the target or totally changes its function. This includes:

- granting him abilities he doesn't have (such as giving a normal human wings)
- removing abilities he has (for example, getting rid of his wings, getting rid of his Fire Blast, making him blind by removing his Sight)
- changing the underlying nature of a power, but not its basic function (for example, converting a Blast into an RKA, Drain, or other form of Ranged attack, but not into Healing or a defense)
- changes that create major combat-related effects (typically no more than +/-4 CV or MCV, +/-4 DCs, +/- up to 12 total points of Normal or Resistant defense, +/-4 to a category of Skills, and so forth)
- changing abilities he has in some meaningful way (e.g., turning a stone wall into a metal wall, an example of enhancing defense)
- re-arranging his form (for example, switching the right and left arms)
- adding an Advantage(s) to a target's power (typically no more than +1 worth)
- imposing a Limitation on a target's power but doesn't totally deprive him of its use (typically no more than -1 value at most, such as giving it Required Roll 11- or x3 END cost)
- giving to (or removing from) someone up to 20 Character Points' worth of a Complication (possibly more, at the GM's option) (One exception: making someone a character's slave; that requires a Severe Transform.)
- creating objects out of thin air

SEVERE TRANSFORMS

Severe Transforms totally, fundamentally alter the target; they cost 15 Character Points per 1d6. Examples include:

- turning a person into a stone statue or an animal
- turning an animal into a person or another type of animal
- transmuting base metals into gold
- making a person into a willing slave
- turning weapons into snowflakes

USING TRANSFORM

To use Transform, the character makes an Attack Roll. If he succeeds, he rolls the Transform dice, counts the total, and subtracts the target's Power Defense (if any). If the remaining total is equal to or greater than twice the target's starting BODY (*i.e.,* the BODY he has when fully healed), the target is Transformed.

If the total is less than twice the target's starting BODY, he suffers no ill effects from the Transform (though his appearance may alter slightly, as described below, which alerts him to what's happening). However, the target must keep track of the "damage" he's taken from that Transform. If the character attacks him later with the same Transform, the additional Transform "damage" adds to the previous "damage" to determine whether a Transformation occurs. When the accumulated Transform damage equals twice the target's starting BODY, the Transformation takes place. Transform "damage" from different Transforms doesn't add together; the victim keeps track of "damage" from each Transform separately. There's no restriction on how much Transform damage a character can take, either from a single Transform or multiple Transforms.

Transforms that only affect one part of the target's body (for example, a blinding Transform that only affects the eyes) still must work against the entire BODY of the target, not just the BODY of the part affected. This doesn't apply if (a) the character accepts the standard Attack Roll penalty and any negative modifiers for targeting that Hit Location (positive modifiers, such as doing extra BODY for hitting the Head, do not apply), (b) the power's special effects would allow the character to target the Power in this fashion, and (c) the GM permits this. Otherwise standard Hit Location modifiers for targeting discrete parts of the body do not apply to Transforms, since they obtain no advantage for such "targeting."

Example: *Arkelos purchases a Severe Transform 5d6 (human into frog). This costs (5 x 15 =) 75 Character Points. He later attempts to use his Transform against a target with 15 BODY and 5 points of Power Defense. On his first attack, he rolls 22 BODY, which does (22-5) = 17 BODY of Transform "damage" to the target. Since this isn't equal to or greater than twice the target's BODY, the Transformation doesn't occur. On his second attack, Arkelos rolls an 18, causing (18-5 =) 13 BODY of Transform "damage" to the target. Although this is not equal to or greater than twice the target's BODY by itself, it adds to the existing 17 BODY of Transform "damage" for a total of 30 points. This is twice the target's starting BODY, so the target's Transformed into a frog.*

Suppose Arkelos's target escapes after the first attack. The target's now walking around partly Transformed into a frog. Assuming Arkelos has defined his Transform as healing back normally, the target heals back his REC in Transform "damage" per month. If his REC is 4, and a month goes by, he's healed 4 points of the "damage" Arkelos's spell did. If Arkelos then finds the target and attacks him again, he has to Transform 17 points of BODY (30 [15x2]-the 13 BODY which remain Transformed from the first attack) to turn the target completely into a frog.

When Transform doesn't succeed completely with a single attack, the effects of the incomplete Transform "damage" can be perceived. To use the "human into frog" example above, Arkelos's first attack caused his target to shrink slightly, become green-skinned, and develop some froglike features. This causes no game effects — no loss or alteration of Characteristics, Powers, and the like — but does alert the target as to what's going on. Only after his second attack was the Transform complete. This gives the target the chance to realize he's being Transformed and to try to stop it. Of course, the nature of this "damage" depends on the type of Transform being used: the partial changes caused by a Cosmetic Transform may only barely be perceivable, whereas those caused by a Severe Transform may be more pronounced and easily perceived.

Sometimes a character wants to use Transform on a large object, such as a wall. How much of a large object a Transform affects depends on the BODY of the object (unless the power has the *Area Of Effect* Advantage, or the like). For example, if the wall has 5 BODY per 2m x 2m x 2m Area, and the Transform does 10 BODY of effect, then it's Transformed two 2m x 2m x 2m Areas of the wall, not the whole wall. The GM can adjust this general approach as he sees fit based on the circumstances, the special effects of the power, and other considerations.

TARGETS AND RESULTS

When buying Transform, a character must specify what he can Transform targets into. Thus, he might be able to Transform "targets into toads," but could not Transform "targets into cats." The character may purchase an Advantage to broaden the scope of what he can Transform targets into (see below).

The basic target of any Transform is "anything." If a character wants to restrict the target group, he may take the *Limited Target* Limitation on the Power (see below).

BODY, MIND, AND SPIRIT

For purposes of Transform, all targets possess three traits: Body, Mind, and Spirit. Body is the target's physical body or substance. Mind is the target's sentience, intellect, self-awareness, and the knowledge he possesses. Spirit is the target's soul, spiritual aspects/qualities, and personality. Unliving, inanimate objects, such as stones, possess neither Mind nor Spirit; usually only living beings possess those traits. Most Transforms work solely against Body.

A single Transform can only affect one of these three traits. For example, a Transform can affect a target's Body (change a person into a chair), but cannot take away his Mind or Spirit (the chair will still be sentient, alive, and have a human spirit).

To Transform more than one trait (for example, changing a man into a demon, which affects his Body and his Spirit), a character must buy two or more Linked Transforms. To Transform a target's Mind, a character must use a Mental Transform (see below).

Transform cannot deprive a target of life, nor grant an unliving thing life (see *Transform And Other Powers* for ways to do this). Even if a target's Transformed into something that seems dead (such as a stone statue), he's just trapped in that form, alive. (Whether he needs Life Support to keep from starving to death, and the like, is up to the GM; in many cases, the character simply remains in "stasis," and doesn't die, as long as the Transform is in effect and he remains intact.)

TRANSFORMING THE MIND

A Transform that works against the Mind is referred to as a *Mental Transform*. To create one, the character must apply two Advantages: AVAD (Mental Defense instead of Power Defense; +0) and *Works Against EGO, Not BODY* (this may be an Advantage or a Limitation, depending upon which Characteristic is normally higher in the campaign; typically, it's a +¼ Advantage). They also usually take a *Limited Target* Limitation (see below), and may take the *Alternate Combat Value* (to switch to OMCV and DMCV instead of OCV/DCV), but neither are required.

Other than working against EGO, Mental Transforms work the same as normal Transforms. Characters can use them to perform "Psionic Surgery" (the removal or alteration of memories, Mental Powers, Psychological Complications, some Enrageds/Berserks, and the like; this may be a Cosmetic, Minor, or Major Transform depending upon the importance and point value of what's changed or removed).

TRANSFORMING THE SPIRIT

A Spirit Transform normally works against BODY, like most other Transforms. Spirit Transforms do not necessarily require the *Attack Versus Alternate Defense* Advantage, though many have it, and in some cases the GM may require it. As an option, the GM may allow the Transform to work against PRE instead of BODY, using PRE to represent the strength of a character's Spirit. If so, he may want to require characters to take a -¼ (or greater) Limitation if the average PRE in the campaign tends to be higher than the average BODY.

CREATING OBJECTS

A character can use Major Transform to create objects, but the GM must carefully regulate this ability. For example, a Spell of Water Creation would be a Major Transform (air/nothingness into water), with the amount of water created based on the BODY rolled on the Transform dice (say, four liters per BODY). However, characters ordinarily shouldn't be allowed to create extremely useful things, like money, enchanted items, or anything that could unbalance or adversely affect the campaign. The GM might allow characters to create such objects with Transform, but only if they purchase appropriate Skills to give them knowledge of what they're doing (for example, to Transform rocks into computers, the character must know Computer Programming). A character cannot use Transform to copy existing objects accurately unless he knows the Skill *Forgery* (and possibly other relevant Skills as well — such as KS: Art Of DaVinci to Transform a blank canvas into a copy of the *Mona Lisa*).

TRANSFORM AND WEALTH

As a good rule of thumb, whenever a character uses Transform to create anything of great value (such as gold, gems, or artwork), multiply the BODY Transformed by $1,000. That tells you how much wealth was created or value added. For example, if a character can Transform Air Into Gold (Major Transform 2d6) and rolls 10 for his effect, he's got about $10,000 worth of gold (in modern terms). However, the GM should treat any such creation or enhancement of wealth *very* cautiously — such Transforms should reverse themselves quickly, and PCs should not be allowed to use them to wreck the local economy or buy whatever they want.

ADDING OR REMOVING ABILITIES

A Transform can take away or alter a target's Skills, Powers, Complications, and/or other abilities, or grant a target Skills, Powers, Complications, and/or other abilities it doesn't have. For example, Transforming a superhero into a frog deprives him of his powers. The GM should regulate this aspect of Transform carefully, and approve any use of Transform that takes away or grants abilities.

If a Transform can grant abilities, the character must specify which abilities it grants when he buys the Power, and cannot change them thereafter. If the Transform has the *Improved Results Group* Advantage, the GM must approve a list of abilities the Transform can grant; characters cannot buy Transforms that can give the target any ability the character chooses. On the other hand, characters can buy Transforms that remove all of a character's powers or abilities — for example, Transforming a superhero into, say, a frog or a chair by definition means a "normal" frog or chair, without any superpowers the target may have had.

Abilities granted through Transform are typically accompanied by some corresponding Complications or drawbacks to compensate for them, but this isn't required. When a Transform adds Character Points to a target, if the total of the accompanying Complications equals or exceeds the total points granted to the target, the Transform works normally (it doesn't become easier). However, one-fifth of any points not compensated for by new Complications adds to the target's BODY, point for point, to determine how difficult it is for the character to accomplish the Transform. (In short, add [[Points Added-Complications Added]/5] to the target's BODY.) Transforms that remove existing abilities do not suffer this modifier.

Example: *The wizard Kasdrevan wishes to Transform four of his servants (10 BODY each) into gargoyles to guard his castle. This means they gain wings (Flight), claws (HKA), and scaly skin (Resistant Protection). The cost of these new abilities is partially offset by a Complication that comes with them (Distinctive Features); however, the abilities cost 40 more points than the Complication. One-fifth of these points add to the servants' BODY for purposes of determining how hard it is to Transform them — meaning the servants are considered to have 18 BODY, not 10, for purposes of Transform (so Kasdrevan has to achieve 36 points of effect with his Transform to complete the Transformation).*

TRANSFORM AND SKILLS

Transforms that grant the target abilities — for example, Transforming a man so he grows wings (he gains Flight) or becomes wealthy (he gains Money) — cannot grant a Skill to a target unless the character using the Transform knows that Skill himself, and cannot grant the Skill at a higher level than he knows it.

TRANSFORM AND COMPLICATIONS

One popular use of Transform is to inflict Complications (mainly Psychological Complications, Social Complications, Susceptibilities, Unluck, or Vulnerabilities) on another person. At the GM's option, a character who wants to do this has to use the rules for granting powers, above. That way, inflicting a severe Complication on a victim requires more effort than giving him a trivial one. (The GM may apply the same rule to removing Complications, which is sort of like granting a character an ability.) The GM should not apply this rule to Physical Complication in the case of Transforms that inflict some sort of physical restriction or handicap. (The GM may grant other exceptions.)

A Transform that removes, changes, or adds one or more Psychological Complications is a Transform of the target's Mind, and thus must be a Mental Transform (see above). The GM may also apply this rule to other Complications that involve the character's mental state, such as many Enrageds/Berserks.

TRANSFORM AND OTHER POWERS

Characters should not use Transform to simulate other Powers. For example, characters normally should not use Transform to create swords out of thin air — that's better simulated as the special effect of an HKA (possibly *Usable On Others*).

Characters cannot use Transform on themselves. Changing one's own shape is either a special effect of certain powers, or requires Multiform, Shape Shift, or the like.

Characters cannot Transform inanimate objects into living beings — that's a special effect of Summon. A chair Transformed into a frog becomes a frog, but a dead one.

Transforms cannot kill characters by Transforming them into "dead people," unliving objects, creatures that cannot survive very long, or fragile objects that the character then breaks. Characters should use AVAD Killing Attacks and similar Powers to do that.

Transform doesn't hurt the target. To create a "harmful Transform," a character should Link an Attack Power to his Transform.

HEALING FROM TRANSFORM

When a character buys Transform, he must define a way for the target to regain its normal form (he may not change this method later, unless he buys the *Variable Healing Methods* Advantage; see below). There are many possibilities.

If the target is a character or living being, he may heal back the BODY taken from the Transform at the same rate as BODY damage suffered from an injury. When the character heals back all of the Transform BODY, he reverts to his normal form. The victim only has to heal back the Transform damage needed to Transform him, not the total amount of Transform damage rolled.

Example: *Witchcraft uses her Severe Transform 4d6 (humans into frogs) against Blowtorch (BODY 10, REC 7, no Power Defense). Her first effect roll is 18, not quite enough to fully Transform the flamethrower-wielding villain. Her second roll is a 11, enough to turn Blowtorch into a frog. If Witchcraft has defined the healing condition of her Transform as "target heals back normally," Blowtorch reverts to human form when he heals 20 BODY — he doesn't have to heal 29 BODY, even though that's how much Witchcraft rolled in total.*

If the target is a character or an object, the character with the Transform power may define an all-or-nothing method for reversing the Transformation. This means the target must be treated in some identifiable way, and when so treated immediately reverts to his normal form. The classic example of this is that a prince Transformed into a frog changes back if a princess kisses him.

If a Transform attack is stopped before a complete Transformation occurs, the victim must heal whatever effects the Transform had normally. For example, if an evil wizard half Transforms a character with BODY 10, REC 10 into a frog before the character's friends slay him (the wizard), the character has to spend a month (the time it would normally take him to heal 10 BODY of damage) "healing" from the Transform. During that time he'll gradually become taller, less green-skinned, and less frog-like until he's a normal human once more.

HEALING BACK "NORMALLY"

In many cases, the condition for reversing a Transform is that it "heals back normally" (*i.e.*, that the character heals the "Transform damage" the same way he would ordinary BODY damage). In this case the Powers *Healing* and *Regeneration* can counteract the effects quickly by allowing the character to heal BODY "damage" at a much faster rate than normal. (However, a character can define the reversal condition of a Transform as "character

POWER EXAMPLES: TRANSFORM

Beastman Spell: Severe Transform 5d6 (humans into any type of animal, heals back normally), Improved Results Group (any animal; +¼) (94 Active Points); OAF (Wand Of Transformation; -1), Limited Target (humans; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 27 points.

Instant Change: This is the classic superhero ability to instantly change clothing into a costume, and vice-versa. It uses the Standard Effect Rule. Because the character merely Transforms the clothing he's currently wearing, no Attack Roll or Effect Roll is necessary. Cosmetic Transform 1d6 (one set of clothing into one costume and vice-versa; method of healing back varies based on character), Trigger (changing clothing is a Zero Phase Action, Trigger immediately automatically resets; +¾) (5 Active Points); Limited Target (the clothes currently worn by character; -½). Total cost: 3 points. (To Transform a costume into any clothing, add Improved Results Group (+¼), for 6 Active Points, total cost 4 points.)



POWER EXAMPLES:

TRANSFORM

Man Into Frog Spell: Severe Transform 5d6 (humans into frogs, heals back if target is kissed by a princess) (75 Active Points); OAF (Wand Of Transformation; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Limited Target (humans; -½). Total cost: 21 points.

must heal the BODY back at the standard REC/month rate," in which case those Powers have no effect.) If the target of the Transform is an object (which has no inherent REC), the GM decides how quickly it un-Transforms. There's no set standard. He could base his decision on the object's general cohesiveness, resilience, and so on, or he might rule that all objects have "REC 8" for these purposes (just like typical people).

ADVANTAGES AND ADDERS

Area Of Effect: Transforms with this Advantage must Transform all targets within the area into the same object; different targets cannot be Transformed into different objects. A character doesn't need to apply Area Of Effect to his Transform to Transform a large target, such as a building; see above for more information.

Does BODY: A Transform with the *AVAD* Advantage doesn't require this Advantage.

Improved Results Group (+¼ to +1): Ordinarily, Transform only Transforms the target into a single object, defined when the Power is bought (for example, a frog, a tomato, or a stove). For a +¼ Advantage, the character can Transform the target into a Limited Group of objects (animals, foods, household appliances). For a +1 Advantage, the character can Transform the target into Anything.

Partial Transform (+½): As described above, characters can perceive Transform "damage" before the character suffers the full effect of the Transform, but this has no game effect (no loss of Characteristics, for example) — it's just the way the Power works visually. A Transform with this Advantage *does* have gradual game effects before it's fully effective. A Minor Transform with this Advantage inflicts a full Cosmetic Transform when it does Transform damage equal to half of the BODY needed to fully Transform the target. A Major Transform inflicts a full Cosmetic Transform when it does Transform damage equal to one-third of the BODY needed to fully Transform the target, and a full Minor Transform when it inflicts Transform damage equal to two-thirds the BODY needed to fully Transform the target. A Severe Transform inflicts a full Cosmetic Transform when it does Transform damage equal to one-fourth of the BODY needed to fully Transform the target, a full Minor Transform when it inflicts Transform damage equal to half the BODY needed to fully Transform the target, and a full Major Transform when it inflicts Transform damage equal to three-fourths the BODY needed to fully Transform the target.

A character who has a Transform with the *Partial Transform* Advantage can stop using it on the target after he achieves a partial Transformation. For example, even if he's using a Major Transform, he can decide to stop after achieving just a Cosmetic or Minor Transform. If the Transform is defined as "target heals back normally," the target has to heal back his full BODY to reverse this partial Transformation, not just what the character rolled on the Transform dice. Transforms without Partial Transform cannot do this (unless the GM permits them to).

Variable Healing Method (+¼): Ordinarily, a character with Transform defines the method of "healing" from his Transform when he buys the Power, and may not change it thereafter. However, a Transform with this Advantage can have a different method of healing defined each time it's used.

LIMITATIONS

All Or Nothing (-½): A Transform with this Limitation doesn't have a cumulative effect — it must completely Transform the target with one attack. If it fails to do so, any further uses of the same Transform do not add to the "damage" already done, so the target need not keep track of Transform "damage" he takes.

Focus: If a character attempts to use Transform on another character's Focus, the Focus has, at a minimum, 1 BODY per point of PD/ED for purposes of resisting Transform. Large (Bulky or Immobile) Foci may have many more BODY than that. Unbreakable Foci have Power Defense equal to 2x their PD/ED solely for purposes of resisting Transform.

Limited Target (-¼ to -1): Ordinarily, the target of a Transform is "anything." However, many Transforms have a much more limited range of targets. If the target group is Slightly Limited (sentient beings, animals), this is a -¼ Limitation. If the target group is Limited (humans, cats), this is a -½ Limitation. If the target group is Very Limited (princesses, tigers), this is a -1 Limitation.

"Air" or "Nothingness" (the typical "targets" for Transforms that create objects "out of thin air") do not count as Limited Targets.

Rapid Healing (-¼ or more): A character can define a Transform with the healing condition of "target heals back normally" as healing back more quickly than the target's REC per month. For each step up the Time Chart (REC per Week, REC per Day, REC per 6 Hours, REC per 1 Hour, and so forth), the Transform receives a -¼ Limitation.

TUNNELING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 3 Character Points to Tunnel 1m through 1 PD materials, +1 Character Point for each +1m of velocity, +2 Character Points for each +1 PD character can Tunnel through

A character with Tunneling can move through the ground or other substances by creating a tunnel roughly his own size. Some examples of Tunneling include the power to burrow through the ground rapidly, a super-strong character's ability to use his mighty muscles to tear through any wall or substance effortlessly, or a gigantic drilling vehicle.

When a character buys Tunneling, he has to define two things: how fast he can Tunnel; and the PD of the substances he can Tunnel through. For 3 Character Points, a character can Tunnel 1m through material with 1 PD or less. (It doesn't matter if the PD is Normal or Resistant; Tunneling still gets through it. Nor does it matter if the special effect of Tunneling involves energy; Tunneling does not work against ED.) To Tunnel faster or through tougher substances, the character must buy up his speed and penetrability separately. For each +1 Character Point he can Tunnel +1m faster; for each +2 Character Points he can Tunnel through materials of +1 PD.

Example: *Max "the Mole" Molenski's invention, the Marvelous Mole Machine, can Tunnel at speeds of up to 10m per Phase through substances of up to 10 PD. This costs 3 Character Points for the first 1m and 1 PD, +9 Character Points for +9m, and +18 Character Points for +9 PD, for a total cost of 30 Character Points.*

For general rules on movement and Movement Powers in the *HERO System*, including Noncombat Movement and Turn Modes, see 6E2 24. It's possible for a character to Tunnel more quickly than he can walk. Tunneling costs END to use.

USING TUNNELING

When a character uses Tunneling, he normally leaves the tunnel open behind him; he can automatically fill it in if he buys an Adder (see below). Unless filled in by the character when made, a tunnel remains in existence until filled in, collapsed, or otherwise changed or destroyed. Tunneling works a lasting physical change on the environment, in much the same way that a Blast used against an inanimate object can inflict lasting destruction. Deactivating Tunneling doesn't cause a character's tunnels to vanish.

Even if the character fills the tunnel in behind him, it's still obvious someone has used Tunneling to penetrate the substance. To Tunnel without leaving any such traces, the character should buy *Invisible Power Effects* for his Tunneling (or buy Desolidification with a "Tunneling without trace" special effect).

A character using Tunneling doesn't need Life Support to Tunnel (he's assumed to keep an air pocket around him), but cannot perceive in front of him unless he has special Senses that allow him to perceive through whatever he's Tunneling through.

Characters cannot use Tunneling to counteract falling damage.

RESTRICTIONS ON TUNNELING

Characters cannot use Tunneling on living creatures to cause damage. Characters cannot use Tunneling to Tunnel through a vehicle (though a GM might allow a character to use Tunneling on the side of a large vehicle, such as to tear through the back of a tractor-trailer truck). Characters may not Tunnel through air or liquids; Tunneling only works on solid substances, such as soil.



POWER EXAMPLES:

TUNNELING

Super-Strength Smash-Through: Tunneling 2m through 15 PD material (32 Active Points); Requires A STR Roll (-½), Walls Only (-½). Total cost: 16 points.

Mole Machine: Tunneling 24m through 12 PD material (48 Active Points); OAF Bulky (-1½), Fuel Charge (1 Continuing Charge lasting 1 Hour; -0). Total cost: 19 points.

POWERS

Barrier: Characters can Tunnel through Barriers.

Entangle: A character trapped in an Entangle cannot use Tunneling to escape from it. However, at the GM's option, a character outside the Entangle could use Tunneling to break open the Entangle and free the trapped character.

ADVANTAGES AND ADDERS

Fill In: A tunnel created by Tunneling with this +10 Character Points Adder can be filled in behind the character.

If Tunneling has Fill In, the filling in occurs automatically as the character tunnels (it doesn't require any extra Actions or time). Other persons can, with the Tunneler's permission, follow him and use the tunnel as well, but they must remain within 2m of him (unless the GM permits otherwise in the interest of common sense and dramatic sense). A character cannot follow the Tunneling character against the Tunneling character's will before he fills it in; if that's attempted, the tunnel simply closes on the hapless follower (the GM can determine the effects of that as he sees fit).

When a character uses Tunneling with the *Fill In* Adder, the PD of the "filled back in" material is the same as it was before it was Tunneled through. Nothing about Tunneling alters the PD of the substance Tunneled through. The GM may, if he wishes, adjust the fill material's BODY (to represent its lesser cohesion after being Tunneled through). The fact that a Tunnel has been filled back in is usually obvious.

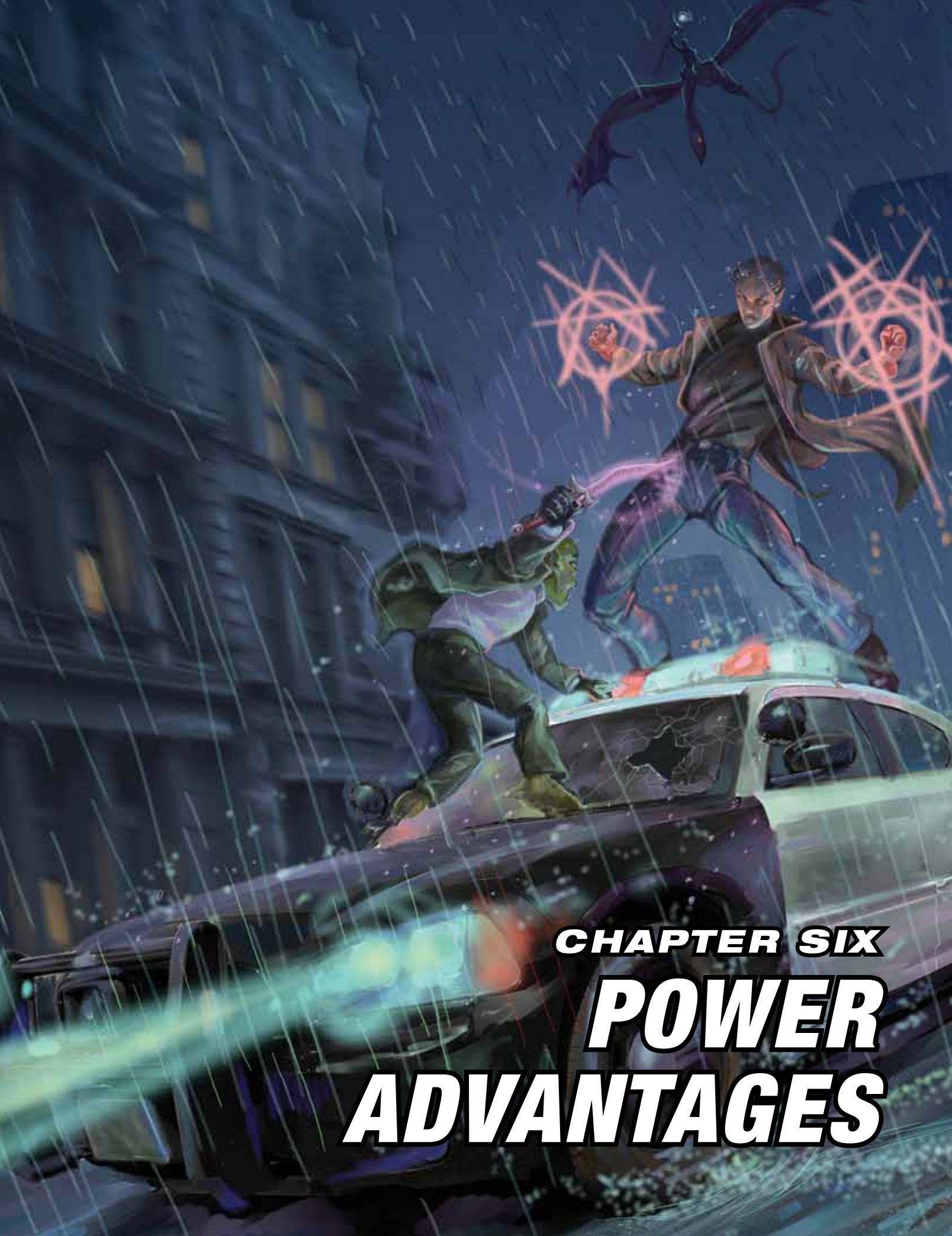
A character who buys Fill In doesn't have to use it if he doesn't want to — he *can* fill in the tunnel behind him, but he's not *required* to — unless his Tunneling has both Fill In and the -0 Limitation *Fill In Always Occurs*.

Attack Versus Alternate Defense: Characters may not apply the *Attack Versus Alternate Defense* Advantage to Tunneling as a cheap way of Tunneling through any substance regardless of its PD.

Hardened, Impenetrable: Hardened and Impenetrable walls (and other substances) have +25% PD per level of Hardened and/or Impenetrable for purposes of moving through them with Tunneling. If a wall has both Advantages, increase its PD by 50%.

LIMITATIONS

Limited Medium (-½, -1): Characters can only use Tunneling with this Limitation to move through specified types of substances. If it only works on a Limited medium (soil and rock only; walls only), the value is -½; if it only works on a Very Limited medium (stone walls only), the value is -1.



CHAPTER SIX
POWER ADVANTAGES



POWER MODIFIERS

You can build effective characters using only Powers and Skills. However, with Power Modifiers, you can make your characters both more effective and more individualized. There are three types of Power Modifiers: Power Advantages, Power Limitations, and Power Frameworks.

Power Advantages make Powers more useful, but increase the Character Point cost for the Power. Power Limitations restrict Powers, but decrease their cost. Power Frameworks affect the way a character groups his Powers together and how he can use them.

By combining Powers and Power Modifiers, you can create any type of ability or power. Your first characters may not need any Power Modifiers. Later, you may use a Modifier or two to "customize" a character's abilities. Finally, when you're comfortable with the Powers and Power Modifiers, you can use the Power Modifiers to create highly intricate characters with very specific and unusual abilities. Using Power Modifiers makes creating characters a more complex process, but the reward — more detailed, flexible characters — is worth it.

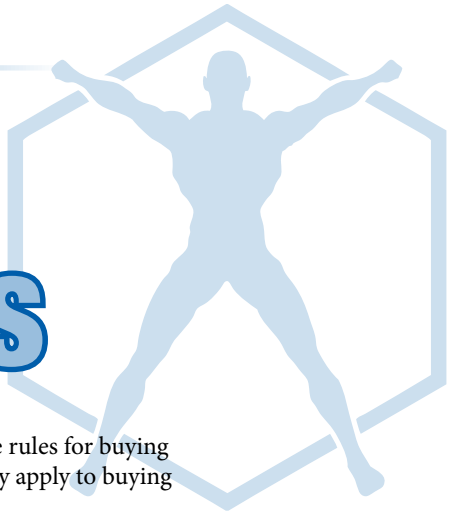
When you write them on a character sheet, list Power Advantages with a plus (+) and Power Limitations with a minus (-). These symbols do not actually affect the Modifiers, they just make them easier to tell apart. Frameworks don't need a symbol, since they're independent from the Powers.

Although Advantages and Limitations are listed with a plus and a minus, that doesn't mean you should add the Advantages and subtract the Limitations to get a total. Apply the total Advantages and total Limitations separately to the cost of each Power.

Example: *Lisa is creating a knife for her thief character. She wants to buy an HKA 1d6 with the Advantage* Armor Piercing *(+¼) and the Limitation* Obvious Accessible Focus *(-1). She cannot subtract the Advantage from the Limitation to get a total -¾ Limitation (which would make the knife cost 8 points). Instead, she must first apply the Advantage (for an Active Point cost of 19) and then the Limitation (for a Real Point cost of 10).*

The section on *Special Effects* at the beginning of the Powers (6E1 120) also applies to Power Modifiers. In fact, Power Modifiers are often more important for representing special effects than the Powers are themselves! For example, lots of characters can have Ranged Killing Attacks, but a character who wants his RKA to be a laser might simulate the laser's cutting power by adding the Advantage *Armor Piercing.*

POWER ADVANTAGES



Power Advantages modify ordinary Powers to make them more useful and effective. These modifications increase the Active Point cost of a power. Many special effects are best simulated by a Power with a Power Advantage — for example, a grenade is a Blast or RKA with the Power Advantage *Area Of Effect* (Radius Explosion).

ADDERS

Closely related to Advantages are *Adders,* which are listed with individual Power categories or Powers. These are small additional costs to a Power that increase its flexibility and usefulness, such as Improved Noncombat Movement for Movement Powers. Unlike Advantages, which increase the base power's cost by multiplying it, Adders add directly to the cost of a power (for example, each extra x2 Noncombat Movement costs +5 Character Points). Adders increase a power's Active Point cost (and thus how much END it costs to use it); you add them to a power's cost before applying Advantages.

TOOLKITTING: ADVANTAGE STACKING

Because Advantages are added together and applied to the base Power at once, rather than one at a time, it can become very effective to apply a lot of Advantages to a relatively small base Power. This is sometimes referred to as "Advantage stacking."

There's no rule against Advantage stacking, because you can create some fun, flavorful abilities by applying multiple Advantages to a single Power. But GMs should pay attention to abilities built with lots of Advantages to make sure they're appropriate for the campaign and don't create potential game balance problems. If a heavily-Advantaged power looks like it might cause difficulties, try rebuilding it with more base Power and fewer Advantages.

Some Advantages that may cause problems with Advantage stacking include: Alternate Combat Value; Area Of Effect; Armor Piercing; Attack Versus Alternate Defense, Constant; MegaScale; Penetrating; Trigger; and Variable Advantage.

Unless noted otherwise, the rules for buying and using Advantages generally apply to buying and using Adders.

BUYING POWER ADVANTAGES

Each Power Advantage has a multiplier value that you use to figure the Active Points in a Power plus Advantage. The Active Points tell you roughly how powerful an ability is compared to other powers. The Active Point cost of a Power with Power Advantages equals:

Active Point Cost =
Base Cost x (1 + total value of all Advantages)

Example: *Sniper wants to buy a Ranged Killing Attack 2d6 with the +¼ Power Advantage* Armor Piercing. *Sniper's Killing Attack has an Active Point cost of 30 x (1 + ¼ =) 37 Points.*

You apply Advantages to Powers after applying all Adders and other modifiers that increase the Power's cost. For example, if a character has Teleportation 20m, x4 mass (a +10 Adder) and wants to make the Power *Armor Piercing,* apply the Advantage after adding in the +10 points, making the final cost ((20 + 10) x 1¼ =) 37 points.

Sometimes a character buys a Power that he gets some of for free, such aa Running (he gets 12m for free). If he wants an Advantage that he applies to the Power to also affect what he's received for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Running +6m and wants all of his Running to be 0 END, he applies the +½ Advantage to 18 points (18m x 2 points each), even though he's only actually paying 6 points for Running (thus yielding a total cost to the character of 15 points).

Unless another rule forbids it, a character can put an Advantage on only *part* of a power, thus creating a "partially Advantaged Power." As always, the GM may rule that a character can't do this if he thinks it would be abusive, slow down game play, or the like.

Naked Power Advantages

Normally, you must attach a Power Advantage to a Power, but sometimes you can create interesting abilities with just a "naked" Power Advantage — in other words, an Advantage that's not attached to a Power. (A character could also have a naked Power Adder; the same rules apply.) Examples include:

- The ability to apply the *Autofire* Advantage to any firearm of up to RKA 3d6 — the character is so good at shooting guns that he can fire any gun very rapidly and accurately
- Buying Armor Piercing for a character's STR so he can attack with a "spearhand punch" instead of a regular punch when he wants to

NAKED ADVANTAGE BASICS

Naked Power Advantages are considered Special Powers (and therefore may not be bought in Power Frameworks without the GM's permission). Naked Advantages are distinct, full-fledged Powers with their own special effects, and may have other Advantages or Limitations applied to them (such as Reduced Endurance); Advantages applied to the naked Advantage have no effect on the base power. Since a naked Advantage is a distinct Power, a character does not always have to use it the way he does Advantages bought as part of a power (see below).

A naked Advantage typically only has a duration of Instant, even if the base Power is Constant, Persistent, or Inherent, but the GM can change it to match the base Power if desired. (Alternately, the character may purchase an appropriate Advantage to change the naked Advantage's duration.)

A naked Advantage typically has the same Target and Range as the base power to which it's applied. The GM may vary this based on the nature of the ability being constructed, the Advantages used, and/or the Power to which the Advantage is applied.

Naked Advantages cost END at the standard rate of 1 END per 10 Active Points in the ability. This applies even if the power the Naked Advantage affects does not cost END itself (either inherently, or because it was bought with Reduced Endurance). The exception to this is a naked *Reduced Endurance* Advantage, which automatically costs 0 END. The GM may make other exceptions, if desired.

TYPES OF NAKED ADVANTAGES

There are two types of naked Advantages: naked Advantages bought to apply to any one of a group of powers (like the Autofire example above); and a naked Advantage bought to apply to a specific power (like the STR example above).

GROUP NAKED ADVANTAGES

For the first type of naked Advantage, the character defines the maximum Active Points the Advantage can apply to. This total must account for any Advantages the base power has. The character does not also have to buy the base power's Advantages or Limitations for the naked Advantage; the power functions as it would normally, with the naked Advantage adding in. The character "applies" the naked Advantage to the defined Active Point total, then subtracts the defined Active Point total, to determine the naked Advantage's cost.

Example: *Renegade wants to have the ability to apply Autofire to any pistol, to represent his ability to rapidly and accurately squeeze off multiple shots. He defines his "Quick Shot" ability with a naked Advantage: Autofire (3 shots; +¼) for any non-Autofire firearm of up to 60 Active Points. This costs him 15 points: ((60 x (1 + ¼)) - 60). He can apply this ability to any firearm that's built on 60 Active Points or less, regardless of how those 60 Active Points are derived. He could apply it to a firearm defined as an RKA 4d6, an RKA 2½d6 Penetrating, an RKA 2d6 Explosion, or the like — all of which have 60 Active Points or less. However, he couldn't apply it to a firearm defined as an RKA 3d6 Penetrating, or an RKA 5d6 — they have more than 60 Active Points.*

For example, if he applies his "Quick Shot" power to an RKA 2½d6 Armor Piercing, the base power temporarily becomes an RKA 2½d6 AP, Autofire (3 shots). Even though the RKA itself costs no END, the naked Advantage, as a separate power, costs END (1 END, since it's a 15-point power). Renegade could make it cost 0 END by applying Reduced Endurance (+½), which would increase the cost of the naked Advantage to 22 points, but would have no effect on the base power.



If a character buys a naked Advantage for a class of attacks (say, for any gun), and he uses more than one of that attack at a time (such as firing a gun in each hand), the naked Advantage typically applies to both, though that may depend on special effects and the GM's discretion.

SINGLE-POWER NAKED ADVANTAGES

Characters calculate the cost of a naked Advantage for only one power differently. In that case, recalculate the cost of the base power as if it normally had the naked Advantage. After you have that new cost, subtract the cost of the base power to determine the cost of the naked Advantage. All Advantages and Limitations applicable to the base power automatically apply to and/or function with the naked Advantage, but do not alter its cost. (Reduced Endurance is an exception — as discussed above, a naked Advantage has a normal END cost unless the character buys Reduced Endurance for it separately.)

Example: *Dweomer has a Spell Of Sublime Attack: Blast 8d6, Area Of Effect (2m Radius; +¼), Armor Piercing (+¼) (60 Active Points); OAF (wizard's staff; -1), Incantations (-¼) (total cost: 27 points). He decides he wants to create another spell, the Spell Of Augmentation, that applies the Advantage* Penetrating (+½) *to the Spell Of Sublime Attack. He buys this as a naked Advantage. The power with Penetrating added would cost 80 Active Points, 35 Real Points. 35 - 27 = 8 points, so the naked Advantage costs him 8 points. The* Focus *and* Incantations *Limitations automatically apply to the naked Advantage, and do not reduce the cost. The naked Advantage costs 1 END to use. If Dweomer wants to apply a separate Advantage or Limitation to the naked Advantage, he starts with a base cost of 8 points.*

OTHER RULES

Generally, a character cannot purchase a naked Power Advantage or Adder that adds to any slot in a Power Framework, but this depends on the nature of the powers and special effects involved and the GM's judgment regarding game balance, common sense, and dramatic sense. For example, a character with the "Quick Shot" naked Advantage described above who had a Multipower of different guns could apply the naked Advantage to any of those guns. On the other hand, an energy projector with the same Multipower, but no *Focus* Limitations, probably shouldn't be allowed to do that, since there are no restrictions on the use of the naked Advantage.

If a character has two (or more) naked Advantages that apply to a single power, he can only use both of them if the Active Points they can apply to account for the power plus the other Advantage. For example, suppose a character has a gun (an RKA with 45 Active Points). He buys as naked Advantages "Penetrating (+½) with any gun up to 45 Active Points" and "Autofire (5 shots; +½) with any gun up to 45 Active Points." He can only use one of those naked Advantages at a time, because applying one effectively raises the "Active Points" of the attack to 67. If he bought both naked Advantages to cover up to 67 Active Points, he could use both at once. If the two naked Advantages affect different Active Point totals, the character can apply them in whatever order he prefers (thus, he could apply the smaller one first, so he could also apply the larger one).

For purposes of Adjustment Powers, typically a naked Advantage functions like a flat-cost power such as Desolidification, meaning (as detailed on 6E1 138) that the entire power has to be removed before it ceases to function. However, the GM can certainly rule otherwise based on the specific advantage in question, the special effects involved, common and dramatic sense, and similar factors.

Choosing A Lesser Effect

When buying an Advantage, a character may choose a lesser effect than the full effect the Advantage grants, if desired. He makes this choice when he buys the Advantage, and cannot change it thereafter (unless the GM permits him to). Examples include:

- Buy Increased Maximum Range for a power, but defining it as only increasing the power's range by x1½, instead of the standard x2
- Buying MegaScale to increase 1m to 10,000 km, but defining it as 1m = 3,500 km instead

A character who chooses a lesser effect for an Advantage doesn't receive any reduction in the cost of the Advantage, or any Limitation. He pays the standard cost for the Advantage, but chooses to define it as having a less than maximum effect in the interest of properly creating the ability he wants.

USING POWER ADVANTAGES

A Power with a Power Advantage is a distinct power — it's "new," completely different from that Power without that Advantage.

ADVANTAGES ARE MANDATORY

A character must always use the Advantages purchased for a Power at full strength whenever he uses that Power. For example, a character cannot buy a Blast, Armor Piercing and use the Blast without its AP effect, or buy a Drain STR 5d6, Area Of Effect (10m Radius) and use the area at only 4m.

Similarly, if a character isn't affected by a power, then he's not affected by its Advantages. For example, suppose a character has Sight Flash 6d6, Does Knockback. He uses it on a target who's blind (perhaps naturally, perhaps because he's already been affected by a Flash). Since the target's blind, he's immune to a Sight Group Flash... and since he's immune to the Flash, he's immune to the Does Knockback as well.

As always, the GM may grant an exception to these rules if doing so seems appropriate on the basis of common sense, dramatic sense, special effects, or considerations of game balance. For example, many HTH Combat weapons are built with the Advantages *Range Based On STR* so characters can throw them if necessary — but obviously they don't *always* have to throw them. Similarly, Flight with the *Usable As Swimming* Advantage doesn't always have to be used underwater.

Even if the GM allows a character to not use an Advantage, the Advantage still applies for purposes of determining the END cost for using the power (unless the GM rules otherwise). Furthermore, if the Power is a Variable slot in a Multipower, the character must allocate the reserve points for the Advantage even if the GM rules he doesn't have to use that Advantage.

ADDERS

On the other hand, Adders are *not* mandatory, unless the Power is Always On. If a character's Teleportation has Increased Mass, he doesn't always have to carry that much weight (or even all the weight indicated by the full extent of the Adder). If his Barrier is Opaque, it doesn't always have to be (but it does have to be all opaque or all transparent; he can't make it half-and-half, or have transparent "windows"). If the Power is in a Multipower in a Variable slot, the character doesn't have to allocate the reserve points to the Adder if he's not using it. However, even if a character doesn't use an Adder, the Adder still applies for purposes of determining the END cost for using the power (unless the GM rules otherwise).

The GM should always keep the nature of the Power and its special effects in mind when applying these rules. It may be appropriate to always require a character to apply a particular Adder to a particular power. For example, some special effects for Invisibility, No Fringe, might logically prevent characters from ever making their fringe show up.

If a character doesn't use an Adder, he may *not* devote the "unused points" to increasing the basic effect of the power. The points spent on the Adder are simply wasted for that particular use of the power.

ADVANTAGES AND ENDURANCE

The END cost of a power depends on the Active Points in the power — the base power and all Advantages (though a power that normally doesn't use END won't use END just because it has a Power Advantage). Exceptions are noted in the text. (These rules apply to powers with Adders as well.)

EVALUATING ADVANTAGES

When evaluating a power with Advantages, the GM must use careful judgement to make sure play balance is maintained — after all, an Advantage makes a power more powerful. For a good estimate of how powerful a Power is, the GM should compare its Active Cost to the Active Cost of other Powers without any Advantages.

Example: *Dave examines a character with a Blast 10d6, Penetrating (+½) to see if the character fits into his campaign. The total Active Point cost of the power is 50 x (1 + ½) = 75 points. Dave has a campaign limit of 60 Active Points for Attack Powers for beginning characters. Therefore the Penetrating Blast is too powerful. He asks the player to reduce the Blast to 8d6 with Penetrating to fit into the campaign.*

The value of an Advantage may shift from campaign to campaign, either because of the Advantage's level of utility (or lack thereof) in a genre or because the GM wants to encourage or discourage its use. For example, in most campaigns, the Advantage *Transdimensional* should be fairly expensive, since it greatly increases a power's usefulness and strength. However, in a dimension-hopping campaign, the GM might want characters to purchase this Advantage for a lot of their Powers, so he would lower the cost to make it a more attractive purchase. For further information on altering the value of Advantages and creating new Advantages, see Chapter Ten of 6E2.

APPLYING ADVANTAGES FOR SPECIFIC EFFECTS

The Advantages Summary Table provides some a basic description of the general effects of various types of Advantages. For notes about the application and interaction of specific Advantages with specific Powers, please refer to the individual Power and Power category descriptions earlier in this chapter. Those descriptions also provide some Advantages applicable specifically to individual Powers or Power categories that aren't listed here.

ADVANTAGE SUMMARY TABLE

Advantage Name	Description
Affects Desolidified	Power can affect Desolidified characters
Alternate Combat Value ⚠	Changes the type of CV used for attack and/or defense
Area Of Effect	Power affects everyone within a defined area, targets DCV 3
Armor Piercing	Only half of target's defenses apply against the attack
Attack Versus Alternate Defense ⚠	Changes the type of defense the Power works against, but Power only does STUN damage
Autofire	Power can fire multiple shots
Charges	Power has a large number of uses per day
Cumulative ⚠	Power's effects accumulate until reaching designated total
Damage Over Time ⚠	Power does damage slowly over a period of time
Delayed Effect	Character can prepare power in advance
Difficult To Dispel	Power is harder to Dispel or Suppress
Does BODY STOP	STUN only power can do BODY damage
Does Knockback	Power can do Knockback
Double Knockback STOP	Power is more likely to do Knockback
Duration Advantages	Improve power's duration
Hole In The Middle	Area-affecting power has a "safe zone" in the center
Indirect ⚠	Power strikes targets from unusual angle(s)
Invisible Power Effects	Power cannot be perceived, or is harder to perceive
MegaScale STOP	Power has a much larger range, area, or velocity
Penetrating ⚠	Attack always does some damage regardless of defenses
Personal Immunity	Power doesn't affect character who uses it
Range Advantages	Improve power's range, or make it work better at range
Ranged	Makes non-ranged power work at range
Reduced Endurance	Power costs less (or no) END
Sticky	Power also affects people who touch original victim
Time Limit ⚠	Defines a period of time during which a power works
Transdimensional STOP	Power can affect targets in other dimensions
Trigger	Character can activate power immediately under designated conditions
Uncontrolled STOP	Power can maintain itself without conscious thought or effort from character
Usable On Others STOP	Character can grant power to other characters
Variable Advantage STOP	Character can change the Advantages on the power
Variable Special Effects	Character can change power's special effects

POWER EXAMPLES: AFFECTS DESOLIDIFIED

Ghostrending Sword: HKA 1d6 (2d6 with STR), Affects Desolidified (+½), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1). Total cost: 15 points.

Darkness Blast: Blast 10d6, Affects Desolidified (light-based special effects only; +¼). Total cost: 62 points.

Necromancer's Chains: Entangle 4d6, 4 PD/4 ED, Affects Desolidified (+½) (60 Active Points); OAF Expendable (link from a chain used to hold a condemned man, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½). Total cost: 18 points.

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POWER EXAMPLES: ACV

Hypno-Pistol: Mind Control 8d6, ACV (uses OCV against DMCV; +¼) (50 Active Points); OAF (-1), Limited Normal Range (40m; -½), 8 Charges (-½). Total cost: 17 points.

Mindbolt: Mental Blast 4d6 (40 Active Points); ACV (uses OMCV against DCV; -¼). Total cost: 32 points.

Psychokinesis: Telekinesis (20 STR), ACV (uses OMCV against DCV; +0), Line Of Sight (+½). Total cost: 45 points.

POWER ADVANTAGE DESCRIPTIONS

AFFECTS DESOLIDIFIED

Value: +½ (affects all special effects of Desolidification); +¼ (affects only a single, defined, special effect of Desolidification)

A Power with Affects Desolidified can affect a character who is Desolidified — a rather rude surprise for most Desolidified characters. It can also affect normal objects and characters. Characters can also use Affects Desolidified to create walls that Desolidified characters cannot pass through.

If an Affects Desolidified attack can affect any form of Desolidification, regardless of its special effect, the Advantage has a value of +½. If it can only affect one special effect of Desolidification, defined when the Advantage is bought (such as "body of pure energy"), Affects Desolidified is worth +¼.



ALTERNATE COMBAT VALUE

Value: Varies (see accompanying table)

Under the standard *HERO System* rules, Mental Powers are targeted with OMCV and attack against DMCV, and other types of Powers are targeted with OCV against DCV. At the GM's option, characters can buy the Power Modifier *Alternate Combat Value* ("ACV") to change the form of (Mental) Combat Value used to target or resist a specific type of attack. In some cases Alternate Combat Value is an Advantage, in others it's a Limitation, since in most campaigns Combat Value tends to be higher, on average, than Mental Combat Value. (If that's not the case in his campaign, the GM can adjust the values accordingly.)

With the GM's permission, a character may take this Power Modifier twice for the same power to change both the offensive and defensive aspects of the attack. Simply add the two modifiers together (which may result in their cancelling out, becoming a +0 Advantage). For example, suppose a character has a Mental Blast 4d6 and wants to use OCV to make his Attack Roll. He also wants to attack against DCV rather than DMCV. That means he applies ACV twice — once to switch OMCV to OCV (a +¼ Advantage) and once to switch DMCV to DCV (a -¼ Limitation). Thus, -¼ and +¼ are added together to determine the final value of ACV: a +0 Advantage.

Buying this Power Modifier for a power does *not* make that power a Mental Power or grant it any of the other attributes of a Mental Power (such as LOS Range or not being perceivable by standard Senses). To obtain benefits like that, other Advantages such as *Invisible Power Effects* and *Line Of Sight* are required.

ALTERNATE COMBAT VALUE

Value	Effect
+¼	Mental Power uses OCV instead of OMCV
-¼	Mental Power attacks against DCV instead of DMCV
+0	Non-Mental Power uses OMCV instead of OCV
+¼	Non-Mental Power attacks against DMCV instead of DCV

AREA OF EFFECT

Value: See Area Of Effect Table

Powers with Area Of Effect affect all targets in an area. The character must choose the type and size of Area Of Effect he wants when he purchases the Power, and cannot change it thereafter (or alter it from use to use during the game). See 6E1 187 regarding applying Area Of Effect to Powers that normally target an Area to change the shape of the area they affect.

USING AREA OF EFFECT POWERS

To use an Area Of Effect power, a character targets the center of the area on a target point (which has DCV 3). Then he makes an Attack Roll with any modifiers that apply (including the Range Modifier). If the Attack Roll succeeds, the Area Of Effect centers on the target point (unless otherwise noted in the rules). If the Attack Roll fails, the center of the Area Of Effect misses the target point (see 6E2 40). If the Power has No Range, the center of the Area Of Effect is the character himself, unless noted otherwise below; he takes full effect unless he's somehow protected (such as if he buys the *Personal Immunity* Advantage for the power).

Example: *Pulsar has a Pulsonic Sphere attack: Blast 8d6, Area Of Effect (8m Radius; +½). He's fighting the Champions and realizes he can use the Sphere to hit several of them at once. He chooses as his target point the spot where Defender, the team leader, is standing. He rolls and hits DCV 3. Defender, obviously, is affected by the attack, since he's right there at ground zero. Ironclad is 3m away from him, so he's affected too. The same goes for Sapphire, who's 5m away from him. But Witchcraft is 9m away from the target point, so she's outside the Area and not affected at all.*

If a character uses an Area Of Effect power against a target so large that the Target Size modifier in effect reduces its DCV to less than 3, he may make his attack against that DCV instead of DCV 3. This does not apply to characters who have DCV 0 because they're unconscious, severely Presence Attacked, or the like. Regardless of a target's size, it only takes damage from a single use of an Area Of Effect attack once.

An Area Of Effect power affects all the characters in the area. Unless the rules note otherwise, it affects them all the same. For example, with an Area Of Effect Blast, the character rolls damage once and each victim takes that damage (he doesn't roll once per victim), and Area Of Effect Mind Control must give the same order to all victims. Characters cannot avoid Area Of Effect attacks by Dodging or Deflecting them, but can do so by Diving For Cover. Characters cannot Spread Area Of Effect attacks.

The size and shape of the Area "covered" or "affected by" an Area Of Effect power depends on the type of Area Of Effect chosen and the value of the Advantage; see the Area Of Effect Table for details. Characters can increase or decrease the value of Area Of Effect by altering the way it works; see *Area Of Effect Options,* below.

Area Of Effect attacks completely fill the affected area. There are no "shadows" created by obstacles that a target could take shelter behind. If a GM wants to be more "realistic" and come up with rules for taking cover from Areas Of Effect that way, he can.

AREA OF EFFECT AND AUTOFIRE

If a character buys an Area Of Effect Power with the Advantage *Autofire,* he must increase the value of Autofire by +1 (see 6E1 327), even for Nonselective/Selective Areas. Standard Autofire and Area Of Effect rules apply. If a character wants to make an attack against multiple targets, he does so against DCV 3, with a -1 penalty for each 2m in the line (with the target point of each Area placed in the center of the 2m; see 6E2 42). The character isn't restricted to using Autofire just within some defined "Area Of Effect target area." The OCV penalty will quickly make it difficult for him to hit target points unless he has a really high OCV.

For multiple shots against a single target, the Attack Roll determines how many shots hit the target. The rest are considered misses and have no effect on the target. You can randomly determine the "scatter" for the missed shots, adapting the rules on 6E2 40, if desired, but the target shouldn't take any additional damage. If attack misses entirely, make one calculation for where the shots would scatter to based on the normal rules, then apply the damage from that one attack to the affected Area. The rest are considered misses and have no effect on the Area hit (which may or may not overlap to hit the target anyway).

In either case, lots of other things may get destroyed in the Area from the other "missed

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AREA OF EFFECT TABLE

Value	Radius	Cone	Line	Surface	Any Area
+¼	Up to 4m	Up to 8m side	Up to 16m	Up to 2m	Up to 2 x 2m Areas
+½	5-8m	9-16m	17-32m	3-4m	3-4 x 2m Areas
+¾	9-16m	17-32m	33-64m	5-8m	5-8 x 2m Areas
+1	17-32m	33-64m	65-125m	9-16m	9-16 x 2m Areas

...and so on

Value	Modifier
½ less Advantage	Explosion
¼ less Advantage	Nonselective
¼ more Advantage	Selective
½ more Advantage	Mobile
¼ more Advantage	Accurate (for Radius)
¼ less Advantage	Thin Cone (for Cone)
¼ less Advantage	Fixed Shape (for Any Area)

The minimum cost of Area Of Effect, regardless of modifiers, is +¼.

shots," but they shouldn't have any effect in game terms — it's just a special effect — unless the GM wants to take the time and trouble to come up with a more "realistic" result.

For single shots against multiple targets, determine whether each hits, and for any misses determine the scatter normally.

NO RANGE AREAS OF EFFECT

If a character has a No Range Area Of Effect attack, he still must make an Attack Roll (against DCV 0, since the target point's either himself or a point adjacent to himself) to hit the target point unless the GM rules otherwise. If he misses, the attack has no effect on anyone whatsoever — since the power has No Range, the normal rules for determining the "location" of a missed Area-affecting attack don't apply. The GM can interpret this in whatever way he sees fit. For example, it could be that the power failed to work somehow, that something protected the potential targets, or the like.

AREA OF EFFECT TYPES

The forms of Area Of Effect characters can choose from are: Radius; Cone; Line; Any Area; and Surface.

AREA OF EFFECT (RADIUS)

This Area Of Effect covers a spherical area from a target point. For a +¼ Advantage the character can define a power's Radius as anything up to 4m (he cannot change this thereafter). He can up to double the size for each additional +¼ Advantage: 5-8m Radius for +½; 9-16m Radius for +¾; and so on. An Area Of Effect (Radius) is spherical, reaching "up" and "down" in addition to the four cardinal directions.

Accurate: For an additional +¼ Advantage, *Accurate,* a character can define an Area Of Effect (Radius) as automatically targeting only a single person, regardless of how many there are in the Radius. (Typically Accurate is only taken for 1m Radius powers.) This makes the attack work against DCV 3 without having the potential to affect multiple targets. The Range Modifier applies to Accurate attacks normally. Characters cannot Dodge or Block Accurate attacks, but can Dive For Cover to avoid them.

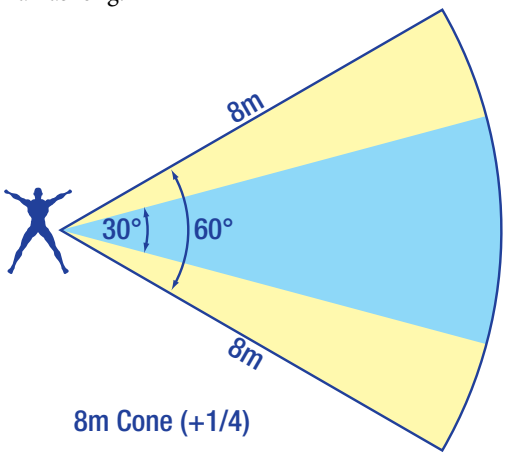
With the GM's permission, a character may target a specific Hit Location with an Accurate attack. The normal Hit Location OCV modifier applies, effectively negating much of the benefit of Accurate.

AREA OF EFFECT (CONE)

This Area Of Effect covers a 60 degree cone that radiates out from the target point. The size of the Cone depends on the length of the sides: up to 8m long for a +¼ Advantage; 9-16m long for a +½; and so on. Like Area Of Effect (Radius), an Area Of Effect (Cone) is three-dimensional.

When used, an Area Of Effect (Cone) must have one of its angles pointing directly at the character using it; it cannot be turned "sideways" or in any other direction unless the character buys the *Indirect* Advantage for the Power. The Cone's target point is at the very end of the angle that points toward the character, not a location in the center of the Cone. If a power with Area Of Effect (Cone) has the Limitation *No Range,* then its "target point" is immediately in front of the character (but he takes no damage from the attack).

At the GM's option, characters can buy a *Thin Cone* for ¼ less Advantage. A Thin Cone only covers a 30 degree cone — the two main sides (the ones forming the angle pointing at the character) are the standard length, but the third side is only half as long.



8m Cone (+1/4)

AREA OF EFFECT (LINE)

This Area Of Effect covers a straight line 2m wide and 2m tall, with the length depending on the value of the Advantage: up to 16m long for +¼; 17-32m long for +½; and so on. Instead of doubling the length of a Line for each additional ¼ Advantage, a character can choose to double the width or height instead.

The target point for an Area Of Effect (Line) is the center of the short edge of the Line, not a location in the center of the Line. If an Area Of Effect (Line) has the Limitation *No Range,* its target point is immediately in front of the character (but he takes no damage from the attack).

A Constant Area Of Effect (Line) can function as a sort of "wall." It has no BODY or defenses, but anyone who passes through it (or stands in it) suffers the effects. See the *Wall Of Fire* power in the sidebar for an example.

AREA OF EFFECT (ANY AREA)

This Area Of Effect covers a variable shape — the character determines the shape each time he uses the power, and it can change from use to use. For a +¼ Advantage he has up to two 2m radius Areas to arrange as desired; for +½ four 2m Areas; and so on. An Any Area is spherical like a Radius (*i.e.,* it's 2m "tall" as well as long and wide), and some of the Areas may be "stacked" on top of others to increase this height.

All the Areas in an Any Area must be adjacent to at least one other Area. The Areas may form a line, ring, triangle, square, or other simple shape. A character using an Any Area power cannot "superimpose" two or more of the 2m Areas on the same point twice to try to make a target suffer double effect.

At the GM's option, characters can redefine (Any Area) as *Area Of Effect (Fixed Shape).* This means the 2m Areas must always be formed into the same shape, such as a circle, an X, or a crescent. To do this, buy Area Of Effect (Any Area) with enough 2m Areas to create the desired shape, then reduce the Advantage's value by ¼ to represent the fact that the character can't alter the shape.

SURFACE

This Area Of Effect allows a character to apply a Power to a surface or surfaces, such as a wall, his own skin, or an enemy's pistol. For a +¼ Advantage, the character can apply the Power to any area or object up to human size (consider this a 2m "radius," for surfaces like walls; if applied to a character, the +¼ level of Surface covers any character, even if he's larger than human size). The size of the Area that can be "covered" by the Power doubles for each additional +¼ Advantage. If a power's designed to "cover" a Surface that's an odd shape, the GM can alter the dimensions of the "coverage" as needed (for example, if a character wants to "cover" the Surface of a Barrier that's 20m long and 4m high, that's 80 square meters, so the GM might rule that the equivalent of 20 2m radius areas would cover it).

To use an Area Of Effect (Surface) power, a character must make an Attack Roll to hit the Surface. Large surfaces such as walls have DCV 3 for this purpose; another character has his standard DCV; a Focus, weapon, or object held by a character has that character's DCV (and there's a -2 OCV penalty for the attacker as well); small objects not being held typically have DCV 0 but the Target Size modifier (6E2 51) applies to the character's OCV. If the Attack Roll succeeds, the Surface has been "covered" by the Power.

When a character applies a Power to a Surface, the Surface itself remains unaffected. However, any character who comes into contact with that Surface suffers the Power's effects immediately. If he's holding an object when it's "covered," he suffers the effects at that time, though the GM might let him avoid them by immediately letting go of the object (this is an Action that takes no time). If the Surface power is Constant (and many of them are), a character takes damage from it every Phase he remains in contact with it. (In other words, the standard rules for Area-affecting Constant Powers, 6E1 127, apply.) Unless the GM rules otherwise, no Attack Roll or other roll is required to "hit" the character — as soon as he contacts the "covered" Surface, he takes damage (or suffers whatever other effect is involved).

Damage Shield: A Constant Area Of Effect (personal Surface; +¼) power that a character applies to himself is known as a *Damage Shield.* If a Damage Shield involves a Ranged power, it must take the *No Range* (-½) Limitation. A Damage Shield moves with the character as he moves; this doesn't require the *Mobile* Advantage. A character doesn't have to use an Attack Action to "hit himself" with his Damage Shield; he only has to use a Zero Phase Action to activate it.

A Damage Shield applies its damage to a target when (a) the target contacts the character (for example, by hitting him with a fist, Grabbing him, or being Knocked Back into him) or (b) when the character contacts the target (for example, by punching him or Grabbing him). If the character only wants his Damage Shield to affect people who touch him, not whom he touches, he can take a Limitation on the power (typically -0, but possibly -¼ in some circumstances). A Damage Shield provides no defense against attacks (but can be "protective" in the sense that it can help characters get out of Entangles, Grabs, and the like). The victims of a Damage Shield apply their defenses to its damage in the usual manner.

Any attacker who makes a successful HTH Combat attack against a character with a Damage Shield takes the damage (and possibly Knockback) from the Shield. This includes a HTH attack that would have hit the character, but which the character Blocks in such a way that the attacker comes in contact with the Damage Shield. (Characters who make other forms of contact with a Damage Shield, such as being Knocked Back into the character with the Shield or casually touching him, also take the Shield's damage.) At the GM's option, attackers may be able to insulate themselves from the effects of the Shield by attacking the character with an object (such as a staff or a chain), but this depends on the situation and the special effects involved. Alternately, a GM may apply the damage from the Shield against any hand-to-hand Focus an attacker uses (such as a sword) or against both the Focus and the character.

A single target can take damage from a Damage Shield once for each Attack Roll the character with the Shield makes, and once for each Attack Roll the target makes. Thus, the target only takes the Shield's damage once if the attacker uses Autofire against him (or vice versa), since that only involves one Attack Roll. The attacker could potentially suffer the damage multiple times (once for each hit) if he uses Multiple Attack on the character to hit him multiple times. If the character and his attacker both hit each other in the same Segment, the attacker takes the Shield's damage twice (once per Attack Roll).

If multiple attackers all strike the character at once, they each take the Shield's damage. If the character makes one Attack Roll to hit multiple persons (as with an Autofire attack or Multiple Attack used against multiple targets), each person hit takes the Shield's damage once (if the character makes multiple Attack Rolls to hit one of the targets more than once, that target takes damage from the Shield the number of times the character hits him).

A character with a Damage Shield can also do the Shield's damage to a target by Grabbing him. A Grabbed character takes the damage from the Shield every time the attacker has a Phase. This is in addition to normal STR damage from being squeezed; the Shield's damage applies separately to the target's defenses.

A Damage Shield costs END every Phase it remains active. However, a Damage Shield does not continue affecting the victim after contact between the character and victim is broken. To make the effect of the Damage Shield continue after the character is let go (or lets go), the character should buy an appropriately-constructed Linked power.

If a character has a Damage Shield, the Shield's damage applies to anything he holds or carries (excluding his own clothing, Foci, and the like). His own defenses, including Resistant Protection that protects carried items, do not protect the carried object from this damage. Attempting to Grab an object from a person is the same as trying to Grab that person for Damage Shield purposes — the Grabber takes the Shield's damage, unless the GM rules otherwise.

Characters can also use Damage Shield to create a *Mental Damage Shield.* In this case, a character buys a Mental Blast (or other Mental Power) with Area Of Effect (personal Surface) and No Range to create a Damage Shield, but also takes the Limitation *Mental Contact Only* (-½). If someone hits the character with a Mental Power, the attacker suffers the damage from the Shield; he continues to suffer damage from the Shield for every one of the character's Phases during which he maintains mental contact with the character. The Shield's effect automatically hits the attacker; all the character has to do is roll the damage for the Shield. A Mental Damage Shield is entirely "in the head" — it has no effect on non-mental combat or on characters who physically touch, or are physically touched by, the character with the Mental Damage Shield. (Of course, a character could use the standard Damage Shield rules without the *Mental Contact Only* Limitation to create a Damage Shield that would inflict the Mental Power on people who made physical contact with the character.)



AREA OF EFFECT OPTIONS

After a character chooses the shape of his Area Of Effect, he may want to alter how targets in the area are affected. For normal Area Of Effects, hitting the Area is enough — all targets in the Area suffer the effect equally unless they successfully Dive for Cover (or use some other means, such as Desolidification, to avoid damage). However, not all Areas Of Effect work this way. The following options provide some alternatives, as well as other modifiers for Area Of Effect powers.

EXPLOSION

For ½ less Advantage, a character may define an Area Of Effect as an *Explosion.* An Explosion differs from a standard Area Of Effect in that all affected targets don't take the same damage — the damage decreases at a defined rate the further one gets from the target point.

With an Explosion, the full effect of the base power occurs at the target point and 2m beyond that within the Area. The damage done by or effect of the power decreases by one Damage Class (see 6E2 97) or 5 Active Points in the power for every 2m distance from the target point within the Area. You always subtract the largest die rolled first, followed by the next largest, and so on until you've subtracted all the dice. (If Explosion is taken for an Any Area, the player and GM should determine how the damage diminishes over any given "shape" of the Area.)

Example: *Kasdrevan has a Blast 8d6, Area Of Effect (18m Radius Explosion; +½) (60 Active Points). He attacks with this power and hits his target point. For damage he rolls 1, 2, 3, 3, 4, 5, 6, 6. The target point, and the area within 2m of it, takes 1+2+3+3+4+5+6+6 = 30 STUN and 0+1+1+1+1+1+2+2 = 9 BODY. Someone 5m away from the target point would take the same damage, less the two sixes: 1+2+3+3+4+5 = 18 STUN and 0+1+1+1+1+1 = 5 BODY.*

The Area purchased for an Explosion has to be bought to the appropriate size for the DCs in the attack to diminish to zero — in other words, the Area needs to be at least 2m + (2m x DCs) "long." For example, a Blast 12d6, Area Of Effect (Cone Explosion) would need to be bought to have a 26m Cone (for a total of a +¾ Advantage). However, at the GM's option, a character can buy the Area larger or smaller than this, in which case the Explosion damage diminishes proportionately across the total Area.

Example: *The Fiendish Noontime Bomber is creating his greatest bomb ever! He wants it to be a really big explosion, so he buys a Blast 12d6 with Area Of Effect (Radius Explosion). Ordinarily he'd need to make it a 26m Radius for the Explosion to diminish to zero damage at the standard rate, but that's not nearly big enough for him. So he makes it a 52m Radius. That way the full Explosion damage applies in a 4m radius around the target point, and the Explosion loses -1 DC for every 4m beyond that.*

Arkelos is creating a Miniature Fireball spell, defined as RKA 4d6, Area Of Effect (8m Radius Explosion). Eight meters isn't nearly far enough for an Explosion to diminish from 12 DCs down to 0 DCs, so the GM rules that the first 4m out from the target point takes the full 4d6, and the remaining 4m takes only 2d6. Or the GM could rule that the first 2m take full damage, -1d6 of damage for each 2m beyond that.

If a character wants to use Combat Skill Levels to increase the damage of an Explosion attack, the CSLs increase the damage done by the highest die. That means they only affect targets in the very center of the Explosion, since the highest die is the first one removed as the Explosion decreases in effectiveness.

Explosion most often applies to Blast, making it easy to determine the effects of the Advantage — just subtract one die per 2m out from the target point (after the first 2m). Determining the damage done by an Explosion for attacks that don't cost 5 Character Points for 1 Damage Class requires a little more effort.

For Killing Attacks, where each die of damage is three DCs, the GM can choose one of two methods. The first is to subtract one die, starting with the highest die, for every 6m of expansion (full dice within 6m of the target point, -1 die for the next 6m, and so on). The second is to subtract 2 points of damage for every 2m of expansion. Alternately, he could try to calculate DCs by subtracting points and half-dice (see 6E2 97), but that can take a lot of time.

For Entangles, the typical method is to remove 1 BODY and 1 PD/1 ED for each 2m out from the target point (after the first 2m). If the GM's willing to take a little more time, he can instead subtract 1 BODY or 1 PD/1 ED, alternating, from the Entangle for each 2m area.

For a Flash, the attack loses 1d6 of effect per 2m after the first, regardless of the cost per die.

For Explosions with other Advantages, the standard rule applies — each 2m out from the center (after the first) subtracts one Damage Class. See 6E2 97 regarding DCs for Advantaged attacks.

POWER EXAMPLES: AREA OF EFFECT

40mm Fragmentation Grenade Round: RKA 2½d6, Area Of Effect (18m Radius Explosion; +½), Increased STUN Multiplier (+¼) (70 Active Points); OAF (-1), 8 Charges (-½). Total cost: 28 points.

Damage Aura: RKA 2d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½) (52 Active Points); No Range (-½). Total cost: 35 points.

Dragon's Breath: RKA 3d6, Area Of Effect (40m Cone; +1) (90 Active Points); No Range (-½), 8 Charges (-½). Total cost: 45 points.

Electrified Fence: Barrier 6 PD/6 ED, 12 BODY (up to 50m long, 4m high, and ½m thick) (85 Active Points); Limited Power (not really ½m thick and easy for anyone to see and shoot through, and can easily be cut with the proper tools; -1) (total cost: 42 points) plus RKA 1d6, Area Of Effect (cover a 50m x 4m Surface; +¾), Constant (+½) (34 Active Points); Linked (-½), No Range (-½) (total cost: 17 points). Total cost: 59 points.

Lightning Bolt: RKA 2d6, Area Of Effect (24m Line; +½) (45 Active Points); No Range (-½). Total cost: 30 points.

POWER EXAMPLES: AREA OF EFFECT

My Heat Vision Makes Your Gun Too Hot To Hold!: RKA ½d6, Area Of Effect (Surface of any object up to human size; +¼), Constant (+½) (17 Active Points); Only Works On Metallic Objects (-½). Total cost: 11 points.

Mystic Arrow Spell: RKA 2d6, Area Of Effect (1m Radius, Accurate; +½), Armor Piercing (+¼), No Range Modifier (+½) (67 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 22 points.

Shadowsphere: Darkness to Sight Group 10m radius, Alterable Size, Mobile (+½). Total cost: 82 points.

Prismatic Blast Spell: Blast 6d6 + Sight Group Flash 4d6, Area Of Effect (10m Radius Selective; +1) (100 Active Points); OAF Expendable (prism, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (Sight Group Flash 6d6; -½). Total cost: 27 points.

Power Maelstrom: Drain STUN 3d6, Area Of Effect (8m Radius; +½), Personal Immunity (+¼). Total cost: 52 points.

Wall Of Fire Spell: RKA 2d6, Area Of Effect (25m long, 4m high Line; +¾) (52 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 17 points.

NONSELECTIVE TARGET

When using an Area Of Effect power with Nonselective (a ¼ less Advantage), a character must make multiple Attack Rolls. First, he rolls to hit the target point with his Area Of Effect. If he hits it, he must then make a separate Attack Roll against every target in the area (at that target's normal DCV; the character suffers any relevant modifiers to his OCV, such as the Range Modifier).

If a Nonselective Area Of Effect power is Constant, the attacker has to make an Attack Roll against each person in the affected area every Phase. However, this doesn't count as an Attack Action; it's part of "maintaining" the Constant Area Of Effect, like paying END, and takes no time.

Characters may take Nonselective Target as a separate -¼ Limitation for Powers that inherently affect an Area, such as Darkness.

Example: *Kasdrevan has bought a Sight Group Flash 8d6 with* Area Of Effect (20m Nonselective Radius). *This costs 40 x (1 + ¾) = 70 Character Points.*

While fighting some trolls, Kasdrevan uses his Flash. First he rolls to hit the target point. If that roll succeeds, he must make an Attack Roll (with all applicable modifiers) against each target in the radius. Any target hit by this second roll is Flashed. If Kasdrevan misses the target point, he must roll to find out where the Area Of Effect was centered (see 6E2 40, then make an Attack Roll against any targets in the new area.

SELECTIVE TARGET

When using an Area Of Effect power with this additional ¼ Advantage, the character must make multiple Attack Rolls. First, he rolls to hit the area with his Area Of Effect. If he hits it, he must then make a separate Attack Roll against every target in the area whom he wishes to hit (at that target's normal DCV; the character suffers any relevant modifiers to his OCV, such as the Range Modifier). In other words, he can ignore "friendlies" in the area and only affect enemies with his attack. An Area Of Effect power may not have both Selective Target and Nonselective Target.

If a Selective Area Of Effect power is Constant, the attacker cannot alter whom the power affects every Phase. If he wants to change who's affected, he has to deactivate the power and use it again. If a character enters the area after the power's been established, and the attacker wants to affect him, he must make an Attack Roll to do so; this takes no time.

Characters can buy Selective Target as a separate +¼ Advantage for Powers that inherently affect an Area, such as Darkness. Characters cannot buy Selective for Powers that don't affect an Area (such as Invisibility).

AREA OF EFFECT AND THE RANGE MODIFIER

For most Areas Of Effect, calculate the Range Modifier from the character to the target point. For a Selective or Nonselective Area Of Effect, the Range Modifier applies to all targets (unless the power also has the *No Range Modifier* Advantage). Calculate the Range Modifier separately for each target. Thus, depending on the size of the Area, a target in one part of the Area may have a different Range Modifier from someone in another part (a part that happens to be further away from the character making the attack).

MOBILE



Ordinarily a Constant Area-affecting power cannot move once established, unless it has the *No Range* Limitation so that it "sticks to" the character generating it and moves as he moves (see 6E1 127), or the *Usable As Attack* Advantage so a character can "stick" it to a target and have it move as the target moves. However, characters may sometimes want to create Areas Of Effect they can move. This requires the additional +½ Advantage *Mobile.*

A character can move a Mobile power at a rate of up to 12m per Phase. Moving it any distance (from 1m to its full range) counts as an Attack Action. As it sweeps over an area, the standard rules for Constant Area-affecting powers apply (see 6E1 127). The power can move in up to three dimensions, not just along the ground (*i.e.,* it can "fly"). The character can up to double the power's rate of movement for each additional +¼ Advantage (13-24m for +¼, 25-48m for +½, and so on).

At the GM's option, a character can place a Mobile power on an object, then have the power move as the object moves. The GM may increase the cost of the Advantage in this case, if appropriate.

Characters can buy Mobile as a separate +½ Advantage for Powers that inherently affect an Area, such as Darkness.

ARMOR PIERCING

Value: +¼

An Armor Piercing power is more effective at cutting through, or otherwise penetrating, a target's defenses. An Armor Piercing attack acts against one half (½) of the defense it normally acts against — the damage for the attack is rolled normally, but only half of the target's defense subtracts from the damage.

Characters typically purchase Armor Piercing for attacks that cut through armor easily — lasers, extremely sharp swords, and the like. However, it can simulate any attack that can penetrate, bypass, or ignore the effects of defenses. For example, a war maul isn't able to cut through armor at all — but it's so powerful that when it strikes a target, that target's defenses offer little protection against the damage the maul causes. You can simulate this by purchasing Armor Piercing for the maul, even though it doesn't actually "pierce" the armor.

The Power Advantage *Hardened* (6E1 47) allows the target to ignore the effect of Armor Piercing. Characters can buy Armor Piercing multiple times, but can never reduce the defense below half. The only effect of multiple Armor Piercing is to negate Hardened (though a defender could buy Hardened several times).

ATTACK VERSUS ALTERNATE DEFENSE

Value: Varies (see accompanying table)

A power with Attack Versus Alternate Defense ("AVAD") is affected by a defense other than the one that's standard for it. Examples include a Blast that applies against Power Defense or Flash Defense, a Mental Blast that applies against ordinary Energy Defense, or a Transform that applies against Mental Defense instead of Power Defense. The character must choose the defense when he purchases the power, and cannot change it thereafter.

The value of AVAD depends on the relative frequency of the defense the attack normally works against compared to the defense it's being switched to. The accompanying AVAD Table organizes defenses into a "ladder" of four categories: Very Common (such as PD and ED); Common (such as Resistant PD and ED); Uncommon (such as Power Defense); and Rare (such as Touch Group Flash Defense). The GM determines which category any given defense belongs to (the listed examples are for a typical campaign).

For every step *down* the table (*i.e.,* making the defense less common), AVAD is a cumulative +½ Advantage. Thus, to switch a power from working against PD to working against Power Defense would be a +1 Advantage, because that's two steps down the table. For every step *up* the table (*i.e.,* making the defense more common), AVAD is a cumulative -½ Limitation. For example, making a Drain BODY apply against Resistant PD is a -½ Limitation. If a character wants to buy an attack that works against a different defense in the same category (*i.e.,* he's not going up or down the table), that's a +0 Advantage.

If the specified defense for an AVAD is Life Support, an unusual defense not listed on the table, or any other defense that doesn't ordinarily subtract points from damage (the way PD, ED, Mental Defense, and the like do), it can only be chosen for the "No Normal Defense" form of AVAD. Alternately, the GM can, if he desires, create a rule for how the defense subtracts points of damage the way ordinary defenses do.

POWER EXAMPLES: ARMOR PIERCING

.41 Semiautomatic Pistol with Armor Piercing Ammunition: RKA 1½d6, Armor Piercing (+¼) (31 Active Points); OAF (-1), 12 Charges (-¼), Beam (-¼), Real Weapon (-¼). Total cost: 11 points.

Eversharp Sword: HKA 1d6+1, Armor Piercing (x2; +½), Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1). Total cost: 20 points.

Focused Energy Beam: Blast 8d6, Armor Piercing (+¼). Total cost: 50 points.

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ATTACK VERSUS ALTERNATE DEFENSE TABLE

Defense Is...	Example*
Very Common	PD, ED (the Characteristics)
Common	Resistant PD or ED (any type)
Uncommon	Flash Defense (Sight or Hearing), Mental Defense, Power Defense
Rare	Flash Defense (any other Sense Group), Life Support, Resistant Flash/Mental/Power Defense, a specified defense not listed here (see text)
Damage Modifiers	Value
All Or Nothing ("NND")	½ less Advantage/more Limitation (see text)

*: The listed examples apply to typical campaigns. However, the GM is the final authority on how common defenses are in his campaign, and should adjust the table accordingly. For example, in a "Psychic Wars" campaign pitting PC mentalists against their villainous opposites, Mental Defense is probably Very Common.

POWER EXAMPLES: AVAD

Knockout Gas Grenades: Blast 6d6, Area Of Effect (12m Radius; +¾), NND (defense is Life Support [Self-Contained Breathing] or holding one's breath; +1) (82 Active Points); OAF (-1), 4 Charges (-1). Total cost: 27 points.

Contact Knockout Gas Grenades: Blast 6d6, Area Of Effect (8m Radius; +½), AVAD (Power Defense; +1) (75 Active Points); OAF (-1), 4 Charges (-1). Total cost: 25 points.

Corrosive Acid: Blast 2d6, AVAD (PD Resistant Protection; +½), Does BODY (+1), Constant (+½) (30 Active Points); OAF (vial of acid; -1), 2 Continuing Charges (1 Turn; -1). Total cost: 10 points.

6 **Stunning Light Blast:** Blast 6d6, AVAD (Sight Group Flash Defense, +1). Total cost: 60 points.

AVAD attacks only do STUN damage (even if in their ordinary form they do BODY), and the specified defense reduces their effect as usual. However, characters can purchase the *Does BODY* (+1) Advantage for them (see 6E1 333). If a character buys an AVAD attack with the Advantage *Autofire,* he must apply an additional +1 Advantage to Autofire.

AVAD attacks do not ignore Barriers or other obstacles (such as walls). Obstacles block AVADs like they would any other attack, unless the AVAD has an appropriate form of Indirect.

When determining the value of AVAD for a Killing Attack, since Killing Attacks' STUN is resisted by Normal PD/ED, start in the "Very Common" defense category. If you convert an attack to "Resistant PD/ED" as a defense, that attack reacts to defenses like a Killing Attack (Normal + Resistant defenses apply versus STUN, only Resistant defenses applies BODY), but if the attack only does STUN the GM may, if he wishes, permit the character to go all the way down to the "Very Common" defense value.

Characters ordinarily shouldn't have more than one type of AVAD attack; this can give them too much flexibility in combat. However, there are situations where it's acceptable for a character to have multiple AVADs. This most often occurs when the attacks are well-known or obvious, each of them has very common defenses, or the defenses for each of them are relatively similar. In these situations, the player's ability to exploit the combat advantage of having multiple attacks that bypass standard defenses is minimized. For example, a character might know both Nerve Strike and Choke Hold (both Martial Maneuvers based on the NND form of AVAD; see below), or might know Nerve Strike and also carry a gun that fires Knockout Darts. The dart gun is easily recognizable, so other characters know what to do to avoid its effects, whereas the Nerve Strike has a fairly common set of defenses.

SIMULATING MENTAL ATTACKS

At the GM's option, an AVAD that works against Mental Defense and that also uses the *Alternate Combat Value* Advantage to attack with OMCV against DMCV is considered a "Mental attack" for purposes of most rules. It doesn't get a Line Of Sight range for free, nor is it Invisible to Sight for free, but for the most part it can be treated as if it were a "Mental Power."

NO NORMAL DEFENSE ATTACKS

One common type of AVAD is the *No Normal Defense* attack ("NND"). An NND differs from a standard AVAD attack in two respects.

NND DEFENSES

First, an NND often specifies unusual forms of defense, rather than common defensive powers. When a character purchases an NND attack, he must define a reasonably common and obvious power or circumstance, or a set of uncommon powers or circumstances, as the defense. The accompanying NND Examples Table lists several common types of NNDs.

The GM must approve all chosen NND defenses, and should not allow inappropriate defenses. Examples of defenses usually considered inappropriate include a lack of anything (for example, "lack of Resistant Defenses," "lack of Mental Defense," or "not being a Dwarf"), being a particular type of creature ("being a spellcaster," "being a Martian"), a defined number of points of defense (for example, "10 or more points of Power Defense"), or having to make some sort of Skill Roll or other roll (either the character has the defense, or he doesn't).

Most NND defenses are considered Rare, as specified in the AVAD Table. However, the final decision is up to the GM. Some NND defenses might be much more common. For example, in a Fantasy Hero game a priest might create a spell that injures undead and demonic targets (Blast 4d6, NND, Does BODY). The defense is "having a soul," which means the attack only affects soulless beings. Since most living beings have souls, the defense is Very Common, not Rare like usual.

HOW NND APPLIES TO DEFENSES

Second, if the target of an NND attack has the specified defense, even a single point of it, he takes *no damage* whatsoever — even the tiniest amount of the NND's defense is enough to stop the attack entirely. This is worth ½ more Limitation (or less Advantage) value for AVAD ("All Or Nothing").

NO NORMAL DEFENSE EXAMPLES TABLE

Attack	Defense
Knockout Dart	Any form of Resistant PD
Knockout Gas	Life Support (Self-Contained Breathing); target holds his breath
Modulated Energy Beam	ED Resistant Protection that Costs Endurance
Sonic Attack	Solid ear coverings, Hearing Group Flash Defense; target covers his ears; target is deaf
Taser	Any type of Resistant ED, target is completely insulated

AUTOFIRE

Value: +¼ for the ability to fire a maximum of 2-3 shots; +½ for ability to fire a maximum of 5 shots; up to 2x the maximum for each additional +½ Advantage; Autofire costs an additional +1 if the power is not applied against normal defenses or if the power does not require a normal Attack Roll; the value of Reduced Endurance is doubled for any Autofire power

A character can use a power with Autofire to hit a target more than once in a single Phase. Autofire also allows the character to perform certain Combat Maneuvers he cannot perform with normal attacks (see Chapter Three of 6E2). A character typically only applies Autofire to Attack Powers, but can apply it to any Power he could use offensively against another character or that the GM allows it to be applied to. Telekinesis, Summon, and many other Powers normally don't work with Autofire; the GM determines whether Autofire works with an unusual Power, and if so what the effect is.

Basic Autofire is a +¼ Advantage if the character can fire a maximum of 2-3 shots per Phase. It's a +½ Advantage if the character can fire a maximum of 4-5 shots. You can up to double this 5 shot maximum for each additional +½ Advantage. The number of shots bought for Autofire is the *maximum* a character can fire; he can always choose to fire fewer shots (even just one shot).

Characters can use Autofire attacks on either a single target or multiple targets. See 6E2 42 for rules for using Autofire attacks.

A character must pay Endurance (or use up Charges) for each shot he takes; the END cost can become enormous. For example, an RKA 3d6, Autofire (5 shots) has 67 Active Points, so it costs 7 END per shot! For this reason, characters often buy Autofire powers with the *Charges* Power Modifier or an Endurance Reserve. If a character buys the Advantage *Reduced Endurance* for an Autofire power, he must pay twice the normal price (buying an Autofire power to ½ END is a +½ Advantage; buying it to 0 END is a +1 Advantage).

Each hit from a Autofire attack applies separately against the target's defenses. To calculate Knockback from an Autofire attack, use the BODY of the largest attack and add +1 BODY for each additional hit. An Autofire Constant attack affects the target with the same number of shots that hit him the first time in later Phases.

ESPECIALLY EFFECTIVE AUTOFIRE

Autofire is designed primarily for Blast and RKA. Characters can buy it for other Attack Powers, and even other Powers, but with some special rules.

If an attack doesn't require a normal Attack Roll or isn't applied against normal defenses, Autofire costs an additional +1 Advantage. This includes, but is not limited to, Mental Blast, Drain, Transform, most attacks that affect an area (either inherently, or because they have the *Area Of Effect* Advantage), AVADs, and the like. Similarly, if the GM believes a Power with Autofire would be extremely useful or likely to unbalance the game at its normal cost, he may increase the cost by +1 (or more).

If a character buys a power with several of the Advantages that add the +1 "surcharge" to Autofire, he only has to pay the surcharge once (not once per Advantage).

CHARGES

Value: Varies (see Charges Table, 6E1 368)

Because a power with Charges uses no END, a power with a lot of Charges is actually better than a normal power, and must be bought with a Power Advantage. For more information, see *Charges,* 6E1 367.

POWER EXAMPLES: AUTOFIRE

9mm Submachine Gun: RKA 1d6+1, Autofire (5 shots; +½) Charges (4 clips of 30 Charges each; +½) (40 Active Points); OAF (-1), STR Minimum (12; -½), Beam (-¼), Real Weapon (-¼). Total cost: 13 points.

VIPER AutoBlaster: Blast 10d6, Autofire (5 shots; +½), 60 Charges (+½) (100 Active Points); OAF (-1). Total cost: 50 points.

Throwing Blades: HKA 1 point (up to ½d6 with STR), Armor Piercing (+¼), Autofire (3 shots; +¼), Range Based On STR (+¼) (9 Active Points); OAF (-1), 9 Charges (-¼), No KB (-¼). Total cost: 4 points.



POWER EXAMPLES:

CUMULATIVE

Creeping Control: Mind Control 3d6, Cumulative (+½), Increased Cumulative Points (120 points; +¾). Total cost: 34 points.

Mental Search And Locate: Mind Scan 2d6, Cumulative (+½), Increased Cumulative Points (96 points; +¾). Total cost: 22 points.

Power Drain: Dispel Energy Powers 15d6, any Energy power one at a time (+½), Cumulative (+½). Total cost: 90 points.

CUMULATIVE

Value: +½; 2x the amount of points that can be added for each additional +¼

This Advantage allows a character to add successive effect rolls to one another. This lets him use a small amount of dice in a power again and again, slowly building up to the point where he achieves enough power to have a real effect on the target. Continuing-effect Mental Powers and some types of Adjustment Powers are the sort of abilities for which Cumulative is most suitable, but characters can buy it for any power that involves applying a number rolled on the dice (whether a total or the Normal Damage BODY) to a defense to determine a specified effect.

Each time a Cumulative power is used against the same target within a discrete time frame (typically, one combat or one game "scene," but possibly as long as one adventure or one day, if the GM so permits), the amount rolled on the effect roll is added to the total effect roll already rolled. The appropriate defense, if any, applies to each separate roll. If necessary, the character must declare the effect he wishes to achieve when he first rolls the dice. The character must make an Attack Roll each time he uses the power (even if it's a Constant Power), unless he buys the *Constant* Advantage for the power.

The maximum amount of points a character can add to a Cumulative power equals the maximum he could roll on the dice. He can double this maximum for every additional +¼ Advantage.

Example: *Witchcraft purchases Mind Control 2d6 with Cumulative (total cost 15 points). Since this only allows her to accumulate 12 points of effect (the maximum which could be rolled on 2d6), she increases the maximum to 96 (x8 points) by paying for another +¾ (making the total cost of the power 22 Active Points). She uses this power on Ogre (EGO 10) during a combat. The first time she hits him with it, she declares she's going to command him to "Go to sleep" (a +30 effect in this situation). She rolls 8 on her 2d6. The next hit, she rolls 6, which adds to the 8 for 14. Witchcraft may keep rolling and adding until she achieves her effect, hits her limit of 96 points of effect, or until Ogre pounds her into mush.*

If Ogre had 5 points of Mental Defense, he could apply it to each of Witchcraft's Effect Rolls. Thus, the first roll would only total 3 points of effect, and the second 1, for a total of 4.

Characters cannot apply Cumulative to Powers whose primary purpose is to cause STUN and/or BODY damage (or the like), such as Blasts, Drains, and KAs. The damage caused by such Powers is, in essence, already "cumulative."

DAMAGE OVER TIME

Value: See Damage Over Time Table

This Power Modifier allows a character to inflict an attack on a target, then have that target continue to take damage from the attack over specific intervals for a defined period of time. Depending on the number of times the target takes damage, the length of the period, and how defenses apply, Damage Over Time can be an Advantage or a Limitation.

Damage Over Time is primarily intended for Instant attacks, such as Blast, Drain, and RKA. Constant attacks already last as long as the character maintains them (and can be made to last much longer with Advantages like *Time Limit* or *Uncontrolled*). The GM determines whether a character can apply Damage Over Time to an attack, and how much damage that attack can do.

BUYING DAMAGE OVER TIME

When buying Damage Over Time for an attack, you start with a base value of a +1 Advantage for it. You then determine two things, which affects the ultimate value of the Power Modifier (and thus whether it's an Advantage or a Limitation): the number of times the target takes damage (the "damage increment"); and the length of time between the damage increments. The GM has the final say on both factors.

When evaluating a Damage Over Time power, the GM should consider both factors. If the attack has a lot of base damage, takes effect quickly, and/or accrues damage quickly, that tends to make it a combat-effective attack, and thus Damage Over Time should be a fairly expensive Advantage. On the other hand, if the attack's damage increments are separated by periods of time longer than the typical combat, Damage Over Time should be worth less or even become a Limitation, since the attack isn't "combat effective" and the victim has more of a chance to find a way to stop it from affecting him.

NUMBER OF DAMAGE INCREMENTS

The first thing to consider is how many times the target takes damage — how many "damage increments" there are. Typically you determine this by deciding how long you want the attack to "last" overall, and how much time should pass between damage increments, then using that to determine the overall number of times. For example, if you want a target to take damage every three seconds for 1 Minute, that's 20 damage increments. The larger the number of damage increments, the more Advantage Damage Over Time is worth.

Example: *Eklipzor the Darkweaver wants to buy a powerful Curse Of Shadows spell that eats away at the target over several hours. He builds this as: RKA 2d6, NND (defense is various well-known counterspells and protective magics; +1), Does BODY (+1) (90 Active Points); OAF (wizard's staff; -1), Damage Over Time (3 increments 2 Hours apart; -½), Gestures (-¼), Incantations (-¼), Requires A Shadow Magic Roll (-½) (total cost: 26 points).*

LENGTH OF TIME

Second, you have to decide how much time passes between damage increments. Unless the GM rules otherwise (see below), the first increment of damage affects the target one time period after the character uses the attack. For example, if a Damage Over Time attack is defined as doing damage every 1 Minute, the first damage increment affects the target 1 Minute after the character succeeds with his attack. (Of course, if a character wanted the power to affect the target once when it was used, he could buy a Linked attack to do that.)

Example: *An assassin creates a poison for his throwing knives. He wants the target to take a total of 5d6 of Killing damage (assuming he lacks the proper Immunity against it), but for the poison to act slowly (over the space of four hours) so the victim's agony is prolonged. Four hours is 240 minutes, so that means the attack needs to do 1d6 of damage every 48 minutes. (That means using the 1½ value for "every 20 Minutes," since it's not enough to qualify for "every Hour.") Five damage increments is a +1 Advantage, with 20 Minutes between each increment being 1½ less Advantage, so that's a final value of (1 + 1 - 1½ =) a +½ Advantage.*

CHANGING THE DAMAGE RATE

The standard rules for Damage Over Time assume the damage occurs in evenly-spaced increments throughout the duration. However, in some cases a character may want to create a power with greater initial impact that dies away swiftly, or one that starts slow but builds to a big ending "punch." To do this, figure out the total number of damage increments and the time between them (and thus the overall "duration" of the attack) like usual. Then work with the GM to re-apportion that total damage differently. In some cases this may, at the GM's discretion, require an adjustment to the value of Damage Over Time — doing a lot of damage early is often more beneficial, while having to wait for a big final "punch" is a hindrance.

Example: *Hellfire, a mystic supervillain, is designing a power that lets him "soulburn" people from inside out. He wants it to do 1 point of RKA damage, NND Does BODY, every 3 Segments for 12 damage iterations. Thus, the attack lasts a total of 36 seconds. But he wants the power to start slowly, then build up to a major "soul conflagration" at the end of the period.*

DAMAGE OVER TIME

Value	Base Advantage
+1	Damage Over Time

Value	Number Of Damage Increments
¼ more Advantage	2
½ more Advantage	3
¾ more Advantage	4
1 more Advantage	5-6
1¼ more Advantage	7-8
1½ more Advantage	9-12
1¾ more Advantage	13-16
2 more Advantage	17-32
2¼ more Advantage	33-64
	...and so on

Value	Time Between Damage Increments
2 more Advantage	Damage occurs every Segment
1½ more Advantage	Damage occurs every other Segment
1 more Advantage	Damage occurs every three Segments
½ more Advantage	Damage occurs every four Segments
¼ more Advantage	Damage occurs every six Segments
0 more Advantage	Damage occurs every Turn
¼ less Advantage	Damage occurs every 30 Segments
½ less Advantage	Damage occurs every Minute (60 Segments)
1 less Advantage	Damage occurs every 5 Minutes
1½ less Advantage	Damage occurs every 20 Minutes
2 less Advantage	Damage occurs every 1 Hour
2½ less Advantage	Damage occurs every 6 Hours
3 less Advantage	Damage occurs every 1 Day
3½ less Advantage	Damage occurs every 1 Week
4 less Advantage	Damage occurs every 1 Month
	...and so on

Value	Other Modifiers
x2 Damage Increment value	Target's defenses only apply once (see text)
x2 Duration value	Character cannot use Damage Over Time power on a victim until after the first use of the power on that victim has accrued all its damage intervals (see text)

As a baseline, Hellfire buys 12 damage iterations, one iteration every 3 Segments (+3½ Advantage). With the GM's permission, he re-arranges the damage this way: the first 6 increments occur one every 5 seconds for 30 Segments, and the last 6 increments at the rate of 1 per Segment for the last 6 Segments. If the GM thinks this is restrictive (perhaps because many characters in the campaign have a way to negate this power before it finishes its effect), he might reduce the Advantage's value slightly.

POWER EXAMPLES:

DAMAGE OVER TIME

Acid Mini-Grenade: RKA 1 point, Penetrating (x2; +1), Damage Over Time (6 damage increments, damage occurs every Segment, can be negated by washing off the acid; +4) (30 Active Points); OAF (-1), Range Based On STR (-¼), 5 Charges (-¾). Total cost: 10 points.

Drowsiness Spell: Drain STUN 1d6 (Standard Effect: 3 points), Damage Over Time (10 damage increments, one every 3 Segments for 30 Segments, can be negated by victim taking any STUN or BODY damage from any other source; +3½) (45 Active Points); OAF (sleep talisman; -1), Gestures (-¼), Incantations (-¼), Does Not Work On Targets With Life Support (Diminished Sleep) (-½), Requires A Magic Roll (-½). Total cost: 13 points.

Intelligence-Sapping Drug: Drain INT 1d6, Damage Over Time (4 damage increments, one every Minute for 4 Minutes, can be negated with various counter-drugs; +1¼) (22 Active Points); OAF Fragile (easily spilled or diluted drug; -1¼), No Range (-½), 1 Charge (-2). Total cost: 5 points.

Example: *When Eklipzor's creating his Curse Of Shadows spell (see above), he wants the first RKA 2d6 to affect the target when the spell is cast, the second after three hours, and the third after six hours. However, the GM realizes that would in effect give Eklipzor an immediate RKA 2d6, NND, Does BODY attack for a -½ Limitation... with more damage to follow! That's definitely not balanced for the campaign. The GM rules that the Curse Of Shadows has to follow the standard rules: it does its first RKA 2d6 two hours after being cast, the next RKA 2d6 two hours later, and the final RKA 2d6 two hours after that — a much more equitable arrangement for a -½ Limitation.*

REPEATED USE

Ordinarily a character can use the same Damage Over Time attack on a target repeatedly, even if the full time period of a previous use hasn't finished and all damage increments haven't accrued. If that's not possible — if one use of the Damage Over Time attack "locks out" the attack for further use on that target until the first use stops affecting him — then you should double the Duration value of the Power Modifier (if it's a "less Advantage" value") or reduce it to 0 (if it's a "more Advantage" value).

DEFENSES TO DAMAGE OVER TIME

A character who has defenses against a Damage Over Time attack may apply those defenses to each damage increment (not just once to the total effect). For this reason, most Damage Over Time attacks feature small amounts of an Attack Power (such as RKA 1 point or Blast 1d6 with a Standard Effect) with Advantages like *AVAD* and *Penetrating* to bypass or negate the target's defenses. This sort of Damage Over Time attack works slowly but insidiously, inflicting tiny amounts of damage over time... but in the end, a target without a defense or a way to stop the attack (see below) takes a lot of damage.

Alternately, at the GM's option, for an additional Advantage the victim of a Damage Over Time attack may only apply his defense once against the overall damage of the attack. He keeps applying his defenses until such time as the total damage from the attack exceeds the value of the defense. Thereafter he may apply no defense against the damage. To buy this, the character must *double* the value of the "Number Of Damage Increments" value for Damage Over Time.

Example: *An evil wizard uses a spell to splatter Hemdring with a blob of acid. The acid is an RKA 1d6, Damage Over Time (3 damage increments, one per Turn, defense only applies once; +2). Hemdring wears leather armor (PD 3/ED 3). One Turn after the Segment in which the acid hits him, the evil wizard rolls 2 for damage; Hemdring's armor protects him against this. One Turn later, the damage is 4; Hemdring's armor absorbs one more point of damage, and Hemdring takes the remaining 3 points. One Turn after that, the acid does 3 BODY; Hemdring takes all of this damage without any defense, since his defense was already exceeded.*

In addition to any standard defenses that apply to a Damage Over Time power (such as Power Defense against a Drain STUN), any power bought with this Power Modifier must have a reasonably common and obvious set of circumstances that will turn it off or negate it. (A Damage Over Time HTH attack typically should have "target moves out of HTH Combat range" as the condition [or one of the conditions] that causes the Damage Over Time effect to cease.) For example, a Damage Over Time attack defined as an acid might stop working if the character immerses himself in water or washes the acid off; one defined as unholy shadow energy might be countered by holy water or a healing-spell.

OTHER CONSIDERATIONS

A character pays END for a Damage Over Time power once, when he uses it. He doesn't have to pay END every damage interval, or the like.

Once a character uses a power with Damage Over Time, it requires no Actions, concentration, or other conduct on his part to maintain — it continues working automatically. The character could, for example, make more attacks with the Damage Over Time power or his other powers (or take other Actions), or move away from the target of the power, without affecting the Damage Over Time power at all — it continues to function as intended. If the caster is Stunned or Knocked Out, or loses Line Of Sight on the target, the power continues to function as intended. Similarly, if a Damage Over Time power is bought as a Multipower or VPP slot and the character switches the Framework to a different slot, the Damage Over Time power doesn't turn off; it continues to function until the defined duration ends.

Of course, a character could place a Limitation on a Damage Over Time power so that it *does* require some conduct on his part. A *Concentration* Limitation that must apply throughout would force him to Concentrate to maintain the power; a -½ *Extra Time* Limitation could require him to use a Half Phase Action every Phase to keep the power going.

If an Damage Over Time power is an Area Of Effect, the effect remains in all Segments for its defined duration, not just the attacker's Phases. Any character who enters the area takes damage or suffer the power's effects (no Attack Roll is required) that Segment and after each damage interval thereafter until he leaves the area.

If a power with Damage Over Time also has Charges, each Charge activates the power once and allows it to run for its defined duration; it doesn't require additional charges for every damage interval or the like.

Characters cannot buy the *Autofire* Advantage for Damage Over Time powers without the GM's permission.

INTERRUPTING A DAMAGE OVER TIME POWER

Even if they don't have a defense against it (see above), characters can stop or interrupt a Damage Over Time power in several ways.

First, unless the GM rules otherwise or a Limitation on the power so states, a character with a Damage Over Time power can stop that power from functioning at any time. This requires at least a Zero Phase Action; the GM might increase this to a Half Phase or Full Phase Action instead. Once stopped, a Damage Over Time power can only be re-started by going through all its usual preparations (and making another Attack Roll, if necessary).

Second, a negative Adjustment Power or Dispel that reduces a Damage Over Time power to 0 Active Points causes it to stop working, even if its time period hasn't yet fully run. Depending on the nature of the powers involved and the circumstances, the GM may let the character start the Damage Over Time power again by going through all its usual preparations, or he may have to wait until the Adjustment Power's effects fade normally or some other precondition occurs.

RECOVERING

In most cases, the victim of a Damage Over Time attack cannot Recover any of the damage sustained until the Damage Over Time has entirely run its course. He can still Recover STUN or BODY lost to other means, and could be Healed of the early stages of the damage before the Damage Over Time ends. He can recover from being Stunned if the power Stuns him (though taking damage from the Damage Over Time power in the Segment he tries to recover would prevent this, of course). The GM may change this if it seems contrary to common sense, dramatic sense, or game balance for a particular effect.

EFFECTS OTHER THAN DAMAGE

Although this Power Modifier's called Damage Over Time because the vast majority of its uses involve attacks, you can think of it as *Effect* Over Time and apply it to other types of powers with the GM's permission. For example, a character could apply it to Healing to create a "healing injuries over time" power (assuming the GM were willing to waive Healing's rule about repeated use).



POWER EXAMPLES: DAMAGE OVER TIME

Soulburn: RKA 1 point, NND (defense is any one of several specific, well-known protective spells; +1), Does BODY (+1), Damage Over Time (12 damage increments, one every 3 Segments for 36 Segments, can be negated by sprinkling victim with holy water; +3½) (32 Active Points); OAF (Necromancer's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½). Total cost: 11 points.

Sureshtar's Acidic Sphere: RKA 1d6, Damage Over Time (3 damage increments, one every Minute for 3 Minutes, target's defenses only apply once, can be negated by washing off the acid; +1½) (37 Active Points); OAF Expendable (tiny ball made of marsh mud and scorpion venom, Difficult to replace; -1¼), Gestures (-¼), Requires A Magic Roll (-½). Total cost: 12 points.

Sleep Poison Darts: Blast 2d6, NND (defense is Life Support [appropriate Immunity]; +1), Damage Over Time (6 damage increments, one every 10 Segments for 1 Minute, can be negated with various antidotes; +2¼) (42 Active Points); OAF Fragile (poisoned dart, poison is easily wiped off or spoiled; -1¼), 4 Charges (-1). Total cost: 13 points.

POWER EXAMPLES:

DELAYED EFFECT

Ice Storm Spell: Blast 6d6, Area Of Effect (8m Radius; +½), Delayed Effect (+¼) (52 Active Points); OAF (Wizard's Staff; -1), Concentration (0 DCV; -½), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Requires A Magic Roll (-½). Total cost: 10 points.

Sunburst Spell: Sight Group Flash 8d6, Delayed Effect (+¼) (50 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Requires A Magic Roll (-½). Total cost: 14 points.

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POWER EXAMPLES:

DIFFICULT TO DISPEL

Magic Circle of Protection: Resistant Protection (10 PD/10 ED), Difficult To Dispel (x4 Active Points; +½) (45 Active Points); OIF Immobile (-1½). Total cost: 18 points.

Demon-Summoning Spell: Summon 500-point demon, Difficult To Dispel (x2 Active Points; +¼) (125 Active Points); OAF (Conjuror's Staff; -1), Concentration (0 DCV; -½), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼). Total cost: 29 points.

DELAYED EFFECT

Value: +¼; double number of powers character can have in use or activated at once for each additional +¼

This Advantage allows a character to go through any lengthy preparations needed to turn on a power, then keep that power "ready" before using it. In other words, the character performs his normal activation procedure with all applicable Limitations (such as Concentration, Extra Time, Gestures, Incantations, and so forth). When he's finished, he can either use the power normally or he can "store" it in his head. This stored power takes up a "slot," counting against the total number of powers the character can have functioning at one time.

Characters can only use Delayed Effect in campaigns where the GM sets a limit on the number of powers a character can have activated or in use at one time — for example, in a Fantasy campaign where the GM has decided wizards can only have INT/5 spells turned on or ready at any one time. It's not recommended for Superheroic campaigns.

INT/5 isn't the only way to determine how many powers a character can have activated or in use at one time. Some other possibilities include: total Active Points activated or in use at one time; another Characteristic (such as EGO) divided by 5 (or some other number); and a flat limit (of, say, 6 powers).

Regardless of the method used to limit the number of powers a character can use at one time, he can double that number for every additional +¼ Advantage. He must take this additional Advantage for every power for which he purchases Delayed Effect. For example, if the character's limit is five powers, for an extra +½ Advantage he can use 20 powers at once.

The character can save his stored power and use it at any future time. The power stays "ready" as long as he wants, even if he goes to sleep or is Knocked Out (though it typically fades away if he dies). A power cannot be Dispelled or Drained while it is stored. (If the power is built into a Universal Focus, such as a magic potion, it may even remain ready for use by others if the character is killed, but might then be subject to Dispels and Drains.) If the character wants to "let go" of a Delayed Effect power, he may do so at no penalty (the power just dissipates and doesn't activate).

Using a stored power only requires a Half Phase Action and the character has his full DCV, regardless of any Limitations taken on the power. The character pays the END cost for the power when he prepares it, not when he uses it (in other words, when he uses the power, he doesn't have to pay END). Other Limitations also affect the preparation of the power, not its use — for example, if the power requires Gestures, the character only has to gesture during the preparation. However, if an Attack Roll, Required Skill Roll, Activation Roll, or similar roll is necessary, the character must make that roll when he uses the power (and making an Attack Roll converts the use of the power into an Attack Action).

Once a character uses a stored power (or all Charges of a stored power), he has to prepare it again before he can use it again. He can "stack" more than one of the same power — for example, if a character wanted to have several Fireball Spells ready, he could cast and store that spell several times (up to the limit imposed by the GM).

This useful Advantage works well for, among others, spellcasters in Fantasy campaigns. Since it in effect allows a character to minimize the impact of some of the Limitations on his powers, GMs should examine any power with Delayed Effect carefully to make sure it doesn't unbalance the game.

CHARGES

If a power has Delayed Effect and Charges, the character can "slot" that power more than the defined number of Charges (unless the GM rules otherwise). However, because Limitations apply at the time the power is stored, he can only store that many Charges' use of the power per day. For example, if a spell has 1 Charge, "storing" four uses requires four days, casting one spell each day. Once the powers are stored, they can be used at any time subject to the standard rules for Delayed Effect, and more than one can be used in a day.

Each slot of a Charges power lets the character use the power the defined number of times per day — for example, if a character slots a spell with 3 Charges, he can use that spell three times per day (it doesn't occupy three slots, nor does using it one time use up the slot). The GM can change or adjust this as he sees fit to maintain game balance.

DIFFICULT TO DISPEL

Value: Each +¼ doubles a power's Active Points for purposes of resisting Dispel or Suppress

A power with this Advantage is exceptionally difficult to Dispel or Suppress. Each time a character takes this Advantage for a power, it doubles the Active Points in that power (not including the points spent on this Advantage) for purposes of determining the effects of Dispel. Thus, a power with 40 Active Points bought with Difficult To Dispel has 80 Active Points for the purpose of resisting Dispel. Characters may purchase Difficult To Dispel more than once.

Suppress affects a Difficult To Dispel power a little differently. Suppress still applies normally to a power with Difficult To Dispel — it still Suppresses points in the power — but the Advantage reduces its effect. If a power has one level of Difficult To Dispel, halve the effect of a Suppress; if two levels have been bought, reduced the effect to one-quarter normal; and so forth. (This does not apply to regular Drains or any other Power, just the Suppress form of Drain.)

Example: *Arkelos tries to use his Suppress Magic 6d6 to Suppress a rival wizard's Mageflame power (defined as a Blast 10d6). Unfortunately, the Mageflame is bought with one level of Difficult To Dispel (+¼). Arkelos rolls an effect for his spell and gets 25. Normally that would remove 25 Character Points' worth of the power (5d6 of the Blast, or half its power). However, since the Mageflame has one level of Difficult To Dispel, the effect of Arkelos's Suppress is halved, so he only subtracts 13 Character Points' worth of the power (2d6).*

DOES BODY

Value: +1

This Advantage allows Attack Powers that ordinarily do only STUN damage — such as Mental Blasts and AVADs — to do BODY damage as well. (In other words, the *Does BODY* Advantage allows the attack to *also* do BODY, not just to do BODY instead of STUN.) The BODY damage done is counted as it would normally be counted for the attack (*e.g.,* by counting the Normal Damage BODY for a Normal Damage attack, by adding up the total rolled on the dice for a Killing Attack). The attack also does Knockback; calculate Knockback from the attack in the normal manner. Characters cannot apply Does BODY to attacks such as Flashes that don't do STUN damage.

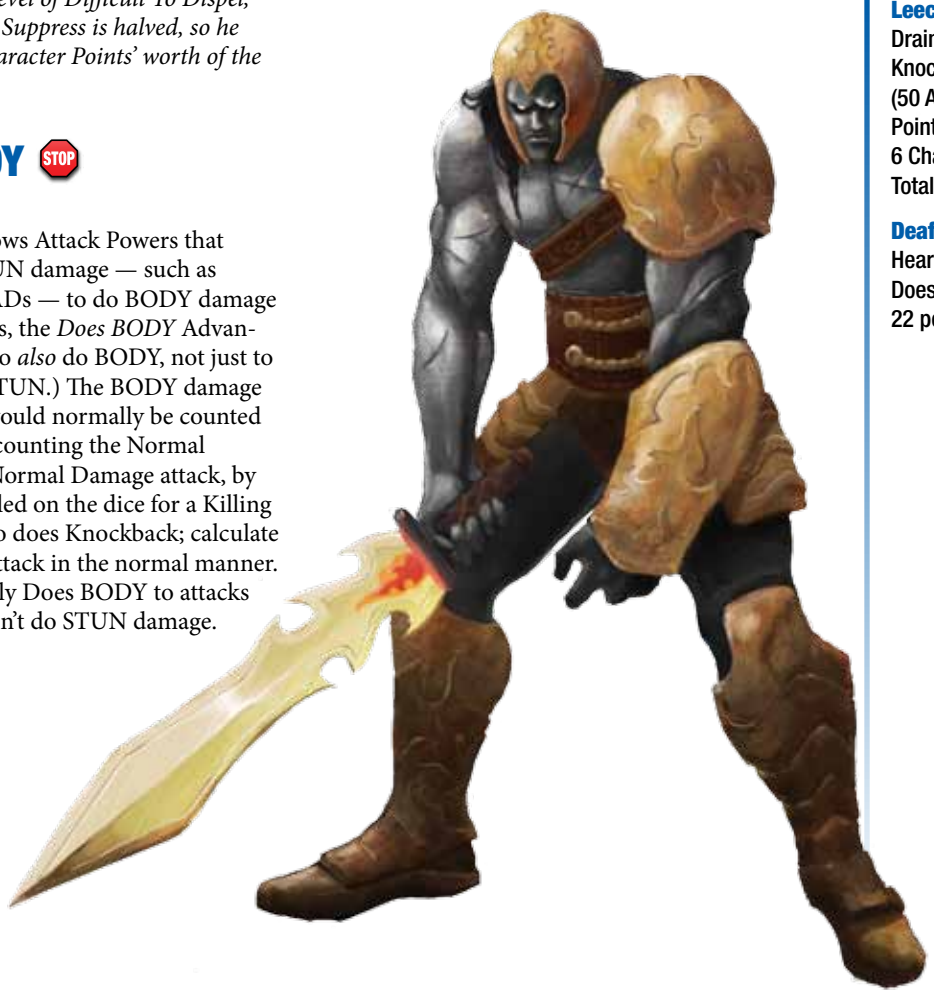
DOES KNOCKBACK

Value: +¼

This Advantage enables an Attack Power that normally doesn't do Knockback to do Knockback. The attacker should count the Normal Damage BODY on the effect dice (even if the attack doesn't do BODY damage), then roll normally to determine the Knockback (if any).

Example: *Hypnos wants to buy a mental attack so powerful that it knocks the target backwards. He buys an Mental Blast 4d6, Does Knockback (50 Active Points). Later he uses this power to attack Defender. He hits, rolling 3, 4, 4, and 6 on his dice, so he inflicts 17 STUN damage on Defender. Counting the Normal Damage BODY, he has 5, so he rolls his 2d6 for Knockback and compares them to 5 BODY. Fortunately for him, he rolls a 3, so his attack does 4m Knockback to Defender.*

Sometimes a character wants to buy this Advantage for a power that doesn't roll damage (such as Darkness). The GM can use whatever method he feels is appropriate to determine the "Normal Damage BODY" for purposes of calculating Knockback. Possibilities include: rolling 1d6 per 5 or 10 Active Points and counting the "Normal Damage BODY"; using a flat 1 BODY per 5 or 10 Active Points; or using a defined number of dice or BODY per increment of the power (such as, say, 2 BODY per 2m of Darkness).



POWER EXAMPLES: DOES BODY

Crimson Agony Poison: RKA 4d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (180 Active Points); OAF Fragile (easily spilled or diluted liquid; -1¼), No Range (-½), No Knockback (-¼), 1 Charge (-2). Total cost: 36 points.

Mind Ripper: Mental Blast 4d6, Does BODY (+1). Total cost: 80 points.

POWER EXAMPLES: DOES KNOCKBACK

Impressive As All Get Out: Does Knockback for Presence Attacks of up to 20d6. Total cost: 25 points.

Leech Blast Pistol: Drain STUN 4d6, Knockback (+¼) (50 Active Points); OAF (-1), 6 Charges (-¾). Total cost: 18 points.

Deafening Shriek: Hearing Group Flash 6d6, Does Knockback (+¼). 22 points.

POWER EXAMPLES:

DOUBLE KNOCKBACK

Water Blast: Blast 9d6, Double Knockback (+½). Total cost: 67 points.

Mega-Punching: Double Knockback (+½) on 60 STR. Total cost: 30 points.

Cosmic Energy Eyebeams: Blast 14d6, Double Knockback (+½) (105 Active Points); OIF (Cosmic Ray Helmet; -½). Total cost: 70 points.

POWER EXAMPLES:

DURATION ADVANTAGES

Ghostly Essence: Desolidification, Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼). Total cost: 80 points.

Pain Induction: Mental Blast 2d6, Constant (+½). Total cost: 30 points.

Throwing Badger: RKA 1d6, Constant (+½) (22 Active Points); OAF (it's a badger; -1), Range Based On STR (-¼). Total cost: 10 points.

DOUBLE KNOCKBACK

Value: +½

A power with this +½ Advantage has a greater chance of doing Knockback, and when it does Knockback, usually does much more than a power without it. When a character makes a successful attack with a power that has Double Knockback, the amount of BODY is doubled for the purposes of determining Knockback before the Knockback Roll is made (see *Knockback,* 6E2 114). (If the Power, or an Advantage on the power, allows the character to add points of BODY for Knockback purposes, add those points of BODY before applying the doubling, but subtract points after doubling.) This increases both the distance of, and damage caused by, Knockback. Characters can only buy Double Knockback once for any given power.

Example: *The supervillain Tsunami has a Wind Blast (Blast 8d6) which does Double Knockback (cost: 60 Active Points). Tsunami hits Defender with his Wind Blast and rolls 9 BODY. To determine Knockback, Tsunami doubles the BODY to 18, then rolls 2d6 to determine Knockback. He rolls a 4, doing ((18-4) x 2m =) 28m Knockback. Defender flies back into a wall and takes 14d6 damage. Good doesn't always win.*

At the GM's option, characters can buy this Advantage multiple times, with each +½ purchase doubling the BODY for purposes of determining Knockback. For example, for a +1½ Advantage a character would multiply the BODY by 8 to calculate Knockback. This should be considered a "Stop Sign" option.

DURATION ADVANTAGES

Value: +½ for Constant; +¼ for Persistent; +¼ for Inherent (power must already be 0 END, Persistent, and usually Always On)

These Advantages improve a power's duration. (See also *Damage Over Time,* 6E1 328, and *Time Limit,* 6E1 346.)

CONSTANT

Value: +½

This +½ Advantage allows a character to use an Attack Power (or other Instant Power) on a continuing basis without having to make a new Attack Roll every Phase against the same target. In other words, this Advantage converts an Instant Power into a Constant Power, and all rules governing Constant Powers apply to it (see 6E1 127).

PERSISTENT

Value: +¼

A Constant Power with this +¼ Advantage becomes a Persistent Power — it remains "turned on" in situations when a Constant Power would turn off. If the Power costs END to maintain, then it remains turned on as long as the character still has positive END to "fuel" it (he cannot spend STUN in place of END; see 6E2 131). Thus, it continues to function even if the character is Stunned, but turns off if the character's Knocked Out (since being Knocked Out instantly reduces a character's END to 0). If the Power doesn't cost END (either to maintain, or at all), it remains turned on even if the character's Knocked Out — until the character consciously decides to turn it off or dies, in other words. (See 6E1 128 for more information on Persistent Powers).

Example: *Defender flies a lot in combat, and he doesn't like the idea of plummeting to the ground if he happens to get Knocked Out while he's in the air. So, he buys his Flight as Reduced Endurance (0 END; +½) and Persistent (+¼). Now, if he's Knocked Out, he continues to fly until he wakes up. The special effect is that his powered armor's onboard computer engages "autoflight mode" when it detects that he's unconscious.*

INHERENT

Value: +¼

A power with this +¼ Advantage, which can only be applied to Persistent Powers, is more than just Persistent — it's a natural, inherent part of the character's being. As such, it cannot be Aided, Dispelled, Drained, or the like. Examples include a ghost's intangibility (Desolidification), many types of Extra Limbs, and all of a character's innate Senses. The power must cost 0 END (either naturally, or because it's bought to *Reduced END (0 END)*), be Persistent (either naturally or because that Advantage was purchased for it), and if applicable have the Limitation *Always On.*

At the GM's option, a character with an Inherent Power might be able to turn the power "off" temporarily by paying END. For example, a ghost with Inherent Desolidification might be able to assume corporeal form for short periods by paying END. The END cost for doing this should vary, but should be expensive enough that the character cannot keep the power turned off for more than about a Turn.

HOLE IN THE MIDDLE

Value: +¼ if the hole has a fixed size, or +½ if the size of the hole can be changed each time the power is used

Characters can apply this Advantage to any power that affects an Area — Darkness, powers bought with the Advantage *Area Of Effect,* and the like. A power with this Advantage has a hole in the center where the power has no effect. For +¼, the character must define the size of this hole when he buys the power (it can be any size and shape the character wants). For +½, the character can alter the size and shape of the "hole" each time he uses the power, or even make it disappear altogether. The size of the hole is usually static, but it moves with the character if the Area of effect moves with the character.

Example: *Arkelos wants to be able to talk to his friends without anyone else hearing. He buys a* Silence Field *— Darkness that affects the Hearing Sense Group, with a 6m radius. He then buys the Power Advantage* Hole In The Middle *(+¼) for the Silence Field, defining it as the 2m radius area in the center of the Silence Field. Now Arkelos and his friends can sit in the middle of the Field and converse without fear of being overheard.*

INDIRECT

Value: See Indirect Table

This Advantage allows a character to alter the Source and/or Path of an attack. This often allows the attack to ignore or bypass obstacles between the attacker and the target (such as walls, fences, and Barriers) and may change the direction of Knockback caused.

You can use Indirect to simulate a wide variety of special effects: a character who can harm anything he can see; the power to instantly summon a demon who rises from a pentagram next to the target and attacks him; a character's unmatched skill at bouncing attacks off of objects to strike his targets from behind; a magical bolt whose travel pattern a character can mentally control; and so on. Indirect can allow a character with a Barrier to fire through it without it blocking his attack. Mental Powers, which operate directly from one mind to another, don't need this Advantage; Telekinesis and Stretching also have inherent "Indirect" aspects.

The GM should use his judgment to determine if the value of Indirect is appropriate for his campaign. For example, in a game with a lot of outdoor combat, having a Call Lightning Down From The Sky spell can be very helpful, justifying the value of Indirect (always comes down from the sky). But if the campaign mainly involves indoor adventuring, that sort of Indirect might not be worth more than +0 (or countering Limitations, like *Only Works Outdoors,* might be worth more than usual).

INDIRECT

Value	Power Source Alteration
+¼	Power has Source Point other than character, but Source Point is the same for every use of the Power
+½	Power's Source Point can vary from use to use

Value	Power Path Alteration
+0	Path of Power is directly from Source Point to target
+¼	Path of Power is not direct from Source Point to target, but is the same with every use
+½	Path of Power is not direct from Source Point to target, and can change with every use

Add the Advantage values together to get the total cost of the Advantage. For example, a power with a defined different Source Point than the character (+¼) with a Path that can change with every use (+½) is worth a total of (¼ + ½ =) +¾.

POWER EXAMPLES: HOLE IN THE MIDDLE

Energy Burst: Blast 8d6, Area Of Effect (8m Radius; +½), Hole In The Middle (2m radius in center; +¼) (70 Active Points); No Range (-½). Total cost: 47 points.

Fogweaving Spell: Change Environment (create fog), -4 to Sight Group PER Rolls while within area, Area Of Effect (16m Radius; +¾), Hole In The Middle (can be changed each time; +½) (27 Active Points); OAF (Wizard's Staff; -1), Gestures (while casting; -¼), Incantations (while casting; -¼), Requires A Magic Roll (-½), Side Effects (Drain STUN 2d6; -¼). Total cost: 8 points.

White Noise Generator: Darkness to Hearing Sense Group 5m radius, Hole In The Middle (1m radius in center; +¼) (19 Active Points); OAF (-1), 16 Charges (-0). Total cost: 9 points.

ALTERING THE SOURCE OF A POWER

The *Source,* or Source Point, of a power is the character, device, or the like that's using the power (in other words, who "generates" it, projects it at the target, or the like). Usually a character is the Source Point of all of his powers — he shoots blasts of fire from his hands, projects energy beams from his eyes, Mental Blasts targets from his mind, and so on. (The character defines the precise point of origin when he buys the power and can't change it thereafter unless he buys the *Alterable Origin Point* Adder.)

A character can buy Indirect to change the Source Point of a power and define it as being somewhere other than himself. Examples include the power to call a bolt of lightning down from the sky (the Source Point is always "the sky above the target's head") or the power to open dimensional portals at any location and make attacks through them (the Source Point varies from use to use).

If the character defines a single Source Point for his power and it's the same with every use of the power (such as "always from the sky above my target," "always from a point 4m directly in front of me," or "always from right behind my target"), Indirect is a +¼ Advantage. If the character can change the Source Point with every use of the power, Indirect is a +½ Advantage.

When establishing the Source Point of an Indirect power, a character has wide leeway (though the GM must approve his choice). It's usually not too far from the character, but potentially can be a long way from him (like the *Calling Down The Lightning* example in the sidebar). As a general guideline, most Source Points should be within the power's maximum range. Typically a Source Point is objectively defined ("always 5m in front of me") but with the GM's permission it can depend on more subjective or variable criteria ("always directly above my target," "always from just on the other side of my Barrier," "always from 1m behind my target," or the like). In the latter case the GM might require the character to buy the +½ version of Source Point alteration due to the greater flexibility and power of the Indirect effect.

THE RANGE MODIFIER

When a character uses an attack that has a different Source Point than himself, determine the Range Modifier along the full vector of the attack. In other words, the Range Modifier includes the distance from the character to the Source Point *and* the distance from the Source Point to the target. For example, suppose a character has an Indirect Blast with a Source Point defined as "always 8m in front of me." If he shoots it at a target 12m away from the Source Point, the Range Modifier is based on a range of 20m (8m + 12m).

The GM should keep common sense and dramatic sense in mind when applying this rule. For example, if a character defines his power's Source Point as "always comes from the sky," tracing a Range Modifier into the stratosphere and back down is neither fun nor balanced. In these situations, the player and GM should work together to establish a fair and reasonable "Source Point" for the Indirect power for game purposes, even if the special effect actually puts the Source Point further away.

ALTERING THE PATH OF A POWER

The *Path* of a power is the direction the power travels or is projected along. With most powers the Path is a straight line from the character (the Source) to the target, but Indirect can change this.

First, changing the Source Point of an attack (see above) changes its Path in relation to the character. Unless the character buys more Indirect to alter the Path further (see below), the Path of an Indirect attack is a straight line from the Source Point to the target. For example, if a character can call down lightning from the sky to smite his foes, the Path is a line from the Source Point (in the sky above the target) straight down to the target. That makes it easy to bypass obstacles on the ground (like a wall between the character and the target), but may run afoul of other obstacles (such as a roof over the target's head, in this example).

Second, regardless of whether he alters an attack's Source Point or not, a character can buy Indirect to alter an attack's Path. For a +¼ Advantage, the Path of an attack is not a straight line from the Source to the target but is always the same. For example, a character might build a thrown grenade or similar weapon with Indirect +¼ because it can be lobbed in an arc toward the target, thus bypassing many obstacles on the ground. For a +½ Advantage the character can alter the Path of the attack with every use — one time it might be an arc and strike the target from above, another time it loops around and hits him from behind, a third time it twists and hits him from the side, and so on.

POWER PATH AND KNOCKBACK

The Path of an attack also determines the direction of Knockback the target takes (if any). Knockback is in the same direction as the Path — it Knocks the target away from the Source in a straight line. For example, ordinarily a character is the Source of his attacks and shoots them at targets in front of him. Thus, the direction of Knockback follows the Path and Knocks the target straight Back, away from the Source (the character).

Since Indirect can alter an attack's Path (either by establishing a Source Point away from the character, by defining a different Path, or allowing the character to control the Path from use to use), it also alters the direction of Knockback. For example, if a target's facing north and an Indirect attack hits him from behind, he'll be Knocked Back to the north; if he's hit from his left side, he'll be Knocked Back to the east. If a lightning bolt hits a target from directly above him, it Knocks him Back straight down.

USING INDIRECT POWERS IN COMBAT

Using Indirect attacks may have several effects in combat.

SURPRISE MOVE

A character may receive a Surprise Move bonus (see 6E2 51) the first time he uses an Indirect attack against a particular target. After all, attacking someone from an unexpected direction can really take him by surprise! But after a character uses an Indirect attack once against a target, the target knows about it and isn't likely to be Surprised by it anymore. (Nor would it Surprise anyone who saw it in use against someone other than himself.) But it could still have significant advantages for the attacker; for example, even if an attack from behind isn't a Surprise, it won't be blocked by a shield held in front of the character.

BYPASSING OBSTACLES

One of the primary benefits to making an attack Indirect is that it can bypass intervening obstacles, such as walls, fences, and Barriers. This can be particularly useful if the target's Behind Cover, since attacking from another angle may reduce or eliminate the Behind Cover penalty to the attacker's OCV.

The GM determines what obstacles an Indirect attack can bypass or avoid, and how, based on what the Indirect does and the nature of the obstacle. A "lightning bolt from the sky" or "grenade lobbed in an arc through the air" both bypass land-based obstacles like walls, but may still be stopped or weakened by raised horizontal barriers like roofs and cliff overhangs. (If the attack's powerful enough it might break through such obstacles and still be able to hurt targets beneath them, but that's a different matter.) A gimmicked boomerang that twists and turns through the air to strike a target from behind can't avoid a wall that the target's got his back against. As usual, common sense, dramatic sense, and considerations of game balance apply.

Indirect *does not* allow an attacker to bypass a target's personal defenses — his PD, ED, Resistant Protection, and so forth. Those aren't "obstacles," even if they're distinct from a character. For example, suppose a character's wearing a powered armor suit (defined as Resistant Protection (20 PD/20 ED)). He can clearly be seen inside the suit (through the faceplate on his helmet). An Indirect attack, even one that can establish a different Source Point from use to use, *cannot* "penetrate" his powered armor suit to attack him without his getting to apply his defenses. The suit is part of his personal defenses; it's not an obstacle to be bypassed. (The GM can, of course, grant exceptions in the interest of common and dramatic sense, such as an Indirect attack from behind a character "bypassing" a shield held in front of him.)

Barriers and other obstacles can purchase the Advantage *Counteracts Indirect* (+¼) so that Indirect cannot bypass them (either with an altered Source Point or an altered Path). The exact effects of this, and how it affects the character's use of his Indirect attack, are to be determined by the GM if necessary. A character may buy Indirect multiple times to overcome Counteracts Indirect (which can also be bought multiple times).

An Area-affecting attack with Indirect does not inherently pass through obstacles. For example, an Indirect Area Of Effect attack that has its target point on one side of a wall (or Barrier) doesn't ignore that obstacle and pass through to affect targets on the other side unhindered. (It might be powerful enough to break through the obstacle and hurt someone on the other side, but that's a different matter.) The purpose of Indirect is to get the Source Point of the attack on the other side of the obstacle, or to create a Path for the attack that bypasses the obstacle to hit the target point; once the character with the attack chooses a target point, the obstacle functions normally to protect people on the side away from that target point.

PERCEIVING THE SOURCE POINT AND THE TARGET

Just because an Indirect attack can avoid or bypass obstacles doesn't mean it grants a character special Senses. If a character cannot perceive the Source Point of his Indirect power with a Targeting Sense, the GM may reduce his OCV slightly (no more than -2) even if he can perceive the target. If a character can't perceive the target of his attack, he suffers the standard penalties (see 6E2 7) even if he can bypass the obstacle that's blocking his perception.

PERCEIVABILITY OF INDIRECT POWERS

Indirect does not make a power unperceivable; it uses the standard rules for perceivability based on the Power involved (see 6E1 124). Other characters can perceive the Source Point of the attack *and* the fact that the character is the one generating the attack (provided, of course, that those characters are perceiving in the proper direction).

POWER EXAMPLES: INDIRECT

Calling Down The Lightning: RKA 3d6, Indirect (Source Point is always in the sky above the target; +¼) (56 Active Points); Only Works During Storms (-1). Total cost: 28 points.

Fist Of Earth Spell: Blast 8d6, Indirect (Source Point can vary from use to use, but always comes out of the ground, Path can vary from use to use; +¾) (70 Active Points); OAF (Wizard's Staff; -1), Only Works Against Targets On Open Ground (-½), Gestures (-¼), Incantations (-¼), Requires An Earth Magic Roll (-½). Total cost: 20 points.

Portable Mortar: RKA 2d6, Area Of Effect (12m Radius Explosion; +¼), Indirect (Path can arc over intervening ground-based obstacles; +¼) (45 Active Points); OAF Bulky (-1½), Cannot Hit Targets Closer Than 40m (-1), 8 Charges (-½). Total cost: 11 points.

POWER EXAMPLES: INVISIBLE POWER EFFECTS

VIPER VB1-S "Whisper" Blaster: Blast 10d6, Invisible Power Effects (Invisible to Hearing Group; +½) (75 Active Points); OAF (-1), 10 Charges (-¼). Total cost: 33 points.

The Invisible Blade Of Kallose The Mysterious: HKA 1½, Invisible Power Effects (Inobvious to Sight Group [the blade itself is totally invisible, but the act of swinging it is Obvious and may alert the target or onlookers]; +¼) Reduced Endurance (0 END; +½) (44 Active Points); OAF (-1), No Knockback (-¼). Total cost: 19 points.

Plastic Pistol: RKA 1d6+1, Invisible Power Effects (not perceivable by metal detectors; +¼) (25 Active Points); OAF (-1), 4 Charges (-1). Total cost: 8 points.

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INVISIBLE POWER EFFECTS

Value: See Invisible Power Effects Table

Most powers can be perceived by two Sense Groups when they're in use (see *Sensing Powers And Special Effects,* 6E1 124). Characters can buy the *Invisible Power Effects* Advantage ("IPE") to conceal some or all aspects of the perceivability of a power.

You should use common sense and dramatic sense when deciding whether Invisible Power Effects is applicable to a Power, and if so how it functions. For example, a character shouldn't try to make a Movement Power Invisible to the Sight Group, since it's always going to be obvious to onlookers that he's moved from Point A to Point B. But he could make it Invisible to Hearing Group so that he moves silently.

The cost of Invisible Power Effects depends on the Obviousness of the Power being concealed, and the extent of the concealment.

OBVIOUS POWERS

If a Power is Obvious, it can typically be perceived by two Sense Groups without the need for any PER Roll. To make it Inobvious to one Sense Group is a +¼ Advantage. This means that characters using that Sense Group often have to make a PER Roll to perceive the Power when it's in use (however, the Power remains Obvious to the other Sense Group defined for it). To make the power "invisible" (imperceivable) to that same Sense Group costs another +¼ Advantage (a total of +½). Thus, to make an Obvious Power "Fully Invisible" (that is, imperceivable by both Sense Groups defined for it) costs a total of +1.

Example: *Sapphire has a Blast 8d6. She defines it as being perceivable by the Sight Group (it's a beam of blue energy) and the Hearing Group (it makes a distinctive "crackling energy" sound when fired).*

Sapphire decides to make her Blast Inobvious to the Sight Group — it's not bright blue after all, it's translucent and thus often hard to see. That costs +¼. If she decides to make it invisible to the Sight Group, that's another +¼, for a total of +½. However, in either case the Blast remains Obvious to the Hearing Group — it's still just as noisy as ever. Making it Inobvious to Hearing costs another +¼, and "invisible to Hearing" (i.e., silent) another +¼. Thus, to make her Blast "Fully Invisible," Sapphire must pay a total of a +1 Advantage.

INOBVIOUS POWERS

If a Power is Inobvious, it can typically be perceived by two Sense Groups (Sight and one other) when in use, and sometimes the GM may require a character to succeed with a PER Roll to perceive it. To make the Power "invisible" (imperceivable) to one of those Sense Group is a +¼ Advantage; to make it Fully Invisible ("invisible" to both) is a +½ Advantage.

Example: *A Giant Blob Monster has an incredibly tough body that makes it hard to hurt it. Even though it looks like it's being hurt by attacks — cut, burned, smashed, or what have you — in fact it's suffering little or no injury. The Blob Monster buys its Defense Powers with Invisible Power Effects (+½), since even when its defenses function, onlookers can't perceive them.*

RESTRICTED INVISIBLE POWER EFFECTS

Not all forms of Invisible Power Effects need to affect an entire Sense Group. With the GM's permission, a character can make a Power Inobvious or Fully Invisible to just one Sense, or in very limited circumstances, for a +¼ Advantage. Examples include: Invisible To Metal Detectors; Invisible Only To Normal Vision (for powers that cannot be sensed with ordinary eyesight, but which can be seen by, for example, Infrared Perception); and Invisible To Tracing (which makes it difficult or impossible for other characters to trace bugs, radios, and other transmissions to their source). Similarly, a character could make a Mental Power (which is ordinarily invisible, but perceivable by characters with Mental Awareness) Invisible To The Mental Sense Group for +¼.

CONCEALING SPECIFIC ASPECTS OF A POWER

Applying Invisible Power Effects to a Power conceals the Activity, Source, Path, Target, Special Effects, and Intensity of a Power (see 6E1 125). It does *not* conceal the Target Effect or the Source Effect (if any).

If a character wants to conceal only a single aspect of a Power's perceivability (such as its Source or Path), the GM can consider reducing the cost of Invisible Power Effects (though the minimum cost is always +¼). However, be careful not to take this too far; usually if other characters can perceive the Activity, Source, Target, and Target Effects of a Power, that's enough to consider it "perceivable." For example, although bullets can't be seen in flight, there's no reason to buy Invisible Power Effects (hide the Path) for every single gun. But for a special sniper rifle, hiding the Path might be an important enough consideration to justify applying that Advantage.

At the GM's option, concealing only the Source Effect of a Power is a +¼ Advantage.

CONCEALING THE TARGET EFFECT OF A POWER

Invisible Power Effects conceals the Activity, Source, Path, Target, Special Effects, and Intensity of a Power (see 6E1 125). At its base level IPE *does not* in any way conceal the Target Effect (or Source Effect). For example, an IPE Blast may not be perceivable by the Sight or Hearing Groups when used, but the injury it inflicts on the victim is just as Obvious to the target and onlookers as any other injury would be.

For a +¼ Advantage, a character can make the Target Effect of any Power Inobvious to other characters but not to the target himself (*i.e.,* they can be perceived with a successful PER Roll, but aren't readily apparent to casual viewing). For an additional +¼ Advantage (+½ total), the effects can be made "invisible" (imperceivable) to other characters but not to the target.

For a +¼ Advantage, a character can make the Target Effect of any Power Inobvious to the target himself (but not other characters). This means the target won't know he's hurt (or otherwise affected) unless he succeeds with a PER Roll (for example, he won't know he's losing STUN or BODY, but he'll still suffer Stunning, Knockout, Knockdown/Knockback, or death). For an additional +¼ Advantage (+½ total), a character can make the Target Effect of a Power "invisible" (imperceivable) to the target (but not to other characters).

Unless the GM rules otherwise, a character cannot use IPE just to hide the Target Effect of a Power. A Power's Target Effect cannot be Inobvious unless the Power itself has been made Inobvious (or is inherently Inobvious); a Power's Target Effect cannot be "invisible" (imperceivable) unless the Power itself has been made "invisible" (or is inherently not perceivable). It's difficult to plausibly hide the effects of a Power if the Power itself can easily be perceived.

The GM should be cautious about allowing characters to make the Target Effects of a Power invisible, especially to the target. This is particularly true with regard to Mental Powers. Since Mental Powers are already Invisible to most characters, for a +½ Advantage they could be made "invisible" to the target as well — he wouldn't know that his mind were being read by Telepathy, that he'd been Mind Controlled, or the like (though he'd still get the standard Breakout Rolls as an unconscious "reflex"). (In effect this is the same thing as achieving the +20 "hide the effect" modifier on the Effect Roll, described for each Mental Power — it just works automatically, without the need for achieving that modifier on the roll.) Imperceptible Mental Powers are very common in some settings and genres, but rare in others... and in any genre they can pose serious game balance problems, so the GM should be careful about letting them into his game.

INVISIBLE POWER EFFECTS

Value	Effect
Obvious Powers	
+¼	Makes an Obvious Power Inobvious to one Sense Group
+½	Makes an Obvious Power Inobvious to two Sense Groups
+½	Makes an Obvious Power imperceivable to one Sense Group
+1	Makes an Obvious Power imperceivable to two Sense Groups ("Fully Invisible")
Inobvious Powers	
+¼	Makes an Inobvious Power imperceivable to one Sense Group
+½	Makes an Inobvious Power imperceivable to two Sense Groups ("Fully Invisible")
The Effects Of Powers	
+¼	Effects of Power are Inobvious to other characters but not to target
+½	Effects of Power are invisible to other characters but not to target
+¼	Effects of Power are Inobvious to target but not to other characters
+½	Effects of Power are invisible to target but not to other characters



MEGASCALE STOP

Value: See MegaScale Table

A power with this Advantage works over a much greater scale than an ordinary power. For example, a character might have MegaTeleportation that lets him Teleport from continent to continent, or a MegaBlast Lunar Cannon that lets him shoot a target on Earth from the Moon.

MegaScale is a "Stop Sign" Advantage, so the GM should monitor its use carefully. It's intended to allow characters to create interesting, useful, and flavorful abilities (often non-combat ones), not to make it easy to build planet-destroying weapons for just a few points or to allow a character to travel anywhere he wants instantly. As always, players should use common sense, dramatic sense, and an appreciation for game balance when creating MegaScaled abilities. The GM should carefully monitor all uses of MegaScale to prevent abuse or loss of game balance, and should forbid any use of a power he considers improper or harmful to the game.

BUYING MEGASCALE

The first level of MegaScale costs +1 and allows a power to function at either personal scale (1m = 1m) or Mega scale at the character's choice. Each additional level of MegaScale is an additional +¼ Advantage. Characters can buy MegaScale for the following powers:

- Powers that already affect an Area (either inherently, such as Darkness, or because they have the Advantage *Area Of Effect*)
- Movement Powers (except Extra-Dimensional Movement and FTL Travel)
- Powers that work at Range, such as many Attack Powers and Sensory Powers

MegaScale converts the standard meter used to measure distance and area in the *HERO System* to a larger unit of measurement. The first level of MegaScale converts each meter of range or area to up to one kilometer (1 km). Further levels increase the MegaScale to 10km, 100km, an so on. (For intermediate scales, the character must choose the next highest level of MegaScale; for example, creating a power where 1m = 5,000 km is a +2 Advantage.)

The amount of MegaScale a character buys defines the *upper limit* of the scale of his power. He can vary the scale of the power from use to use, ranging from 1m = 1m up to 1m = the maximum distance he bought MegaScale for (varying the scale is part of activating/using the power, it doesn't take any extra time or Actions). However, special considerations apply to using powers at MegaScale level, as discussed below.

Example: *Vector buys MegaScale for his Running so he can Run at superfast speeds. He buys MegaScale (1m = 10 km; +1¼) for his Running 20m. Thus, every time he uses his Running he can define each meter as being anywhere from 1m long (standard, personal scale) to 10 km long (allowing him to run up to 200 km per Phase!). For example, one Phase he could run at a speed of 1m = 10m, the next Phase 1m = 10 km, the next at 1m = 512.7m, and the next at 1m = 1 km. But if he chooses to define each meter as any distance longer than a meter, such as 1m = 2m, he's using MegaRunning and suffers all the restrictions involved (for example, it takes a Full Phase and is considered Noncombat Movement).*

MegaScaled powers cost normal END (1 END per 10 Active Points including the *MegaScale* Advantage).

At the GM's option, if a character cannot alter the scale of MegaScaled power — in other words, he has to use MegaScale at its defined upper limit all the time, never at a lower scale or personal scale — MegaScale is worth ¼ less Advantage.

MEGARANGE AND MEGAAREA

A character may buy MegaScale to increase a power's Range or the Area it covers; to do both, he must buy MegaScale twice. For range, each meter of Range a power would normally have is converted to a MegaRange — for example, a power with a normal Range of 40m and one level of MegaScale has a range of 40 kilometers.

MEGARANGE

MegaRange Powers suffer the standard Range Modifier (unless the character purchases No Range Modifier). However, MegaScaling affects the Range Modifier as well. For example, a MegaRanged Blast (1m = 1 km) suffers Range Modifiers beginning at 9 *kilometers,* not 9m as with a normal Blast. Of course, if the character cannot perceive a target at MegaRange with a Targeting Sense, he's at 0 OCV. (On the other hand, the target of a MegaRange attack is likely to be Surprised by it, giving the attacker a slight OCV bonus — at least the first time.)

Example: *Dr. Destroyer builds an Ultralaser so he can attack the Earth from his lunar base. He buys this as an RKA 6d6 (normal range 900m) with four levels of MegaRange (1m = 1,000 km; +1¾). His cannon now has a range of 900,000 km, more than enough for the beam to reach the Earth.*

A character with a MegaRange Attack Power (or the like) isn't restricted to attacking targets at even increments of 1m (however he scales 1m). He can attack targets anywhere within his maximum range simply by altering the scale of 1m for Range purposes; he can use it at personal scale by defining 1m = 1m. However, if he uses MegaScale for any scale above personal, even 1m = 1.1m, using the power requires a Full Phase Action *and* he's at ½ DCV (unless the GM rules otherwise).

Example: *Firewing as a MegaRange Blast 12d6 defined as 1m = 10 km. It has a Range of 600m (10m x Base Points), so his maximum range is 6,000 km if he uses MegaScale at its greatest effect. But he could hit someone 6,000m away by using MegaScale at the 1m = 10m scale, or hit someone 3,782 km away by using MegaScale at the 1m = 6,303m scale. If a target's near him, he can use MegaScale at the personal scale, 1m = 1m. However, if he defines his Blast's Range as any scale greater than 1m = 1m, making an attack with the Blast requires a Full Phase Action and halves his DCV.*

MEGAAREA

For Area, each 1m of Area converts to a MegaArea. For example, a Blast 8d6, Area Of Effect (8m Radius), MegaScale (1m = 1 km wide and deep; +1) covers an 8 km radius area.

A character with a MegaArea power isn't restricted to sizing the Area in even increments of 1m (however he scales 1m). He can change the Area's size simply by altering the scale of 1m for Area purposes; he can use it at personal scale by defining 1m = 1m. However, if he uses MegaScale for any scale above personal, even 1m = 1.1m, using the power requires a Full Phase Action *and* he's at ½ DCV (unless the GM rules otherwise).

Generally speaking, a MegaArea power shouldn't have the *Selective* or *Nonselective* Power Modifiers, but the GM can allow this if he wishes. The character using such a power would need to have a way to perceive all of the targets (or suffer the modifiers for not being able to perceive them).

MEGAMOVEMENT

MegaMovement is considered Noncombat Movement even though the MegaScale effect applies only to the character's meters of Combat Movement. Movement Powers bought with MegaScale do not have a Noncombat Movement multiple and may not purchase such multiples. Additionally, unless the GM rules otherwise, any use of a MegaMovement power scaled above 1m = 1m (even 1m = 1.1m) constitutes a Full Phase Action, no matter how far the character goes. (If the character restricts himself to personal scale, normal rules about movement and Actions apply.)

A character with a MegaMovement Power isn't restricted to moving in "meters" defined by the upper increment of his MegaScaling; he can change the scale from use to use, and can stop in the "middle" of a "meter" if desired. For example, suppose a character has MegaTeleportation (1m = 1,000 km). Using it, he could Teleport in even increments of 1,000 km, but he could also Teleport 1,200 km, or 4,136.278 km, or any other distance. Similarly, if a character has MegaRunning, he can stop anywhere he wants to once he's moved as far as the minimum distance for the power. With MegaLeaping and MegaTeleportation, a character may also have difficulty perceiving the target location (see 6E1 243 and 300).

MEGASCALE TABLE

Value	Length/Area Of 1 Meter	Examples
+0	1m	Personal; man size
+1	Up to 1km	City
+1¼	10 km	County
+1½	100 km	State
+1¾	1,000 km	Nation, continent
+2	10,000 km	Planet
+2¼	100,000 km	Lunar (Earth to the Moon = 384,000 km)
+2½	1 million km	
+2¾	10 million km	Astronomical unit (1 AU = 150 million km, the distance from Earth to the Sun)
+3	100 million km	
+3¼	1 billion km	
+3½	10 billion km	Solar system (Earth's solar system = 500 AU in diameter)
+3¾	100 billion km	
+4	1 trillion km	
+4¼	10 trillion km	1 light-year; 1 parsec (3.26 light-years)
+4½	100 trillion km	10 light-years
+4¾	1 quadrillion km	100 light-years
+5	10 quadrillion km	1,000 light-years (the Milky Way Galaxy is approximately 100,000 light-years in diameter)

Value	Modifier
¼ less Advantage	Character cannot alter scale of MegaScaled power (see text)

Since MegaMovement scaled above 1m = 1m requires a Full Phase Action, a character may not perform Move Throughs, Move Bys, Grab Bys, Strafes, or Dives For Cover using it without the GM's permission. Even with such permission, it would be very difficult for the character to succeed with an Attack Roll — he's at OCV 0 and ½ DCV because he's considered to be using Noncombat Movement (at the GM's option, he may have Velocity-Based DCV; see 6E2 24). In the case of Move Bys/Throughs, the damage he'd suffer from the Maneuver would almost certainly obliterate him.

Acceleration and deceleration with MegaMovement is at the same rate as for normal movement, but over the larger scale. For example, MegaMovement at the rate of 1m = 1 km allows a character to accelerate or decelerate at the rate of 5 kilometers per kilometer. A character cannot instantly decelerate to 0m by switching to a non-MegaScaled version of the same power, unless the GM so permits. He may not deactivate the MegaScaled Movement Power until he decelerates to 0m normally or through some outside means (such as being hit with an attack that would stop him from moving), or the GM specifically allows him to.

POWER EXAMPLES:

MEGASCALE

Supersonic Flight: Flight 20m, MegaScale (1m = 1 km; +1). Total cost: 40 points.

Orbital Cannon: RKA 4d6, MegaScale (1m range = 40 km; +1½) (150 Active Points); OAF Fragile (-1¼). Total cost: 67 points.

MegaBomb: Blast 10d6, Area Of Effect (20m Radius Explosion; +½), MegaScale (1m of Explosion = 1 km wide, broad, and deep; +1) (125 Active Points); OAF Bulky (-1½). Total cost: 50 points.

POWER EXAMPLES:

PENETRATING

Piercing Fire: Blast 12d6, Penetrating (+½). Total cost: 90 points.



.45 Caliber Semi-automatic Pistol with Penetrating Frangible Ammunition: RKA 2d6+1, +1 Increased STUN Multiplier (+¼), Penetrating (+½) (61 Active Points); OAF (-1), STR Minimum (9; -½), Beam (-¼), Real Weapon (-¼), 12 Charges (-¼). Total cost: 19 points.

The Encumbrance rules apply to MegaScaled movement. The MegaScaling affects what 1m equals. Thus, if Encumbrance imposes a -4m movement penalty, and a character has MegaFlight 20m where 1m = 10 km, the 10 km "multiplier" applies to the -4m penalty, so he can only move 160 km per Phase.

A character with a MegaMovement Power such as Running or Flight is presumed to be able to perceive where he's going, avoid routine obstacles encountered during travel, and the like. If desired, the GM can have him make INT Rolls to perceive an obstacle far enough in advance to avoid hitting it, and/or a DEX Roll to turn enough that he doesn't collide with it.

OTHER CONSIDERATIONS

MegaScaled powers have additional drawbacks and considerations. With MegaArea powers, characters (and their friends) are likely to be caught in their own effect unless they also buy MegaRange (or Personal Immunity). Furthermore, the collateral effects of a MegaArea power can be extreme — destruction of an entire city, for example.

Each level of MegaScale increases the possible distance or area covered by a factor of roughly 10. But as described above, characters can define MegaScale as having some different scaling for 1m. Characters should choose the scaling which best suits the ability they're trying to build. For example, a power with +¾ MegaScale may only need to cover 50 kilometers per meter to achieve the distances the character wants — it doesn't have to cover the full 100 kilometers per meter.

If the GM has established a minimum cost for Powers in his campaign, MegaScale must be bought for at least the minimum cost. For example, if the minimum cost for Teleportation is 20 Character Points (20m), the character cannot apply MegaScale to 10m of Teleport — he must buy the full 20m before applying MegaScale.

The GM must approve all MegaScale powers, since they can have serious effects on a campaign. MegaScale isn't appropriate for all powers (for example, MegaSwinging would be ridiculous). It's primarily intended to allow characters to create effects (such as weather control) over large areas, or to travel great distances quickly. Special effects and practical considerations may limit the scope of a MegaScaled power. For example, even if a character buys Change Environment (Weather Control) with enough MegaScaling to affect the solar system, he still can't make it rain in outer space.

PENETRATING

Value: +½

A power with this Advantage automatically does some damage, no matter how strong the target's defenses are.

To use Penetrating, the character rolls his damage dice normally and applies them against the target's defenses. But no matter how high those defenses, the target takes a minimum of 1 point of effect for every 1 "Normal Damage BODY" rolled on the dice *or* the damage he'd take from the attack after applying his defenses, whichever is greater. (At the GM's option, the target may take a minimum of 1 point of effect for every Damage Class in the Penetrating power.) In other words, the target takes no points of effect from each 1; he takes a minimum of 1 point of effect from each 2, 3, 4, and 5, and 2 points of effect from each 6. If the Standard Effect Rule has been applied to the power, a Penetrating attack does 1 Penetrating BODY damage per die.

Characters can apply Penetrating to the STUN of Normal Damage attacks, the BODY of Killing Attacks, the points lost due to a Drain, or any other effect that applies the total of the dice against a target's defenses. They may not use Penetrating with the BODY of Normal Damage attacks, Flash Attacks, or any other attack that applies the "Normal Damage BODY" of the attack against a target's defenses without the GM's express permission. It also may not be used with AVADs.

With Killing Attacks, the presumption is that Penetrating applies to the BODY damage, but a character can apply it to the STUN instead. A 1-point Killing Attack does 1 BODY Penetrating; a half die of Killing Attack does 1 BODY if it rolls a 4, 5, or 6 (minimum of 1 point); a Killing Attack that adds +1 to the dice rolled doesn't get any extra benefit if it's Penetrating.

Targets with Impenetrable defenses (6E1 147) ignore the effect of Penetrating (though they still suffer the normal damage or effect from the power); characters with Damage Reduction cannot reduce the minimum effect (see 6E1 186). Characters can buy Penetrating multiple times, but only to counteract multiple levels of Impenetrable.

PERSONAL IMMUNITY

Value: +¼

This Advantage prevents a character from being affected by his own power. Typically characters buy it for powers that cause damage (such as most Attack Powers, or some forms of Change Environment), but with the GM's permission they may also buy it for other powers, such as Sense-Affecting Powers. If a power has Side Effects, Personal Immunity offers no protection from them.

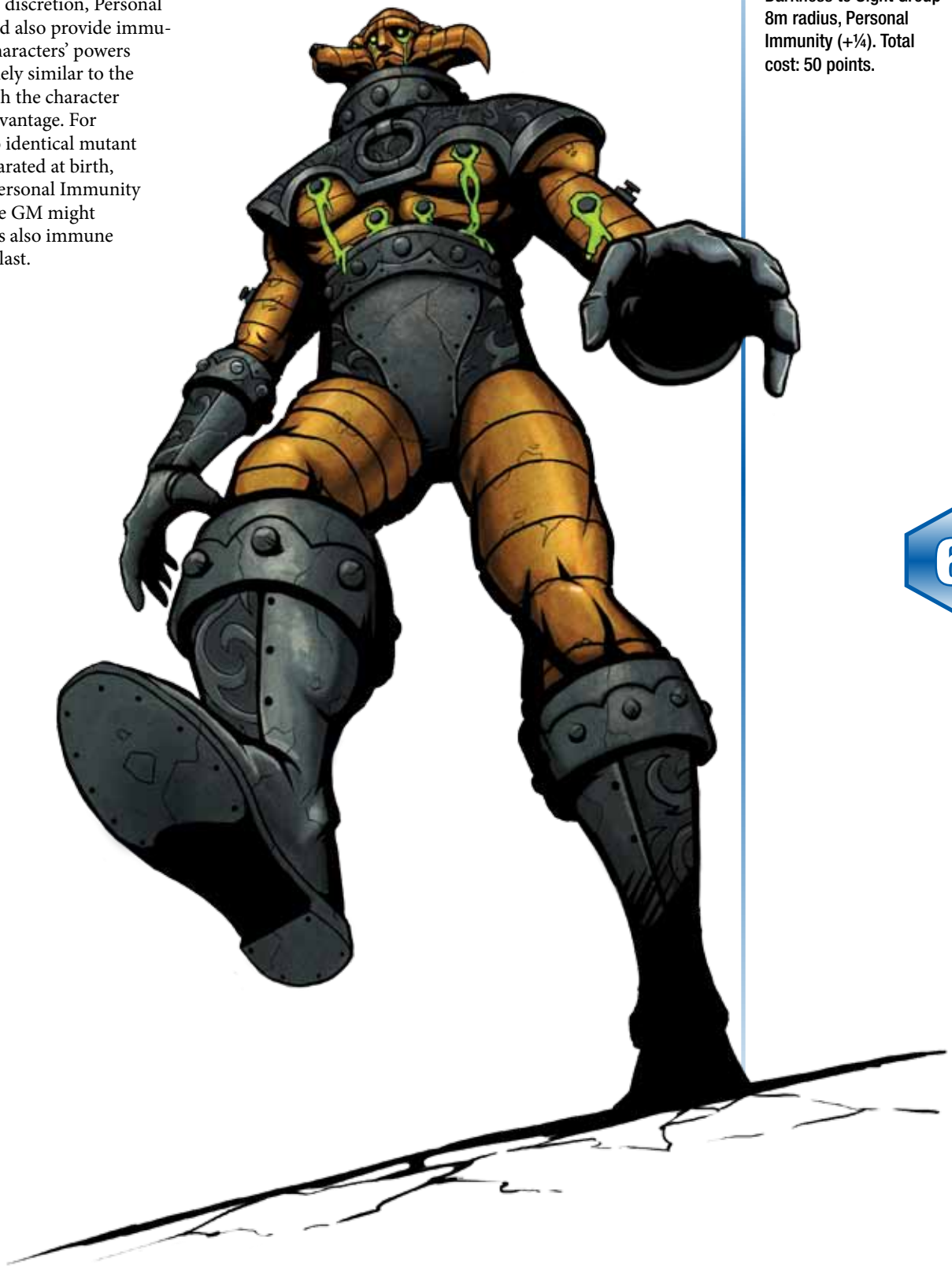
At the GM's discretion, Personal Immunity could also provide immunity to other characters' powers that are extremely similar to the power for which the character bought this Advantage. For example, if two identical mutant twins were separated at birth, and each has Personal Immunity on his Blast, the GM might rule that each is also immune to the other's Blast.

POWER EXAMPLES:

PERSONAL IMMUNITY

Life Force Blast: Blast 12d6, Personal Immunity (+¼). Total cost: 75 points.

Mystic Darkness: Darkness to Sight Group 8m radius, Personal Immunity (+¼). Total cost: 50 points.



POWER EXAMPLES:

RANGE ADVANTAGES

Sniper Blaster: Blast 12d6, Increased Maximum Range (x2, or 1,200m; +¼), No Range Modifier (+½) (105 Active Points); OAF (-1), 4 Charges (-1). Total cost: 35 points.

Wizard's Missile: RKA 1d6, Increased Maximum Range (x2, or 300m; +¼), No Range Modifier (+½) (26 Active Points); OAF (Wizard's Staff, -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 9 points.

Grasp Of The Earth: Entangle 4d6, 8 PD/8 ED, LOS (+½) (90 Active Points); OAF (Wizard's Staff, -1), Only Works Against Targets On Open Ground (-½), Gestures (-¼), Incantations (-¼), Requires An Earth Magic Roll (-½). Total cost: 26 points.



POWER EXAMPLES:

RANGED

Vitality Ray: Aid END 4d6, Ranged (+½) (36 Active Points); OAF (-1), 4 Charges (-1). Total cost: 12 points.

Throwing Knife: HKA ½d6, Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), STR Minimum (4; -¼), Real Weapon (-¼) (total cost: 6 points) plus Range Based On STR (+¼) for HKA ½d6 (2 Active Points); OAF (-1), 1 Recoverable Charge (-1¼), Lockout (cannot use HKA at all until Charge is recovered; -½) (total cost: 1 point). Total cost: 7 points.

RANGE ADVANTAGES

These Advantages affect a power's range or how it works at range. They apply only to powers that already work at Range. A power that doesn't work at Range can do so if the character buys the *Ranged* Advantage (see below) for it.

INCREASED MAXIMUM RANGE

Value: +¼ for every x2 multiplication of the power's maximum range

This Power Advantage increases a power's maximum Range. For every +¼ Advantage, multiply the maximum Range of the power by two. Thus, for example, a Blast 8d6 (normal maximum range 400m — 10m x Active Points) with this Advantage would have a Range of 800m (20m x Active Points [not including the cost of the Advantage]). Characters can buy Increased Maximum Range multiple times to *really* increase a power's Range.

Characters can only buy Increased Maximum Range for powers that don't already have a defined way to increase their maximum Range (see the individual Power descriptions). It does not improve a character's chance to hit and has no effect on the Range Modifier; it just means he can use the power out to a greater distance.

LINE OF SIGHT

Value: +½

A power with this +½ Advantage works on a Line Of Sight (LOS) basis, like Mental Powers, instead of following the usual rules for Ranged attacks (including no longer being limited to a Range of 10m x Active Points). This means, among other things, that the power isn't subject to the Range Modifier, but can easily be blocked by intervening objects. See *Line Of Sight,* 6E1 148. Characters can only buy LOS for powers that already work at Range. If a character wants to buy it for a power that has No Range, he must first buy the Advantage *Ranged* for it.

A power with the *Line Of Sight* Advantage requires that the user actually have LOS. It cannot be targeted via Mind Scan; it's not a Mental Power just because it has this Advantage.

NO RANGE MODIFIER

Value: +½

A character using a power with this +½ Advantage ignores the Range Modifier when making Attack Rolls with the power. A power with No Range Modifier has as good a chance to hit at its maximum range as at point blank range.

At the GM's option, characters can buy *Half Range Modifier* (+¼) instead of the full No Range Modifier. Half Range Modifier halves the Range Modifier that applies to an attack.

Characters shouldn't buy this Advantage for Senses; instead, use *Telescopic* (6E1 214) to counteract the Range Modifier for Senses.

RANGED

Value: +½

Powers that ordinarily have No Range can be used at Range if a character purchases this Advantage for them. (Characters cannot buy this Advantage for powers with a "Range" of *Self Only.*) For example, characters can use an Aid STR with Ranged to enhance someone's STR at Range. The maximum Range of a power bought with this Advantage is 10m x Base Points. The power suffers the standard Range Modifier.

This Advantage does not automatically allow the character to use the power on others — if the power isn't an Attack Power, the character also has to buy the Power Advantage *Usable On Others.* Characters cannot buy this Advantage for their STR; characters who want to use STR at Range should buy Telekinesis or Stretching.

Characters can also buy two lesser versions of Ranged:

LIMITED RANGE

Value: +¼

A power with this Advantage works at Range, but with a maximum Range less than 10m x Active Points (often *much* less). The GM sets the exact Range of the power.

RANGE BASED ON STR

Value: +¼

A power with this Advantage works like a power with the Limitation of the same name (6E1 388) — it has a Range based on how far the character can Throw it. (See 6E2 80 for the Throwing rules.)

The END cost for a power with Range Based On STR is calculated the same as any other power (though most such powers have Charges and thus cost no END). The END cost for an RBS power isn't based on the cost for the character's STR, nor does he have to pay that cost in addition to the cost of the power.

REDUCED ENDURANCE

Value: Half END cost is a +¼ Advantage; 0 END is a +½ Advantage

This Advantage reduces the normal END cost of a power. Reducing the END cost of a power by half is a +¼ Power Advantage; the power then consumes 1 END per 20 Active Points of power (instead of the usual 1 END per 10 Active Points). The minimum END cost is still 1 END per Phase. Don't consider the *Reduced Endurance (½ END)* Advantage when determining the END cost of a power; it halves the END cost of the power unmodified by itself.

Example: *Defender buys a Blast 10d6, Reduced Endurance (½ END; +¼). This power costs 62 Active Points, which would normally cost 6 END. However, the Half END Advantage isn't considered when determining the power's END cost, so it would only cost 5 END. Since the Advantage halves the END cost, Defender pays only 2 END when he uses this power.*

Reducing the END cost of a power to 0 END is a +½ Power Advantage. Although a power with this level of Reduced END costs no END to maintain, it still turns off at the end of the Segment whenever the character is asleep, Stunned, or Knocked Out. (The character must also buy the Advantage *Persistent* if he wants the power to stay on if he becomes unconscious.)

COSTS ENDURANCE ONLY TO ACTIVATE

Value: +¼

A Constant Power with this Advantage only costs END to turn on; it costs no END to maintain. The power costs its standard amount of END in the Phase when it's activated, and no END thereafter. Although the power costs no END to maintain, it still turns off at the end of the Segment whenever the character is asleep, Stunned, or Knocked Out. This Advantage does not allow a character to make a power Persistent; a power has to cost 0 END before Persistent can be applied.

A character may apply the *Increased Endurance Cost* Limitation to a power that only costs END to activate. However, he only receives half value for the Limitation.

A power that only costs END to activate may be Pushed, at the standard cost for Pushing (and subject to the usual rules for Pushing). The END cost for Pushing must be paid every Phase that the Push is maintained. For example, if a character Pushes his Darkness to get +2m Radius, he pays 10 END every Phase that he wants to maintain that extra +2m.

This Advantage is most appropriate for Body-Affecting Powers and the like. The GM should carefully evaluate its use for other Constant Powers to make sure it won't unbalance the campaign. Characters cannot take both this Advantage and Reduced Endurance for a power without the GM's permission.

STICKY

Value: +½ (or +¼ if freeing one victim frees all victims)

This Advantage makes a power "sticky" — any character who touches a character affected by the power is also affected. (This only applies to touching the character who was originally affected by the power — touching someone who touched him has no effect.) There's no limit on the number of characters that can be affected, though the GM may establish one if he wishes.

Characters can only buy this Advantage for powers that require no conscious control from the character after the initial attack, such as Entangles and attacks bought with the Advantage *Uncontrolled.* The power must also have a physical effect; Mental Powers may not be bought with this Advantage unless they also have the Limitation *Based On CON.*

Examples: *Binder hits Defender with a 4d6 Entangle, Sticky. Before Defender can break free, Witchcraft is Knocked Back into him. Now both of them are Entangled.*

The Lord Of Fire, a powerful wizard, has the ability to immolate his enemies. He buys this as RKA 3d6, Penetrating, Constant, Uncontrolled, Sticky. Because it's Sticky, anyone who touches someone he's attacked with this power also catches fire!

If a Sticky power involves paying END beyond the initial use — for example, if it's Uncontrolled — the basic END cost for the power carries it over and maintains it for any number of people who might be affected. For example, if a Sticky Uncontrolled power has a pool of 30 END to run it, and after it gets down to 15 END someone touches the victim and is affected by the power, the power affects him with 30 END to power it. The GM may change this in the interest of game balance, special effects, common sense, and dramatic sense.

A character who has a Constant area-affecting attack (see 6E1 127) can apply Sticky at the +½ level so that when a character leaves the affected area, he continues to take damage as if affected by a non-area Constant attack.

If one character (even the character who was originally affected by the power) breaks free from the power's effects, other characters who have been affected remain affected until they break free from the power's effects on their own. If everyone affected is freed when any affected character is freed, reduce Sticky's value to +¼.

POWER EXAMPLES: REDUCED ENDURANCE

Blaster Gauntlet: Blast 12d6, Armor Piercing (+¼), Reduced Endurance (0 END; +½) (105 Active Points); OIF (-½). Total cost: 70 points.

Sonic Sword: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), No STR Bonus (-½), No KB (-¼). Total cost: 16 points.

Gift Of Banishing: Dispel 15d6, Variable Effect (any one Magic spell or effect at a time; +½), Reduced Endurance (0 END; +½). Total cost: 90 points.

POWER EXAMPLES: STICKY

Firelord's Consuming Flames: RKA 3d6, Constant (+½), Penetrating (+½), Sticky (+½), Uncontrolled (+½). Total cost: 135 points.

Sap Globes Of The Tree People: Entangle 3d6, 3 PD/3 ED, Sticky (+½) (45 Active Points); OAF (Sap Globe Thrower, -1), Ranged Based On STR (-¼). Total cost: 20 points.

Giant Spider Webs: Entangle 6d6, 4 PD/4ED, Sticky (+½) (75 Active Points); No Range (-½), Vulnerable (Fire; -½). Total cost: 37 points.

TIME LIMIT TABLE

Value	Instant Powers
+¼	Extra Phase
+½	Up to 1 Turn
+¾	Up to 1 Minute
+1	Up to 5 Minutes
	...and so on (see text)

Value	Constant Powers
+¼	Up to 1 Turn
+½	Up to 1 Minute
+¾	Up to 5 Minutes
+1	Up to 20 Minutes
	...and so on (see text)

Value	Persistent Powers
-3	Extra Phase (or less)
-2½	1 Turn
-2	1 Minute
-1½	5 Minutes
-1	20 Minutes
-¾	1 Hour
-½	6 Hours
-¼	1 Day (or more)

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TIME LIMIT

Value: See Time Limit Table

The *Time Limit* Power Modifier (sometimes it's an Advantage, sometimes a Limitation) allows a character to create an effect that lasts for a defined period of time. It's most commonly used to create spells in Fantasy Hero games, but it's appropriate for any genre.

A character can buy Time Limit for any of the following types of Powers:

- as a Limitation for Instant Powers that have some sort of lasting or lingering effect but do not cost END to maintain (such as Barrier, Entangle, and Mind Control)
- as an Advantage for Instant Powers that do not normally last or linger and do not cost END to maintain
- as an Advantage for Constant Powers that cost 0 END or only cost END to activate
- as a Limitation for Persistent Powers that cost 0 END or only cost END to activate

Time Limit works best for powers that require some type of preparation to use, such as Extra Time, Gestures, or a Required Roll. If a character can activate a power quickly and easily, the GM might consider reducing the value of Time Limit, or ask the character to use some other Power Modifier (such as Persistent (+¼)) instead.

Time Limit is generally intended for non-attack abilities — "utility" or defensive powers that don't require Attack Rolls to affect a target or which won't unbalance a campaign. In most cases, attacks should use the standard *HERO System* Duration rules (see 6E1 127). If a Power has its own rules for altering its duration (such as Adjustment Powers with the *Delayed Return Rate* Advantage or Change Environment with the *Long-Lasting* Adder), characters shouldn't buy Time Limit for it without the GM's permission.

TIME LIMIT AS AN ADVANTAGE

Time Limit is an Advantage for powers that normally do not last or linger, and for powers that only last as long as the character's not Stunned or Knocked Out — in other words, for most Instant Powers and Constant Powers.

INSTANT POWERS

Time Limit applied as an Advantage to Instant Powers is most commonly used to create a power that temporarily enhances some other ability, that temporarily augment a character's own abilities, or that allows a power to "linger" and remain ready for instant activation.

As indicated in the Time Limit Table, for each +¼ Advantage, the spell remains "in effect" after the character first activates it. During the time period in which the power "lingers," the character can activate the power on any of his Phases as a Zero Phase Action (though it still also requires an Attack Action, if appropriate) without having to re-do any preparations. The power remains available for the full time purchased, even if the character chooses not to activate it in a particular Phase or he's already activated it one or more times. The character pays END when he first activates the power, and then pays END whenever he activates or uses it, but doesn't pay END for it in the Phases when it simply remains ready for use.

This type of Instant Time Limit power remains perceivable by all the Sense Groups that can normally perceive it when it's in use. A character may purchase a form of Invisible Power Effects, *Invisible While Lingering* (+¼), to hide the spell's power from all Sense Groups during the duration of the Time Limit.

Example: *Xeldruthak creates a spell that makes his hand grow demonic claws from the tips of the fingers. He defines this as an HKA 1d6 with Time Limit (1 Minute). After he casts the spell (which requires a Full Phase, Gestures, Incantations, and a successful Magic roll), for the next minute he can use his HKA in any Phase without having to go through the preparations all over again. He pays END when he casts the spell, and any Phase when he uses the HKA. On the Phases when he doesn't use the claws, other people can still perceive them, but he doesn't pay END for them.*

CONSTANT POWERS

Time Limit is also an Advantage for Constant Powers that cost 0 END or that only cost END to activate. As discussed below, it prevents the power from turning off during the defined Time Limit even if the character is Stunned, Knocked Out, or loses Line Of Sight to the power.

The value of Time Limit for Constant Powers is indicated in the Time Limit Table. However, since the *Persistent* Advantage provides similar benefits and only costs +¼, GMs may want to consider capping Time Limit at that value, converting it into an Adder, or otherwise reducing its cost in some campaigns.

TIME LIMIT AS A LIMITATION

Time Limit is a Limitation for powers that ordinarily last for long periods of time. Primarily this means inherently Persistent Powers (such as Mental Defense or Enhanced Senses), but it can also apply to Instant Powers that create objects or effects which linger indefinitely (such as Barrier, Entangle, or Telepathy). The value of Time Limit as a Limitation starts at -3 for an Extra Phase (or less), and goes down to -¼ for 1 Day (or any longer duration).

VARYING THE DURATION

Another factor to consider when determining the value of Time Limit is whether the defined duration is a flat amount of time (like "1 Hour" or "15 Minutes") or a variable amount. If the GM permits a variable, determine the value of Time Limit from the base amount of time the power lasts for, but the GM may reduce the value of Time Limit by ¼ (or more) to reflect the possibility of a much longer duration.

The GM determines what variables (if any) are permitted. The most common is a Skill Roll — if the Skill Roll succeeds, the character gets one unit of Time Limit, and for each point by which the roll succeeds, he gets an additional +1 time unit. (The GM determines how other variables work, if they're allowed.)

Example: *Kasdrevan wants to create a Spell of Aquatic Ease that allows him to breathe underwater. The base Power is Life Support (Expanded Breathing: breathe underwater); since it's Persistent, Time Limit is a Limitation. He wants the spell to function for 10 minutes, plus another 10 minutes for each point he makes his Magic Roll by. So here's how he builds the spell:*

Spell Of Aquatic Ease: *Life Support (Expanded Breathing: breathe underwater) (5 Active Points); OAF (magic staff; -1), Gestures (-¼), Requires A Magic Roll (-½), Time Limit (10 Minutes, +10 Minutes per point the Magic Roll succeeds by, maximum of 1 Hour; -¾). Total cost: 1 point.*

If a character builds an ability with a Time Limit variable, the unit of time added by the Skill Roll must be equal to or less than the base unit of time. For example, if a character defines a spell as lasting for "1 Minute" with a successful Skill Roll, then the additional time units obtained by making the roll by a greater margin cannot exceed 1 Minute — they can be anything up to "1 Minute," but nothing longer than that. For example, any of the following are legal forms of Time Limit:

- 1 Turn, +1 Turn per point the Skill Roll succeeds by
- 1 Turn, +1 Phase per point the Skill Roll succeeds by
- 1 Turn, +2 Segments per point the Skill Roll succeeds by
- 1 Minute, +10 Segments per point the Skill Roll succeeds by
- 1 Minute, +2 Phases per point the Skill Roll succeeds by
- 1 Minute, +30 Segments per point the Skill Roll succeeds by
- 30 Minutes, +2 Minutes per point the Skill Roll succeeds by
- 1 Hour, +1 Hour per point the Skill Roll succeeds by

On the other hand, the following are not legal:

- 1 Phase, +1 Turn per point the Skill Roll succeeds by
- 1 Turn, +1 Minute per point the Skill Roll succeeds by
- 1 Minute, +5 Minutes per point the Skill Roll succeeds by
- 20 Minutes, +1 Hour per point the Skill Roll succeeds by

As these examples show, a character can define additional time units with a value greater than 1 (such as "+2 Phases per point the Skill Roll succeeds by"). However, this requires the GM's permission.

While these examples all use "per point Skill Roll succeeds by" as the method of calculating a Time Limit, that's not the only possibility. A character might only get an additional time unit for every *two* points his roll succeeds by, or every three points, or whatever the GM thinks is most appropriate.

OTHER CONSIDERATIONS

Once a character uses a power with Time Limit, it requires no Actions, concentration, or other conduct on his part to maintain — it continues working automatically. The character could, for example, make more attacks with the Time Limit power or his other powers (or take other Actions), or move away from the target of the power, without affecting the Time Limit power at all — it continues to function as intended. If the caster is Stunned or Knocked Out, or loses Line Of Sight on the target, the power continues to function as intended. Similarly, if a Time Limit power is bought as a Multipower or VPP slot and the character switches the Framework to a different slot, the Time Limit power doesn't turn off; it continues to function until the defined duration ends.

Of course, a character could place a Limitation on a Time Limit power so that it *does* require some conduct on his part. A *Concentration* Limitation that must apply throughout would force him to Concentrate to maintain the power; a -½ *Extra Time* Limitation could require him to use a Half Phase Action every Phase to keep the spell going.

If a power with Time Limit also has Charges, each Phase during the Time Limit requires 1 Charge. If a character wants to have a Time Limit power that has Charges and for which each Charge lasts for the specified duration, he must make them Continuing Charges with a duration equal to the Time Limit duration (he can even do this if it's an Instant Power). Typically the GM caps the value of Continuing Charges at -0, especially if Time Limit is an Advantage, but the final decision is up to him.

POWER EXAMPLES: TIME LIMIT

Alzamar's Cloak Of The Unseen: Invisibility to Sight Group, Time Limit (1 Minute, +1 Minute per point Sorcery roll succeeds by; +½), Reduced Endurance (0 END; +½) (40 Active Points); OAF Expendable (perfectly clear polished quartz crystal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½). Total cost: 12 points.

Spell Of The Burning Blade: Armor Piercing (+¼) for up to 60 Active Points' worth of HKA, Usable Simultaneously (up to eight people, cast on each one at a time; +¾), Time Limit (1 Minute; +¾), Reduced Endurance (0 END; +½) (45 Active Points); OAF Expendable (small cube of charcoal, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½). Total cost: 15 points.

Darkvision Spell: Nightvision (5 Active Points); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Time Limit (15 Minutes, +1 Minute per point Magic roll succeeds by; -1). Total cost: 2 points.

Spell Of Protection From Heat: Life Support (Safe Environment: Intense Heat), Usable By Others (up to 16, one at a time; +1) (4 Active Points); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Time Limit (1 Hour, +10 Minutes per point Magic roll succeeds by; -¾). Total cost: 1 point.

INTERRUPTING A TIME LIMIT POWER

Characters can stop or interrupt a Time Limit power in several ways.

First, unless the GM rules otherwise or a Limitation on the power so states, a character with a Time Limit power can stop that power from functioning at any time. This requires at least a Zero Phase Action; the GM might increase this to a Half Phase or Full Phase Action instead. Once stopped, a Time Limit power can only be re-started by going through all its usual preparations (and making another Attack Roll, if necessary).

Second, a negative Adjustment Power or Dispel that reduces a Time Limit power to 0 Active Points causes it to stop working, even if its time period hasn't yet fully run. Depending on the nature of the powers involved and the circumstances, the GM may let the character start the Time Limit power again by going through all its usual preparations, or he may have to wait until the Adjustment Power's effects fade normally or some other precondition occurs.



TRANSDIMENSIONAL

Value: +½ to affect targets in a single dimension; an additional +¼ to affect targets in a related group of dimensions, one dimension at a time; an additional +¼ to affect targets in any dimension, one dimension at a time

This Advantage allows a character to use a power to affect targets in other dimensions. Although characters normally apply Transdimensional to Sensory Powers such as Mind Scan, they can use it with most powers that have inherent "indirect" properties (such as most forms of Telekinesis) or for which the Advantage *Indirect* is purchased to change the Source Point of the power.

For a +½ Advantage, a character can use the power to affect targets in a single other dimension. For an additional +¼ Advantage (total cost: +¾), a character can use the power to affect targets in a group of related dimensions (the Nine Hells, all Outer Planes, or the like), one dimension at a time. For an additional +¼ Advantage (total cost: +1), a character can use the power to affect targets in any dimension, one dimension at a time.

Example: *Delaxor the Destroyer wants to create a mystic attack that works against targets in any of the four Elemental Planes. He purchases a Blast 12d6, Indirect (+½), Transdimensional (any Elemental Plane, +¾). The Active Point cost for this attack is (60 x (1 + 1¼)) = 135 points. He can use this attack to affect targets in any Elemental Plane, but can only affect one target in a single elemental plane with any given attack.*

A character can use a Transdimensional power against a target in the same dimension he's in if he wants to. He still has to pay END for the Advantage, allocate reserve points to it if it's in a Multipower, and the like, but he's not restricted to attacking only dimensions other than the one he's currently in. (This may require the GM to allow the character to ignore the *Indirect* Advantage and have the character be the Source Point of the attack.)

A character can apply Transdimensional to non-Ranged powers if he wants to. However, the vast majority of Transdimensional powers are Ranged.

Applying Transdimensional to a power doesn't grant a character the ability to perceive targets in the other dimension for free. If a character doesn't have a Sense that can perceive into the target dimension (such as Clairsentience or an Enhanced Sense with the *Dimensional* Sense Modifier), then he's at 0 OCV when attacking with the Transdimensional power.

Transdimensional doesn't eliminate the Range Modifier. The character must calculate a normal Range Modifier based on the position at which his power breaches the barrier between dimensions relative to the position of his target in the other dimension (the dimensional breach's location in the dimension where the character currently is, is in the character's Reach). There's no additional "Range Modifier" just for attacking through a dimensional barrier, or for crossing multiple "dimensional layers" between the character's current dimension and the target dimension, or anything of the sort (unless the GM chooses to impose one).

Example: *Delaxor uses his Transdimensional Blast to attack an earth elemental in the Elemental Plane of Earth. The barrier between Indushara (Delaxor's home) and the Elemental Plane of Earth is breached at a point 48m away from the elemental. Therefore Delaxor suffers a -6 OCV Range Modifier.*

Transdimensional can be an extremely potent Advantage. Gamemasters should regulate its use carefully.

TRIGGER

Value: See Trigger Table

This Advantage allows a character to set up a power that activates when a defined circumstance occurs. Some examples of Triggers include a button the character must press, a radio control device, an activation word or incantation, the passage of a particular amount of time, applying sufficient pressure, a reflex action, or reaching a certain altitude.

The value of Trigger depends on what conditions or circumstances activate the Trigger, how easy it is to re-set the Trigger, and related factors. See the accompanying Trigger Table for a summary of costs. The minimum value of Trigger is +¼, regardless of the modifiers applied.

ACTIVATING CONDITIONS

The primary consideration for a Trigger is what activates it. If only one condition activates the Trigger — such as a coded radio signal, or pressing a button — the Advantage is worth +¼. This value also applies if a discrete and related set of conditions activates the Trigger, such as any one of three different code words. If the character can change the Trigger each time he sets up the power, Trigger is a +½ Advantage. Once a character sets a +½ Trigger, he cannot change the activating condition unless the GM permits him to (though he could activate the power by satisfying the Trigger's conditions and then set the power up with a new Trigger condition). With the GM's permission, a character can de-activate his own Trigger and re-set it.

POWER EXAMPLES:

TRANS-DIMENSIONAL

Æthereal Corruption: RKA 2d6, Indirect (change Source Point from use to use; +½), Transdimensional (Plane of Æther targets; +½). Total cost: 60 points.

Basilisk's Gaze: Severe Transform 7d6 (standard effect: 21 points) (living things to stone), Indirect (change Source Point from use to use; +½) Transdimensional (targets on either the ethereal or astral plane; +¾), Reduced Endurance (0 END; +½), Constant (+½), Persistent (+¼) (367 Active Points); Must Meet Basilisk's Gaze (-1). Total cost: 183 points.

TRIGGER TABLE

Value	Basic Activating Circumstances
+¼	One defined condition, or related set of conditions, activates Trigger
+½	Character can define Trigger condition with each use of the power
Value	**Activation Modifiers**
0 more Advantage	Activating the Trigger requires a Zero Phase Action
¼ more Advantage	Activating the Trigger is an Action that takes no time
¼ less Advantage	Character does not control activation of personal Trigger
¼ more Advantage	Two activation conditions apply simultaneously
½ more Advantage	Three or more activation conditions apply simultaneously
Value	**Reset Parameters Modifiers**
½ less Advantage	Trigger requires a Turn or more to reset
¼ less Advantage	Trigger requires a Full Phase Action to reset
0 more Advantage	Trigger requires a Half Phase Action to reset
¼ more Advantage	Trigger requires a Zero Phase Action to reset
½ more Advantage	Trigger resets automatically, immediately after it activates
0 more Advantage	Character can set Trigger multiple times; power must have Focus or Charges
Value	**Miscellaneous Modifiers**
¼ less Advantage	Trigger can expire (it has a time limit)
¼ less Advantage	Trigger can Misfire

The minimum value of Trigger is +¼, regardless of the modifiers applied.

The circumstance that activates a Triggered power must be easily verifiable, and cannot depend on any Senses the character does not possess — characters cannot use Trigger as a cheap way to detect phenomena they could not ordinarily perceive. (If the character wants to create a Trigger that has special Senses, he can buy these specifically for use with one Triggered power for a -2 Limitation, or with any Triggered power for a -1 Limitation.) The GM may want the player to write down the circumstances that activate the Trigger to prevent disagreements later.

Example: *Arkelos is leaving his tower and wants to set up some magical traps. He casts a guardian spell — Entangle, Area Of Effect, with a +¼ Trigger. The Power goes off whenever anyone tries to enter the room without saying "I'm home." Since Arkelos has no special Senses, only intruders perceivable by normal human Senses can activate the trap. If a visible thief tries to enter the room, he sets off the Entangle, likely trapping him until Arkelos returns. However, since Arkelos himself cannot see invisible beings, an invisible thief would not activate his Triggered spell.*

In some cases, activating a Trigger requires a character to take some specific action. As a default, this is a Zero Phase Action, but the character can make it an Action that takes no time by paying for an additional +¼ Advantage. In either case, even if activating the Trigger involves an attack or making an Attack Roll, it does not constitute an Attack Action (unless the GM rules otherwise), and thus does not use up a character's Phase. (Of course, in the case of Zero Phase Action Triggers, the character must of course be able to perform a Zero Phase Action to activate the Trigger, though he could Abort to activate it if the GM ruled that doing so was a "defensive action").

Example: *Lt. Andy Barrett of the U.S. Navy SEALs is going on an infiltration mission. He realizes that if he's spotted, the enemy can shoot him easily because he'll be seriously outnumbered. Since he may need a way to generate some quick cover, he gets four smoke grenades and rigs them to a bandolier. He buys the grenades (Darkness to Sight Group on a Focus) with a Trigger, defined as a reflex action — whenever he needs some cover, he reflexively reaches for a grenade and "pops smoke" so the enemy can't see him. The GM allows him to set the Trigger for all four grenades. If it becomes necessary to use the grenades, activating the Trigger is an Action that takes no time (because he paid for the extra +¼ Advantage; ordinarily it would be a Zero Phase Action).*

If a character has a Trigger for a personal power for which he cannot control the activation, he may, at the GM's option, reduce the value of Trigger by ¼. An example would be an Aid STR, Triggered when the character becomes Enraged (or Berserk). Since the character cannot become Enraged at will, he gets less use out of his Triggered power, so the GM might reduce the Advantage's value. (The GM may also allow the power to take the *No Conscious Control* Limitation, if appropriate.)

Normally only one activation condition can apply to a Trigger at one time. If two conditions can apply simultaneously (for example, "power activates if five minutes pass *or* I say "relgarb""), Trigger costs ¼ more Advantage. If three or more activating conditions can apply simultaneously, Trigger costs ½ more Advantage. The GM may restrict the number of activating conditions a character can apply simultaneously in the interest of common sense, dramatic sense, or game balance.

Some Triggers can *Misfire,* meaning conditions or events other than the predefined circumstances can activate them. For example, a bomb with the Trigger "radio detonator" might Misfire if a radio tuned to certain frequencies comes within 4m of it. A Trigger subject to Misfire costs ¼ less. The typical chance to Misfire when the condition occurs is 11-; the GM may modify this based on the situation and the nature of the power.

A Trigger remains "ready" even if the character who bought the power goes to sleep or is Knocked Out. If the character dies, the fate of the Trigger depends on the circumstances. In some cases, such as powers bought through a Focus, the power may remain active (other characters may be able to use it, if the Focus is Universal). In other cases, the power may fade away, or the Trigger may activate automatically upon its creator's death (this works well for some types of spells, for example).

A Trigger has no preset time limit or duration. It's possible for a Trigger to remain ready for use for years. If a Trigger has a defined time limit (it no longer works after a specified time period has passed), the GM may reduce the Advantage's value by ¼, but in this case whether the duration has passed should be obvious to an observer.

RESET CONDITIONS

The next thing to consider about a Trigger is how the character resets it. As a default, a character must use a Half Phase Action to reset a Trigger power; he may only reset a given Trigger once per Phase. If it takes longer to reset the Trigger (a Full Phase, or a Turn or more), the Advantage costs less.

Some Triggers take less time to reset; these cost more. A Trigger that a character can reset as a Zero Phase Action costs +¼ more. A Trigger that resets automatically after every time it's used costs +½ more. This takes no action on the character's part and effectively makes the Trigger equal, in many ways, to a Constant Power, so the GM may want to establish a minimum value of +1 for any Trigger with this reset condition.

Example: *Severin d'Compeigne is a master fencer who has a lethal riposte technique — every time he Blocks a sword-blow, he can strike back at whoever attacked him. He defines this as an HKA 1d6 with a Trigger that has a single activating condition (whenever he Blocks a weapon attack with his sword). He specifies that the Trigger resets automatically after each use, and that it activates as an Action that takes no time. This costs him +1 total. Whenever he Blocks a weapon attack, his Trigger attack activates automatically and he strikes back at his attacker. Immediately after it activates, the Trigger resets, so that the attack applies* every time *he Blocks a weapon attack, even if he Blocks ten weapon attacks in the same Segment.*

Typically, a character may only set a Trigger once; after the Trigger activates, the character must reset the Trigger. (This does not apply to Triggers that automatically reset, of course; there's no limit to the number of times an automatic-reset Triggered power can be activated in a Segment.) If a Power has the *Focus* Limitation or the *Charges* Power Modifier, the character can set the Trigger multiple times. This is appropriate for attacks like landmines, for example. The GM can allow characters to set other Triggers multiple times, if desired, or forbid multiple setting if appropriate.

USING TRIGGER POWERS

To Trigger a power, the character must first set up the power — for example, a landmine (RKA 2d6, Explosion, Trigger [when sufficient pressure applied; +¼]) must be buried and activated before it can go off. The character pays END for the Trigger when he sets up the power; Limitations such as Activation Roll, Extra Time, Concentrate, and Requires A Skill Roll also apply when the power is set up, not when it is used.

For Triggered powers not activated by the character who bought the power, the target of a Triggered power is the person who sets off the Trigger — who steps on the landmine, who walks into the zone that activates a trap, or the like. Of course, that may make other people targets as well (for example, if the Triggered power is an Explosion). In situations where the character controls the activation of the Trigger, such as the bandolier of grenades mentioned above, the character may choose his target.

The character makes the Attack Roll needed to hit a target with the power when the Trigger activates, not when he sets up the power. (This does not constitute an Attack Action; the time required is as indicated above.) For a power not typically intended for use in combat (such as a Triggered trap, or a landmine), the character uses his OCV at the time he sets up the attack. Based on the special effects, the nature of the Trigger, and other such factors, the GM may, in his discretion, forbid characters to use bonuses from Combat Skill Levels, maneuvers, or the like, and allow the use of base OCV only. For a power typically intended for use in combat (such as the bandolier of grenades mentioned in the example above), the character uses his OCV at the time he makes the attack, and can apply Combat Skill Levels normally.

In either case, the GM may, in his discretion, impose modifiers on the character's OCV to reflect the situation when he Triggers the attack. For example, if he can't see the location of the Triggered power clearly (perhaps it's blocked by Darkness), he may have a harder time Triggering it precisely. On the other hand, some Triggered powers (like a landmine, whose Triggering the character doesn't really control at all) might not suffer a reduced OCV in this situation.

For a typical Triggered power, calculate the Range Modifier from the point at which the power is "located" (where the character set the Trigger and left it). With other Triggered powers, like the bandolier of grenades mentioned above, the "location" of the power and where the character is when he activates it are the same, so he calculates the Range Modifier from himself as normal.

Even though a power has been set with a Trigger and not yet used, another character may Dispel or Drain that power, or deactivate it by other appropriate methods. For example, an enemy wizard could Dispel Arkelos's guardian spell, saving himself from being captured by Arkelos's trap. A soldier could defuse a landmine with a Demolitions roll before it goes off.

POWER EXAMPLES: TRIGGER

Automatic Riposte: HKA 1d6, Trigger (when character Blocks an attacker's sword-blow, activates as an Action that takes no time, resets immediately; +1) (30 Active Points); OIF (swords of opportunity; -½). Total cost: 20 points.

Potion Of Giant Strength: +30 STR, Trigger (quaff potion; +¼) (37 Active Points); OAF Fragile Expendable (easily spilled or diluted liquid, brewed from giant's blood and other components which are Difficult to acquire; -1½), Concentration (creator has 0 DCV while brewing potion; -1), Extra Time (takes minimum of 1 Hour to brew potion; -4), Gestures (must make arcane gestures while brewing potion; -½), Incantations (must incant magical formulae while brewing potion; -½), Requires An Alchemy Roll (-½), 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 4 points.

Radio-Controlled Bomb: RKA 3d6, Area Of Effect (18m Radius Explosion; +½), Trigger (variable radio signal, misfires if brought near radios set to certain frequencies; +¼) (79 Active Points); OAF (-1). Total cost: 39 points.

POWER EXAMPLES:

TRIGGER

Warding Spell: Entangle 6d6, 6 PD/6 ED, Area Of Effect (8m Radius; +½), Trigger (if anyone other than spellcaster enters protected area; +¼) (105 Active Points); OAF Expendable (silver chain, Difficult to recover; -1¼), Concentration (0 DCV; -½), Extra Time (1 Hour; -3), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Requires A Magic Roll (-½). Total cost: 13 points.

POWER EXAMPLES:

UNCONTROLLED

Acidic Secretions: RKA ½d6, Constant (+½), Uncontrolled (removable with vinegar or water; +½) (20 Active Points); No Range (-½). Total cost: 13 points.

Perpetual Shadow: Darkness to Sight Group 12m radius, Uncontrolled (banished by holy light or powers; +½). Total cost: 90 points.

If a character applies an Adjustment Power to increase a Triggered power, or he Pushes a Triggered power, the effects of the Adjustment Power or Pushing fade at their normal rate. A character cannot "boost" a Triggered power, set the Trigger, and thus "lock in" the boosted effect. Characters may not Haymaker Triggered powers.

If a character has a power with Trigger as a slot in a Power Framework, and he sets the Trigger, he may then shift the points in the Framework to another slot. The Triggered power remains in effect, waiting to be Triggered, even though the Framework has shifted to another power (though the GM may forbid this if he feels it violates dramatic sense or would cause game balance problems). Activating the Triggered power doesn't cause the Power Framework to switch to that slot or cut off a power currently in use through the Framework. However, after the Trigger activates, it cannot reset until the Framework is shifted back to that slot.

Characters can usually spot a power with a Trigger with a PER Roll, unless the power has the Advantage *Invisible Power Effects.* There's no limit to the number of Triggers or Triggered Powers a character may place on the same object/person/place at once (or on different objects/persons/places), unless the GM imposes one. Nor is there any limit to the number of powers he can Trigger at once by the same method, unless the GM restricts this.

If a character has a Triggered power, and the use of that power under ordinary circumstances (*i.e.,* without a Trigger) would constitute either an Attack Action or a defensive Action, the Triggering of that power does not automatically use up the character's Phase, force him to Abort his Phase, or the like. The resolution of this issue depends on how long it takes the character to activate the Trigger. If activating the Trigger is an Action that takes no time, using it does not constitute taking an Attack Action, use up a character's Phase, or require him to Abort. It's a "free" attack or Action that doesn't in any way use up any of his "resources" or require anything of him other than choosing to activate the Trigger. If the Trigger requires a Zero Phase Action to activate, activating it still does not constitute an Attack Action. However, the character has to be in a position to take a Zero Phase Action, meaning it has to be his Phase and he has to have not already used up the entire Phase. If he has, then he either cannot use the power or, if it's a defensive power and it's possible for him to Abort, he has to Abort his next Phase to use it.]

UNCONTROLLED

Value: +½ Advantage; the Power must already be Constant

A Constant Power with this Advantage can maintain itself without conscious thought from its user. The base power must be Constant (either inherently, or because the *Constant* Advantage was purchased for it).

To set up an Uncontrolled power, the character must activate and use the power as normal (including succeeding with an Attack Roll, if necessary). Once successful, the character feeds as much END as he desires into the power to create a pool of END to fuel it. The Uncontrolled power runs for as long as there's END to power it. However, any power bought with this Advantage must have a reasonably common and obvious set of circumstances that will turn it off or negate it. (An Uncontrolled HTH attack should have "target moves out of HTH Combat range" as the condition [or one of the conditions] that causes the Uncontrolled effect to cease.)

If the Uncontrolled power is an attack, the target takes the damage when the power is first used. Thereafter, on each of the attacker's Phases, the attack uses END from the pool set up by the attacker and damages the target again (roll damage separately each time, but the attacker does not have to make another Attack Roll). The damage occurs on the attacker's DEX (*i.e.,* when his Phase occurs in the Segment).

If an Uncontrolled power is an Area Of Effect, the effect remains in all Segments, not just the attacker's Phases. Any character who enters the area takes damage or suffer the power's effects (no Attack Roll is required) that Segment and on each of the attacker's Phases thereafter until he leaves the area.

Once a character has set up an Uncontrolled power, he's not restricted in any way. As with an ordinary Constant Power, he could, for example, make more attacks with the Uncontrolled power or his other powers (or take other Actions), or move away from the target of the power, without affecting the Uncontrolled power at all — it would continue to function as intended. But unlike an ordinary Constant Power, if he's Stunned or Knocked Out, or loses Line Of Sight on the target, the power does not cease working — it continues to function as intended. Similarly, if an Uncontrolled power is bought as a Multipower or VPP slot and the character switches the Framework to a different slot, the Uncontrolled power does not turn off; it continues to function until it uses up its END pool.

The GM should be wary of *Uncontrolled* attacks bought to 0 END, as these can be extremely powerful. At the very least he should require the power to have a set duration in addition to a reasonably common and obvious way to turn it off.



Example: *The Lord Of Fire purchases a spell he calls* Immolation: *RKA 2d6, Constant, Uncontrolled (60 Active Points, 6 END). The special effect is that he causes his foe to burst into flames. To shut down this power, douse the fire with water or sand.*

In a battle with the Vestrian Fire-Eaters, the Lord Of Fire uses Immolation on Burgida, a half-giantess warrior. He succeeds with his Attack Roll, then feeds 42 END to the power. This means it affects Burgida for the Lord's next six Phases (it costs 6 END per Phase, so the 42 END will be used up in seven Phases). While Burgida burns, the Lord Of Fire can use other attacks on her or take any other action without affecting the Immolation. Even if he's Knocked Out or loses Line Of Sight to her, she continues to burn.

Generally speaking, making a power Uncontrolled does not deprive a character from controlling aspects of that power (other than END use/duration) after he's activated it. However, as with all things, this may depend on the special effects involved, the exact nature of the "control" he wants to exert over the power, potential abusiveness, and the like, so the GM's judgment would come into play. The character should also be subject to Limitations on the power that affect his control of it (such as Extra Time).

Typically an Uncontrolled power, once used, can't then be affected by Adjustment Powers — to improve or reduce the effects of one, it needs to be Adjusted before it's used. However, the GM can grant exceptions to this if desired.

USABLE ON OTHERS

Value: See Usable On Others Table

This suite of Advantages allows a character to give a power to another character — for example, as a blessing, or the ability to grant other characters temporary superpowers — or to impose a power on another character without his consent (*i.e.*, as an attack).

How a character gives or imposes a power to/upon other characters depends on how he buys Usable On Others ("UOO"). This involves making several decisions about how the UOO ability should work, then assembling the Power Modifier values to derive a final value for the Advantage (which has a minimum value of +¼, regardless of Modifiers). The text explains the nature and implications of each aspect of UOO and provides several "pre-built" forms of the Advantage for you to use.

For ease of reference, the character giving a power to another character (or forcing it on him) is the "Grantor"; the character getting the power is the "Recipient."

The Basic UOO Advantage

At its most basic level, UOO allows the Grantor to grant a power to a single Recipient (though the Recipient can be the Grantor himself), who's within his Reach. The Recipient controls the power, and can go anywhere after receiving it.

If the granted power costs END to use, then granting the power costs the Grantor END that Phase at the standard rate (1 END per 10 Active Points in the power including the cost of the *Usable On Others* Advantage). If it doesn't cost END, granting it costs him no END (unless the GM rules otherwise). The END for using a granted power is paid by the Recipient in most cases (see below). Typically he pays the full END cost for the power (including the UOO Advantage), but the GM can recalculate it to exclude UOO if desired. The Recipient doesn't have to pay END just to receive a power, or to maintain the grant of power; he only pays END for using the power.

Granting a UOO power constitutes an Attack Action. It requires an Attack Roll to hit the Recipient, but the GM can waive the roll if the Recipient's willing to receive the power and easy to touch. Also at the GM's option, if the Grantor grants the power to himself, doing so only requires a Zero Phase Action.

The power the Recipient receives does not itself "include" the UOO Advantage. The Recipient cannot grant the power to other characters unless the power's bought with a separate UOO Advantage allowing him to do that.

When a Grantor grants a UOO power, all he's doing is granting that power to a Recipient. The power the Recipient receives isn't automatically "on" when he receives it — he must activate it himself, following the standard rules for the Power(s) he receives (such as requiring a Zero Phase Action to activate). The Recipient is subject to any Limitations on the power (such as having to use Gestures or suffering a Side Effect if the power isn't activated properly).

Unless some Limitation indicates otherwise, or the power is one he maintains control over, the Grantor doesn't have to make a new Attack Roll or take any Action every Phase to maintain a granted power. Once he grants a power to a Recipient, he can perform other Actions freely.

Applying UOO to a Self Only power converts that power to one with No Range (*i.e.,* which the character can inflict on another character within Reach, or to which a character can apply the *Ranged* Advantage).

UOO can only grant a character a new power; unless the GM rules otherwise it can't enhance or add to a power the character already has. For example, if a character has Teleportation 30m and someone uses Teleportation 10m, Usable By Other on him, he has two powers, Teleportation 30m and Teleportation 10m, not one Teleportation 40m. To enhance a character's existing power, use Aid.

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USABLE ON OTHERS TABLE

Value	Basic Target
+¼	Grantor can give power to one Recipient

Value	Target Modifiers
¼ more Advantage	x2 number of Recipients (+¼ for x2, +½ for x4, +¾ for x8, and so on)
¼ less Advantage	Grantor must grant power to multiple Recipients one Recipient at a time

Value	Willingness Modifiers
+0 more Advantage	Recipient must be willing to receive power
+1 more Advantage	Grantor can force power onto unwilling Recipient ("Usable As Attack")

Value	Control Modifiers
+0 more Advantage	Recipient controls the power
¼ more Advantage	Recipient controls the use of the power, but Grantor can take it back
½ more Advantage	Grantor controls the power totally

Value	Endurance Modifiers
+0 more Advantage	Recipient pays the END for using the power
¼ less Advantage	Grantor pays the END whenever the power is used

Value	Simultaneity Modifiers
+0 more Advantage	Grantor can grant power to others or to himself
½ less Advantage	Grantor can only grant the power to others

Value	Range Modifiers
+0	Recipient must be within Reach of Grantor for power to be granted
¼ more Advantage	Recipient must be within Limited Range of Grantor for power to be granted
½ more Advantage	Recipient must be within Standard Range of Grantor for power to be granted

Value	Proximity Modifiers
+0 more Advantage	Recipient can go anywhere after receiving power
¼ less Advantage	Recipient must remain within Line Of Sight of Grantor
½ less Advantage	Recipient must remain close to Grantor

The minimum value of UOO, regardless of modifiers, is +¼.

THE UOO TARGET

The Grantor can double the number of Recipients he can grant a UOO power to for each additional ¼ Advantage: another ¼ Advantage for x2 Recipients; another +½ for x4 Recipients; and so on.

When a Grantor grants a power to multiple Recipients, they all receive it at once, as part of a single Attack Action by the Grantor. (Of course, they must all be within Range to receive it, which typically means the Grantor must be able to touch them.) If the Grantor can only grant the power to the Recipients one at a time, requiring a separate Attack Action and roll for each, UOO is worth ¼ less Advantage.

At the GM's option, for a flat +1 additional Advantage the Grantor can define the target as all Recipients standing within up to 10 meters of him, regardless of how many there are. That makes it easy to create, for example, a "Group Invisibility Spell" without having to worry about how many Recipients it can affect.

INANIMATE TARGETS

For powers intended to affect inanimate objects rather than living Recipients, assume that the base target object weighs up to 100 km. Objects heavier than that cannot be granted the power. For each additional ¼ Advantage, the Grantor doubles the mass of objects he can affect.

This additional Advantage isn't required when buying Usable On Others for powers that have their own rules for increasing the mass they can affect (such as Teleportation). In that case, buy the power to affect the mass desired before applying Usable On Others. Mass is only relevant for inanimate objects; a power may be used on or granted to other characters and living beings regardless of their mass. The GM determines when a character has to increase the mass for a Usable On Others power.

If a UOO power that applies to multiple objects at once can affect increased mass, the increase applies *per object.* It's not divided among the objects as a group.

THE RECIPIENT'S WILLINGNESS

By default, a Recipient must be willing to receive a UOO power. Typically this means he has to know the Grantor's going to give it to him and agree to receive it, but the GM could allow a Grantor to give a power to a conscious Recipient who wasn't aware of it if the GM thinks the Recipient would agree (for example, Grantor and Recipient are good friends, or have often done this before). (See below about granting powers to unconscious Recipients.) A Recipient may choose not to accept a granted power.

If Grantor can make the Recipient take the power even if the Recipient doesn't want it — in other words, he can force it on the Recipient — that costs an additional +1 Advantage. Unless the GM rules otherwise, this is only appropriate for the *Usable As Attack* ("UAA") form of UOO described below. By definition a "forced on" UOO power can only be used on other characters, so the Grantor doesn't get the standard ½ less Advantage for that (see below).

When a character creates a "can be forced on the Recipient" UOO power, he must define a reasonably common and obvious set of defenses that cancels out the attack. For example, Flight UAA might not work against any character who had Flight, Desolidification, or Power Defense. (The defense doesn't have to be "active" or "turned on," the target simply has to have it available.) If the target of the power doesn't have the appropriate defense when the Usable As Attack power affects him, but later obtains or activates that defense, the Usable As Attack power ceases to affect him at that time. (The power cannot act as its own defense; if the defense to Flight UAA is for the target to have Flight himself, that refers to his *own* ability to fly — he cannot use the Flight from the attack to negate the attack itself.)

See *Usable As Attack,* below, for more information.

CONTROL OF THE UOO POWER

By default, the Recipient of a UOO power controls it. He activates it, he turns it off, he makes any rolls involved, he uses it when he wants to (*i.e.,* on his own SPD), and he uses it how he wants regardless of the Grantor's wishes. The Recipient can choose to use none, some, or all of the power, as he prefers; he's not required to use it at full strength.

For +¼ additional Advantage, the Recipient controls the power, but the Grantor can "take it back" at any time as a Half Phase Action. When that happens, the Recipient instantly loses use of the power and any benefits it provides which aren't lasting (lasting benefits remain in effect according to their standard rules). For example, he'd lose the defense from Mental Defense UOO, but if he'd used Aid STR UOO to improve his STR, the Aided points would fade at the defined rate for the Aid.

If the Recipient controls the UOO power, he can keep it and keep using it as long as he wants, even if it's not activated all the time. However, if he's Stunned he loses the use of it at the end of the Segment; if he's Knocked Out or falls unconscious he loses use of it immediately. When that happens he can no longer activate or use the power (though the Grantor could give it to him again), and he loses the use of the power and any benefits it provides that aren't lasting. (At the GM's option, if a UOO power is bought with an additional +½ Advantage, *Lasts Through Unconsciousness,* the Recipient retains the power even if he's Stunned, Knocked Out, or goes to sleep, and can continue to use it after he wakes up.) The Recipient can at any time voluntarily relinquish a UOO power as an Action that takes no time, which has the same effect on the power as if he'd been Knocked Out.

For +½ more Advantage, the Grantor controls the power entirely. He activates it, turns it off, and determines when and how it's used (on his own SPD, not the Recipient's). Unless the GM rules otherwise, this is only appropriate for the *Usable By Nearby* and *Usable As Attack* forms of UOO described below. If the GM wants to allow characters to use this option for other types of UOO powers, he needs to define the effects and determine what rules, if any, apply. In particular, characters shouldn't be allowed to apply this modifier to UOO for UOO powers that the Recipient has to pay the END for.

ENDURANCE MODIFIERS

When a Recipient uses a granted UOO power, he pays the END cost for it, if any. However, for ¼ less Advantage, the Grantor must pay the END whenever the Recipient uses the power. If the Grantor has no END (for example, if he's Knocked Out or asleep), he must use STUN for END as discussed on 6E2 131, which could make him more deeply unconscious. Alternately, the GM can rule that an unconscious character can't provide END for a UOO power, which immediately stops working. The "Grantor pays the END" option can only be used for UOO powers that cost END to activate or maintain.

SIMULTANEITY MODIFIERS

Typically a character with a UOO power can choose to grant that power to himself and use it (though of course, he counts as a Recipient, which either makes it impossible to grant the power to others as long as he uses it, or counts as one of total Recipients it can be applied to). If the Grantor can only grant the power to other characters, never to himself, UOO is worth ½ less Advantage.

RANGE MODIFIERS

By default a UOO power cannot be granted at Range — the Recipient must be within the Grantor's Reach to receive the power. (This applies even if the power being granted can itself be used at Range.) However, once he does so, the Recipient can use the power without having to remain in contact with the Grantor (see below regarding proximity modifiers). For +¼ more Advantage, the Grantor can grant the power at Limited Range (something less than 10m x Base Points) or Range Based On STR. For +½ more Advantage, a UOO power can be granted at Standard Range (10m x Base Points). The Range Modifier applies to the granting of UOO powers at Range, and the Grantor must have Line Of Sight to the Recipient to grant him a power at Range.

If a UOO power can be granted to multiple Recipients simultaneously at Range, the locations and relative distances of the recipients don't matter — as long as a recipient is within range, he can receive the power. For example, a character who can grant a power to four people could, with a single Attack Action, grant the power to one character who's 4m north of him, one who's 300m south of him, one who's touching him, and one who's 20m east of him, provided he has LOS to each of them. However, the granting of the power suffers the worst possible Range Modifier among all the targets.

PROXIMITY MODIFIERS

The final issue to consider when creating a UOO power is whether the Grantor and Recipient have to remain in proximity after the power's granted. Typically they do not; once receiving a UOO power the Recipient can go wherever he wants, without restriction, and continue to use it.

For ¼ less Advantage, the Recipient must remain within Line Of Sight of the Grantor. If the Grantor ever loses LOS to the Recipient (including being Stunned or Knocked Out), the UOO power immediately stops working; he loses the use of the power and any benefits it provides which aren't lasting (such as the increase to a Characteristic from an Aid).

For ½ less Advantage, the Recipient must remain close to the Grantor — typically within no more than 10m, but it's up to the GM to set the boundaries (for example, the default *Usable By Nearby* version of UOO presented below uses a boundary of 4m). Characters shouldn't be allowed to extend the boundary significantly (and certainly shouldn't be allowed to MegaScale it). If the Recipient goes past this boundary, the power immediately stops working; he loses the use of the power and any benefits it provides which aren't lasting.

OTHER RULES

DISPEL AND ADJUSTMENT POWERS

If a third party Dispels or negatively Adjusts a Usable On Others power on a Recipient, only that Recipient suffers the effect — the Grantor and anyone else who received it remain unaffected.

If a third party Dispels or negatively Adjusts the Grantor's UOO power, it affects the power itself as well as any grant of it that the Grantor retains control over (including Usable As Attack powers already in effect). Recipients whose use of the power the Grantor does not control are unaffected — in that case, once the power's given to the Recipient, a Dispel or Adjustment Power intended to affect it must be used on the Recipient of the power.

If a UOO power that the Grantor controls (including Usable As Attack powers) is in effect, it cannot be Dispelled or negatively Adjusted by targeting the "Recipient." The Dispel or Adjustment Power must be targeted against the Grantor.

POWER FRAMEWORKS

When a character buys a UOO power through a Power Framework, if he switches the Framework to another slot the Recipient retains the granted power and can continue to use it; switching the Framework doesn't "shut off" the UOO power. (This does not apply if the Grantor retains control over the UOO power, such as with a Usable As Attack power; in that case switching the Framework causes the power to stop working at the end of the Segment.)

PROTECTING THE UNCONSCIOUS

If a Persistent Power is bought Usable By Other, the character can use it to affect an unconscious or unaware Recipient, provided the power would be beneficial to that Recipient (*i.e.,* characters cannot exploit this rule to obtain a cheap "Usable As Attack" power). For example, Mental Defense Usable By Other could be used to protect an unconscious person's mind from attack by Mental Powers.

THE GRANTOR'S CONSCIOUSNESS

If the Recipient controls a granted power, and the power doesn't require the Grantor to maintain LOS to the Recipient, the power doesn't stop working just because the Grantor is Stunned, gets Knocked Out, or goes to sleep.

Forms Of Usable On Others

Here are several "standard" or common forms of UOO:

USABLE BY OTHER

Modifiers: can grant power to one Recipient, Recipient is willing, Recipient controls power, Recipient pays END for power, Recipient must be within Reach to receive power, Recipient can go anywhere

Value: +¼

Usable By Other ("UBO") is the typical, or default, form of Usable On Others. It means the Grantor can grant the power to one Recipient, who controls it and can go anywhere after he gets it.

Example: *Arkelos wants to create a magic spell that grants others the power of flight. He only wants to be able to grant Flight to one person at a time, so he buys his spell as Flight 20m, Usable By Other (+¼), which costs 25 Active Points. The target of the power, not Arkelos, pays the END cost for the Flight, and can choose the speed at which he flies (from 1m to 20m per Phase, as desired). Arkelos cannot control where or when the target flies, that's up to the target. Similarly, if the target doesn't want to be able to fly, he can refuse Arkelos's grant of power — Arkelos can't force him to fly.*



USABLE SIMULTANEOUSLY

Modifiers: can grant power to two Recipients, Recipient is willing, Recipient controls power, Recipient pays END for power, Recipient must be within Reach to receive power, Recipient can go anywhere

Value: +½ for two Recipients, an additional +¼ for each x2 Recipients

This form of Usable On Others allows two characters (typically the Grantor and one Recipient) to use the power at the same time. Each character controls his own use of the power, pays END for his use of the power, and is subject to any of the power's Limitations. The Grantor can make himself one of the Recipients, but he counts as part of the total number of Recipients (*i.e.,* he doesn't get to use the power "for free").

Example: *Arkelos decides there may be situations where he would want to fly at the same time as the person he grants the power of flight to (so they can travel together, for example). He buys his spell as Flight 20m, Usable Simultaneously (up to 2 Recipients; +½), which costs 30 Active Points. He can now grant the power of flight to one person, and then grant it to himself as well. He pays the END for his Flight, and the other character pays END for his own Flight, and neither can control whether, when, or how the other chooses to fly.*

Later Arkelos earns some Experience Points and improves his spell to be Usable Simultaneously (up to 4 Recipients; +¾), for a total cost of 35 Active Points. Now he can grant the power of flight to up to four people at once. If he chooses to make himself one of the four, he can grant the power to up to three other people.

USABLE SIMULTANEOUSLY ONE AT A TIME

A common variant on Usable Simultaneously is to require the Grantor to give the power to each Recipient individually (which reduces the value by ¼ Advantage). This simulates, for example, a spell that can be cast on several Recipients, but the caster has to touch each one individually and speak the words of the spell over him.

USABLE BY NEARBY

Modifiers: can grant power to anyone Grantor designates within 4m of himself, Recipient is willing, Grantor controls power, Grantor pays END for power, Recipient must be within Reach to receive power, Recipient must remain within 4m of Grantor

Value: +1

A *Usable By Nearby* ("UBN") power is one that the Grantor grants to anyone he wants to grant it to who's within 4m of himself when he grants it. The Grantor controls the power and pays the END, and all Recipients must remain within 4m of him or lose the power.

UBN is typically used to create "group" powers under the control of a single character. Examples include a Spell of Group Invisibility, a wind-controlling superhero's ability to carry several friends with him when he flies, or a spell that creates a bubble of fresh air around the caster so that anyone who stays near him can breathe underwater.

Example: *Arkelos realizes it would be useful to create a version of his flight spell that allowed his adventuring comrades to accompany him. He devises the spell* Arkelos's Flying Carpet, *which creates a "magic carpet" with an area equivalent to a 4m radius. Arkelos controls the carpet, so it goes where he wants it to, and he pays the END to keep it aloft. Anyone who steps off the edge plummets to the ground.*

At the GM's option, characters creating UBN powers can define an affected area larger or smaller than 4m; that's used for reference since it's large enough for most such powers.

USABLE AS ATTACK

Modifiers: can grant power to one Recipient, Recipient need not be willing, Grantor controls power, Grantor pays END for power, Recipient must be within Reach to receive power, Recipient must remain within LOS of Grantor

Value: +1¼

Usable As Attack ("UAA") is a form of UOO that allows a character to "force" a power on the Recipient, typically to his detriment. For example, a character could force the power of Flight on a target and then make him fly into a wall, render another character Desolidified against his will, or the like. A character who creates a power with this Advantage retains full control of the power, is subject to the Limitations on the power, and must pay END for the power while it's in use. This is the only form of UBO that can use the "force power onto Recipient" modifier. A character can enhance a UAA power by increasing the Range to Limited Range or Standard Range, but he cannot change the other UOO modifiers used to build UAA without the GM's permission. Because Usable As Attack powers can be extremely effective, the GM must approve them.

UAA powers shouldn't have Limitations unless those Limitations affect only the Grantor (such as *Increased Endurance Cost*). For example, a character normally shouldn't be allowed to buy Density Increase, Usable As Attack (+1¼), Does Not Increase STR (-½). That's just a cheap way of getting a Drain STR in addition to the Usable As Attack power; it's not a valid power construction. If a character wants to make a target so heavy he cannot move, that's the special effect of an Entangle (or some other Power), and that's how he should buy it.

A Usable As Attack power is *only* usable as an attack — the character cannot use it himself for its normal purpose. The GM might permit a character to "attack" himself with his own power in appropriate circumstances, but generally this shouldn't be allowed.

A Usable As Attack power functions similarly to a Constant Power in some respects. It lasts as long as the character keeps paying END for it (and does anything else required to maintain it), or until he loses Line Of Sight to the victim or the victim finds some way to free himself.

Usable As Attack allows a character to "attach" a Constant Power to a target and have that Power follow him as he moves. For example, Darkness to Hearing Group 1m radius, Usable As Attack, would "stick" to a target and move with him as he moves, thus preventing him from escaping its effects.

CONTROLLING THE TARGET

A Usable As Attack power may require a character to control the Recipient in some way. For example, Flight, Usable As Attack, requires the character to pay attention to where he flies the Recipient to, which direction the Recipient's traveling (and how fast), and so forth. If so, the act of controlling the Recipient requires a Half Phase Action on each of the character's Phases. At the GM's option, a character can convert the Half Phase Action requirement to a Zero Phase Action requirement by buying the Advantage *Uncontrolled* for the power (this has no other effect).

Regardless of the Action required, the character usually doesn't have to make any additional Attack Rolls or the like. However, the GM may require the character to make an Attack Roll if he wants to do something that would harm the Recipient (like smash him into a wall). In this case, all standard modifiers, including the Range Modifier, apply to OCV; the target typically has DCV 3 (since he's under the character's control). If the character doesn't take a Half Phase Action to control the Recipient, the Recipient keeps doing whatever he was last made to do (for example, he keeps flying in the same direction and at the same speed).

Other Usable As Attack powers (such as Desolidification UAA) don't require any control of the target by the character — they remain in effect as long as he pays END (and does anything else required to maintain them). He doesn't need to devote any Half Phase Actions to maintaining them.

Example: *Arkelos realizes that being able to force someone to fly would be a useful form of attack, so with the GM's permission he changes his spell again, to Flight 20m, Usable As Attack (+1¼), Ranged (+½), which costs 55 Active Points. Now, with an Attack Roll, he can force someone to fly whether they want to or not. Arkelos pays the END cost for the Flight (5 END) and controls where the target flies. He can fly the target into a wall, out to sea, or straight up in the air and then let him go.*

MULTIPLE TARGETS

Ordinarily, a Usable As Attack power only works on a single target. With the GM's permission, a character can buy a UAA power to affect multiple targets using the standard UOO rules. To use such an attack, the character must touch all of the targets he wants to affect with a single use of the power. (If the power also has Ranged, the GM should examine it *very* carefully before approving it, since the ability to affect so many targets at once could prove unbalancing.) The power has the standard END cost (1 END per 10 Active Points); the character pays END once per Phase when using the power, not once per target per Phase.

Differing Modifiers

Sometimes a character wants to create a Usable On Others power that has different Power Modifiers from the Modifiers on the power the Recipient gains. For example, Arkelos's spell has the Limitations *Gestures, Incantations, Requires A Magic Roll,* and *Focus* (OAF — Magic Wand). But characters who get to fly by means of this power aren't subject to any of those Limitations; they only apply to the casting of the spell that grants the power to fly.

To create such an ability, a character must first determine how to create the power as the Recipient will use it, with all appropriate Advantages and Limitations (this does not include the *Usable On Others* Advantage unless you want the Recipient to be able to grant the power to others). For example, Arkelos buys Flight 20m (20 Active Points), Increased Endurance Cost (x2 END; -½) (total cost: 13 points). He does not apply Usable On Others or the Limitations listed above, because the power as the Recipient will use it does not involve them. Similarly, the Limitations on the power do not apply to the character when he grants the power to the Recipient.

After the character builds the power as the Recipient will use it, the Real Cost of the power becomes the Base Cost of the ability to grant it to other characters. The character then applies the appropriate Advantages and Limitations (including UOO); these affect the granting of power, but not the Recipient's ability to use the power.

Example: *Arkelos finally builds his spell this way:*

Gift of Flight Spell: *Grant the following power to other characters: Flight 20m (20 Active Points); Increased Endurance Cost (x2 END; -½). Total cost: 13 points.*

The 13 point cost becomes the Base Cost for the Usable On Others power. Arkelos applies these Power Modifiers to the 13 points: Usable On Other (+¼) (16 Active Points); OAF (Magic Wand; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 5 points. So, the spell costs Arkelos 5 points (not 13 or16).

POWER EXAMPLES: USABLE ON OTHERS

Phantom Form Spell: Desolidification (affected by Necromancy spells), Usable Simultaneously (up to four people at once, given to each one at a time; +½), Reduced Endurance (½ END; +¼) (70 Active Points); OAF (bracelet woven from fibers from a rope used to hang someone; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 23 points.

Entombment: Tunneling 8m through up to 5 PD materials, Fill In, Usable As Attack (does not work on characters with Tunneling, Desolidification, or Power Defense; +1¼), Ranged (+½). Total cost: 77 points.

Arcane Warding Spell: Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense), Usable By Nearby (+1) (96 Active Points); OAF (magic staff; -1), Concentration (½ DCV throughout; -½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 24 points.

When Arkelos casts the spell, he must have his Magic Wand, utter incantations, make gestures, and succeed with a Magic Skill Roll. If he does all this, the Recipient of the spell becomes able to fly. The Recipient isn't subject to any of those Limitations, but is subject to the x2 END cost of the base power. Arkelos, on the other hand, pays only the standard END cost for his spell (2 END), not double END cost.

Characters should not be allowed to build Usable On Others powers in this fashion as a cheap way of getting that power themselves — for example, to buy Arkelos's spell as described above (for only 5 points) rather than the straightforward ability to fly. Usable On Others powers are, as the name indicates, primarily intended to be used for (or on) others, not on the character himself.

THE DANGERS OF USABLE ON OTHERS

Usable On Others provides you with a great deal of flexibility in the creation of unique and intriguing abilities. As always, that flexibility comes with the threat of abuse. The temptation to combine *Usable As Attack* with powers such as Extra-Dimensional Movement, Flight, or Teleportation, to take just a few examples, will affect many players.

The GM should review all UOO powers carefully and make sure they're unlikely to unbalance the campaign or provide a character with an unusually effective or potent attack. One important rule of thumb to follow is that characters cannot use *Usable As Attack* to duplicate an Attack Power unless the cost of, and restrictions on, the UAA power are at least as bad as, or worse than, the Attack Power. For example, Flight Usable As Attack is of dubious legality, since Telekinesis is the appropriate and legal way to achieve the same effect in most circumstances.

Usable By Others powers present similar possibilities for abuse. For example, imagine how it might affect a campaign if every PC got extra defense from Resistant Protection, Usable By Others, in every combat. When determining each character's effect on campaign balance, be sure to include any powers they might "receive" in this manner.

There are other ways to grant characters powers — Transform, for example. Similarly, any character can use a Universal Focus even though this Advantage isn't bought for it; that's part of the *Focus* Limitation.

POWERS

Characteristics: Characters cannot buy Characteristics as Usable By Others without GM's permission; they should use Aid to achieve that effect.

Multiform, Summon: If a Summoned creature or an alternate form via Multiform grants a power via Usable By Others that requires LOS to be maintained, and then "goes away" (is Dispelled, changes form back to the base form or another form, or the like), then the power ceases to work because LOS has been broken.

Regeneration: Characters cannot buy this Power with UOO; to heal another character, buy Healing.

Skills: Characters can only buy Skills Usable By Others with the GM's permission.

ADVANTAGES

Attack Versus Alternate Defense: A character cannot buy AVAD for a Usable As Attack power so that even if a target has the specified "reasonably common defense," some portion of the attack still affects him.

LIMITATIONS

Charges: If a Usable By Others/Usable Simultaneously power has Charges, that indicates how many times per day the character can "grant" it to other characters — the Recipient can use it as normal for a Usable By Others power, he's not restricted by Charges. To create a power that the Recipient can only use a limited number of times, use the "differing modifiers" rules.

Focus: Buying a Usable By Other powers through a Focus (an item the character gives to the person he grants the power to), that does not negate the need to maintain Line Of Sight (if that's taken for it) or the maximum range of the power.

Self Only: Powers with this Limitation cannot be bought with Usable On Others.

VARIABLE ADVANTAGE

Value: Double the value of the Advantages the character can apply to the power; ¼ less for a limited group of Advantages (but with a minimum value of +½)

A power with this Advantage can have any Power Advantages of up to a certain value. The character can change the Power Advantage(s) on the power before it is used. Changing the Advantage(s) is a Zero Phase Action, but characters can only change Advantage(s) once per Phase unless the GM permits otherwise. Characters cannot use Variable Advantage to add Adders to a power.

The value for Variable Advantage equals double the value of the Advantages the character wishes to change between. For example, if the character wanted to be able to change +½ worth of Advantages, the value of the *Variable Advantage* Advantage would be +1. If the power can only use a limited set of Advantages (typically no more than four), Variable Advantage is worth ¼ less (but with a minimum value for the Advantage of +½). Other than this, there's no restriction on the Advantages a character can assign to a power via Variable Advantages, unless the GM chooses to establish some.

Example: *Firelord buys a Blast 10d6 with +½ Variable Advantage (+1) (100 Active Points). He can apply any +½ Advantage to this power — it can be Penetrating one Phase, an Area Of Effect (Explosion) the next, and have Invisible Power Effects the next. If he can only apply two to four predefined Advantages to the Blast (for example, Armor Piercing (x2), Penetrating, Explosion, and 0 END), the Advantage is only worth +¾.*

A character always has to assign the appropriate value worth of Advantages. He cannot assign no Advantages or less than the full amount of Advantages. He could, however, assign Advantages that have little or no effect on the Power involved. A character can use two or more Advantages to fill the value, if appropriate (for example, he could assign a +½ Variable Advantage to two +¼ Advantages).

If a character has Variable Advantage with the "Limited Group of Advantages" option, one (or more) of his four possible "settings" can be a combination of Advantages (such as Autofire [3 shots; +¼] and +1 Increased STUN Multiplier [+¼] to fill a +½ Variable Advantage), unless the GM rules otherwise.

An Advantage added via Variable Advantages can complement or expand an existing Advantage on a power (unless the GM forbids this). For example, if a power has Reduced Endurance (½ END; +¼) and Variable Advantages, the character can use ¼ worth of the Variable Advantage to increase the Reduced Endurance to (0 END; +½).

If a power with Variable Advantage also has the Advantages *Autofire* or *Area Of Effect,* all shots fired must use the same Advantage(s) and all targets must be affected by the same Advantage(s). The character cannot vary the Advantage(s) from shot to shot or target to target. The same applies to making a Multiple Attack with a Variable Advantage attack, or the like.

The END cost for a Variable Advantage power includes the cost of the *Variable Advantage* Advantage itself. For example, a Blast 6d6, Variable Advantage (+½ Advantages; +1) (60 Active Points) costs 6 END when used, even though the power only has "45 points" with its assigned Advantage. Of course, assigning the Variable Advantage to the Advantage *Reduced Endurance* changes a power's END cost, but the *Variable Advantages* Advantage still affects the power's END cost. In the above example, assigning the Variable Advantage to Reduced Endurance (½ END; +¼) and Personal Immunity (+¼) means the power costs 3 END (half of 6, not half of 4).

Variable Advantage doesn't alter a power's special effects. That requires the *Variable Special Effects* Advantage (see below). A character can allot part or all of his Variable Advantage to the *Variable Special Effects* Advantage. However, he must always choose the +½ level of Variable Special Effects unless the GM permits otherwise. If a character wants to maintain the change of special effect, he has to keep part of his Variable Advantage assigned to Variable Special Effects — otherwise, the power reverts to its normal special effect, whatever that may be, when the Variable Advantage changes.

A character cannot choose an Advantage via Variable Advantage that counteracts, contradicts, or compensates for a Limitation on the power. For example, if a character has a Ranged attack with the Limitation *No Range,* he cannnot choose the *Ranged* Advantage for his attack. If a power has an Endurance Limitation (such as Increased Endurance Cost or Costs Endurance), a character cannot assign Variable Advantage on that power to Reduced Endurance.

A character using Variable Advantage cannot put an Advantage with a value of +0 on a power unless the GM specifically permits him to. The Advantages chosen for Variable Advantages should have a +¼ or greater value.

If a character has Variable Advantage and uses that to apply Area Of Effect to a power, calculate the size of the Area using the Active Points of the power not including the Variable Advantage.

POWER EXAMPLES: VARIABLE ADVANTAGE

Modular Firearm: RKA 2d6, Reduced Endurance (has plenty of clips of various types of bullets; 0 END; +½) Variable Advantage (+½ Advantages, but only those with the special effect of bullets or gun parts; +¾) (67 Active Points); OAF (-1), Beam (-¼), Real Weapon (-¼), STR Minimum (12; -½). Total cost: 22 points.

Battle Mage's Staff: Blast 8d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (anything which can be produced with a magic spell; +¼) (90 Active Points); OAF (-1), 9 Charges (-¼). Total cost: 40 points.

Vari-Beam: Blast 12d6, Variable Advantage (+1 Advantages; +2) (180 Active Points); OIF (Powered Armor; -½), 4 Charges (-1). Total cost: 72 points.

POWER EXAMPLES: VARIABLE SPECIAL EFFECTS

Invocation Of The Elements: Blast 8d6, Variable Special Effects (any elemental effect; +¼) (50 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires An Elemental Magics Roll (-½). Total cost: 17 points.

Starship Weapons Pod: RKA 6d6, Variable Special Effects (any of several energy beams the ship can project; +¼), Reduced Endurance (0 END; +½) (157 Active Points); OIF Bulky (-1). Total cost: 78 points.

VARIABLE SPECIAL EFFECTS

Value: +¼ for special effects from a Limited Group; +½ for any special effect

The special effects of a power with this Advantage can vary. Changing the special effect is a Zero Phase Action, but a character can only change special effects once per Phase unless the GM permits otherwise.

This Advantage has no direct effect on combat: a Blast 10d6 remains a Blast 10d6 regardless of what it looks like or how it manifests. However, a character can use a power with Variable Special Effects to exploit an enemy's Limitations or Complications. For example, if a character knows his opponent takes 2 x STUN from Fire Attacks, he can define his Blast as a fire attack and inflict more damage than he normally would.

If the special effects come from a Limited Group (for example, all heat/cold special effects or any magic special effect), this Advantage is worth +¼. If the power can have any special effect, it's a +½ advantage.

If a power with Variable Special Effects also has the Advantages *Autofire* or *Area Of Effect,* all shots fired must use the same special effect and all targets must be affected by the same special effect. The character cannot vary the special effect from shot to shot or target to target. The same applies to making a Multiple Attack with a Variable Special Effects attack, or the like.

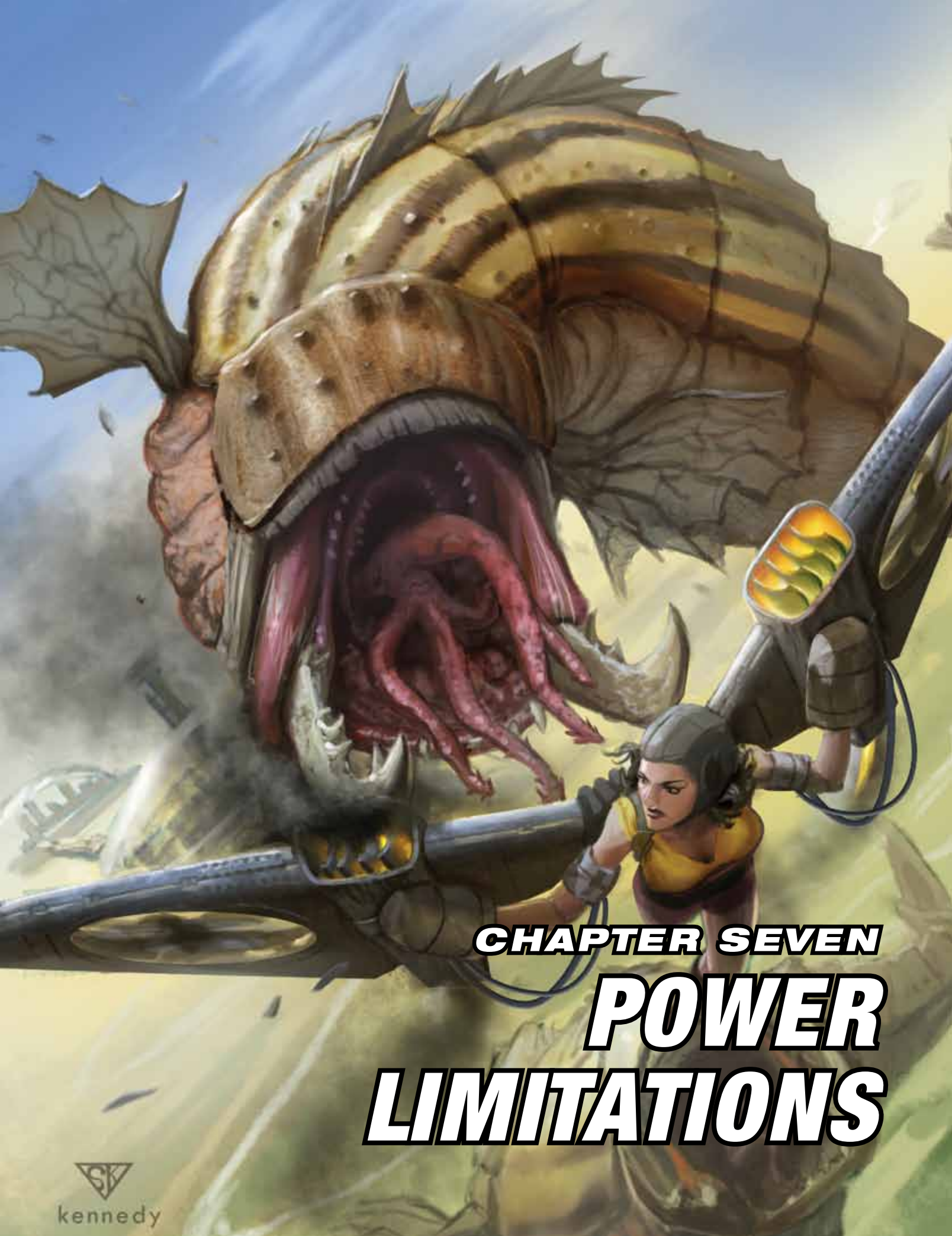
Variable Special Effects doesn't allow a character to alter anything about a power other than its special effects. He cannot add or remove Advantages or Adders, change the Characteristics or Powers affected by an Adjustment Power, change the defense allocation of a Resistant Protection, or the like. However, he can switch back and forth between affecting Physical defenses and Energy defenses by choosing the appropriate special effects.

ADVANTAGES CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
+¼	6	12	19	25	31	37	44	50	56	62	69	75	81	87	94	100	106	112	119	125
+½	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150
+¾	9	17	26	35	44	52	61	70	79	87	96	105	114	122	131	140	149	157	166	175
+1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
+1¼	11	22	34	45	56	67	79	90	101	112	124	135	146	157	169	180	191	202	214	225
+1½	12	25	37	50	62	75	87	100	112	125	137	150	162	175	187	200	212	225	237	250
+1¾	14	27	41	55	69	82	96	110	124	137	151	165	179	192	206	220	234	247	261	275
+2	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
+2¼	16	32	49	65	81	97	114	130	146	162	179	195	211	227	244	260	276	292	309	325
+2½	17	35	52	70	87	105	122	140	157	175	192	210	227	245	262	280	297	315	332	350
+2¾	19	37	56	75	94	112	131	150	169	187	206	225	244	262	281	300	319	337	356	375
+3	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400

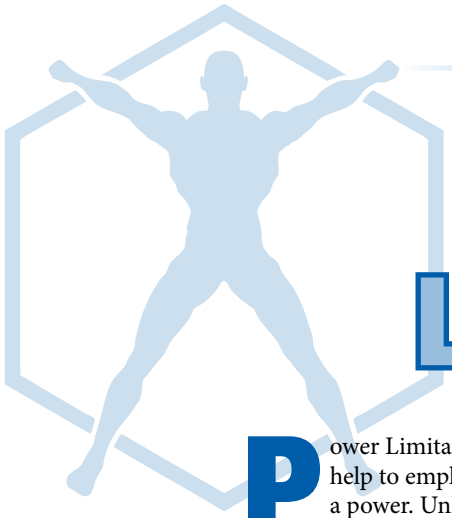
LIMITATIONS CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
-¼	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
-½	3	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67
-¾	3	6	9	11	14	17	20	23	26	29	31	34	37	40	43	46	48	51	54	57
-1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
-1¼	2	4	7	9	11	13	16	18	20	22	24	27	29	31	33	36	38	40	42	44
-1½	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
-1¾	2	4	5	7	9	11	13	15	16	18	20	22	24	25	27	29	31	33	34	36
-2	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
-2¼	1	3	5	6	8	9	11	12	14	15	17	18	20	22	23	25	26	28	29	31
-2½	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	26	27	28
-2¾	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
-3	1	2	4	5	6	7	9	10	11	12	14	15	16	17	19	20	21	22	24	25



CHAPTER SEVEN

POWER LIMITATIONS



POWER LIMITATIONS

Power Limitations, like Power Advantages, help to emphasize the special effects of a power. Unlike Advantages, Limitations do this by designating situations or conditions in which the power does not function, functions less effectively, or suffers some other restriction. Because they make a power less useful, Limitations lower its cost. Power Limitations also help to develop a character's conception and background; many backgrounds automatically suggest particular Power Limitations, and vice versa.

Before you load your character's powers down with Limitations, remember that Limitations are disadvantageous — and the GM will use these weaknesses against your character. Some Limitations (especially *Focus*) are very effective for the character unless the GM brings the Limitation into play once in a while, so it's the GM's responsibility to make sure the Limitation affects the game, at least occasionally. Don't complain that this makes your character ineffective — the GM will just remind you that you took the Limitation for the power, and having a Limitation means the power isn't as effective. If you don't want your character to be Limited this way, buy the Limitation off with Experience Points (which requires the GM's permission, of course) or don't take it in the first place.

To put it another way, think of a Limitation as a request from you to the GM: "I want to see this restriction on my character become a part of the game." For example, if you take Focus for a power, you're telling the GM, "I occasionally want to lose the use of this power because it's been taken away from me or been broken." The GM will respond accordingly. If you don't want him to respond, don't make the request — don't take the Limitation.

All Limitations are governed by a very simple rule:

A Limitation that doesn't limit the character isn't worth any bonus!

This rule is universal. For example, a character can't get a Limitation for a power that *Does Not Work Against Magic* if there's no magic in the campaign — a Limitation must restrict or hinder the use of the power if the character is to receive a cost reduction for it. The GM should also examine powers that can compensate for Limitations put on other powers.

Example: *If a character's Resistant Protection only works when the temperature exceeds 100 degrees, he would normally take a Limitation reflecting the fact that the power's not always available to him. However, if he also had the Power* Change Environment *defined to keep the temperature above 100 degrees, he could change the temperature himself, and would always be able to use the Resistant Protection. The Resistant Protection would no longer be restricted, so the Limitation on it wouldn't be worth any point savings (at most, it would be a -0 Limitation, which doesn't change the power's cost).*

Put another way, if a character has control over the situation or condition that Limits his power, he's not really Limited unless other factors decrease or restrict his control. For example, a character with Shrinking could buy powers that *Do Not Work When Shrunk.* Ordinarily this wouldn't be a Limitation (or, at most, would be a -¼ Limitation) because the character has more or less complete control over when he uses or doesn't use his Shrinking. However, because there are situations where he'll want to remain Shrunk regardless of whether he needs to use his other powers (for example, in combat or when trying to fit through tiny spaces), the GM should probably allow such a Limitation as a -¼ or -½, depending upon how often he thinks it will affect the character.

The GM should examine all Limitations used in his campaign. It's up to him to decide if certain Limitations are worth more or less in his campaign, and change their value accordingly. The GM has the final say over whether a Limitation is allowed in his campaign, and how much it's worth.

Some Limitations provide small bonuses or benefits to powers every now and then. For example, *Charges* makes a power cost no END, and some Foci can be used by other characters in addition to the characters who bought them. This doesn't affect the Limitation's value.

You should be certain each Limitation you take for one of your character's powers represents him correctly. Don't take Limitations just to get more Character Points to work with, take them to reflect appropriate restrictions on the use of a power. The GM will take advantage of the Limitations, and sometimes an enormous savings in Character Points isn't worth losing the use of a power when a character needs it the most. Consider each Limitation carefully before you take it, and make sure it fits the conception of your character and his powers.

The Effect Of Limitations

If a Limitation affects a character, that means the power involved doesn't work at all. For example, if a character has a spell with Gestures, he can't cast it at all if he can't make mystic gestures; a superhero who has +30 STR that Only Works During The Full Moon can only use the extra STR when the full moon is out. However, sometimes the GM allows a character to use a power at reduced efficiency, or subject to other restrictions, instead of not letting the character use it at all.

If a character has a Limitation on an ability that suddenly comes into play while the power is in use, the power stops working at the end of the Segment. For example, if a character has Flight with the Limitation *Does Not Work In Intense Magnetic Fields* and he flies into an intense magnetic field, his Flight stops working at the end of the Segment. Typically the character realizes what's happening and has the chance to get to safety, if appropriate.

Applying a Limitation to a power doesn't change the rule that activating a power requires a Zero Phase Action, unless something in the rules pertaining to that Limitation specifically says so.

How Limitations Affect A Power's Cost

To determine the cost of a power with a Limitation, first total up the bonuses the power's Limitations are worth. Total the Limitations as positive values, even though they're listed as "negative" numbers. Use the formula below to find the Real Cost of the power.

Real Cost =
Active Cost / (1 + total value of all Limitations)

The Real Cost is the number of Character Points the character must spend to buy the power. As described on 6E1 343, the Active Cost is the number of Character Points the power has after all Adders and Advantages are applied (the total from which you figure its END cost). The "total value" is the total of the listed values for each of the Limitations the power has.

Example: *Lorraine d'Arbois, a space pilot, buys HKA 1d6 (15 Active Points) with the Limitation that she has an* Obvious Inaccessible Focus (Powered Armor). *This Limitation is worth -½. Putting these numbers into the formula, the Real Cost is (15 / (1 + ½)) = 10. She pays 10 Character Points for 15 Active Points of HKA.*

Example: *Lazer wants to build an energy pistol that does Blast 8d6, Penetrating damage; that's (40 x (1 + ½)) = 60 Active Points of power. The pistol only has 12 Charges, which is worth -¼ Limitation, and it's an Obvious Accessible Focus (-1). Putting these numbers into the formula, the Real Cost is (60 / (1+¼ +1)) = 26.6 which rounds to 27 Character Points.*

There's no restriction on how many, or how much value of, Limitations a character can put on a power, unless the GM chooses to impose one.

If a character buys a Power that he gets some of for free — like Running (gets 12m for free)— and he wants to take a Limitation for that Power, he applies the Limitation only to the points spent on the Power. For example, if he wants his Running 18m to be Increased Endurance Cost (x3 END), the -1 Limitation applies to the 6 points spent, not to the "18 points" that an overall Running 18m would "cost" him.

CALCULATING A LIMITATION'S VALUE

Throughout this section you'll find Limitations that have many options. For example, you can configure the Limitation *Side Effects* many different ways. Some of them are more restrictive than the normal form of Side Effects, and they increase the Limitation's value. This is indicated in the Side Effects Table in that writeup, in the section labeled "Modifiers," by the phrase "more Limitation." This type of modifier increases the base value of the Limitation by adding to it.

There are also forms of Side Effects (and other Limitations) that are less restrictive than normal. These are indicated under "Modifiers" with the phrase "less Limitation." In essence these are "Advantages" that *decrease* the value of the base Limitation.

In short, when calculating the value of a Limitation with a modifier, *add* the modifiers that are additional Limitations to the base Limitation's value, and *subtract* the ones that reduce the Limitation's restrictiveness.

If a Limitation has an option that multiplies or halves its value (as Side Effects does), the multiplication or division takes place as the very last step, after all additions and subtractions take place. (In the event a power has both a multiplier and a halving, apply the multiplier as the penultimate step, and the halving as the very last step.)

The minimum value for most Limitations is -0, regardless of how much they're reduced with less restrictive options. The text notes exceptions, such as *Charges*.

LIMITATIONS SUMMARY TABLE

Limitation Name	Description
Always On	Power cannot be turned off
Charges	Power can only be used a few times per day
Concentration	Character has reduced DCV and PER Rolls when activating or using power
Duration Limitations	Power has a worse than normal duration
Endurance Limitations	Power costs END, or more END than normal
Extra Time	Power takes longer than normal to activate or use
Focus	Power works through an object or device
Gestures	Character must make special, distinctive gestures to use power
Inaccurate	Power is less accurate than normal
Incantations	Character must speak special, distinctive words to use power
Limited Power	Power is restricted in some way defined by character
Linked	Power can only be used when another power is used
Lockout	Using power prevents use of other powers
No Conscious Control ⚠	Character cannot control use of power
Only In Alternate Identity	Power only works for one of the character's identities
Perceivable	A normally invisible power is perceivable
Physical Manifestation	Power has a physical manifestation other characters can attack
Range Limitations	Power has no range, or less range than normal, or functions less effectively at range
Reduced Penetration	Power penetrates defenses less well than ordinary attacks
Requires A Roll	Character must make a roll of some sort to use power
Requires Multiple Users	Two or more characters must use power for it to work
Restrainable	Grabs or Entangles prevent use of power
Side Effects	If power fails to work, character suffers harm
Unified Power ⚠	Two or more powers are affected simultaneously by negative Adjustment Powers
Variable Limitations ⚠	Character can change Limitations on power as a Full Phase Action

Partially-Limited Powers

A character may have a power that's only partly restricted — only part of the power operates under the Limitation. The character decides what Limitation to apply to the power, then decides what parts of the power he'll Limit. The character buys the restricted part of the power with the Limitation and the rest of the power normally.

Example: *Pulsar has a Blast 20d6 with many Limitations. The first 8d6 are bought normally at a cost of 40 points. The next 4d6 are bought at Increased Endurance Cost (x2 END; -½) for a cost of 13 points. The next 4d6 are bought at Increased Endurance Cost (x3 END; -1) for a cost of 10 points. The last 4d6 are bought at Increased Endurance Cost (5x END; -2) for a cost of 7 points. The entire 20d6 cost 40+13+10+7=70 points. To use the entire 20d6 costs 4+4+6+10 = 24 END!*

You can also apply this effect to Advantages, Adders, Power Frameworks, and parts of a power. However, no matter how much an Advantage is Limited, it increases the power's END cost (and penalty to any related Skill Rolls) at all times.

Example: *Lazer has an RKA 3d6 which he has tuned to work well against Resistant Protections. The attack has the Power Advantage* Armor Piercing *with the Limitation* Only Against Force-Fields *(a -1 Limitation). The RKA 3d6 costs 45 points, so the Armor Piercing by itself costs (45 x (1+¼) = 56, minus 45 =) 11 points. Because the Armor Piercing has a -1 Limitation, it costs (11/ (1+1) =) 5 points; the entire power costs 45 + 5 = 50 points. The Active Cost of the power is 56, and the Armor Piercing increases the END cost of the power even when the target doesn't have a Resistant Protection.*

Which Limitation Do I Want?

The accompanying table provides some *guidelines* regarding which Limitations create which effects. These aren't absolute restrictions; with a game as versatile as the *HERO System,* it's impossible to predict the many interesting — and perfectly legal — ways in which players may Limit their powers.

For notes about the application and interaction of specific Limitations with specific powers, please refer to the individual Power and Power category descriptions in Chapter Five of 6E1. Those descriptions also provide some Limitations applicable specifically to individual Powers or Power categories that aren't listed here.

POWER LIMITATION DESCRIPTIONS

ALWAYS ON

Value: -½

A power that a character can never turn off is worth a -½ Limitation. Before a power can take Always On, it must first have the Advantages *Reduced Endurance* (0 END) and *Persistent* (unless it naturally costs 0 END and/or is Persistent).

A character cannot Push an Always On power. Having an Always On power also tends to make it difficult for a character to disguise himself. The GM should define any other problems a character with an Always On power typically has. Powers like Invisibility, for example, have clear difficulties when Always On. (Ever tried walking through a crowd when no one can see you?)

Example: *A demon buys 10 Character Points of Darkness. He buys the Power Advantages* Reduced Endurance (0 END) *and* Persistent; *he also takes the* Always On *Limitation. The hindrance is that he's always surrounded by a 2m field of impenetrable Darkness, which may prevent him from going certain places or hiding from his enemies.*

At the GM's discretion, a character who has an Always On power can nevertheless turn the power off temporarily, but at great personal cost. The character must pay five times the power's normal END cost (even if it doesn't normally cost END) for every Phase in which he keeps it turned off. If he's Stunned or loses consciousness in any way, he immediately reverts to his Always On state. The GM may wish to reduce the value of the Limitation to -¼ if a character can do this, or impose other restrictions on the character (such as needing a Focus, or having to Concentrate, to turn the power off). Alternately, at the GM's option characters can take a -¼ version of the Limitation, *Always On Controllable.* This works just like the regular Always On, except that the character has a defined method of keeping the power turned off. This method must be chosen when he buys the power, and can't be changed thereafter. Furthermore, any power bought as Always On Controllable must have a reasonably common and obvious method or set of circumstances that remove or negate the character's control over the power.

The GM should remember that Always On is a *Limitation.* If an inability to turn a power off doesn't restrict or hinder the character in any way, he receives no bonus. Characters cannot have conditional Always On powers (such as "Always On at night"); they should construct such a power with the *Limited Power* Limitation. Nor can characters buy Always On powers through a Focus, or with any other Power Modifier the GM believes is inconsistent with the concept of the power always being active.

CHARGES

Value: See Charges Table

A character can only use a power with this Limitation a limited number of times per day. Examples include a gun that only has ten bullets or a magic spell a wizard can only cast once per night. The character decides how many times per day (or per adventure) he can use the power, and finds the resulting Limitation on the Charges Table.

A power that has Charges does not cost END to use. If the character wants a power with Charges to use END, he can apply the *Costs Endurance* (-½) Limitation. A character does not get any additional or separate Limitation value if he takes Charges for a power that ordinarily costs no END (such as Life Support).

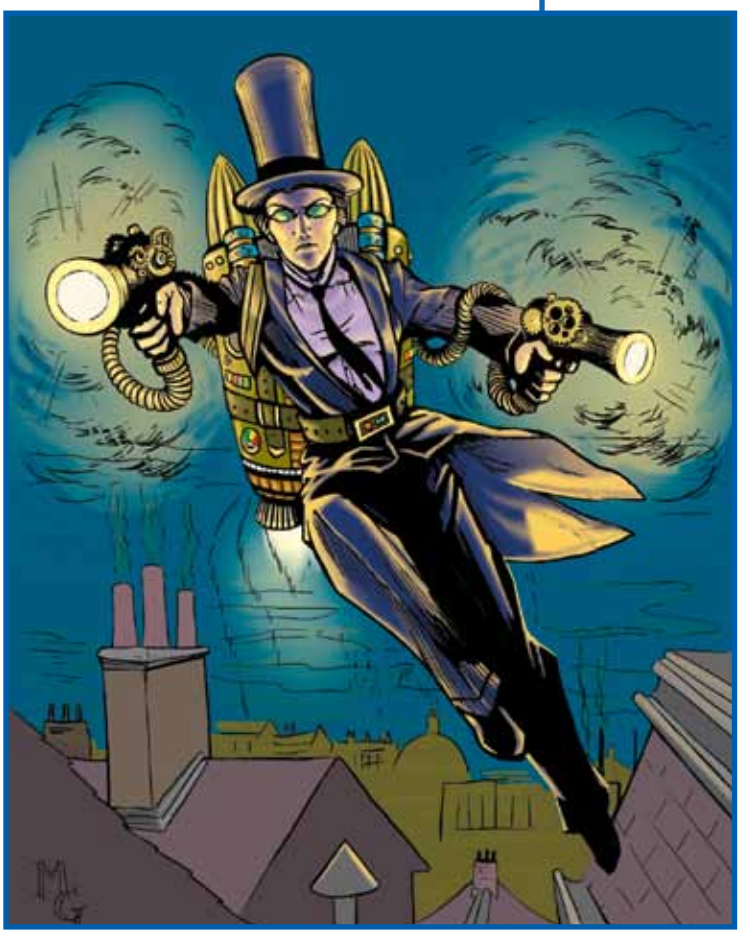
Charges define how many times per day the character can use the power. The exact time needed to regain Charges varies depending on the special effects of the power. If a character has Charges which are bullets for a gun, the GM may allow him to go home to get new bullets. If the Charges represent a magic power that only works three times a day, all three Charges may be magically restored at dawn. The GM and the player should decide on a mutually agreeable method for the Charges to return. At the GM's discretion, the value of the Limitation decreases if it's especially easy for the character to regain his Charges, or increases if it's particularly difficult. If it takes longer than a day for the Charges to recover, the Limitation's value increases (see below).

POWER EXAMPLES: ALWAYS ON

Spirit Form: Desolidification, Reduced Endurance (0 END; +½), Persistent (+¼) (70 Active Points); Always On (-½). Total cost: 47 points.

The Invisible Man Syndrome: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½), Persistent (+¼) (52 Active Points); Always On (-½). Total cost: 35 points.

The Midas Touch: Severe Transform 4d6 (anything into gold) (standard effect: 12 BODY), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼) (150 Active Points); Always On (-½), No Range (-½). Total cost: 75 points.



Unless the GM rules otherwise, a character can take both *Charges* and *Expendable Focus* as Limitations on the same power, because the two Limitations represent different things. One means a character has to replenish his Focus after each use, regardless of how many times he can use the power per day; one means he can only use the power a certain number of times per day, regardless of how many uses worth of the Focus he happens to have handy. If the GM thinks that the circumstances of the campaign are such that the two Limitations effectively represent the same restriction, he shouldn't let a character take them both.

Each Charge normally only lasts for one Phase. Therefore Charges of, say, Change Environment or other Constant Powers aren't very useful (but see *Charges Options*, below, regarding Continuing Charges).

Since powers with Charges don't cost END to use, a power with a large number of Charges is better than one bought normally — so at a certain point Charges becomes a Power Advantage. The Charges Table shows the value of different amounts of Charges.

CHARGES TABLE

Number Of Uses	Charges Value	Boostable Charges Value	Recoverable Charges Value
1	-2	N/A	-1¼
2	-1½	-1¼	-1
3	-1¼	-1	-¾
4	-1	-¾	-½
5-6	-¾	-½	-¼
7-8	-½	-¼	-0
9-12	-¼	-0	+¼
13-16	-0	+¼	+½
17-32	+¼	+½	+¾
33-64	+½	+¾	+1
65-125	+¾	+1	+1¼
126-250	+1	+1¼	+1½
251-500	+1*	+1½	+1¾

...and so forth.

*: The value of the standard *Charges* Advantage is capped at +1 (equivalent to 0 END cost on an Autofire attack). See the text for how Charges Options such as Continuing Charges or Recoverable Charges affect this.

CHARGES OPTIONS

Characters can use Boostable Charges, Clips, Continuing Charges, Fuel Charges, and Requires Multiple Charges to better customize Charges for the power they have in mind.

BOOSTABLE CHARGES

This option represents a power that becomes more powerful if the character spends extra Charges. Every extra Charge spent increases the power by +1 Damage Class (or +5 Active Points for non-Attack Powers). A character can spend no more than four Charges (+4 DC/+20 Active Points) per power per Phase this way. The value of Boostable Charges is 1 level down on the Charges Table. (The cost keeps increasing as it goes down the table; it's not capped at +1.)

The first time a character uses Boostable Charges in a given adventure, the power automatically acquires a 15- Burnout roll (see *Requires A Roll,* below). Each time thereafter that a character spends extra Charges to Boost his power, the roll decreases by one (after the second use, it's a 14-; after the third use, a 13-; and so on). If the power already has Burnout, then using Boostable Charges in this manner decreases that roll each time, as described above. If the power has a normal Activation Roll, the first use of Boostable Charges converts it to a Burnout roll, and later uses reduce the roll as described above.

Example: *Lazer buys his Laser Rifle as an RKA 2d6, 32 Boostable Charges (+½) (45 Active Points); OAF (-1) (total cost: 22 points). During a tough fight against some armored cops, he decides he needs a little extra firepower, so he increases the gain on his Rifle (which drains its battery faster). By spending an extra four Charges (in addition to the one Charge spent just to use the power), he can do 3d6+1 Killing Damage. However, this causes some strain on his Rifle. For the rest of the adventure, it has a 15- Burnout roll. If he Boosts its power again, the roll becomes a 14-. If the Laser Rifle already had a 14- Activation Roll, the first use of Boostable Charges would convert it to a 14- Burnout roll, and the second would reduce it to a 13- Burnout roll.*

When a character uses Boostable Charges to increase the Damage Classes of a power with an Advantage, he must account for that Advantage when applying the increased Damage Classes (see 6E2 100). He must also account for the value of Boostable Charges, if it is an Advantage instead of a Limitation. For example, consider a Blast, Penetrating. For a Blast Penetrating, it takes 7.5 points to add 1d6, so each 1d6 of damage equals 1.5 DCs — thus, each 3 DCs adds +2d6. So by spending +3 Charges, the character can do +2d6 damage. (To speed up game play, the GM can waive this rule and let the DCs from Boostable Charges add directly, without accounting for Advantages.)

A character can only Boost any given attack once; he can't Boost a single "shot" two or more times for +8, +12, or more DCs.

CLIPS

This represents a power whose Charges are broken down into several smaller "clips" of fewer 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 (*i.e.,* by reducing the value of the Limitation by ¼, for most steps), the character can have 2x the number of clips of those Charges. For standard Charges, this increase in cost is affected by the +1 cap — don't increase the value of the Advantage beyond +1. On the other hand, Boostable Charges, Continuing Charges, and Recoverable Charges *can* increase beyond +1; continue to increase the value of the Advantage by +¼ for each step down the Charges Table (as already shown for Boostable and Recoverable Charges). When a character calculates the value of Charges, the effect of buying Clips should be added in last, after all other modifiers (such as Continuing Charges and Increased Recovery Time) are added in.

If moving one level down the table means Charges goes from being a Limitation to an Advantage — for example, when you move from 13-16 Charges (-0) to 17-31 Charges (+¼) using standard Charges — the character receives 4x the number of clips. Below that, the standard rule (double the number of clips for each ¼ reduction in the Charges value) applies.

It takes a Full Phase for a character to change Clips (unless he succeeds with a Fast Draw roll, see 6E1 76). If a character wants reloading to take longer than that, he can increase the value of the *Charges* Limitation as indicated in the Increased Reloading Time table. A character who is changing Clips on a power that has the *Increased Reloading Time* Limitation can take no other Actions during the time he's changing Clips.

INCREASED RELOADING TIME

Value	Increased Reloading Time
¼ more Limitation	2 Full Phases
½ more Limitation	1 Turn
¾ more Limitation	1 Minute
1 more Limitation	5 Minutes

...and so on.

A character with Fast Draw can reduce the increased reloading time by half with a successful roll.

CONTINUING CHARGES TABLE

Change in Duration	Charge Limitation
Full Phase	No change
Extra Phase	-1 level on Charges table
1 Turn	-2 levels on Charges table
1 Minute	-3 levels on Charges table
5 Minutes	-4 levels on Charges table
20 Minutes	-5 levels on Charges table

...and so on.

CONTINUING CHARGES

Charges normally last for, at most, a character's Phase. If a character wants a power with Charges (a smoke grenade, for example) to last longer than this, he should use the Continuing Charges option. Characters can only use this option with Constant or Persistent Powers. The *Time Limit* or *Uncontrolled* Advantages are not required. The duration of a Continuing Charge depends on the Time Chart.

Continuing Charges are bought by taking a lesser Limitation (or a larger Advantage) on the Charges Table (see the accompanying Continuing Charges Table and Continuing Charges Quick-Reference Table). The value of Continuing Charges is not capped at +1 the way standard Charges are; it keeps increasing by ¼ per step (inherently Persistent Powers, such as Life Support or Knockback Resistance, are an exception; for them, the value caps at -0). The additional Limitation value from other modifiers (such as Increased Recovery Time or Never Recovers) is part of the overall Charges calculation, not a separate Limitation; the Continuing Charges cost could partly or fully "cancel out" the benefit of those modifiers.

A character who's affected by an attack with Continuing Charges takes damage when the power is first used, and on each of the attacker's Phases thereafter on the attacker's DEX. If the power covers an Area Of Effect, the effect remains in all Segments (it does not exist only on the attacker's Phases). Any character who enters the area takes damage or suffers the power's effects on the Segment when he enters (no Attack Roll is required) and on each of the attacker's Phases thereafter until he leaves the area.

All powers bought with Continuing Charges must include a reasonably common way to turn the power off. If a power with Continuing Charges is turned off for any reason, the Charge is used up; the character must use another Charge to reactivate the power. To simulate a power with Continuing Charges that a character can turn on and off at will, buy a Fuel Charge (see below).

A Continuing Charge remains in effect and continues to function even if the character using the power is Stunned, Knocked Out, or loses Line Of Sight to the target (or to the area affected). A character could specify "I become Stunned or

POWER EXAMPLES: CHARGES

Ion Blaster: Blast 12d6 (60 Active Points); OAF (-1), 12 Boostable Charges (-0). Total cost: 30 points.

Emergency Shelter's Provisions: LS: Self-Contained Breathing, Diminished Eating (No Need To Eat), all Safe Environments and Immunities, 1 Continuing Fuel Charge (1 Month; +0). Total cost: 32 points.

Bow & Arrows: RKA 1d6 (15 Active Points); OAF (-1), Beam (-¼), 8 Recoverable Charges (-0). Total cost: 7 points.

Smoke Grenades, Mk. II: Darkness to Sight Group 6m radius, 12 Charges lasting 5 Minutes each (cleared away by high winds, rain, or the like; +¾) (52 Active Points); OAF (-1), Ranged Based On STR (-¼). Total cost: 23 points.

Word Of Power: RKA 8d6 (120 Active Points); Incantations (-¼), Costs END (-½), Increased Endurance Cost (x3 END; -1), Side Effect (character always loses 2 points of CON permanently when he uses the spell; -2), 1 Charge which Recovers in 1 Month (-3). Total cost: 15 points.

CONTINUING CHARGES QUICK-REFERENCE TABLE

Number Of Uses	Full Phase	Extra Phase	1 Turn	1 Minute	5 Minutes	20 Minutes	1 Hour
1*	-2	-1½	-1¼	-1	-¾	-½	-¼
2	-1½	-1¼	-1	-¾	-½	-¼	-0
3	-1¼	-1	-¾	-½	-¼	-0	+¼
4	-1	-¾	-½	-¼	-0	+¼	+½
5-6	-¾	-½	-¼	-0	+¼	+½	+¾
7-8	-½	-¼	-0	+¼	+½	+¾	+1
9-12	-¼	-0	+¼	+½	+¾	+1	+1¼
13-16	-0	+¼	+½	+¾	+1	+1¼	+1½
17-32	+¼	+½	+¾	+1	+1¼	+1½	+1¾
33-64	+½	+¾	+1	+1¼	+1½	+1¾	+2
65-125	+¾	+1	+1¼	+1½	+1¾	+2	+2¼
126-250	+1	+1¼	+1½	+1¾	+2	+2¼	+2½
251-500	+1¼	+1½	+1¾	+2	+2¼	+2½	+2¾

...and so on.

***:** For a Fuel Charge of a given duration, reduce the listed Limitation value for 1 Continuing Charge by ¼ (or, if Continuing Charges is an Advantage, increase it by ¼). See the text for additional information.

Knocked Out" or "I lose LOS" as a condition to end the Charge, if appropriate.

If a power with Continuing Charges is bought through a Multipower or VPP, and the character switches the Framework to another slot after using a Continuing Charge, the Continuing Charge does not immediately turn off. It continues to affect the target or area until its duration expires. The GM should examine Continuing Charges in Multipowers carefully to ensure that they don't unbalance the game. For example, a character shouldn't be allowed to buy a Framework with several slots that have lengthy Continuing Charges just so he can activate all the powers at the beginning of the game and have them remain in effect for a long time.

If a character buys Continuing Charges for any Constant or Persistent Power, each use of the Power requires the expenditure of 1 Charge. If the Power is one the character can alter or turn on and off at will (such as Growth, Shape Shift, or Shrinking), then any "use" of it constitutes using 1 Charge. For example, if a character has Shape Shift, 4 Continuing Charges (1 Hour each), when he activates the Power and alters his form he uses 1 Charge. He remains in Shape Shifted form for 1 Hour, at which point he reverts to his standard shape. If at any time during that hour he wants to change shape again, that's another "use" and requires him to expend another Charge.

FUEL CHARGES

Characters can also use Charges to represent the fuel that powers a vehicle, the supply of air provided by a gas mask, or the like. Generally, characters should only buy Fuel Charges for Movement Powers and other non-offensive abilities; they're not intended for Attack Powers and the like.

Creating a Fuel Charge is a two-step process. First, buy the power with 1 Continuing Charge, with the Charge lasting for however long the power can continuously operate. For example, a vehicle might buy the Continuing Charge to last 1 Day, since it can operate for an entire day on one tank of fuel.

Second, reduce the value of the Limitation by ¼ (or, if Continuing Charges is an Advantage, increase it by ¼). This represents the fact that this type of power's Continuing Charge can be turned off and on without losing any "operating time." A Continuing Charge, once turned off, cannot be turned on again; it's been used up. However, a Continuing Fuel Charge doesn't work that way — the character can turn it on and off again. Each Phase of use counts as 1 second subtracted from the operating time. For example, suppose a gas mask (LS: Self-Contained Breathing) has 1 Continuing Fuel Charge for 5 Minutes. The base Limitation's value is -2, reduced four steps to -¾ for Continuing Charges, and reduced another ¼ for Fuel Charges, for a final value of -½. The gas mask works for a total of 5 Minutes, but the character can wear it for one minute, then turn it off and save the rest of its "fuel" for later.

Example: *Lazer has a jetpack. He buys Flight 40m, 1 Continuing Fuel Charge (enriched jet fuel, easy to obtain, 1 Hour; +0) (40 Active Points); OIF (-½). Total cost: 27 points. Lazer is SPD 5. He flies for one full Turn (5 Phases), then lands. He can turn his Continuing Fuel Charge back on again and fly some more later; when he does, he'll have 59 minutes, 55 seconds' worth of fuel left.*

For powers that cost no END — either inherently, as with Life Support or vehicular Movement Powers, or because they're bought with the Advantage *Reduced Endurance* (0 END) — a Fuel Charge cannot become an Advantage. Its maximum value is a -0 Limitation, unless the GM rules otherwise. (If the power has a modifier to Fuel Charges for difficult-to-obtain fuel, calculate the value in the normal manner. If it's an Advantage, it's still a -0 Limitation, but if it becomes a normal Limitation the power gets that Limitation value.) For other powers (such as a character's jetpack Flight that would cost END if not bought with Charges), Fuel Charges can become an Advantage in the standard manner, and is not capped at +1.

If a character activates a Constant Power that uses a Fuel Charge, he uses up 1 second of the Charge every Phase the power remains active. If he's Stunned or Knocked Out, the power stops working at the end of that Segment, and thus stops using up fuel. At the GM's option based on common sense, dramatic sense, special effects, and other factors, the power might keep working despite the character being Stunned/Knocked Out — for example, a jetpack on a Fuel Charge might keep flying the character — provided that doing so is not beneficial to the character. If it would be beneficial, it shuts off if it isn't Persistent.

In some cases, you can divide a Fuel Charge among several characters. For example, if a starship's escape pod has enough food (Life Support) for one person for a week, that "fuel" could be divided up to feed seven people for one day each.

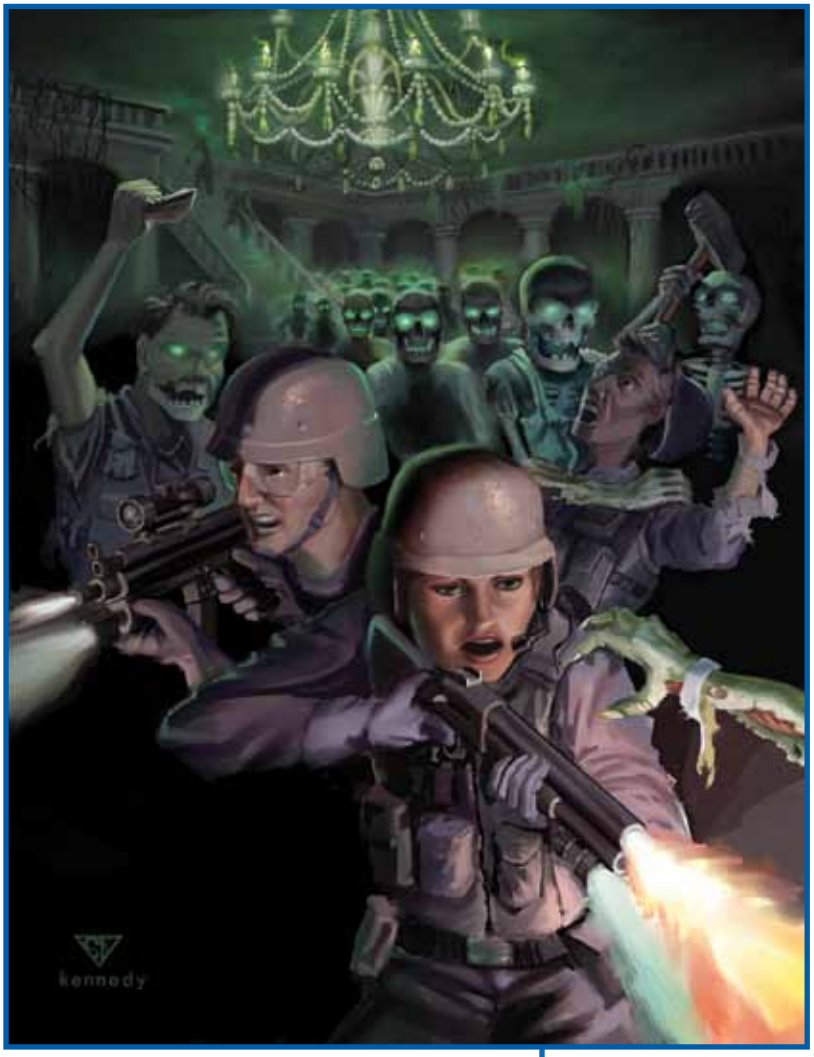
Characters can refuel a power with Fuel Charges as circumstances allow. If the fuel needed is Difficult to obtain, increase the Limitation's value by ¼; if it's Very Difficult to obtain, by ½; if it's Extremely Difficult to obtain, by 1 (see *Focus — Expendability,* below, for guidelines for these terms).

Typically, Dispelling a power with Fuel Charges uses up all the fuel, but the GM can alter this to take into account the special effects involved.

Characters who want to have multiple powers drawing from the same reserve of fuel should buy an Endurance Reserve rather than Fuel Charges.

REQUIRES MULTIPLE CHARGES

If a character has a Multipower with an overall number of Charges for the entire Framework (or a similar grouping of powers that all draw from the same "pool" of Charges), he may want some slots to use up more than one Charge per use. If so, that qualifies for a Limitation on the slot; the accompanying table lists the value of the Limitation.



REQUIRES MULTIPLE CHARGES

Limitation Value	Number Of Charges Used
-¼	2 per use
-½	3-7 per use
-¾	8-12 per use
-1	13-17 per use

... and so on

This chart assumes the character has a fairly high number of Charges — 65 or more, in one or more clips — for his Multipower. For each step up the Charges Table, add an additional -¼ Limitation value (though a slot can never require more Charges than the entire Multipower has at full strength). Thus, for a Multipower that has 16 Charges for the entire Multipower, a slot that costs 4 Charges per use gets a -1¼ Limitation.

POWER EXAMPLES: CONCENTRATION

Focused Mental Control: Mind Control 8d6, Reduced Endurance (0 END; +½) (60 Active Points); Concentration (0 DCV, totally unaware of nearby events, must Concentration throughout; -1½). Total cost: 24 points.

Minor Undead Creation Spell: Summon up to 4 200-point undead, Loyal (+½), Delayed Effect (+¼) (87 Active Points); OAF (Necromancer's Staff; -1), Concentration (0 DCV throughout; -1), Extra Time (one Hour or more; -3), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x4 END; -1½), Requires One Body Per Undead Created (-1), Requires A Necromancy Roll (-½). Total Cost: 9 points.

Wall Of Force: Barrier 10 PD/10 ED, 15 BODY (up to 10m long, 4m high, and 1cm thick) (60 Active Points); OAF (Wizard's Staff; -1), Concentration (0 DCV, must Concentrate throughout; -1), Costs Endurance (to maintain; -½). Total cost: 17 points.

7

RECOVERING CHARGES

The following options affect how a character recovers Charges.

The additional Limitation value from these options is part of the overall Charges calculation, not a separate Limitation. Other modifiers could partly or fully "cancel out" the "Limitation value" they provide.

INCREASED RECOVERY TIME

Characters don't recover some forms of Charges after a day (or an adventure) — it takes a week, or longer, before the character can use the power again. For every step down the Time Chart below 1 Day which it takes before the character can use the power again, increase the value of Charges by -½. (The maximum value that Charges with Increased Recovery Time can have is -1¾, since Charges which Never Recover (see below) are worth -2.) The character may not "apportion" the recovery of Charges over the defined time period; he has to wait for the entire time period to pass before recovering any Charges. The GM can allow apportionment if he wishes, but if he does so he should reduce the value of the Limitation/increase the value of the Advantage by ¼ (or more) to reflect the beneficial change.

RESTRICTED RECOVERY

Some forms of Charges only replenish themselves if the character does something expensive, dangerous, or otherwise difficult. Examples include performing a human sacrifice, waiting for a particular event to occur (such as the full moon), or having to pay large sums of money. If so, increase the value of Charges by -¼ (or more, in the GM's option). Characters generally should not take Restricted Recovery for powers with Expendable Foci.

NEVER RECOVER

Charges which Never Recover are worth an additional -2 Limitation. This is a good way to simulate magic scrolls whose writing disappears after the spell on it is cast one time, a gun for which there is a limited supply of irreproducible ammunition, and so forth. Characters cannot take this additional Limitation together with Increased Recovery Time.

There's no restriction on how many Charges a power with Charges which Never Recover can have, but the GM should approve the number to ensure it doesn't unbalance the game. Charges which Never Recover are primarily intended for intriguing power constructs with a small number of Charges, like a one-time-use magic scroll.

RECOVERABLE CHARGES

This option represents Charges that aren't expended when the character uses the power — instead, he can recover them and use them again. Some examples include a knife the character throws, arrows he shoots, or a dust he can later sweep up and recover. The value for Recoverable Charges is 2 levels down on the table; Recoverable Charges is not capped at +1.

Ordinarily, characters can only recover their Recoverable Charges once combat has ended, although this depends on the special effect of the power. In the GM's discretion, a Charge might be broken or lost, in which case it must be recreated like normal Charges. Generally a character shouldn't be allowed to use Recoverable Charges to simulate Charges that return to him on a quicker than once-per-day basis, but the GM can allow this if he thinks it's appropriate.

Generally speaking, a power cannot have both Recoverable Charges and Increased Recovery Time or Never Recovers for its Charges. Recoverable and Never Recovers are by definition exclusive. In most cases, the special effects of Increased Recovery Time and Recoverable are also so incompatible as to be exclusive. The GM can let a character combine the two if he feels it won't cause game balance problems.

A character with Recoverable Charges that are also Continuing Charges or Fuel Charges typically cannot Recover any Charges while a Charge is active or in use. However, the GM can allow this if desired.

CONCENTRATION

Value: -¼ for half DCV; -½ for 0 DCV; an additional -¼ if character is totally unaware of nearby events; values are doubled if power is Constant and character must Concentrate throughout

This Limitation requires the character to concentrate partially or totally while activating or using a power. As a result, he's less able to defend himself or take notice of events occurring around him.

A character using Concentration is at reduced DCV (½ or 0, depending upon the Limitation's value). Furthermore, he is, at best, only dimly aware of nearby events (although if he uses the power to attack someone, he's fully aware of his target and what that target is doing). He may make a PER Roll with a Targeting Sense at -3 to notice any such events. He may not move more than 2m per Phase, nor may he Dodge or take any other Actions. If he's completely oblivious to the rest of the world (no PER Rolls allowed whatsoever), Concentration is worth an additional -¼ value. At this level of Concentration, a character cannot move, Dodge, or do anything similar. With either level of Concentration, a character cannot activate or use another power with Concentration at the same time, or as long as he has to Concentrate.

A character who has activated or is using a power with Concentration may stop Concentrating, but the power immediately turns off, and he must re-do any preparations if he wants to use the power again. If anything else breaks his Concentration, the same result occurs. Concentration is interrupted if he takes any STUN or BODY damage from any Attack Power (or, at the GM's discretion, suffers other harmful effects from any power, such as Knockback). At the GM's discretion, a character may make an EGO Roll (at -1 per

2 points of STUN damage taken or other effect suffered) to maintain his Concentration when injured.

When using a power with Concentration, a character must Concentrate not only during the Phase in which he activates the power, but until his next Phase. This applies to Instant Powers (even though the Power is used in the Phase when the character activates it) and to Constant Powers that only require Concentration to activate. If he has to Concentrate throughout the duration of a Constant Power, double the Limitation value (at the GM's discretion, this also applies to powers a character buys with the Limitation *Extra Time* of at least 1 Turn). Constant Concentration means the character must continuously Concentrate; he can't activate any other powers that require Concentration while he's keeping the current power going.

When a character has to Concentrate throughout the duration of a Constant Power, he must either set a predetermined time for the power to last (if he's unable to perceive other events while Concentrating or is unsure of making a PER Roll) or count on making a PER Roll to know when he needs to turn it off. However, he can always turn the power off based on information gained by using the power (for example, if a character takes Concentration for his Telepathy, he can turn the power off based on any information gained by using Telepathy).

CONCENTRATION TABLE

Value	Concentration Effect
-¼	½ DCV
-½	0 DCV

Value	Modifiers
-¼	Character is totally unaware of nearby events
x2	Must Concentrate throughout use of Constant Power

DURATION LIMITATIONS

Value: -½ for Instant; -¼ for Nonpersistent

These Limitations alter how long a power remains in effect.

INSTANT

Value: -½

This -½ Limitation converts a Constant Power into an Instant Power. It only remains in effect for, at most, the Phase in which it's turned on — just long enough for the character to make an Attack Roll.

NONPERSISTENT

Value: -¼

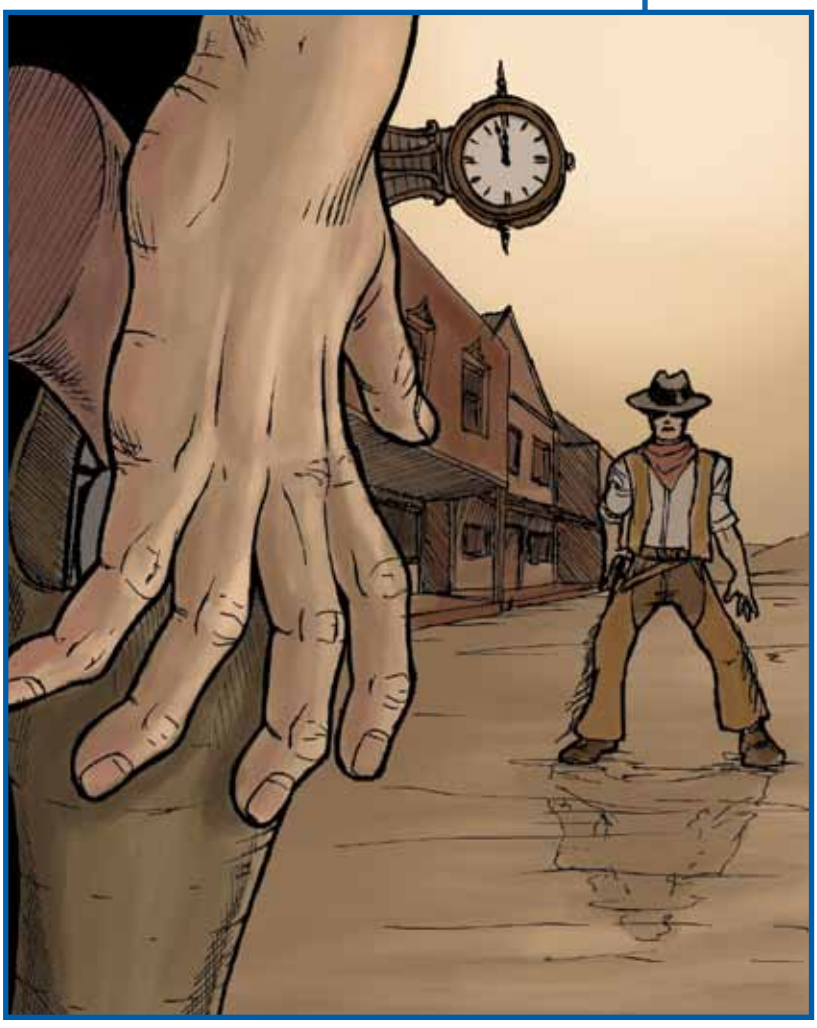
A character can convert a Persistent Power into a Constant Power with this -¼ Limitation. It automatically turns off if the character is Knocked Out or Stunned. A power with this Limitation does not automatically cost END. However, if a character takes the *Costs Endurance* Limitation (see below) for a Persistent Power, that Power automatically becomes Constant instead, and he may not take this Limitation for it.

A Defense Power with this Limitation does not protect the character at all times; instead, it must be "turned on" (a Zero Phase Action). Thus, the character will usually have no defense against certain surprise attacks.

POWER EXAMPLES: DURATION LIMITATIONS

Iron Will II: Mental Defense (10 points) (10 Active Points); Nonpersistent (-¼). Total cost: 8 points.

Detect Treasure Spell: Detect Treasure (INT Roll) (no Sense Group), Range, Discriminatory (20 Active Points); OAF (wizard's staff; -1), Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Instant (-½), Requires A Magic Roll (-½). Total cost: 5 points



POWER EXAMPLES: ENDURANCE LIMITATIONS

Pseudopods: Extra Limbs (as many as the character feels like extruding) (5 Active Points); Costs Endurance (-½), Limited Manipulation (-¼). Total cost: 3 points.

Basic Bracing: Knockback Resistance -20m (20 Active Points); Costs Endurance (-½), Requires A STR Roll (-½). Total cost: 10 points.

Enhanced Push: +20 STR (20 Active Points); Increased Endurance Cost (x10 END; -4), Only Works When Character Pushes His STR (-½). Total cost: 4 points.

Thaumaturgical Dispel: Dispel 12d6, any magic power one at a time (+½) (54 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END to Dispel magical powers from schools other than Thaumaturgy; -½), Requires A Thaumaturgy Roll (-½). Total cost: 15 points.

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INCREASED ENDURANCE TABLE

Value	Endurance Multiple
-½	x2
-1	x3
-1½	x4
-2	x5
-2½	x6
-3	x7
-3½	x8, x9
-4	x10

ENDURANCE LIMITATIONS

Value: See text and table

These Limitations make it necessary for the character to spend more END to use a power, or to spend END for a power that normally doesn't cost END.

COSTS ENDURANCE

Value: -¼ if power only costs END to activate; -½ if power costs END every Phase the character uses it; -½ if it costs END to maintain an Instant Power after use

This Limitation, which characters can only buy for Powers that inherently cost no END (such as Resistant Protection or FTL Travel), makes such a Power cost END. If the power only costs END to activate, the Limitation is worth -¼; if it costs END every Phase the character uses it, the value is -½. If a power that normally costs END only to activate (but not to maintain) also costs END to maintain, it may take a -½ Limitation. A power may not have both this Limitation and the *Reduced Endurance* Advantage.

With the GM's permission, a character can take *Costs Half Endurance* as a -¼ Limitation, instead of the full -½ version.

A power with Costs Endurance turns off when a character is Stunned or Knocked Out, and is perceivable by three Sense Groups throughout the duration of its use. If a character takes Costs Endurance for a Persistent Power, that Power becomes Constant instead.

INCREASED ENDURANCE COST

Value: See Increased Endurance Table

A power with this Limitation is so strenuous to use that it costs a character more than the normal 1 END per 10 Active Points. The Increased Endurance Table shows the multiple of the normal END cost and the corresponding value of the Limitation.

Characters cannot take this Limitation for Powers that inherently cost no END (like Life Support). A power can't have both Increased Endurance Cost and the *Reduced Endurance* Advantage. A character may apply the *Increased Endurance Cost* Limitation to a power that Costs Endurance Only To Activate (whether due to an Advantage or a Limitation), but he only receives half value for the Limitation. (The GM may also allow this for other powers, if desired, but may wish to reduce the value of the Limitation further.)

A character can use Increased Endurance Cost to simulate powers he can easily "Push" above their normal values (see *Pushing,* 6E2 133). To create a power with "added Push," buy the base amount of power normally, then spend additional Character Points on the power, with the *x10 END Cost* Limitation and another Limitation, *Only Works When Character Pushes* (-½).

Example: *Lifter is normally quite strong, but when he pushes himself, his strength is astronomical. Lifter buys 40 STR for 30 Character Points. He then buys +50 STR, with the Power Limitations* Increased Endurance Cost (x10 END) *and* Only Works When Character Pushes His STR (-½). *This costs (50 / (1 + 4 ¼)) = 9 Character Points. His full STR when Pushing is 90 +10 = 100, but such a herculean effort costs him 4+ 50 + 10 = 64 END.*

Sometimes a character wants to have an Increased Endurance Cost for only some uses of a power. For example, a necromancer in a Fantasy game might have a Dispel Magic spell, but it's intended mainly for use on necromancy spells — it's more strenuous to use (*i.e.,* costs more END) on any other type of magic. In this situation, reduce the value of the Limitation. If the Increased Endurance Cost only applies in an Uncommon circumstance or situation, reduce the value of the Limitation by 1; if in a Common circumstance or situation, by ½; and if in a Very Common situation, by ¼ (the minimum value in this case is -0).

EXTRA TIME

Value: See Extra Time Table

A power with this Limitation takes longer than usual to activate and/or use. Normally activating a power requires a Zero Phase Action — and for attacks, a minimum of a Half Phase Action to use the power (see 6E1 131, 6E2 18). A character must take longer than that to activate and/or use a power with this Limitation.

While a character activates a power with Extra Time, he may take other actions (if not, the Limitation is worth an additional -¼; characters may not take this for the Full Phase or Delayed Phase versions of Extra Time). However, the power only activates once the proper amount of time passes. Attacks are an exception: if a character takes this Limitation for a power that requires an Attack Roll, he cannot make another attack until the power's been used (unless the GM gives permission otherwise). There are some special rules for powers requiring a Full Phase to use; see below.

At the GM's discretion, characters can also purchase Extra Time for powers that take a longer than normal time to affect the target. For example, many poisons have an "onset time" — a delay between when they're administered and when they begin to affect the victim. Extra Time can represent this delay, rather than a delay in activating or using the power. When a character purchases Extra Time for a power that requires an Attack Roll with that sort of special effect, the GM may allow the character to make other attacks while waiting for the power to take effect.

A character can stop activating his power at any time simply by stopping his preparations, but if he wants to use the power later, he has to start from the beginning. For example, if a character began an attack that would take a month to turn on, he could stop the power at any point and use a more immediate attack. However, by doing so he'd

lose any preparations; if he wanted to turn on the month-delayed power later, he'd have to start from scratch.

All powers with Extra Time are subject to being interrupted. At the GM's discretion, if the character is interrupted while activating the power — for example, by taking STUN or BODY damage from, or otherwise being affected by, an attack — then it may stop activating. A character must pay the full END cost for a power with this Limitation when he begins activating it, so he loses the END even if he stops activating it or is interrupted.

If a power is bought in increments (like Blast or Growth), Extra Time applies to the use of the whole power (or of whatever fraction of it the character chooses to use at any given time). It does not apply per increment.

If a power has a Limitation that has a varying cost based on whether it's used just to activate the power or throughout the power to maintain it (like *Gestures* or *Incantations*), at the GM's option a character can take the "throughout" value for the Limitation if (a) it takes Extra Time to activate the power, and (b) he has to obey the Limitation throughout the activation time period, but not thereafter. This is most appropriate if the power requires at least 1 Turn of Extra Time to activate.

EXTRA TIME PERIODS

The time periods listed in the Extra Time Table represent how long it takes to activate and/or use a power. They replace, not add to, the time it normally takes to turn on a power (typically a Zero Phase Action) and/or use it (for attacks, at least a Half Phase Action). Unless noted otherwise below, the character may perform a Half Phase Action before starting to activate the power.

Example: *Andarra has a gadget that requires 1 Turn to activate. On her Phase in Segment 3, she makes a Half Move (to get Behind Cover) and then begins activating the gadget. One Turn later, in Segment 3 of the next Turn, the gadget activates on her DEX. In the meantime she can take other Actions (unless her gadget requires an Attack Roll, in which case she must wait patiently for an entire Turn before she can do anything else).*

The Limitation values in the Extra Time Table apply to powers that require the Extra Time each time the character activates them. If the power has a lengthy activation time, but the character can use it every Phase from then on without taking Extra Time, halve the Limitation value (minimum value of -¼). This applies to Constant or Persistent Powers (and some Instant Powers) that only require Extra Time to activate, but not to use or maintain in any Phase after that. This often works well for magical items that take a long time to create or "energize," but once created, can be used normally in any Phase (without taking Extra Time). Another example would be a cannon that takes a long time to set up so it can fire its first shot, but that can fire normally thereafter.

A character can Abort to a power that takes a Full Phase, Delayed Phase, or Extra Segment as normal. He can Abort to a power that takes an Extra Phase, but if so he loses his next two Phases. He cannot Abort to powers that take more Extra Time. The GM can change this in the interest of common sense, dramatic sense, game balance, or the like.

DELAYED PHASE

Delayed Phase (-¼) means the power does not activate on the character's normal DEX in a Phase. Instead, his DEX for purposes of determining when the power activates is halved. He may still perform a Half Phase Action (such as making a Half Move) on his normal DEX. Characters may not take this form of Extra Time for powers that take an Extra Segment.

EXTRA TIME TABLE

Value	Time Period/Duration
-¼	Delayed Phase
-½	Extra Segment
-½	Full Phase
-¾	Extra Phase
-1¼	1 Turn (Post-Segment 12)
-1½	1 Minute
-2	5 Minutes
-2½	20 Minutes
-3	1 Hour
-3½	6 Hours
-4	1 Day
-4½	1 Week
-5	1 Month
-5½	1 Season (3 months)
-6	1 Year
-6½	5 Years
-7	25 Years
-7½	1 Century
	...and so on

Value	Modifiers
¼ more Limitation	Character cannot activate other powers while activating non-attack power with Extra Time
x½	Constant or Persistent Power only requires Extra Time to activate, not to use thereafter (minimum of -¼; see text)

If a power requires an intermediate time period to turn on, use the next lowest period to determine the value of the Limitation. Thus, if a character has a power which requires 30 Minutes to take effect, use the -2½ Limitation for 20 Minutes.

OTHER FORMS OF EXTRA TIME

At the GM's option, characters can also buy these forms of Extra Time:

If a power that normally requires a Zero Phase Action to activate requires a Half Phase Action to activate, it can take a -¼ *Extra Time* Limitation (provided the GM thinks this is sufficiently Limiting; it might only be worth -0).

A Constant Power that requires a Half Phase Action to maintain each Phase may take a -½ *Extra Time* Limitation.

A power that requires a Full Phase plus one extra Segment to activate may take a -½ *Extra Time* Limitation.

POWER EXAMPLES:

EXTRA TIME

Emplaced Laser Cannon: RKA 6d6 (90 Active Points); OAF Immobile (-2), Extra Time (Extra Phase; -¾), 12 Charges (-¼). Total cost: 22 points.

Curse Of Beauty Removed: Drain Striking Appearance 3d6, Delayed Return Rate (gain back +1/+1d6 worth of the Talent per year; +3) (120 Active Points); OAF (Wizard's Staff; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Witchcraft Roll (-½), Side Effect (caster suffers Drain Striking Appearance 2½d6; -¼). Total cost: 19 points.

Slow-Acting Poison: RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (4 damage increments, 20 Minutes between increments; +¼) (49 Active Points); OAF Fragile (easily spilled or diluted poison; -1¼), No Range (-½), Extra Time (onset time of 20 Minutes; -2½), No Knockback (-¼), 1 Charge (-2). Total cost: 6 points.

Example: *A warrior-mage with DEX 20, SPD 4 has a Spell Of Shrieking Lightning with Extra Time (Delayed Phase). She wants to use it to blast an evil priest. On her Phase in Segment 3, she can make a Half Move on DEX 20. However, she cannot activate her spell until DEX 10 — she'll have to wait until everyone who can act on DEXs 11-19 acts.*

A Constant or Persistent power that requires a Delayed Phase throughout means it activates each Phase on the character's DEX divided by 2 (for example, DEX 10 if he has DEX 20). If the Limitation applies only to activating the power, but not using the power thereafter, reduce the Limitation value to -0.

EXTRA SEGMENT

Extra Segment (-½) means the power requires an extra Segment to activate. The character starts activating the power on one of his Phases (he may take a Half Phase Action first, if he so desires). The power activates at the very end of the next Segment (after all other characters have acted; if more than one character has such a power, they go in order of their DEXs at the end of the Segment). If the target moves before the character can activate his attack, the attack misses — the character cannot "track" a moving target after he starts activating the power. For example, if a character with DEX 20 and SPD 4 had a Spell Of Shrieking Lightning with this Limitation, he could make a Half Move in Segment 3 (one of his Phases), then cast the spell, and the spell would activate at the very end of Segment 4 — but if his target moves in Segment 3 after he starts the spell or in Segment 4, the attack automatically misses. The character may Abort to a defensive Action in the next Segment before he uses the power; if so, the power does not work and he loses the END spent on it.

FULL PHASE

Full Phase (-½) means the power requires a character's Full Phase to activate and use. The character can perform Zero Phase Actions before he begins activating the power, but may not perform Half Phase Actions. However, the power still activates on his DEX in the Phase; he isn't required to wait until the end of the Phase to turn it on. If the power already takes a Full Phase to use (for example, Extra-Dimensional Movement), this Limitation works just like Extra Phase (see below), and Extra Phase may not be taken as a Limitation for it.

Example: *Defender (DEX 23) has a Blast with the Limitation* Extra Time (Full Phase). *If he wants to use the Blast to attack, he must use his Full Phase to do so. He can take no other Actions. The power activates, and thus is used, on DEX 23 in the Phase.*

EXTRA PHASE

Extra Phase (-¾) means the power requires a Full Phase plus an extra Full Phase to activate and use. The power activates on the character's DEX in the second Phase (or on his delayed DEX, if Delayed Phase is also taken as a Limitation). During these two Phases, and the Segments between them, the character can perform no other Actions; if he does, the power stops activating. The character pays the END cost for the power in the first Phase, when he begins activating it. The rule regarding Aborting and Extra Segment, above, applies to Extra Phase as well. Characters cannot take Extra Phase with any Extra Time period other than Delayed Phase.

FOCUS

Value: See Focus Table

A power with this Limitation works through some sort of object or device. This is a very common Limitation; for example, guns, swords, magic rings, helmets, shields, and powered armor can all be Foci (plural of Focus).

A character must decide six things about his Focus: its Obviousness; its Accessibility; its Mobility; its Expendability; its Durability; and its Applicability. The first five choices affect the Limitation value for the Focus, as listed on the Focus Table. The last choice doesn't affect the cost, but makes a big difference in how the Focus works in the campaign.

OBVIOUSNESS

First, the player decides if his character's Focus is Obvious or Inobvious.

If a Focus is *Obvious,* it's clear to anyone looking at the character that the power comes from the Focus — no PER Roll is necessary. This is important, because opponents know where the power comes from and can attempt to disable the Focus or take it away. Some examples include most weapons (whose lethal capabilities are easily perceived), a magic ring that glows whenever it's used, or a shield.

If a Focus is *Inobvious,* it's not immediately clear where the power comes from. Examples include disguised or concealed weapons (such as a cane-gun or a blaster hidden inside an ordinary-looking glove) or a magic ring that gives no indications of its powers (it looks completely normal, doesn't glow when its powers are used, and so forth). A character who buys an Inobvious Focus must specify a certain power, Skill, or set of circumstances that allow an opponent to identify the Inobvious Focus (for example, a device built into clothing would be detectable by a search or Infrared Perception; anyone with magic abilities could identify a magic necklace).

If a Focus is difficult or impossible to detect (for example, an Invisible Desolidified magic ring), it's not a Focus, and the character gets no Focus bonus for it (though the character may be able to simulate it with the Limitation *Only In Alternate Identity*). The GM determines whether something is or is not a Focus.

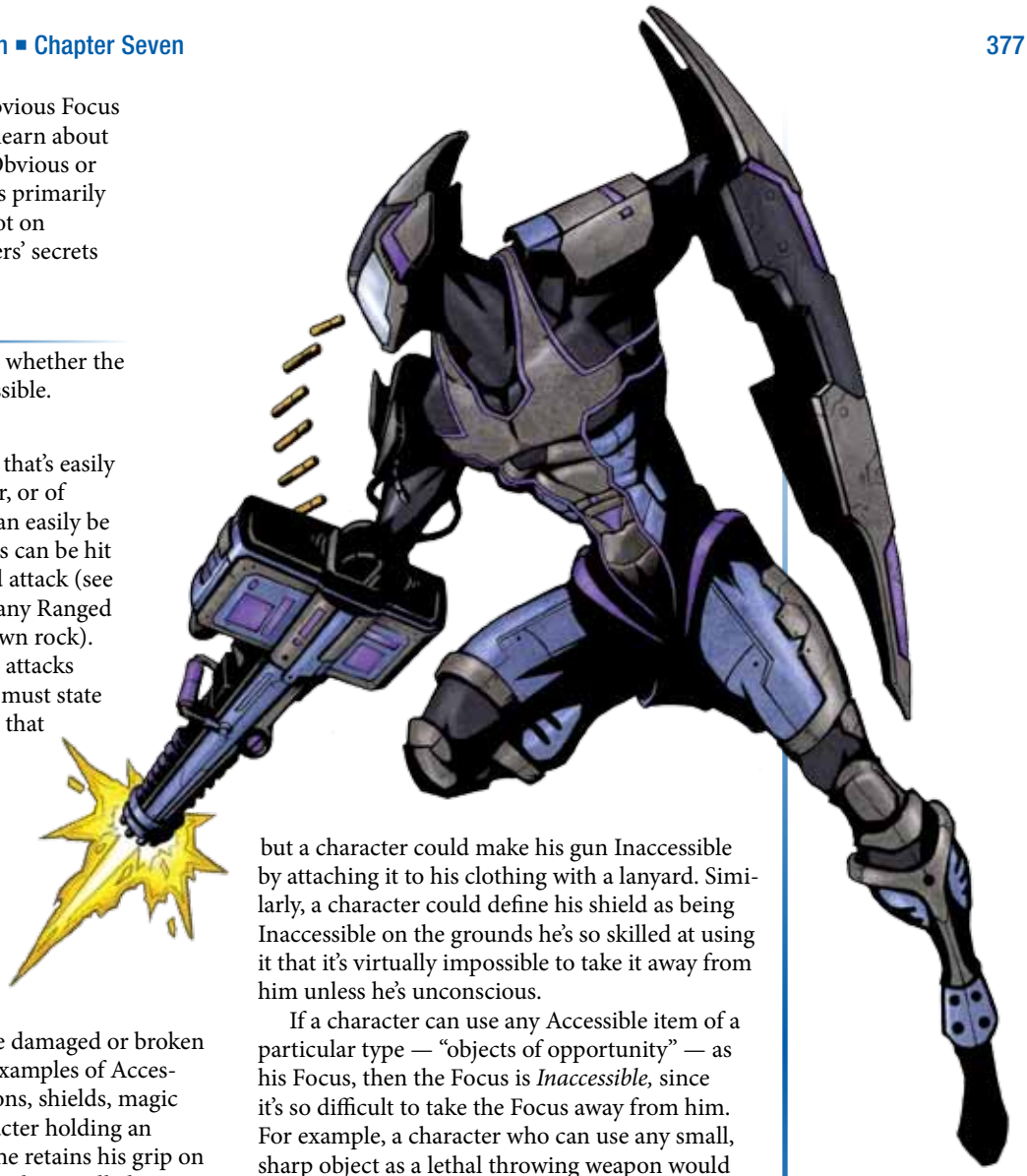
If a character buys an Inobvious Focus and lots of people eventually learn about it, he cannot "redefine" it as Obvious or the like. Obviousness depends primarily on the nature of the object, not on campaign events like characters' secrets being revealed to the world.

ACCESSIBILITY

Second, the player decides whether the Focus is Accessible or Inaccessible.

ACCESSIBLE FOCI

An *Accessible* Focus is one that's easily taken away from the character, or of whose benefit the character can easily be deprived. An Accessible Focus can be hit by a Grab or other nonranged attack (see Chapter Three of 6E2), or by any Ranged attack (such as a Blast or thrown rock). There's a -2 OCV modifier on attacks against Foci, and the attacker must state before he rolls his Attack Roll that he's trying to hit the Focus. If he makes his Attack Roll, he's Grabbed the Focus (if he made a Grab) or hit it (with a nonranged or Ranged attack). The Focus is knocked free if the attacker rolls more BODY for his attack than the defender rolls BODY for his Strength (see *Disarm,* 6E2 60). Alternately, it may be damaged or broken (see below). Some common examples of Accessible Foci include most weapons, shields, magic wands, and the like. If a character holding an Accessible Focus is Stunned, he retains his grip on the Focus. If he's Knocked Out, he usually lets go of the Focus.



An ordinarily Inaccessible Focus can be defined as Accessible if it's easily damaged or destroyed, even if it cannot easily be taken away from the character. A magical robe might be hard to take off of a character, but if it can easily be torn, burned, or otherwise ruined (so that it no longer provides any powers) it is, in effect, Accessible.

INACCESSIBLE FOCI

An *Inaccessible* Focus can't be hit with a Grab or otherwise attacked for purposes of taking it away from a character while that character is in combat (an Inaccessible Focus could still be targeted at -2 OCV to hit it for the purposes of damaging it; see below). However, someone who spends 1 Turn out of combat can take an Inaccessible Focus away from a character (or otherwise deprive him of its use and benefits). An Inaccessible Focus cannot be removed from a character who's struggling or resisting. Some common examples of Inaccessible Foci include powered armor, magic rings, a belt, and similar items.

Even a seemingly Accessible Focus can be defined as being Inaccessible if the character prefers. For example, guns are usually Accessible, but a character could make his gun Inaccessible by attaching it to his clothing with a lanyard. Similarly, a character could define his shield as being Inaccessible on the grounds he's so skilled at using it that it's virtually impossible to take it away from him unless he's unconscious.

If a character can use any Accessible item of a particular type — "objects of opportunity" — as his Focus, then the Focus is *Inaccessible,* since it's so difficult to take the Focus away from him. For example, a character who can use any small, sharp object as a lethal throwing weapon would buy an RKA with the Limitation *Obvious Inaccessible Focus (any appropriate object of opportunity; -½),* since opponents have to take the time to strip an area bare before they can prevent him from finding objects to use this power with.

How obvious Inaccessibility is depends on special effects. Most Inaccessible Foci are obviously Inaccessible by their nature: rings, armor, and so on. Others, like swords that teleport back to the user, aren't obviously Inaccessible at first, but characters will soon learn they are after interacting with them. However, whether a Focus is obviously Inaccessible doesn't change the value of the Limitation.

THINGS THAT ARE NOT FOCI

If removing a "Focus" requires surgery (or some other lengthy and difficult procedure or Skill Rolls) or causes damage to the character, then the item in question isn't really a Focus, so the character receives no Limitation. For example, a metal skeleton isn't a Focus, though it may be a special effect that allows the character to buy extra BODY and an HKA (claws). Normally, claws (natural or artificial) aren't a Focus unless they can be removed. Characters may be able to take the *Restrainable* Limitation for some such abilities (see 6E1 393).

Similarly, an Accessible Focus should be Accessible to everyone, or virtually everyone. A Focus that only a few people can take away from a character isn't really a Focus (or is, at best, an Inaccessible one).

In short, not all capes are Accessible, nor all guns Obvious — it depends on how the character wants to define the Focus. Of course, the GM has to believe the explanation for why the gun's not Obvious, or else the character has to make his Focus Obvious.

MOBILITY

Third, the player decides how mobile the Focus is. Characters can move most Foci easily — they don't hinder the character in any way. However, a Focus can be Bulky or Immobile.

A *Bulky* Focus is large and unwieldy. A character can carry it, but not conveniently (even with two hands). A character is at ½ DCV when carrying a Bulky Focus. Some examples of Bulky Foci include large, oddly-shaped objects (like a statue of an important deity) and objects that are simply large and heavy (such as crew-serviced machine guns or many televisions). Bulky Foci receive an additional -½ Limitation. (Most Foci attached to Vehicles are automatically considered Bulky.)

If a Focus is actually *Immobile* — it's part of a base or castle, is a huge obelisk, or the like — then it receives an additional -1 Limitation. Thus, an Immobile Obvious Accessible Focus is worth a -2 Limitation. A Focus cannot be both Bulky and Immobile. Most Foci attached to Bases are automatically considered Immobile.

Another aspect to mobility is whether a Focus requires *Arrangement.* If the parts of a Focus must be precisely arranged (for example, the candles and other components used in a magical ritual), then it's a difficult and time-consuming chore to set them up or move them. This is considered an additional -¼ Limitation.

A Focus's mobility may affect its Accessibility. It's much harder to take a Bulky or Immobile Focus away from a character, so most such Foci are Inaccessible. However, if such a Focus is easily damaged or destroyed, it probably should be considered Accessible (see above).

EXPENDABILITY

Fourth, the player must decide whether the Focus is expendable. Most Foci aren't expendable — the character can use them over and over. Even if the Focus has the *Charges* Limitation, the character can regain his Charges by some simple means.

However, some Foci are expendable — they must be replaced after each use. This is a common Limitation for spells in Fantasy games, where it simulates components (bat wings, pixie dust, lizard tongues, and so on) that are used up each time the character casts a spell.

The value for being expendable depends on how difficult it is to "recover" the Focus. This includes the availability of the Focus (rarer items are worth more), the cost of the Focus (more expensive items are worth more), and the danger or difficulty involved in obtaining the Focus (the more dangerous or difficult, the more it is worth). If the Focus is Difficult to acquire (it's not too hard to obtain; requires a little money, gold, or other resources to recover; or minor danger or hardship is involved), this is an additional -¼ Limitation. If the Focus is Very Difficult to recover (it's difficult or dangerous to obtain; it requires a lot of money or items of similar value; it's rare or hard to find), this is an additional -½ Limitation. If the Focus is Extremely Difficult to recover (it's unique or extraordinarily rare; it costs a fortune for each one; it's extremely dangerous to try to obtain), the Limitation is worth an additional -1.

For example, plutonium is relatively rare, extremely expensive, and often dangerous to obtain, so it would probably be Very Difficult to replace. It would be even harder to find in a medieval setting, so its value as a Limitation in a Fantasy game would be greater (Extremely Difficult).

DURABILITY

Fifth, the player decides whether the Focus is Breakable or Unbreakable. Either choice has advantages and Complications, so there's no cost difference except in extreme circumstances (see below).

BREAKABLE FOCI

A *Breakable Focus* has PD and ED equal to the (Active Points/5) of the largest power bought through the Focus; the minimum PD/ED is 3 (unless the GM rules otherwise). For instance, a gun with a Blast 10d6 has a PD/ED of 10; if the gun also had 50 points in Flight and 20 points in Life Support, its PD/ED would still be 10.

A Breakable Focus that provides PD or ED to the character in any way (such as Resistant Protection or other Defense powers) can use whichever defense is higher (its own or the one it provides to the character) to protect itself from damage; the defenses never add. (If a Breakable Focus has two or more Defense Powers, calculate its PD/ED from the largest of the Defense Powers, not by adding them together.) A Breakable Focus doesn't normally possess exotic defenses such as Power Defense, though it does if it provides such a defense or the defense is bought specifically for it (usually with a -2 Limitation; characters can also buy ordinary defenses, like PD or Resistant Protection, for Foci using this Limitation).

Example: *Lorraine d'Arbois has powered armor, which she's defined as an Obvious Inaccessible Focus. Since the powered armor is technological, it seems reasonable that it's Breakable. The largest power Lorraine has is a Blast 12d6 (60 Active Points); therefore, the powered armor has PD 12/ED 12. Lorraine also bought 20 PD and 20 ED Resistant Protection through the Focus, so these values are used against attacks, since 20 is greater than 12. An attack would have to do 21 or more BODY to harm the Focus.*

Any Focus that provides defenses to a character is automatically hit by any attack that hits the character based on a successful Attack Roll (or that hits the Area in which the character is standing, in the case of powers with the *Area Of Effect* Advantage). (Defenses on a Required Roll that don't "activate" wouldn't be hit by an attack they don't provide protection against.) Of course, the Focus gets its PD/ED or the defense it provides to the character (whichever is higher) against the attack. (To speed game play, and avoid breaking Foci on a regular basis, GMs may choose to ignore this rule. In such a case, Foci are only hit and damaged by attacks that specifically target them.)

If a character has multiple Foci, all Foci are "outside" of any defenses they don't provide. For example, if Lorraine has OAF goggles that give her Telescopic Sight, the defenses provided by her powered armor wouldn't protect the goggles from damage. (Of course she could have made the goggles OIF, and thus a part of the suit and protected by its defenses, but that would have cost more points.)

When an attack hits a Breakable Focus, each attack that penetrates the PD/ED of the Focus and does BODY damage destroys one of the powers bought through the Focus. The amount of BODY done is unimportant — one power is destroyed whether the attack did 1 BODY or 15. The GM should determine which power is destroyed; usually it's the largest one in the Focus or one chosen randomly. The special effects of the attack or the Focus may help the GM decide which powers are affected. For this purpose, a Multipower counts as one power (with Active Points equal to the value of its reserve, +1 point for each slot); and a Variable Power Pool counts as one power (with Active Points equal to the value of the points in its Pool). All the powers with the *Unified Power* Limitation bought through the same Focus count as one power (with Active Points equal to the value of the Active Points in the largest power, +1 point for each additional power);

A Focus is destroyed when it loses all of its powers, or when any single attack against it does two times (2x) its PD/ED in BODY, at the GM's option.

If a Focus provides a Defense Power, that power should be the last one lost by damaging the Focus; it only goes away when the Focus is destroyed. In the case of a Focus which has multiple Defense Powers, once the non-Defense Powers are all removed due to damage the GM should treat the weaker ones as non-Defense Powers themselves, removing them one by one when further attacks penetrate the Focus's PD/ED. The GM decides in which order they're lost.

A character can repair, rebuild, or replace a Breakable Focus with some effort. This usually involves acquiring or building a replacement. Of course, this may not always be possible in the course of some adventures — if a character is in a distant land or another dimension, it may be a while before he can replace or repair a damaged Focus. The GM should decide how the Focus gets replaced based on the special effects involved and the exact circumstances. Replacing a Focus can even form the basis of another adventure. However, regardless of the method used, replacing or repairing a Focus does not cost the character any more Character Points.

Some Breakable Foci are especially vulnerable to attacks. A *Fragile* Focus has only 1 PD/ED, and this cannot be bought higher. Fragile represents a Focus that's exceptionally delicate — anyone can destroy it, ruin it, or permanently sap it of its powers, given time. Fragile is worth an additional -¼ Limitation. Examples of Fragile include a magical tiara made of delicate crystal, a potion or other liquid (which can be spoiled, diluted, or spilled), or a laser gun with an easily-broken focusing lens.

On the other hand, some Breakable Foci are much less vulnerable to attacks — they're *Durable.* A Durable Breakable Focus has double its normal PD and ED. Durable, like Unbreakable, is free; it doesn't cost a character extra points. However, GMs should check all Foci defined as Durable to make sure they deserve that distinction; most Breakable Foci should have their normal PD/ED.

UNBREAKABLE FOCI

An *Unbreakable* Focus is just that: unbreakable by any force. Of course, this doesn't mean, for instance, that a character wearing armor defined as an Unbreakable Focus can't be hurt. The armor still only protects the character up to the value of whatever Defense Powers it provides, but the armor itself cannot be harmed by attacks. An Unbreakable Focus is considered to have Power Defense solely for the purposes of protecting it from being Drained or Transformed, and is Difficult to Dispel; see *Dispel, Drain,* and *Transform.*

A character must define one way in which other characters can destroy or unmake an Unbreakable Focus. This is usually connected with the Focus's origin in some way. For instance, many magical Foci are considered Unbreakable, but the person or being who made the Focus could probably destroy it. The GM should be careful with an Unbreakable Focus; if he destroys it, the character should have some way (a quest, perhaps?) to remake it. Of course, Unbreakable Foci can always be stolen, even if they can't be destroyed.

A character using an Unbreakable Focus as a HTH or thrown weapon can do his full STR damage with it, unless the GM rules otherwise. See 6E2 173.

POWER EXAMPLES:

FOCUS

Power-Bracers: +40 STR (40 Active Points); OIF (-½), 16 Charges (-0). Total cost: 27 points.

Man-Portable Pulson Cannon: Blast 20d6 (100 Active Points); OAF Bulky (-1½), 8 Charges (-½). Total cost: 33 points.

Crystal Ball, Farseeing: Clairsentience (Sight Group), MegaScale (1m = 1,000 km; +1¾) (55 Active Points); OAF Fragile (-1¼), Concentration (0 DCV, completely unaware of surroundings; -¾), Extra Time (1 Minute to activate; -¾), Requires A Magic Roll (-½). Total cost: 13 points.

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FOCUS TABLE

Value	Type of Focus
-¼	Inobvious, Inaccessible (IIF)
-½	Inobvious, Accessible (IAF)
-½	Obvious, Inaccessible (OIF)
-1	Obvious, Accessible (OAF)

MODIFIERS

Value	Mobility
-¼	Arrangement
-½	Bulky (½ DCV)
-1	Immobile

Value	Breakability
-¼	Fragile
+0	Durable

Value	Expendability
-¼	Difficult to obtain new Focus
-½	Very Difficult to obtain new Focus
-1	Extremely Difficult to obtain new Focus

APPLICABILITY

The last thing a player has to decide about his character's Focus is its Applicability — in other words, can only the character use it, or can anyone use it? Either way, the cost is identical, since there are advantages and Complications for both.

A *Personal* Focus is one which only the character can use — if someone else Grabs it, it's useless to that person (though the GM can make exceptions to this rule). Some examples of this include magic items "keyed" to the character or technological items that enhance the character's unique physiology (and thus wouldn't affect anyone else). The advantage of a Personal Focus is that a villain can't take it and use it against the character; the Complication is that it can't be loaned to a friend.

If the character makes his Focus *Universal,* then other characters can use it without special requirements. Most realistic Foci like guns, other weapons, and common technological devices are Universal Foci. The advantage and disadvantage to a Universal Focus is that other characters can use it. But remember, Focus is not the *Usable On Others* Advantage; characters shouldn't be allowed to buy abilities through Universal Foci then routinely loan those Foci to other characters.

MULTIPLE FOCI

Sometimes a character wants to have a single power that requires two or more Foci. There are several ways to simulate this.

If any one of the multiple Foci is enough to allow the character to use the power, then having multiple Foci is just a matter of Accessibility — having more Foci just makes it harder for an enemy to deprive a character of the power, so the Focus should be Inaccessible.

If the character has to have *all* of the Foci or his power won't work, it's still just a matter of Accessibility — with so many ways for him to be deprived of the power, the Focus is probably Accessible (unless all the multiple Foci are Inaccessible). If all Foci involved are already Accessible, the GM may, in his discretion, allow the power to take an additional -¼ Limitation, but this should only be allowed if the character definitely suffers some extra restriction or drawback beyond the standard restriction of having an Accessible Focus.

It gets trickier if the power works at reduced effectiveness if some (but not all) of the Foci are taken away from the character. To represent this, the character must take the Focus at ¼ less of a Limitation. Each Multiple Focus contains a proportionate fraction of the Active Points in the power. For example, if a character has a Blast 12d6 with Multiple Foci (two magic rings, both OIF, but worth only -¼ because they're Multiple Foci), then each ring has 6d6 (30 Active Points) worth of the power, and he will only have a Blast 6d6 if one is taken. If he has 12 rings, each contains 1d6 (5 Active Points) worth of the power, and if five are taken away he'll only have a Blast 7d6. In situations where dividing the Active Points between the Multiple Foci doesn't work well, the GM and player can apportion the points or powers in a reasonable manner.

All Multiple Foci require the GM's permission.

OTHER NOTES

Not all devices or objects are Foci. Sometimes an object is just a special effect for some other Limitation. For example, a character could have a magic sword that transforms him from a normal person into a superhero whenever he wants. Moreover, it doesn't matter whether he has the sword with him, because the sword teleports instantly to his hand whenever he calls for it. This is just a special effect, not a Focus, because the sword can't be easily taken away or broken. This sort of "Focus" is more likely to be the special effect of the Limitation *Only In Alternate Identity* (see 6E1 386).

A player should think carefully before taking the *Focus* Limitation for one of his character's powers. When a character's power works through a Focus, sometimes he's not going to be able to use the power — that's why he gets a Limitation for it, after all. If a character bought any Characteristics through the Focus, the player should also write down what the character looks like without his Focus. A true hero (*i.e.,* most PCs) should be able to do something useful or heroic even without his Focus.

The GM should keep an eye on a character's choice of Focus and how it's used, and should veto anything he doesn't like. All PCs should be able to do something when they lose their Foci; otherwise the player will likely be very bored whenever his character's Focus is taken away.

GESTURES

Value: -¼; an additional -¼ if both hands are required to perform Gestures; x2 value if power is Constant and requires Gestures throughout

A character can use a power with this Limitation only if he makes gestures that are obviously out of the ordinary. He must be able to move freely — if he's encumbered or in a confined space, the power should function poorly, if at all. If he's restrained or Grabbed, he cannot activate and/or use the power.

Gestures must be clearly visible at a distance and cannot be useful for any purpose other than activating that specific power (Gestures cannot include attacking with a weapon, for example). If the character takes damage from or is adversely affected by any power that requires an Attack Roll or MCV Attack Roll while he's Gesturing, the power doesn't activate or immediately turns off.

If the power only requires Gestures to activate, the Limitation has a value of -¼. This includes all Instant Powers (like attacks); it can also be used for Constant Powers that don't require Gestures once they've been turned on. The value is doubled if the power is a Constant Power that requires Gestures throughout its duration (the GM may also apply this doubling if the power has the Limitation *Extra Time* for at least 1 Turn). Constant Gestures means the character must continuously gesture; he cannot activate any other powers that require Gestures while he's keeping the current power going.

Gestures require a minimum of one hand to perform. If a character must use both hands to perform Gestures, the Limitation is worth an additional -¼ (this applies before the doubling for "Gestures required throughout"). If a character has two or more powers that require Gestures, only to activate, he can activate them all in the same Phase.

Example: *Kasdrevan has two spells: a Puissant Blast (Blast) and a Charm Of Mystic Protection (Resistant Protection, Costs Endurance). Both of them have Gestures for their entire duration. The Blast is an Instant Power, and thus gets a -¼ Limitation. The Resistant Protection is a Constant Power, so it gets double value (-½) because Kasdrevan must keep Gesturing if he wants the Resistant Protection to keep functioning. That means he cannot use the Blast while using the Resistant Protection (since this would require different Gestures).*

Gestures is primarily intended for use in Heroic campaigns.

INACCURATE

Value: -¼, -½

This Limitation is an OCV equivalent to the DCV-reducing *Concentration* Limitation. Powers with Inaccurate are difficult to target properly. For a -¼ Limitation, the character halves his OCV with the attack. Additionally, the base Range Increment for calculating the Range Modifier drops to 6m, so that penalties accumulate at 6m, 12m, 24m, 48m, 96m, and so on.

For a -½ Limitation, the character has a 0 OCV with the attack. Additionally, the base Range Increment for calculating the Range Modifier drops to 4m, so that penalties accumulate at 4m, 8m, 16m, 32m, and so on.

INCANTATIONS

Value: -¼; x2 value if power is Constant and requires Incantations throughout

A character can use a power with Incantations only if he speaks loud phrases that are audible at a distance and are obviously out of the ordinary (they cannot, for example, double as normal conversation, a shouted warning, or the like).

To use Incantations, a character must be able to speak freely and clearly — if he's gagged or has his mouth full, he can't activate and/or use the power. It's also impossible to use the power while in a silence field (see *Darkness*). If he takes damage or is adversely affected by any power that requires an Attack Roll or MCV Attack Roll while he's



POWER EXAMPLES: GESTURES

Harp Of The Seven Slumbers: Blast 10d6, NND (defense is Life Support [Diminished Sleep] or being deaf; +1), Area Of Effect Selective (44m Radius; +1½), Personal Immunity (+¼) (187 Active Points); OAF (-1), Gestures (user must "play" the harp with both hands; -½), No Range (-½), 3 Charges (-1¼). Total cost: 44 points.

Plague Of Hornets Spell: RKA ½d6, Constant (+½), Penetrating x2 (+1), Reduced Endurance (0 END; +½) (30 Active Points); OAF Expendable (small piece of amber, Difficult to replace; -1¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (the hornets attack the caster for one Segment instead; -¼). Total cost: 8 points.

The Scintillant Shackles Of Saravane: Entangle 5d6, 5 PD/5 ED (50 Active Points); OAF (mystic amulet; -1), Gestures (-¼), Incantations (-¼). Total cost: 20 points.

POWER EXAMPLES: INCANTATIONS

Song Of Destruction: RKA 3d6, Area Of Effect (1m Radius Accurate; +½) (67 Active Points); Incantations (-¼). Total cost: 54 points.

Word Of Opening: Lockpicking 20- (25 Active Points); OAF (Wizard's Staff; -1), Incantations (-¼). Total cost: 11 points.

Glandrusar's Invocation Of Enfeeblement: Drain STR 4d6 (40 Active Points); OAF Expendable (piece of moldy burlap; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 13 points.

Incanting, the power doesn't turn on or immediately turns off.

If the character only requires Incantations to activate the power, the Limitation has a value of -¼. This includes all Instant Powers (like attacks); characters can also use it for Constant Powers that don't require Incantations once they've been activated. The value is doubled if the power is a Constant Power that requires Incantations throughout its duration (the GM may also apply this doubling if the power has the Limitation *Extra Time* for at least 1 Turn). Constant Incantations means the character must Constantly incant; he cannot activate any other powers that require Incantations while he's keeping the current power going. (If a character has two or more Instant powers that require Incantations, or Constant powers that only require Incantations to activate, he can activate them all in the same Phase.)

Incantations is primarily intended for use in Heroic campaigns.

LIMITED POWER GUIDELINES TABLE

Value	Effect On Power
-0	Power loses less than a fourth of its overall effectiveness
-¼	Power loses about a fourth of its overall effectiveness
-½	Power loses about a third of its overall effectiveness
-1	Power loses about half its overall effectiveness
-1½	Power loses about two-thirds of its overall effectiveness
-2	Power loses almost all of its overall effectiveness

CONDITIONAL POWERS GUIDELINES TABLE

Value	Conditional Situation/Circumstance Is
-0	Very Uncommon (character is rarely, if ever, limited)
-¼	Uncommon (character is limited about a fourth of the time)
-½	Common (character is limited about a third of the time)
-1	Very Common (character is limited about half the time)
-1½	Extremely Common (character is limited over half the time)
-2	Ubiquitous (character almost never gets to use power)

LIMITED POWER

Value: Varies; see text and tables

Players can use this catch-all Limitation to construct their own Limitations if they can't find one that does what they want elsewhere in this book. The Limited Power Examples Table provides some example Power Limitations and their appropriate values. If none of the examples are what you're looking for, you can construct your own, using the examples as guidelines. The GM must approve all such Limitations, of course.

Limited Powers are organized into two groups — Limited Powers and Conditional Powers — though in many cases the distinction is vague or irrelevant. A *Limited Power* lacks some of the normal effects or effectiveness of the standard power: a Blast that can't be Bounced, a Transform that doesn't work against dwarves, or an Mental Blast that only affects women. In essence, the Limitation defines situations or conditions that cause the power to become ineffective or not work properly. *Conditional Powers* don't work at all in a given situation, or only work in a particular situation. This would include powers that, for example, don't work at night or only work during storms. In essence, the Limitation restricts the circumstances under which a character can use the power at all.

The value of this Limitation depends on how restrictive it is. For a Limited Power, the GM should decide how much effectiveness or usefulness the Limitation takes away from the power. The Limited Power Guidelines Table provides suggested Limitation values based upon how much overall effectiveness the power loses (not in terms of damage it does or the like, but how often it becomes ineffective).

For Conditional Powers, the GM should determine how often the character becomes unable to use the power. The value ranges from -0 (the GM thinks the restriction will rarely, if ever, limit the character) to a typical maximum bonus of -2 (the character will almost never be able to use the power). The Conditional Powers Guidelines Table offers suggested Limitation values based upon how often the character will be restricted.

When assigning a value to this Limitation, the GM should try to relate the Limitation to similar Limitations to get an idea of how much it's worth, while keeping in mind the nature of the campaign. How frequently a Limitation affects a character often depends on the campaign. For example, suppose a character wants to build a Blast that only works in an intense magnetic field. In a Science Fiction campaign, intense magnetic fields exist in many places where PCs go (meaning the Limitation is only worth about -¼). On the other hand, a WWII "Golden Age" superhero would almost never encounter an intense magnetic field (so the Limitation's more like a -2).

To repeat: *a Limitation that doesn't limit a power provides no bonus!* A character receives no bonus for Life Support that *Only Works When Using Desolidification* if his Desolidification has the *Always On* Limitation. Similarly, if a character

took the Limitation *Only Works In Intense Magnetic Fields* on his Blast, and another PC just happens to generate intense magnetic fields as a special effect, he gets no bonus (or a very small one, if they don't work together all the time).

The GM should also watch out for Power Limitations that are too sweeping. For instance, a character probably shouldn't be allowed to buy all of his powers with the Limitation *Only Works In Darkness.* Such a character would be worthless during the daytime and very powerful at night; that's no fun in a roleplaying campaign, and it's unfair to the other players. Logically, the player is probably going to ask the GM "Will this adventure take place at night?" before every game — and if the answer is no, he won't play, or will play some other character.

There's no overall limit to, or ceiling on, the amount or value of *Limited Power* Limitations a character can have on a power, unless the GM chooses to impose one for some reason. A -2 ceiling might be appropriate for some campaigns or genres.

LINKED

Value: See Linked Table

A character can only use a power with this Limitation with another power. If he isn't using the other power (the "greater power"), he can't use the power with the *Linked* Limitation (the "lesser power") either.

Linked only affects the lesser power. A character can use the greater power without using the lesser power if he wants; Linked doesn't restrict the greater power in any way. However, he can only use the lesser power when he uses the greater power.

BUYING LINKED

When Linking two powers, a character should only take Linked for the power that costs fewer Active Points. If both the greater power and lesser power have the same Active Point cost, take Linked for the one with the lowest Real Point cost before Linked is applied. If their Real Point costs are also the same, apply Linked to only one of them, chosen by the player (hereafter considered the "lesser power").

At the GM's discretion, a character may Link a power with a higher Active Point cost to one with a lower Active Point cost for a smaller Limitation. An example of this is a knife coated with poison. The poison is much more costly, both in Active Point and Real Point terms, than the knife. However, while the character cannot use the poison without the knife, he can easily use the knife when it's not coated with the poison. Therefore the poison should take the *Linked* Limitation, even though it costs more points. In this case, the value of the Limitation is ¼ less.

If a character wants to Link three or more powers, every power but the power that costs the most Active Points may take Linked (if two or more powers have the same Active Point cost, use the guidelines above). All powers that take Linked are considered lesser powers. A character cannot Link one lesser power to two or more greater powers so that he can only use the lesser power when all greater powers are in use.

A character may Link two or more lesser powers to the same greater power and decide from Phase to Phase whether to use either, both, or none of the lesser powers. With the GM's permission, a character can Link a lesser power to only *part* of a greater power, such as one part of a partially-Limited greater power or an Adder the character doesn't always have to use.

In some cases a character may want to have a lesser power that he *must* use whenever he uses the greater power. In other words the powers are *jointly Linked,* because neither can be used without the other (as compared to the usual arrangement, where the character can use the greater power without activating the lesser power). Typically this doesn't affect the value of Linked; it's a -0 addition to the Limitation's value. But if the lesser power costs a lot of END or otherwise inconveniences the character significantly, the GM might grant an additional ¼ more Limitation. Alternately, the GM may give the lesser power the standard -½ Linked value, and let the greater power take a -¼ Linked.

LIMITED POWER EXAMPLES TABLE

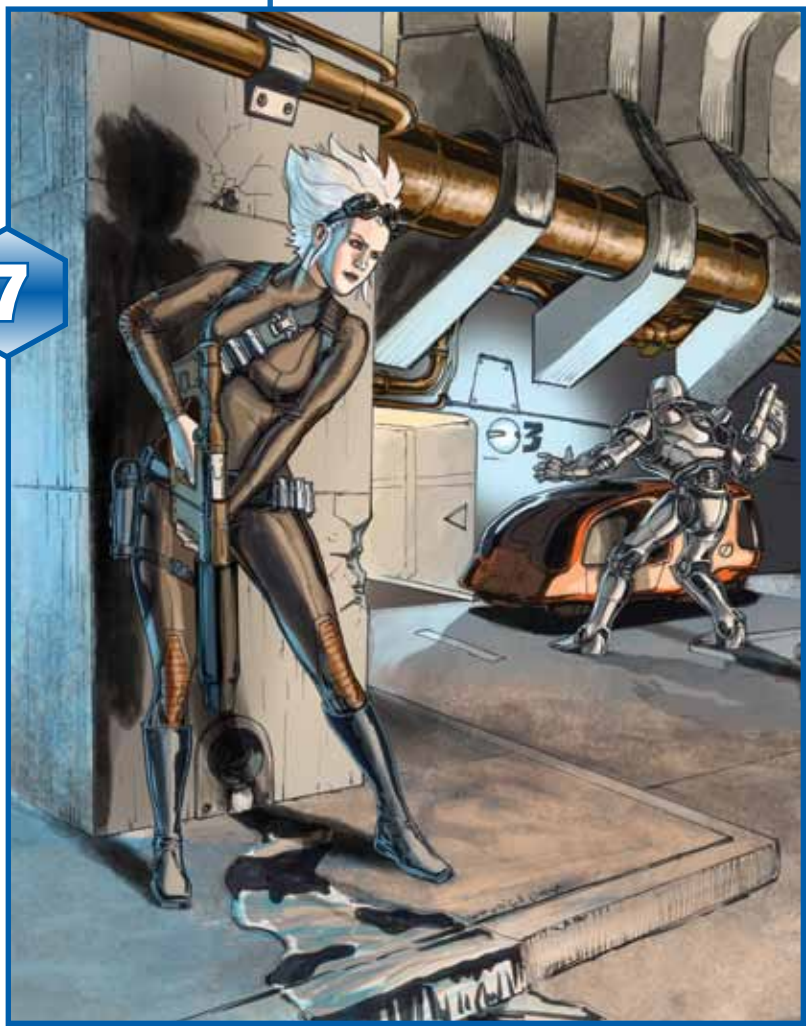
Value	Power Limitation
-¼ to -2	*Limited Power:* power loses some of its effectiveness (bonus is based on how much is lost)
-1	Power Only Works On Women
-¾	Power Does No STUN (only works for attacks which normally do STUN)
-¼ or -½	Power Does Not Work On Dwarves (exact value depends upon how common dwarves are in the campaign)
-¼	Power Cannot Be Bounced
-¼	Power Cannot Be Pushed
-¼ to -2	*Conditional Power:* power only works in a given situation (bonus is based on how often the situation occurs)
-¼	Power Only Works In Daylight
-¼	Power Only Works While Character Is Touching The Ground
-½	Power Only Works In Darkness
-1	Power Only Works In Twilight
-1½	Power Only Works In Water
-1½	Power Only Works During Natural Rainstorms
-2	Power Only Works In Tornadoes
-2	Power Only Works In Intense Magnetic Fields
-2	Power Only Works Under A Full Moon
-¼ to -2	*Conditional Power:* power does not work in a given situation (bonus is based on how often the situation occurs)
-½	Power Does Not Work In Darkness
-¼	Power Does Not Work In Water
-¼	Power Does Not Work In Intense Magnetic Fields

A character can Link multiple powers together so that the lesser power in the first greater + lesser combination serves as the greater power for a second combination. For example, a character could have a Blast 10d6 plus a Linked Drain 3d6. He could then Link a Flash 4d6 to the Drain. He can use the Blast + Drain without using the Flash, but he has to use the Drain to use the Flash, and he can't use either of them without using the Blast.

At the GM's option, Linked may be worth ¼ less if the greater power is Constant or is otherwise likely to be in use most or all of the time. For example, Defense Powers are sometimes Linked to Absorption, but since Absorption is rarely "turned off," Linked is worth ¼ less. On the other hand, Flight, though Constant, is often not in use, so powers Linked to it receive the standard Limitation value.

A Persistent Power Linked to an Instant or Constant Power becomes an Instant or Constant Power itself.

A character cannot Link two instances or uses of a single Power to form one larger power (such as Telekinesis (30 STR) plus Telekinesis (30 STR), Increased Endurance Cost (x2 END), Linked) without the GM's permission. It's perfectly legal to buy partially-Limited powers that way, or even a two-part power that adds together without being partially Limited, but that's just a definitional choice.



A character can't Link an ability to his STR. He must Link to a specific use of STR, such as Linked to Punch, Linked to Grab, or the like. To create an ability that injures or affects any target a character touches, use Area Of Effect (personal Surface — Damage Shield).

If a character Links a non-Area-affecting power (such as Blast or Drain) to one that affects an area (such as Darkness, most forms of Change Environment, or a power with the *Area Of Effect* Advantage), then the other power must be bought to affect the same Area (which means applying an Advantage), or the GM has to figure out which target within the Area is affected by the Linked power.

With the GM's permission, a character can Link a power to a Perk, Talent, or Skill, but the GM should first examine the power carefully to make sure the Limitation is legitimate and not abusive.

ADVANTAGES AND LIMITATIONS

A character often takes the Limitations on the greater power for the lesser power as well. For example, if a greater power has 4 Charges, the lesser power probably also takes that Limitation; if the greater power requires Extra Time, the lesser power must take that Limitation, too. If the greater power is bought as a Focus, the lesser power should be as well. However, this isn't necessarily required (unless the GM says so) — for example, a greater power might cost END normally, while a lesser power has 12 Charges or Increased Endurance Cost.

If both the greater and lesser powers have the same Limitation, the character isn't subject to it twice. For example, if both the greater and lesser power require Extra Time, he only has to devote the Extra Time once to activate both powers when they're used together, not twice. Similarly, he'd only have to make one Required Roll if both had that Limitation, though in the latter case the Active Point penalty must account for the combined Active Points of *both* powers.

The Advantages on the greater and lesser power often match as well, but they don't have to, with one exception: Line Of Sight. If one of the powers has the *Line Of Sight* Advantage, the other must as well. The GM may create other exceptions as he sees fit.

If a character Links two attacks that both have the *Autofire* Advantage, when he uses them together both must fire the same number of shots at the same targets.

If a character takes the same *Side Effects* Limitation for both parts of a Linked power, determine the value based on the total Active Points of the power (*i.e.,* of both powers added together), and he only suffers the Side Effect once if the roll fails. If he takes different Side Effects for each part of the power, calculate their values separately (based on the Active Points of each part), and he takes both Side Effects if the roll fails (assuming he uses both parts).

RANGE

A Linked power that works at Range has the Range of the greater power. The lesser power doesn't have to pay for an Advantage to match the greater power's Range, it gets that Range for free. However, the character must buy the *Line Of Sight* Advantage for lesser powers Linked to greater powers that have an LOS range if the lesser power doesn't already have LOS range itself.

USING LINKED POWERS

When a character uses two (or more) Linked powers, he activates and uses them simultaneously. If the lesser and greater powers are both Attack Powers, he must use them against the same target. He only makes one Attack Roll to hit with them, and it must be the same type of Attack Roll — a power that uses a DEX-based Attack Roll cannot be Linked with one that uses an MCV Attack Roll, except with GM's permission. However, the target gets to apply his defenses separately against the powers. Additionally, if one of the attacks reduces or affects his defenses or CV (for example, a Drain PD or a Flash, or a Drain EGO Linked to a continuing-effect Mental Power), the other attack applies first.

Two Linked Attack Powers count as a "single power" for purposes of making a Multiple Attack (6E2 73), so firing the Linked attack once at a single target is not a Multiple Attack. (Firing it two or more times at a single target, or once each at multiple targets, *is* a Multiple Attack, and thus subject to all rules and penalties for Multiple Attacks.)

Example: *Lazer wants to create a laser attack that both cuts and blinds an opponent. He buys an RKA 3d6 for 45 Character Points and a Sight Group Flash 4d6 for 20 Character Points. Since the Flash is the smaller power, Lazer applies the* Linked *Limitation to it. The Flash 4d6 now costs (20/ (1+½)) = 13 Character Points; he can only use it when he uses the RKA, and only in proportion to the RKA. Both powers are activated and fired at a target at the same time, though Lazer may fire only the RKA if he so chooses. The RKA applies to the target before the Flash, since the Flash, if successful, reduces the target's DCV.*

If a character Links an Instant Power to a Constant Power, he only activates and uses the Instant Power in the Phase in which he activates the Constant Power. To use the Instant Power thereafter, he must turn off the Constant Power and turn it back on again. For ¼ less Limitation, a character can activate the Instant Power when he activates the Constant Power, and can thereafter use the Instant Power in any Phase in which the Constant Power remains in use.

If a character Links a Constant Power to an Instant Power, it only lasts for the Phase in which the Instant Power is used (the Constant Power may take the Limitation *Instant* to reflect this).

A Combat Skill Level has to work with both parts of a Linked power to apply to that power. For example, if a character has +4 with Blast, he cannot use those CSLs with his Blast plus Linked Flash if he wants to use the Flash effect. He could apply a 3-point CSL with Blast, Flash, and RKA to the Linked power, or a 5-point Ranged CSL, or any higher-cost CSL.

For further information and options on using two powers at once, see *Multiple Attack,* 6E2 73.

PROPORTIONALITY

The character must use the lesser power in proportion to the greater power. If he uses the greater power at half strength, then he also uses the lesser power at half strength. For example, suppose a character has Linked a Flash 4d6 (20 Active Points) to a Blast 8d6 (40 Active Points). If he wants to use only 6d6 of his Blast, he must use his Flash (if he chooses to use it) at 3d6. However, for ¼ less Limitation, a character need not use his Linked powers proportionately.

Sometimes a character can use the lesser power only if he uses the greater power at full strength. If so, the value of the Limitation increases by ¼.

LINKED TABLE

Value	Limitation
-½	Lesser power is Linked to greater power; character can use greater power without using lesser power, but can only use lesser power if he also uses greater power; character must use lesser power in proportion to greater power.
-¼	Greater power is Linked to lesser power; character can use lesser power without using greater power, but can only use greater power if he also uses lesser power; character must use greater power in proportion to lesser power.
Value	**Circumstance Modifiers**
¼ more Limitation	Lesser power can only be used when character uses greater power at full value
¼ less Limitation	Linked power need not be used proportionately to power with which it is Linked
¼ less Limitation	Greater power is Constant or in use most or all of the time
¼ less Limitation	Lesser Instant Power can be used in any Phase in which greater Constant Power is in use
See text	Jointly-Linked powers

POWER EXAMPLES: LINKED

Mace Of Blinding: HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), STR Minimum (10; -½) (total cost: 15 points) plus Sight Group Flash 3d6, Reduced Endurance (0 END; +½), Personal Immunity (+¼) (26 Active Points); OAF (-1), Linked (-½) (total cost: 10 points). Total cost: 25 points.

Electric Field: Resistant Protection (20 PD/20 ED) (60 Active Points); Costs Endurance (-½) (total cost: 40 points) plus RKA ½d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½) (17 Active Points); Linked (-¼), No Range (-½) (total cost: 10 points). Total cost: 50 points.

Poisoned Knife: HKA ½d6, Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), STR Minimum (4; -¼), Real Weapon (-¼) (total cost: 6 points) plus RKA 1d6, NND (defense is appropriate LS: Immunity; +1), Does BODY (+1), Damage Over Time (3 increments, one per Minute for 3 Minutes; +1) (60 Active Points); OAF Fragile (easily wiped off or spoiled poison; -1¼), No Range (-½), Linked (-¼), No Knockback (-¼), 4 Charges (-1) (total cost: 14 points). Total cost: 20 points.

POWER EXAMPLES: LOCKOUT

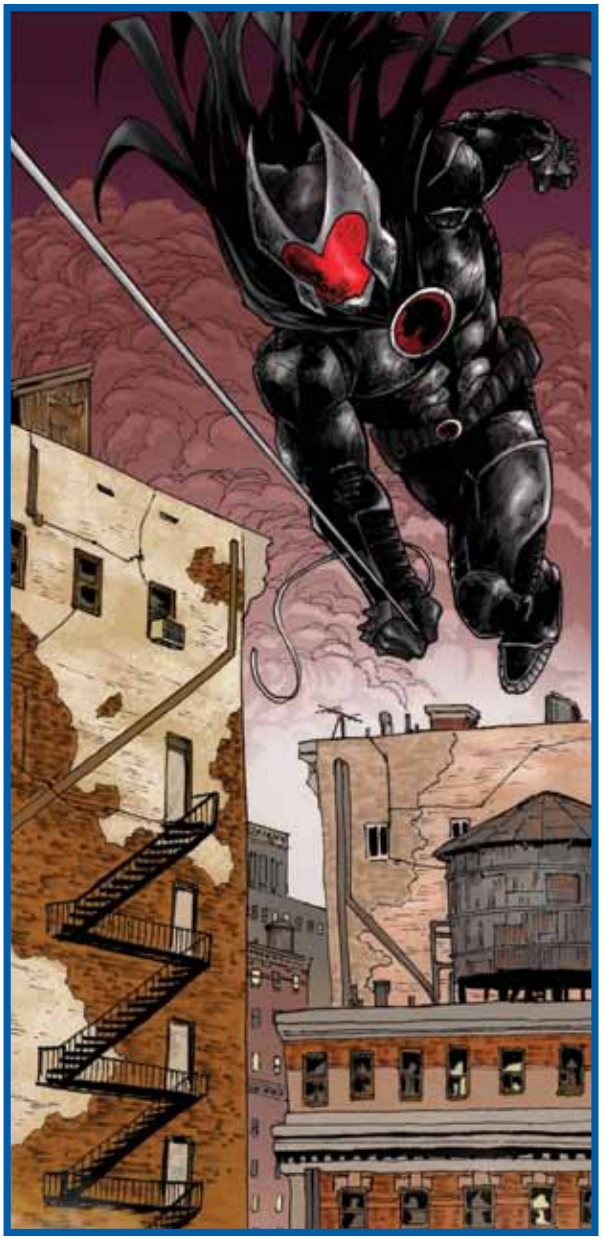
Elastic Body Entrapment: Entangle 4d6, 4 PD/4 ED, Backlash (+½) (60 Active Points); Lockout (character cannot use Stretching, or attack other characters with Entangle, while Entangle affects a target; -½), No Range (-½). Total cost: 30 points.

Spell Of The Bereft Will: Mind Control 16d6 (80 Active Points); OAF (wizard's amulet; -1), Concentration (½ DCV; -¼), Gestures (-¼), Incantations (-¼), Lockout (cannot cast this spell or other spells while maintaining Mind Control; -½), Requires A Magic Roll (-½). Total cost: 21 points.

POWER EXAMPLES: NO CONSCIOUS CONTROL

Prophetic Glimpses: Clairsentience, Precognitive, Reduced Endurance (0 END; +½) (60 Active Points); Precognition Only (-1), No Conscious Control (character cannot control when "psychic flashes" occur, nor can he guarantee the accuracy of them; -2). Total cost: 15 points.

Irresistible Suggestions: Mind Control 8d6, Reduced Endurance (0 END; +½) (60 Active Points); Incantations (subjects do whatever character innocently suggests or describes; -¼), No Conscious Control (-2). Total cost: 18 points.



LOCKOUT

Value: -½

A power with this Limitation prevents the character from using some or all of his other powers when it's in use. It's most commonly taken for a slot in a Power Framework that prevents the character from using other slots in the Framework (in situations where that normally wouldn't be the case).

Typically Lockout is worth -½. However, the GM may adjust this value depending on how many powers the Lockout prevents the character from using, how important those powers are, and so forth.

NO CONSCIOUS CONTROL

Value: -2; or -1 for a power the character can use at will, but whose effects he cannot control

A power with this Limitation is not under the character's control. Although the character possesses the power, he cannot consciously activate or use it. The power only turns on when the GM chooses — usually when it furthers the adventure, or when an accidental "discharge" of the power inconveniences the character. The GM could occasionally allow the character to turn on the power, but at substantial penalties (-5 or more) to control rolls, Attack Rolls, and the like. No Conscious Control is a -2 Limitation, but the value could even be higher if the GM intends to let the character use the power only rarely.

No Conscious Control lets you simulate mysterious powers — those that help a character, but which he can never rely on. For example, a character could buy Precognitive Clairsentience with No Conscious Control. His Precognition occasionally grants him momentary visions of future events, but doesn't let him foresee the future whenever he wants. Similarly, Telepathy with this Limitation allows a character occasionally, and without any control on his part, to read minds.

A character can use a variant of the standard *No Conscious Control* Limitation, worth only -1, for powers he can turn on and off at will, but whose effects he cannot control while the power is on. Examples include: Mental Illusions that can only create a target's greatest fear, or that only make dreams become "real"; or a Transform the character cannot control the results of. (With the GM's permission, a character could instead define this variant as "character can't control the activation of the power, but can always control the result when it does activate.")

A No Conscious Control ability turns off if the character is Stunned or Knocked out, unless it's a Persistent Power. No Conscious Control does not itself make a power Persistent.

ONLY IN ALTERNATE IDENTITY

Value: -¼

A character can only use a power with Only In Alternate Identity ("OIAID") while he's in an alternate identity. Obviously, only characters who maintain two distinct identities can use this Limitation. For example, it's commonly used by superheroes who maintain a Social Complication (Secret Identity), and by characters with some types of shape-shifting or body alteration abilities. It's most appropriate for Superheroic campaigns.

For this Limitation to be valid, the character must have some difficulty changing forms — the change must take at least a Full Phase, if not longer (during which the character can do nothing else), and/or there must be other difficulties or ways to prevent him from changing identities. For example, a character who defines his suit of powered armor with OIAID would probably require much longer than a Full Phase to put the armor on. A character whose transformation to his alternate identity requires him to speak a magic word can be gagged or otherwise silenced to prevent the change.

A power usually cannot take both OIAID and a *Focus* Limitation. However, you can use OIAID to simulate characters who seem to have a Focus, but somehow never lose it. For example, the powered armor character described above never seems to lose his suit for long or have it taken away from him while he's wearing it. Therefore, it isn't really a Focus — if he bought the armor as a *Focus,* he could lose it. Instead, his armor is better defined as a special effect of the *OIAID* Limitation.

A power usually cannot take both OIAID and Extra Time (Full Phase), since typically an OIAID power should already take at least a Full Phase to use. However, the final decision is up to the GM; there may be situations where there are other ways to prevent the OIAID "change" from occurring and the GM thinks Extra Time is a legitimate Limitation for the power.

PERCEIVABLE

Value: -¼ to make an Inobvious Power Obvious; -¼ to make an invisible Power Inobvious; -½ to make an invisible Power Obvious

Most powers can be perceived by two Sense Groups when they're in use, but some are Inobvious (harder to perceive) or Invisible. (See 6E1 124.) A Power with this Limitation is easier to perceive than normal.

If an Inobvious Power is Obvious, that's worth a -¼ Limitation. If an Invisible Power (such as a Mental Power) is Inobvious, that's worth a -¼ Limitation; if an Invisible Power is Obvious, that's worth a -½ Limitation. The GM may alter these values if he feels that a power isn't seriously restricted by becoming perceivable. For example, it might not Limit a character much for his Defense Powers to be Obvious, so the GM could reduce the value of Perceivable on them to as little as -0.

If the GM permits, Perceivable powers need not be Perceivable to everyone, just to a substantial or significant group of persons. For example, characters often use this Limitation (renamed *Noisy*) for magic spells in Fantasy campaigns, to simulate the fact that any wizard or "sensitive" person in the vicinity can perceive the spell being cast (even if his ordinary Senses, like Normal Sight, are unavailable for some reason). Perceivable used this way is usually worth -¼ maximum.

In some circumstances (and with the GM's permission), characters can also take Perceivable (-¼) for powers that are ordinarily Obvious (like Blast) to simulate the fact that those powers are much more perceptible than normal (for example, a "Lightning Bolt" Blast that causes a thunderclap audible up to a mile away). As a general rule, other characters should have at least a +4 bonus to PER Rolls to perceive the use of the power, be able to perceive it over much greater distances than normal, or the like.

Characters should not take Perceivable together with the Limitation *Focus* if the Focus is Obvious, unless the Limitation further restricts the power somehow (as with Noisy). An Obvious Focus is recognizably the source of the power, thus making it apparent to most observers that the power is being used.

PHYSICAL MANIFESTATION

Value: -¼

This -¼ Limitation signifies a power that, while not built as a Focus or the like, has some physical embodiment that other characters can attack. Examples include a Flight bought to simulate riding a column of force, Telekinesis defined as a giant stone hand that grabs things, or skating along an ice-slide.

When a character applies this Limitation to the power, he must define the exact nature of the physical manifestation. This requires the GM's approval and may involve applying other Limitations to the power. Treat the manifestation like a Breakable Focus for purposes of determining its PD/ED and BODY (since most Physical Manifestations are only going to involve one power, that typically means they'll only have 1 BODY, but the GM can change that if desired). It has a DCV equal to the character's base DCV (*i.e.,* as calculated from DEX, with no other modifiers), unless the GM rules otherwise based on the size or nature of the manifestation.

At the GM's option, characters can take Physical Manifestation for Instant Powers that have a "lingering" or long-term effect of some sort. Examples include Mind Control (which can continue to affect the target long after the Attack Roll was made) and Telepathy (which characters can use to conduct long conversations). It might even apply to a Power like HKA if it's defined as creating claws or a weapon — the claws "remain in existence" between Phases even if the character can't use them. (See also *Time Limit,* 6E1 346.) As long as the temporary loss of the power might restrict or hinder the character in some way (for example, if re-activating it takes a lot of time and effort), Physical Manifestation is probably a valid Limitation. If the character can instantly re-activate the power and not having it for a few seconds doesn't hinder him at all, the GM shouldn't allow the Limitation (or should give it a maximum value of -0).

POWER EXAMPLES: NO CONSCIOUS CONTROL

Mind-Sifting: Telepathy 8d6, Reduced Endurance (0 END; +½) (60 Active Points); Receive Only (-½), Surface Thoughts Only (-¼), No Conscious Control (can control activation of power, but not what fact it retrieves; -1). Total cost: 22 points.

POWER EXAMPLES: ONLY IN ALTERNATE IDENTITY

Imperial Powered Armor, Mark I: Resistant Protection (20 PD/20 ED) (60 Active Points); OIAID (-¼) (total cost: 48 points) plus +50 STR (50 Active Points); OIAID (-¼) (total cost: 40 points). Total cost: 88 points.

Amulet Of Horus: (amulet transforms character into an avatar of the Egyptian god of vengeance, granting him the following powers when he speaks a magic word): +30 STR, HKA 2d6, Sight Group Flash 6d6, Resistant Protection (10 PD/10 ED), and Flight 30m (total of 150 Active Points' worth of powers); all OIAID (-¼). Total cost of powers: 120 points.

POWER EXAMPLES:

PERCEIVABLE

Mindspear: Mental Blast 4d6 (40 Active Points); Perceivable (a silvery-green beam of energy lances out from the character's forehead and hits the target's head; -½). Total cost: 27 points.

Argent Control: Mind Control 12d6 (60 Active Points); Perceivable (while Mind Control is in use, both the character's and the victim's eyes turn a solid silver color; -½). Total cost: 40 points.

The Spell Of Necromantic Ennui: Drain BODY 4d6 (40 Active Points); OAF (Necromancer's Staff; -1), Gestures (-¼), Incantations (-¼), Noisy (-¼), Requires A Magic Roll (-½). Total cost: 12 points.

POWER EXAMPLES:

PHYSICAL MANIFESTATION

7

Ice Slides: Running +20m, Usable As Flight (Gliding) (+¼) (28 Active Points); Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0). Total cost: 22 points.

Moving Hand Of Stone: Telekinesis (40 STR) (60 Active Points); Physical Manifestation (-¼). Total cost: 48 points.

RANGE LIMITATIONS

Value: -½ for No Range; -¼ for Limited Range; -¼ for Range Based On Strength; -¼ for Reduced By Range; -¼ for Subject To Range Modifier

This suite of Limitations affects how a power works at Range. They may only be taken for powers that work at Range (including powers bought with the *Ranged* Advantage, except that *Ranged* and *No Range* may not be taken for the same power).

LIMITED RANGE

Value: -¼

This -¼ Limitation represents a Ranged power with less than normal Range. The GM sets the power's exact Range based upon its special effects, but in any event the range cannot be greater than half of the power's normal Range. (See also *Normal Range* (-¼) for Mental Powers on 6E1 154.)

NO RANGE

Value: -½

This -½ Limitation represents a Ranged power that doesn't work at Range. The character can only use the power at HTH Combat range (*i.e.,* within his Reach). In some cases, the special effects of a No Range power dictate that the character actually has to touch the target of the power to affect him/it; this does not change the Limitation's value.

If a Constant Power takes this Limitation, the character only has to be at HTH Combat range to activate/use the power. After that, the distance between him and his victim doesn't matter. If the character has to maintain contact with the target to maintain a Constant effect, increase the value of No Range to -1.

RANGE BASED ON STRENGTH

Value: -¼

This -¼ Limitation represents a Ranged power whose Range depends upon the Strength the character uses to throw the power. It's most often used for grenades, throwing knives, and similar thrown weapons. See the *Throw* rules, 6E2 80, to determine how far a character can throw an object.

REDUCED BY RANGE

Value: -¼

This -¼ Limitation represents a power that gets weaker over a distance. The power does full damage to targets within 8m. It loses 2 Damage Classes (see 6E2 97) for each doubling of Range thereafter: -2 DC from 9-16m; -4 DCs from 17-32m; -6 DCs from 33-64m; and so forth.

Example: *To represent his thrown hammer, a troll (STR 33) buys a Blast 12d6, Reduced By Range, Range Based On STR. The GM rules the hammer weighs eight kilograms, so the troll can throw it 24m with a Standing Throw. The Blast does full damage (12d6) to targets within 8m, 10d6 out to 16m, and 8d6 out to its maximum range of 24m.*

SUBJECT TO RANGE MODIFIER

Value: -¼

Characters may only take this -¼ Limitation for powers that are not ordinarily subject to the Range Modifier (for example, most Mental Powers). The power suffers the standard Range Modifier (see 6E2 38) when used at Range.

REDUCED PENETRATION

Value: -¼

An Attack Power bought with this Limitation has less ability to penetrate defenses than a normal attack. Reduced Penetration splits the attack into two equal parts for the purpose of determining BODY damage and applying that damage to the target's defenses. If the Attack Power is an HA or HKA, the damage added by STR (or other means, such as a Combat Maneuver or Combat Skill Levels) should be added *before* the attack is split in two.

When determining how much STUN damage the target takes, add the two attacks together before rolling the STUN Multiplier or applying the target's defenses. Use this "combined" STUN total to determine how much STUN damage the target takes and whether he's Stunned or Knocked Out by the attack. Determine Knockback from the highest BODY roll.

If a character takes Reduced Penetration for a power that uses the Normal Damage BODY rolled on the dice to determine the power's effect (such as Flash), divide the dice in two, make the two effect rolls, and apply the effects separately against the target's defenses.

Although a Reduced Penetration attack splits into two parts for BODY damage purposes, the character using it may only attack one target and only rolls one Attack Roll. If the roll succeeds, "both" attacks hit, if it fails, "both" miss.

Example: *Defender-Of-Forests, a bear cult shaman, has a spell that grants her claws like a bear's. She builds the spell as an HKA 3d6, Reduced Penetration. Since Defender-Of-Forests has a 15 STR, she may add 1d6 to the attack, making it an HKA 4d6; since it has Reduced Penetration, it's considered to be two HKA 2d6 attacks.*

Defender-Of-Forests uses her claws to fight an ogre who has a 5 PD and 4 points of Resistant Protection. Her Attack Roll succeeds, so she rolls her two 2d6 damage rolls — 5 and 9, respectively. The ogre takes 1 BODY from the first roll and 5 BODY from the second roll. Defender-Of-Forests then adds the BODY together — 14 — before rolling her STUN Multiplier. She rolls a 3, so she does 42 STUN ((5+9)x3) to the ogre! Even after applying its defenses of 9, the ogre is Knocked Out.

Reduced Penetration is often bought to simulate an animal's claw and fang attacks. When combined with Reduced By Range, it's also used to simulate shotguns.

REQUIRES A ROLL

Value: See Requires A Roll Table

A power with Requires A Roll ("RAR") doesn't work automatically or infallibly — it's unreliable, so the character must succeed with some sort of roll to activate and/or use it. Examples include a wizard who has to successfully "cast" a spell to activate a power, armor that covers only part of the body, a martial artist who must successfully focus his *ch'i* to make an attack, and complicated gadgets that sometimes malfunction.

How RAR works depends on how the character buys it. This involves making several decisions about how RAR should affect an ability, then assembling the Power Modifier values to derive a final value for the Limitation. The text explains the nature and implications of each aspect of RAR and provides two "pre-built" forms of the Limitation for you to use.

A character cannot take multiple Required Rolls on the same ability unless the GM permits him to.

The Basic Requires A Roll Limitation

The first decision a character has to make when taking RAR for a power is what type of roll to use. He has two options, described below. Either choice is worth a basic value of -½ Limitation, but in most cases other aspects of RAR alter this to some degree. When calculating the value of a Required Roll, apply all modifiers to derive a final value, but the minimum value after all modifiers have been applied is -¼ (unless the GM rules otherwise).

Example: *Jason is creating a* Requires A Roll *Limitation for his character Hyperkinetic's "Befuddlement" attack. He wants it to use a Skill Roll as a basis (-½), to be made only once (when Hyperkinetic activates the power), to suffer a -1 per 20 Active Points penalty (¼ less Limitation) and to use KS: Philosophy as the roll (¼ less Limitation). All that adds up to (-½, less ¼, less another ¼) a -0 Limitation. However, the minimum value is -¼, so he writes down* Requires A KS: Philosophy Roll (-¼) *next to the Befuddlement attack on Hyperkinetic's character sheet.*

UNMODIFIED ROLL

The first choice is an 11- roll that's not affected by the Active Points in the ability, Skill Modifiers, or other circumstances.

Example: *Lazer is trying out the latest super-blaster developed by VIPER labs. Since the blaster is new, it doesn't have all the bugs worked out yet — it has a Required Roll 11-. Whenever he wants to use the blaster, Lazer must roll an 11-; if he rolls 12 or higher the blaster doesn't work that Phase.*

SKILL ROLL

The second choice is to use an Agility, Intellect, Interaction Skill, or *Power* Skill roll (or any other Skill the GM permits). The character must choose the Skill when he buys the ability, and can't change it thereafter (but see *Varying Roll,* below). It can be a Skill with other uses (like Acrobatics or Stealth), or a form of the *Power* Skill bought specifically for RAR purposes (such as *Magic,* a common Skill in Fantasy Hero games where characters have to succeed with rolls to cast spells). The level of the roll (whether it's 11-, 12-, 14-, 23-, or what have you) doesn't have any effect on the Limitation's value.

Unlike an Unmodified Roll, a RAR Skill Roll is subject to Skill Modifiers. First, by default all such RAR abilities suffer a penalty of -1 per 10 Active Points in the ability being used. Second, RAR Skill Rolls are also subject to other Skill Modifiers (positive and negative) as the GM desires (see below). At the GM's discretion, RAR Skill Rolls are also subject to Skill Versus Skill Contests.

REQUIRES A ROLL TABLE

Value	Basic Roll
-½	11- *or* Skill-based roll (see text)
Value	**How Often Roll Must Be Made**
0 less Limitation	Only made once, when activating power
½ more Limitation	Must be made each Phase/use
Value	**Type Of Roll**
	Unmodified Roll
1 more Limitation	7- (or worse)
¾ more Limitation	8-
½ more Limitation	9-
¼ more Limitation	10-
¼ less Limitation	12-
½ less Limitation	13-
¾ less Limitation	14- (or higher with GM's permission)
	Skill-Based Roll
½ more Limitation	-1 per 5 Active Points modifier
¼ less Limitation	-1 per 20 Active Points modifier
0 more Limitation	Uses Characteristic Roll, PER Roll, Attack Roll
¼ less Limitation	Uses KS, PS, or SS
	Other Modifiers
0 less Limitation	Burnout
½ more Limitation	Jammed
¼ less Limitation	Can choose which of two rolls to make from use to use

The minimum value of Requires A Roll is -¼, regardless of modifiers.

POWER EXAMPLES: RANGE LIMITATIONS

Power Darts: Blast 6d6 (30 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 10 points.

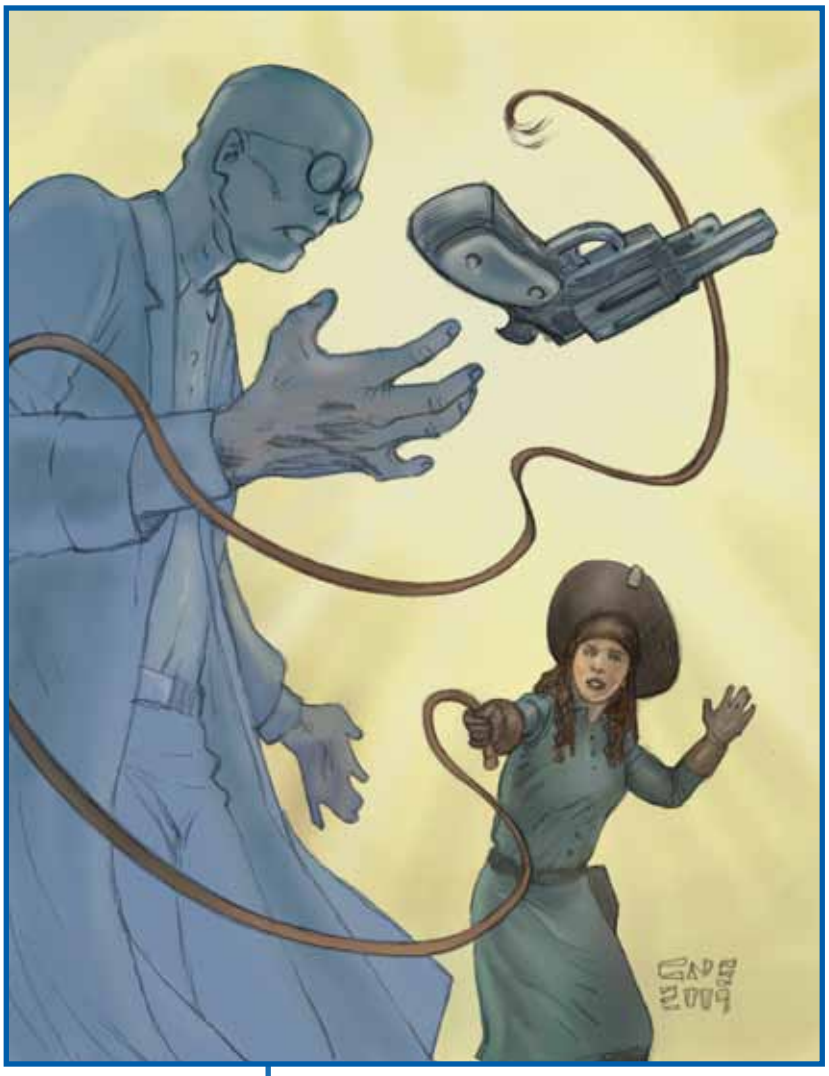
Sonic Lance: Blast 8d6, NND (defense is Hearing Group Flash Defense, solid ear coverings, or being deaf; +½) (60 Active Points); Reduced By Range (-¼). Total cost: 48 points.

Voltaic Touch: RKA 3d6 (45 Active Points); OIF (Power Glove; -½), No Range (-½), 4 Charges (-1). Total cost: 15 points.

POWER EXAMPLES: REDUCED PENETRATION

Defender-Of-Forest's Claws: HKA 3d6 (45 Active Points); OAF (anointed bear's claw; -1), Gestures (-¼), Incantations (-¼), Reduced Penetration (-¼), Requires A Shamanism Roll (-½). Total cost: 14 points.

10-Gauge Shotgun: RKA 3d6, Increased STUN Multiplier (+¼) (56 Active Points); OAF (-1), Reduced By Range (-¼), Reduced Penetration (-¼), 5 Charges (-¾), Real Weapon (-¼), STR Minimum (9; -½), Two-Handed (-½). Total cost: 12 points.



When a character uses a Skill for a Required Roll, unless the GM permits otherwise that's all the Skill does when it's used to activate a power. The character doesn't also get any other benefits he would for succeeding with a roll with that Skill.

If a character has any Skill Levels with the Skill he uses for his Required Roll, he may apply them when using it to make a Required Roll.

Example: *Wendell, the GM for a Fantasy Hero campaign, decides characters must buy all powers (magic spells) with the Limitation* Requires A Magic Roll. *Arkelos the mage buys his Magic Skill based on his INT for 3 Character Points. His INT is 23, so he has a (9 + (23/5)) = 14- roll.*

Later, when examining a magical chest, Arkelos wants to use his Dispel Magic spell (Dispel Magic 10d6, Variable Effect (any one Magic power at a time; +½); 45 Active Points). Arkelos must make his roll at 45/10 = -4. Not liking these odds, with the GM's permission he decides to take an entire Turn to prepare, gaining a +1 (see 6E1 59). He now needs a 14 - 4 + 1 = 11 or less to succeed. He rolls an 11 — just enough — and the spell works.

DETERMINING THE ACTIVE POINT PENALTY

A character can vary the severity of the Active Point penalty to a Required Roll by changing the value of the Limitation (see below).

A character can base a compound power, a power plus a related naked Advantage, or several powers on a single Skill Roll. Determine the Skill Roll penalty from the total Active Points of all the abilities being activated at one time (that is, activated by a single roll of the dice). If a character only wants to activate some of the powers (such as only a power without its naked Advantage), determine the penalty from the Active Points of just the powers being activated. On the other hand, if a character activates two or more powers in a Phase by making a separate Required Roll for each one, each roll only suffers the penalty for the power it activates.

If a character wants to activate a power at less than its full Active Point strength, base the penalty to the Skill Roll on the Active Points used, not the full Active Points.

SKILL MODIFIERS

The GM should consider carefully which Skill Modifiers apply to a Skill-based Required Roll. Many modifiers are appropriate, but too many penalties may make the Limitation an unfair burden on the character (or too many bonuses make it an unbalancingly effective bargain). Examples of Skill Modifiers that tend to be the most appropriate for Required Rolls include:

- lack of equipment for Skills requiring it (such as lockpicks for Lockpicking)
- taking extra time (or trying to perform a task more quickly than normal)
- excellent (or poor) conditions for performing the Skill

On the other hand, penalties for combat conditions or general difficulty tend to be less common, though they too may be appropriate in some situations.

The GM should also consider allowing a "partial success" with the power if the character fails the Skill Roll by only a point or two (if the power is one that could partly succeed). For example, if a character misses his Required Contortionist Roll to activate his Desolidification (his "super escape artist" ability) by just 1, perhaps he gets a +1 or +2 bonus on his next roll — he's loosened the ropes but not yet worked his way free.

ROLL FREQUENCY

The next decision to be made is whether the character has to make his Required Roll every time he uses the ability, or just once to activate it.

ROLL ONCE

The default choice, worth an additional -0 Limitation, is that the character must make his Required Roll once, when he activates/uses the Power. If the Power is Constant or Persistent, it continues to work without the need for further rolls; the character only has to roll again after the Power gets turned off and he wants to activate/use it again.

ROLL EACH PHASE

For an additional -½ Limitation, a character must make his Required Roll *each Phase he wants to use or maintain the ability.* If the character uses the ability out of combat, the GM decides how often the character needs to make the roll. Characters may only take this modifier for Constant or Persistent Powers; Instant Powers have to use the default choice of "roll once."

If the Required Roll succeeds (*i.e.,* the character rolls less than or equal to the roll number), the character can use his power that Phase and get any benefits from its use. If the Required Roll fails, the character cannot use the power that Phase (though in some cases, such as a suit of armor that only partly covers the character, the GM may let the character make further Required Rolls in the same Phase).

OTHER MODIFIERS

Several other circumstances can modify the value of Requires A Roll.

ALTERED UNMODIFIED ROLL

A character can have an Unmodified Required Roll that differs from 11-. The higher the roll, the lower the Limitation value; the lower the roll, the more the Limitation's worth. See the Required Roll Table for details.

ALTERED ACTIVE POINT PENALTY

As discussed above, Skill Rolls used for Required Rolls by default suffer a penalty of -1 per 10 Active Points to the roll. Changing that to -1 per 20 Active Points reduces the Limitation value by ¼; changing it to -1 per 5 Active Points increases it by ½ Limitation. A character cannot eliminate the Active Point penalty to a Skill-based Required Roll. (However, he could take an Unmodified roll of the same level and describe the special effect of the Limitation as "I'm using a Skill but I'm so good at it I don't suffer an Active Point penalty.")

DIFFERENT TYPES OF SKILL ROLLS

Typically a Skill Roll used for a Required Roll is an Agilty, Intellect, Interaction, or *Power* Skill (*i.e.,* one based on DEX, INT, or PRE with a cost of 3 Character Points, +1 to the roll for each +2 Character Points). For no change in the Limitation's value, a character can instead define his Required Roll as:

- an Attack Roll (unmodified by Combat Skill Levels, but subject to Combat Modifiers)
- a Characteristic Roll
- a PER Roll

Making an Attack Roll as a Required Roll doesn't require a separate Attack Action; it's all part of activating the ability while making the attack.

For ¼ less Limitation, a character can define his Required Roll as a Knowledge Skill, Professional Skill, or Science Skill.

At the GM's option, characters can define a Required Roll as some other type of roll. For example, he might use a Positive Reputation or Negative Reputation roll. If the GM permits this, he decides what change in value, if any, the roll merits.

BURNOUT

For -0 less Limitation, a Required Roll power has a chance to burn out every time a character uses it. Unlike a regular Required Roll, a character rolls Burnout *after* he uses the power. If the roll succeeds, he may use the power again normally. If the roll fails, the power burns out and he cannot use it again for the rest of the adventure (or until the power recovers from Burnout or is repaired, at the GM's discretion). With Burnout, a character can be certain a power will work at least once — but each use might be the last!

Characters may not take Burnout for a power that has only 1 Charge.

JAMMED

For -½ additional Limitation, a Required Roll power can jam during use. Each time a character tries to use the power, he must first make his Required Roll. If he succeeds, the power functions normally. If he fails, the power does not activate, and it won't work for the rest of the adventure (or until it has been "unjammed," at the GM's discretion).

Characters may not take Jammed for a power that has only 1 Charge.

VARYING ROLL

With the GM's permission, some Required Roll abilities can use either of two Skills, with the character choosing which roll to use based on the situation. For example, a character might buy +3 DCV that require either an Acrobatics or a Danger Sense roll. This form of RAR is worth ¼ less Limitation.

OTHER RULES

Regardless of the type of roll used, a character always makes Required Rolls after all other preparations. For example, he must spend the END for a power regardless of whether the Required Roll succeeds; if the power is an attack, attempting to use it is an Attack Action even if the power fails to activate. Making a Required Roll is an Action that takes no time that's part of the overall attempt to activate or use an ability; if the roll fails, the character can't change his declared Action.

Characters can only use RAR powers in appropriate circumstances. For example, if a character buys Desolidification, Requires A Contortionist Roll, to simulate his escape artist abilities (if he makes his Contortionist roll, no bonds or chains can hold him, regardless of how difficult it would be for an ordinary contortionist to escape from them), he can only use his Desolidification when he's tied up or otherwise bound — situations where using Contortionist is appropriate. He can't make a Contortionist roll to use Desolidification to walk through walls, avoid damage, and so forth. Furthermore, he cannot take a separate Limitation such as *Only Works On Ropes And Bonds* on the power — this is, in part, what the RAR Limitation represents.

POWER EXAMPLES: REQUIRES A SKILL ROLL

Anti-Laser Armor: Resistant Protection (6 PD/12 ED) (27 Active Points); OIF (-½), Required Roll 14- (-½). Total cost: 13 points.

Ch'i Focusing: Aid DEX 3d6 (18 Active Points); Self Only (-1), Requires A Power: Meditation Roll (-½). Total cost: 7 points.

Dr. Spencer's Clockwork Gatling Cannon: RKA 3d6, Autofire (5 shots; +½), 64 Charges (+½) (90 Active Points); OAF Bulky (requires a tripod or mount; -1½), Requires A PS: Gatling Operator Roll (-1 per 20 Active Points; -¼), Real Weapon (-¼), Beam (-¼). Total cost: 28 points.

Experimental Blaster: Blast 10d6, Armor Piercing (+¼) (62 Active Points); OAF (-1), Required Roll 13-, Burnout (-¼), 8 Charges (-½). Total cost: 22 points.

Inspired Terror: +2 DCV (10 Active Points); Only Works Against Attackers In HTH Combat Range (-½), Requires A Negative Reputation Roll (opponent must make character's negative Reputation roll to realize who he is and thus become too terrified to fight effectively; -½). Total cost: 5 points.

POWER EXAMPLES:

REQUIRES MULTIPLE USERS

Ritual Summoning: Summon demon built on 800 Character Points, Friendly (+¼) (200 Active Points); OAF Expendable Fragile Arrangement (rare herbs, powders, and mystic paraphernalia, Very Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (6 Hours; -3½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Conjuration Roll (-1 per 20 Active Points; -¼), Requires Multiple Users (12 casters; -1). Total cost: 20 points.

Crew-Served Blaster Rifle: Blast 24d6 (120 Active Points); OAF (-1), Requires Multiple Users (crew of 4; -½), 8 Charges (-½). Total cost: 40 points.

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Forms Of Requires A Roll

Here are two "standard" or common forms of RAR:

ACTIVATION ROLL

Modifiers: Unmodified Roll 11-, must be made each Phase/use

Value: -½ for Instant Powers; -1 for Constant and Persistent Powers

This form of Required Roll represents total success or failure — either the ability works or it doesn't, there's no chance for the GM to allow a partial success. It's usually written as "Required Roll," with the number following. It's appropriate for abilities that only have a chance to work, but where that chance really isn't under the character's direct control or influence. The most common example is a suit of armor that partially covers the body. If the Required Roll succeeds, the attack hit a part of the body that's protected, and if it fails the attack hit an unarmored part (so the armor doesn't "activate" and the character gets no defense from it). The character must make the roll each Phase or each time he uses the ability.

This example uses an 11- roll, but a character can improve (or worsen) the roll by taking a lesser (or greater) value for the Limitation, as indicated on the Requires A Roll Table. For example, for Constant and Persistent powers, an Unmodified 12- is worth -¾, an Unmodified 14- is worth -¼, and an Unmodified 8- is worth -1¾.

REQUIRES A [SKILL] ROLL

Modifiers: Skill Roll using a Characteristic-based Skill, made only once, -1 per 10 Active Points penalty

Value: -½

This is the most common form of Skill Roll-based Required Roll. It's usually written as "Requires A [Skill] Roll" — Requires A Magic Roll, Requires A Stealth Roll, Requires An Acrobatics Roll, and the like. It suffers the standard -1 per 10 Active Points penalty, but the character can often counteract that by taking extra time or doing other things that improve his Skill Roll.

REQUIRES MULTIPLE USERS TABLE

Value	Required Crew	Penalty for Single Character To Operate
-¼	2	-3
-½	3-4	-6
-¾	5-8	-9
-1	9-16	Not possible

...and so on

REQUIRES MULTIPLE USERS

Value: See Requires Multiple Users Table

Some powers require more than one character to use them, or they won't function as well (or at all). The *Requires Multiple Users* Limitation simulates this. It's most often used in modern-day games for artillery and other weapons that require a crew to fire (it's often renamed *Crew-Served* in these games), and in Fantasy games for ritual magic requiring multiple spellcasters (where it's renamed *Ritual*).

The value of the Limitation depends on the size of the group needed to use the power without penalty, as indicated by the accompanying table.

If more than a single character, but fewer than the required number of characters, attempts to use a power, reduce the penalty by the number of characters beyond one (though the minimum penalty remains -1 regardless of how many characters participate). For example, if four characters try to fire a weapon needing a crew of 8, the normal -9 penalty becomes -6 (-9, reduced by 3 for each person beyond the first).

To determine the OCV of a Requires Multiple Users power, use the chief operator's OCV, or at the GM's option take the average OCV of the group. If a Requires Multiple Users power costs END, all members of the group must pay that END cost.

If a Requires Multiple Users power is one that characters have to pay for, all members of the group using the power must have the power (*i.e.,* must have paid Character Points for it, or otherwise learned it in the manner specified for the campaign). Furthermore, all members must successfully undertake all procedures (they must all Concentrate, take Extra Time, use Gestures, pay the associated END cost, bring the right Focus, and so forth). However, if the power requires a Skill Roll, Activation Roll, or the like, only the character in charge of the power makes that roll; he doesn't receive a Complementary Skill bonus for having helpers.

If a Requires Multiple Users weapon requires a Weapon Familiarity, at least half of the group must have that WF, or the group suffers the standard Unfamiliar Weapon penalty (-3 OCV). Weapons with this Limitation should also take the *Focus* Limitation with the additional *Bulky* or *Immobile* Limitations. They usually take the *Extra Time* Limitation as well. Generally they do not take the *STR Minimum* or *Required Hands* Limitations, since they're mounted on bipods, tripods, or vehicles.

RESTRAINABLE

Value: -½; -¼ for powers Restrainable by means other than Grabs and Entangles

A power with this -½ Limitation is generated by or based upon an area of the body that can be restrained. Examples include Flight defined as having wings or some HKAs defined as having claws. If that area or part of the body is Grabbed, Entangled, or otherwise restrained, the character cannot use the power. When he breaks free of the restraint, or it's removed, the power functions normally again.

Characters may also take Restrainable at a lesser value — -¼ — to represent body parts that can be restrained or disabled by means other than Grabs. For example, in a Cyberpunk campaign, characters often have "cyberware" (special electronic devices) implanted in their bodies. Removing cyberware typically requires surgery, but it can often be disabled or incapacitated if damaged (visible cyberware can usually be targeted at -2 OCV) or exposed to various types of electromagnetic radiation, and these weaknesses are well-known. Since surgery is required to remove cyberware, it's not really a Focus, but it can be considered Restrainable. In this case Restrainable is only a -¼ Limitation, since disabling the body part is harder than usual or requires special equipment.

A power ordinarily should not be Restrainable and bought as a Focus; either one or the other will apply. However, with GM's permission, in some cases taking both may be acceptable (such as a "Flight Harness," a set of wings that straps onto a wearer's back). In this case, the Focus must not be Accessible, since Accessible Foci can already be restrained by Grabs, Entangles, and the like.

Characters should use common and dramatic sense when applying Restrainable to abilities. Not every ability that can literally be "restrained" in some way is entitled to take this Limitation. For example, just because it's possible to hold someone's jaw shut doesn't mean that every speech-based Skill and ability should have Restrainable, and just because a character's legs can be Grabbed doesn't mean that every character can apply Restrainable to his Running. If necessary, the GM can forbid any use of this Limitation which seems unbalancing, undeserved, or absurd.

SIDE EFFECTS

Value: See Side Effects Table

This Limitation means disadvantageous or harmful things happen to the character when he fails to use his power properly (or, in some cases, any time he uses the power). The value of the Limitation depends on the strength of the Side Effect, how often it occurs, and other factors.

STRENGTH OF THE SIDE EFFECTS

The strength of a side effect typically relates to the Active Points in the power. Consult the Side Effects Table for guidelines. If appropriate, the GM should adjust the power levels of the Side Effects to suit his campaign. For example, in a high-power superhero campaign, the standard 15/30/60 Active Point levels for Side Effects might be inappropriate; 20/40/80 or 30/60/120 might work better. On the other hand, in a Low Fantasy game, the standard point totals might be far too high; 10/20/30 or even 5/10/15 would fit the campaign better.

WHEN SIDE EFFECTS OCCUR

Characters usually take Side Effects for a power that has some chance of failure — one with the Power Limitations *Requires A Skill Roll* or *Activation Roll.* Each time the character's attempt to activate or use the power fails, he suffers the Side Effect. If the power is Constant and requires an Activation Roll, the Side Effect has a greater value than normal, since such a power tends to require more rolls (and thus has more chance of failing).

Alternately, a character may define his Side Effect as occurring *every* time he uses the power, regardless of whether he successfully activates it. In this case, double the value of the Limitation. This also applies to Side Effects on powers that always work.

A third option is to define the Side Effect as always occurring whenever a character does something or has something happen to him. For example, the Side Effect might automatically occur if the character makes a Half Move (or suffers Knockback) before he uses the power. Typically this reduces the value of the Limitation by ¼, since the character has a certain amount of control over whether the Side Effect occurs, but the GM determines the exact value.

Side Effects usually occur (or are rolled for) when the character activates/uses the power. With the GM's permission, a character could define Side Effects as occurring after he stops using the power, but only if the Side Effect always occurs. In the GM's discretion, this may reduce the Limitation by ¼, since it's not quite as restrictive as a Side Effect that occurs when the character activates or uses the power.

POWER EXAMPLES: RESTRAINABLE

Wings: Flight 24m (24 Active Points); Restrainable (-½). Total cost: 16 points.

Stinger: HKA 2d6 (30 Active Points); No STR Bonus (-½), Restrainable (-½). Total cost: 15 points.

Cybereyes: Infrared Perception (Sight Group) (5 Active Points); Restrainable (via damage or exposure to some electromagnetic radiation or dampening fields; -¼) (total cost: 4 points) plus Ultraviolet Perception (Sight Group) (5 Active Points); Restrainable (via damage or exposure to some electromagnetic radiation or dampening fields; -¼) (total cost: 4 points) plus +8 versus Range Modifier for Sight Group (12 Active Points); Restrainable (via damage or exposure to some electromagnetic radiation or dampening fields; -¼) (total cost: 10 points). Total cost: 18 points.

THE NATURE OF THE SIDE EFFECT

The exact nature of a Side Effect is up to the character (with the GM's approval), but it must always be disadvantageous or harmful. Usually it should directly connect to the power — for example, a Fireball Spell might cause the character to burst into flame if he fails his Magic Skill roll, but normally shouldn't inflict a necromancy spell on him. The character and GM can choose any type of power for the Side Effect. Blast and Drain are perhaps the most commonly used powers for Side Effects, but you can choose just about any type of power that adversely affects the character. For example, a botched "Spell Of Conjuration" (built using Summon) might have a Summon Side Effect — it conjures the wrong type of creature, one hostile to the spellcaster.

In some cases a character may apply the Standard Effect Rule or in some other way define a set amount of damage or effect he takes from a Side Effect. For example, if a vampire has to force a victim to drink a large amount of his (the vampire's) blood before he can Transform the victim into a vampire, the Side Effect might be, "Takes 3 BODY and 9 STUN Damage." Typically this is worth ¼ less Limitation value, but the GM may adjust this depending upon how much damage the character takes.

With the GM's permission, a character can define a Side Effect as a short-term Complication (this often counts as a "standard effect," thus reducing the Limitation's value by ¼). The Complication lasts as long as the GM feels is appropriate, but in many cases should last at least as long as it would take the character to naturally heal the base points in the Side Effect if they were BODY damage. For example, a character with a 15-point Side Effect on his Mind Control might suffer from a 15-point Psychological Complication until enough time had passed for him to naturally heal 15 BODY.

Sometimes the GM may allow a character to base a Side Effect on something other than the Active Points (or some fraction thereof) in the power. For example, a Side Effect could simply be "the character takes 2d6 meters of Knockback and falls down" or "blood vessels in character's forehead burst (-1 Sight PER Rolls for one Turn and lose 1 BODY)" or "character suffers a -3 penalty on PER Rolls for 1d6 hours." Such relatively minor effects usually have, at most, a base value of -¼.

A character can define a Side Effect as including an Advantage, with the GM's permission. For example, a Side Effect that causes Drain END 2d6 might have the *Delayed Return Rate* Advantage so the character doesn't get the END back quickly.

The GM should be wary of letting characters who have access to rapid healing methods take Side Effects whose effects they can easily erase. It's not much of a Limitation for a character to take BODY damage from a failed use of a power if he has Regeneration or Healing. In this case, the GM may halve the value of the Limitation or forbid it entirely.

SIDE EFFECTS TABLE

Value	Side Effect
-¼	***Minor Side Effect:*** 15 Active Points, or one-fourth of the Active Points in the power (whichever is greater), or some other minor or trivial effect (such as temporary penalties to PER Rolls or an important Skill roll)
-½	***Major Side Effect:*** 30 Active Points, or half of the Active Points in the power (whichever is greater)
-1	***Extreme Side Effect:*** 60 Active Points, or the Active Points in the power (whichever is greater), or more

Value	Modifiers
x2 value	Side Effect occurs automatically whenever power is used (or is bought for a power which always works)
¼ more Limitation	Side Effect applies to a Constant Power which requires an Activation Roll
¼ more Limitation	Side Effect affects both character and environment/recipient of power's benefits
¼ less Limitation	Side Effect always occurs whenever the character does some specific act
¼ less Limitation	Side Effect does a predefined amount of damage (unless waived by the GM)
¼ less Limitation	Side Effect only affects the environment near the character
¼ less Limitation	Side Effect only affects the recipient of the benefits of the power
¼ less Limitation	Side Effect occurs when character stops using power

WHO'S AFFECTED BY THE SIDE EFFECT

Normally the character using the power suffers the Side Effects. However, at the GM's discretion, this doesn't always have to be the case.

A Side Effect might affect the environment around the character instead of the character himself. For example, a character with fire powers might generate such heat that small flammable objects (papers, leaves, and the like) near him burst into flame. This form of Side Effects is worth ¼ less Limitation value, and the character should rarely, if ever, be allowed to cause damage to others with it or derive any sort of combat advantage or other benefit from it.

In the case of powers intended to benefit the target (such as Healing or Aid), characters can define a Side Effect as affecting the target. For example, a "Spell of Curing" built with the power *Healing* might cause the recipient's hair to fall out or turn grey. This form of Side Effect is worth ¼ less Limitation value.

If both the character *and* the environment or recipient of the power's benefits suffer the same or similar Side Effects, do not reduce the Limitation value — increase it by ¼.

NO DEFENSE APPLIES

Any Side Effect automatically affects the character (or environment or recipient) — no Attack Roll is necessary. The character, environment, or recipient gets no defenses against the Side Effect — not even if he's Desolidified or otherwise protected from that form of damage under ordinary circumstances.

Example: *Arkelos has several spells with the Limitations* Requires A Magic Roll *and* Side Effects. *The first spell, Thunderbolt Of Arkelos (Blast 8d6), has a Major Side Effect (-½). Since the power has 40 Active Points, Arkelos must take 30 Active Points of Side Effect. He decides that if he doesn't cast the spell properly, the electricity arcs back into him, doing 30 Active Points of damage (Blast 6d6).*

The second spell is Arkelos's Magnificent Demon-Summoning Spell, an 80 Active Point Summon that conjures a powerful demon. Arkelos again takes a Major Side Effect (-½), requiring him to come up with 40 Active Points of Side Effect. Arkelos decides that if he fails to properly cast the spell, the demon partially takes over his body. The Side Effects is two Complications, a 20-point Psychological Complication ("Obeys the Demon") and a 20-point Hunted ("Hunted by Demon's Enemies"). These Complications remain until Arkelos would naturally heal 40 BODY.

UNIFIED POWER

Value: -¼ (see text)

This Limitation, which must be taken for a minimum of two different powers or abilities, represents the fact that the "unified" powers are all aspects or facets of one over-arching "meta-power." That makes them particularly vulnerable to negative Adjustment Powers, such as Drain and Suppress. If a negative Adjustment Power affects *any* of the powers in a Unified Power suite, it affects *all* of them in the same amount.

Example: *The Human Flambeau has the power to transform his body into coherent fire. While in "fiery form" he can project a bolt of fire (Blast), fly (Flight), and protect himself with a fire-shield (Resistant Protection, Costs Endurance). Since these powers are all aspects of his having a fiery form, they're all going to be affected by Drains and Suppresses if any one of them is — they're just aspects of one "meta-power." So the Human Flambeau takes Unified Power (-¼) as a Limitation on each of them.*

During a battle against Leech, the Human Flambeau is attacked with a Drain Blast 4d6. Leech rolls 12 points of effect for his Drain. Since the Flambeau's Blast is Unified with his Resistant Protection and Flight, all three powers each lose 12 Character Points' worth of effect.

The opposite is *not* true — if a power with Unified Power is affected by an Aid or other positive Adjustment Powers, only that single power is affected, the other powers it's unified with are not.

A character with Unified Power might be attacked with an Adjustment Power that applies to two or more of his Unified abilities simultaneously (either due to the Adjustment Power having the *Expanded Effect* Advantage, or its having been defined as splitting its effect into a ratio). In that case, the Limitation just has its normal effect; the character doesn't suffer a greater effect just because multiple Unified abilities have been affected at once.

Unified Power is typically worth a -¼ Limitation on each of the abilities in the suite (characters cannot take Unified Power for just one ability; the minimum number is two, and there's no maximum unless the GM imposes one). However, the GM can change the value based on how common negative Adjustment Powers are in his campaign. If characters tend to get attacked with Drains frequently, the value of Unified Power may rise to -½, or more. Typically all Unified abilities have the same special effect, but that isn't necessarily required.

Unless the GM rules otherwise, characters can apply Unified Power to any game element, including any Power, slots in Power Frameworks, and even Characteristics. However, the GM may want to rule that all Unified Powers have to have relatively similar Active Point totals, so that characters don't take the Limitation on a few trivial abilities and a single major one to receive a significant point savings. Similarly, the GM might rule that if one slot in a Power Framework takes Unified Power, all slots have to.

The GM should evaluate every use of Unifed Power to make sure that it's fair, balanced, and an accurate representation of how the Unified abilities relate to one another. Similarly, players should keep in mind the potentially devastating effect that a Drain or Suppress could have if lots of powers are Unified.

As a good guideline for whether two abilities should be Unified, ask yourself: does it make sense that all of these abilities would be Drained at once by a single use of Drain? Are they that closely related? Can you conceive of a special effect for a Drain that would affect all of the Unified abilities at once (for example, a fire extinguisher or lack of oxygen for Fire Powers)? If the answer to any of these questions is "No," then associating the abilities together with Unified Power might not be a good idea.

The GM might also want to consider restricting a Unified Power suite to just one ability of each general function: one Attack Power, one Defense Power, one Movement Power, and perhaps one Sensory Power. Unified Power suites that have a lot of Attack Powers, or abilities of any other single function, are less likely to be valid than those with a broad range of abilities. But of course, you should consider the special effects as well; a suite of "Fire Powers" might very well have several Attack Powers, whereas a group of "Force Field Powers" might concentrate on defense.

POWER EXAMPLES: SIDE EFFECTS

Berserk Strength: Aid STR 4d6 (24 Active Points); Only Works In Combat (-½), Self Only (-1), Side Effects (character always acquires Complication *Berserk while in combat (go 14-; recover 8-)* while his STR is increased by Aid, and the Berserk automatically takes effect when he first uses the Aid; -1). Total cost: 7 points.

Heat Aura: Resistant Protection (4 PD/12 ED) (24 Active Points); Nonpersistent (-¼), Side Effect (all nonliving flammable objects within 6m of character take 1d6 Killing Damage from the heat, and may burst into flame; -½). Total cost: 14 points.

Empathic Healing Spell: Healing 4d6 (Simplified Healing option) (40 Active Points); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (spellcaster always suffers damage equal to what he Heals; -1). Total cost: 10 points.

POWER EXAMPLES: VARIABLE LIMITATIONS

Wizardly Powers: Variable Power Pool, 60 Pool + 60 Control Cost; Variable Limitations (requires -2 worth of Limitations; -1), Requires A Magic Roll (-½). Total cost of VPP: 72 points.

The Spell Of The Invisible Path: Teleportation 60m (60 Active Points); Variable Limitations (requires -1 worth of Limitations; -½), Requires A Magic Roll (-½). Total cost: 30 points.

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VARIABLE LIMITATIONS

Value: See text

A power with this Limitation can have a variety of different Limitations on it. The power always has a set total of Limitation values, but the character can alter the exact type of Limitations to fit the circumstance.

The character selects the value of the Variable Limitation on a power. Each time he uses the power, he must define Limitations with *twice* that value. Thus, if a power has a -¼ Variable Limitation, the character must choose one or more Limitations with a total of -½ each time he uses that power. (If the character wants to have -¼ Limitations, Variable Limitations is worth -0; if he wants Limitations worth -¾, it's worth -¼.) The GM may define which Limitations characters can use to satisfy the Variable Limitation; a suggested list includes Concentration, Extra Time, Gestures, Incantations, Increased Endurance Cost, Perceivable, and Side Effects.

A character using Variable Limitations cannot put a Limitation with a value of -0 on a power unless the GM specifically permits him to. The Limitations chosen for Variable Limitations should have a -¼ or greater value.

Switching the Limitations on a power with Variable Limitations requires a Full Phase Action, during which the character is at half DCV. The character can make the switch even if he's suffering the hindrance of the current Limitation. For example, if a character assigns the Limitation to Focus, and someone takes his Focus away from him, he can switch to other Limitations even though he doesn't have the Focus. A character who can't Gesture because he's restrained can switch to some other Limitation without having to make gestures.

Example: *Arkelos has been captured by brigands, and would like to use his Spell Of The Invisible Path (Teleportation) to escape. It has Variable Limitations at -½. Arkelos normally uses Extra Time, Gestures, and Incantations to make up his required total of -1 worth of Limitations. However, in this circumstance, time is of the essence, and in any event he's tied up and can't gesture. Praying silently to his gods, he transfers all of the Limitations into -1 worth of the Limitation* Side Effects. *Fortunately, he makes his Skill Roll.*

If a power with Variable Limitations also has the Advantages *Autofire* or *Area Of Effect,* all shots fired must use the same Limitation(s). The character cannot vary the Limitation(s) from shot to shot or target to target. The same applies to making a Multiple Attack with a Variable Limitations attack, or the like.



CHAPTER EIGHT

POWER FRAMEWORKS

POWER FRAMEWORKS

Characters use Power Frameworks to buy a number of powers that are grouped together and draw from a common "pool" of points. This results in a substantially lower cost, but in exchange, there are restrictions on how and when they can use the powers. The individual powers in a Power Framework are usually referred to as *slots*.

Power Frameworks are most appropriate for Superheroic games. In Heroic games, they're most often used to represent weapons or other pieces of equipment with multiple functions (such as a three-setting laser pistol defined as a Multipower). The GM should carefully check each character's Power Frameworks to make sure they fit in his campaign.



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There are two Power Frameworks: the *Multipower* ("MP"); and the *Variable Power Pool* ("VPP").

GENERAL RULES

The following general rules apply to all types of Power Frameworks.

NO COMBINING OF FRAMEWORKS

A Power Framework can never be bought through another Power Framework. For example, a character cannot create a Multipower with his Variable Power Pool, or have a VPP as a slot in a Multipower.

Characters can have as many Power Frameworks as they want and can afford to buy. However, a slot in a Power Framework cannot add to or modify a slot in the same or another Power Framework, or the same or another Power Framework as a whole. For example:

- a character cannot buy a slot in his Power Framework defined as "Blast +8d6" to add to the Blast 12d6 slot in the same Power Framework or another Power Framework
- a character cannot use an Adjustment Power in one of his Power Frameworks to Adjust that Framework, a slot within that Framework, another Power Framework that he has, or a slot in another Framework he has (he may, however, Adjust another character's Power Framework, or a slot within one; see below)
- a character cannot use STR bought as a slot in one Power Framework (or the STR obtained from Density Increase or Growth bought as a slot) to add damage to an HA or HKA bought as a slot in the same or another Power Framework

A character could buy a Power such as Multiform or Summon through a Power Framework and define the alternate form(s) or Summonee(s) as having Power Frameworks of their own without violating the above rules, unless the GM rules otherwise.

A character may have two Power Frameworks, or two slots in the same Framework, that both add to or affect the same ability bought *outside* any Power Framework (or the same Combat or Martial Maneuver, or the like). For example, a character could have a Multipower slot of +10 PD, and a Variable Power Pool slot of +15 PD, that both added to his PD, since his PD is not in any Power Framework and the two powers are not adding to each other.

As always, the GM may grant exceptions to these rules if he feels it's appropriate to do so. For example, he might allow a wizard with a Power Framework of spells to use an Aid Magic slot to augment the power of one of his own spells (also bought through a Framework).

A character cannot Autofire a Power Framework or make a Multiple Attack with a Power Framework, and while doing so use different slots for each "shot" or attack. He must use the same slot with every "shot."

EXTRA POWERS FOR A SLOT

A character may have other powers outside of a Power Framework that add onto one of his Power Framework slots. However, that sort of extra Power can only work with the slot, not by itself or with another slot (in some cases you can simulate this with the *Linked* Limitation).

> **Example:** *Starburst wants a special "starburst" attack, combining a Flash with a Blast. He buys a slot for his Multipower — Blast 10d6. To add the Flash, Starburst buys a Sight Group Flash 4d6 for 20 points; this Flash is separate from the Multipower, not another slot. He applies the Limitation* Linked *(-½) to the Flash because it only works with the Multipower slot. The 20 Active Points in Flash cost 13 Real Points. This Flash only works when Starburst uses the Blast; that's why he can buy the Flash outside of the Multipower and add it to the effect of a Multipower slot.*

If the extra power is simply extra dice of, or an extension of, the same power in the Framework, it's usually written with a plus sign, like this: Blast +6d6 (adds to Blast 8d6 slot), plus any appropriate Power Modifiers. The plus sign indicates that the power is merely an extension of an existing power. It cannot function on its own, and being all part of the one power, cannot take the *Linked* Limitation. If the extra power is a completely different power bought to work in conjunction with a Multipower slot — as with the example above, depicting a Blast-Flash combination — the character should take the *Linked* Limitation for the power outside the Framework. In that case the outside power's not just an extension of the power in the Framework slot — it's a second power that only works with the first power.

On the other hand, a character can define a Power Framework slot as only adding to a power outside the Framework. For example, a character might have a suit of powered armor that provided +40 STR as a Multipower slot, or a VPP of spells that includes one defined as Blast +6d6 (adding to a Blast power he's bought outside the slot). This sort of slot only functions with the outside power — it can't do anything on its own — but the character can use the outside power by itself (unless the GM rules otherwise).

With the GM's permission, a character can buy a naked Advantage for a Power Framework slot. The character should have a reasonable special effect and explanation for why he should be allowed to do this, instead of buying it as part of the slot as usual.

LINKED

A character cannot (a) Link two slots in the same Framework to each other, (b) Link a slot in one Power Framework to a slot in another Power Framework, (c) Link an entire Power Framework (or more than one slot in a Framework) to a power outside a Framework, a slot in another Framework, or another Framework, or (d) Link a power or Power Framework to the reserve or base cost of a Power Framework.

A character may Link a power bought outside any Power Framework to a slot in a Power Framework. (See the Starburst example above for an instance of this.) But as noted above, he cannot Link a power to an entire Power Framework (or to more than one slot in a Framework) or to a Framework's reserve or base cost.

A character can put two or more Linked powers in a single Power Framework slot, unless the GM forbids this for some reason. The combined Active Points of the powers must not exceed the reserve. For example, if a character had a slot with a Blast 8d6 + Sight Group Flash 4d6, the total Active Point cost of the slot is 60; the power wouldn't fit in a Multipower with a 50-point reserve. Normal rules for use of Linked powers apply.

MULTIPLE ATTACKS

A character can make a Multiple Attack (6E2 73) with two or more slots in a single Power Framework, provided he has enough reserve/Pool points to allocate to the two or more slots used in the attack simultaneously. A character can use slots from two or more different Power Frameworks to perform a Multiple Attack, assuming he obeys all the rules for such attacks. For example, a character could combine his Flame Blast (Blast 8d6, bought as a slot in a Multipower) with his Firebolt (RKA 2d6, bought as a slot in a VPP) into a Multiple Attack. A character can make Multiple Attacks with a slot in a Power Framework and a power that's not in any Framework.

MULTIPLE POWERS IN THE SAME SLOT

Characters may not buy more than one Power in a single Power Framework slot unless those Powers are Linked (see above) or the character has the GM's permission.

RESTRICTIONS ON SLOT PURCHASES

Characters cannot purchase Special Powers and Talents in Power Frameworks, except with the GM's permission. For example, characters generally cannot buy Flash Defense or Enhanced Senses in a Power Framework — but most GMs would allow a character who had a "Gadget Pool" VPP to do so if he defined the Special Power as an appropriate, commonly-available object (such as sunglasses or a telescope).

Unless the GM permits them to, characters cannot buy "naked" Power Advantages in a Power Framework. Each slot must be a complete power (including any Advantages and Limitations).

A character can purchase a Constant or Persistent Power as a slot in a Multipower or Variable Power Pool. If he changes the reserve/Pool allocation to another slot while that Constant or Persistent Power is in use, the power immediately ceases to operate unless it's bought Uncontrolled, with Continuing Charges, or with some similar Power Modifier (or the rules applicable to that power specifically exempt it from this rule). He must keep the Framework's reserve or Pool allocated to that slot to maintain the Constant or Persistent Power. When a character allocates or re-allocates reserve/Pool points to a Constant or Persistent Power, he must then turn the power on; just allocating the reserve/Pool points doesn't turn it on.

POWERS

Adjustment Powers: For rules regarding the effect of Adjustment Powers on Power Frameworks, see 6E1 139 and the notes under individual Power Frameworks, below.

At any level of the *Expanded Effect* Advantage (6E1 142), an Adjustment Power that improves or increases a Power Framework can increase both the reserve/pool and one or more slots at the same time (depending on how the power's defined, the value of the Advantage, the nature of the Framework, and so forth).

Defense Powers: If a character has a Multipower or VPP with a Defense Power slot, he can Abort to activate that slot even if the Framework's already allocated to some other slot.

ADVANTAGES

A character can have a partially-Advantaged power in a Power Framework slot, unless the GM objects for some reason. He cannot partly Advantage a Framework's reserve or base cost, however.

Autofire: If a character applies Autofire to the reserve or base cost of a Power Framework, he cannot make an attack involving shots from two or more slots — he can only use the Autofire for only one slot at a time.

LIMITATIONS

Sometimes a character wants his Power Framework to be restricted in some way, and reflects this by taking a Limitation on the Framework's basic cost — the reserve of a Multipower or the Control Cost of a Variable Power Pool. If that Limitation also affects the slots themselves, then each of the slots should also take the Limitation. If that Limitation only affects the changing of the Framework or the like, then the slots should *not* take that Limitation as well.

Example: *Gadget Pools (Variable Power Pools for gadgets, devices, and other such equipment) are often created by applying the* Focus *Limitation to the VPP's Control Cost at some level. That means every power in the VPP has to have Focus at that level or greater. For instance, if the Control Cost has Focus (-½), every power has to have a -1 or -½ Focus. However, a Limitation such as* VPP Can Only Be Changed Between Adventures *has no affect on Pool powers. Therefore it shouldn't be taken for the Pool powers, just the Pool.*

Example: *Lazer wants to build a laser rifle that can fire many different types of lasers. However, reconfiguring the rifle to change the type of laser fired takes a little while — 1 Turn. He defines his laser rifle as a Multipower; each slot represents one type of laser the rifle can fire. He takes the Limitation* Extra Time *(1 Turn; -1¼) for the Multipower reserve, since it affects how he can change slots. However, since the Limitation doesn't affect any of the slots themselves — he can use a slot normally once it's been chosen — he does not take the* Extra Time *Limitation for any slot.*

If a character wants to (or must) apply a Limitation to both the basic cost of a Power Framework and all of its slots, the Limitation must be exactly the same on each slot. For example, a character cannot take Increased Endurance Cost at x2 END, x4 END, and x5 END for three slots, and then take Increased Endurance Cost as a common Limitation on the basic cost of the Framework, since the Limitations aren't exactly the same. However, the GM may waive this rule if he sees fit, in which case the lowest value of the Limitation applies to the Framework's basic cost (in the example above, the -½ for x2 END).

For instance, the example above concerning Gadget Pools applies the *Focus* Limitation this way. Similarly, for the *Requires A Roll* Limitation, a character may have types of rolls for each slot but still apply the Limitation to the Framework's basic cost as long as the value of the Limitation is the same for each slot.

If a character with a Power Framework has a Limitation that affects his ability to change/activate slots, such as a Required Roll, failure to change/activate slots means the character is "stuck with" whatever slots (if any) he had active at the time he tried to change/activate. It doesn't deprive him of the ability to use any slot.

See below under *Multipower* for more discussion of Limitations. The rules described there generally apply to VPPs, unless the GM prefers otherwise (they're just more easily discussed in the context of Multipower, to which they most often apply, than in abstract terms).

PARTIALLY-LIMITED POWERS

A character can have a partially-Limited power in a Power Framework slot, unless the GM objects for some reason. He cannot partly Limit a Framework's reserve or base cost, however.

CHARGES

If a Power Framework has Charges, those Charges indicate the number of times per day any one slot from the Framework can be used. The character can re-allocate points in his Framework to different slots as often as desired without using a Charge (unless the GM, some other rule, or a Limitation says otherwise), but if he activates/uses a slot, that costs a Charge. (Constant Powers require one Charge per Phase, as usual.) If he activates two or more slots in a single Phase or Action, each slot uses one Charge (unless the GM rules otherwise).

Example: *Dr. Weird has a 90-point Cosmic VPP with 1 Charge (-2). On his Phase in Segment 12, as a Zero Phase Action he allocates the Pool — 60 points to a Blast 12d6, 30 points to Resistant Protection (10 PD/ 10 ED). But then the fight stops and he doesn't have to activate/use either power. His allocation of the VPP doesn't use up a Charge.*

(If, however, the fight had continued, Dr. Weird could use his 1 Charge to activate/use either his Blast or his Resistant Protection. He can't use both, because using each one requires 1 Charge, and he's only got a single Charge to use. Dr. Weird would probably begin to wonder why in the world he bought a VPP with 1 Charge.)

A few seconds later, Dr. Weird's Danger Sense activates, telling him that there's a mystical threat in Kuala Lumpur. On his next Phase, he re-allocates the VPP to buy some MegaTeleportation so he can get to Kuala Lumpur. Then he activates the Teleportation and away he goes. Since he activated/used a slot — the Teleportation power — he's used up his 1 Charge for the day. He'll have to wait until tomorrow to use his VPP again.

If a character takes Charges on the reserve/pool of a Power Framework to represent that the slots in the Framework can only be used a certain number of times pe day, the Charges "apply" to all the slots, and thus the slots do not cost END. However, if the Charges on the reserve don't apply to the slots — for example, if they're taken to represent the fact that the Framework can only be changed a specified number of times per day — then the slots still cost END as usual.

As noted on 6E1 370, a Continuing Charge in a Power Framework remains in effect even if the character switches the Framework to another power. The rules don't establish any specific limit on how long those Continuing Charges can be bought to last, so the GM should monitor this sort of power construct to prevent abusiveness. The intent of the rule is to allow interesting and logical powers (such as smoke grenades in a Multipower of weapons), not to provide characters with huge amounts of power cheaply.

If a character wants to apply a Continuing Fuel Charge to a Power Framework as a whole (for example, to the reserve of a Multipower), then all slots bought through that Framework have to qualify to have Continuing Fuel Charges applied to them, which means they must be Constant or Persistent.

MULTIPOWER

Cost: 1 Character Point for every 1 point in the Multipower reserve; slots in the reserve cost their Real Points divided by 5 or by 10, depending on the type of slot

A character with a Multipower has several different Powers that draw from a common pool of Character Points (known as a *Multipower reserve*). After buying the Multipower reserve, the character buys the powers that draw off of the reserve. He may change the distribution of reserve points from Phase to Phase, but because the powers in the Multipower share the reserve points, a character cannot use all the powers in his Multipower at full power at the same time.

Buying A Multipower

Buying a Multipower is basically a two-step process. First, the character buys the Multipower reserve. Second, he buys the slots for the Multipower (*i.e.,* the powers to which he can allocate reserve points).

BUYING THE MULTIPOWER RESERVE

First, a character pays Character Points for the Multipower reserve. The number of points in the reserve equals the number of Character Points spent on it (before applying any Advantages or Limitations). In short, each point of a Multipower reserve costs 1 Character Point.

No power in a Multipower can have an Active Point cost greater than the *base cost* of the Multipower reserve — the amount of Character Points spent on the reserve before any Advantages or Limitations are applied. Even if a character takes an Advantage on his Multipower reserve, each slot still cannot exceed the base (unmodified) cost of the reserve.

Example: *Kerendor, High Priest of the Cult of the Raven, buys a Multipower of weather powers. He decides to make the Multipower reserve 60 points (which costs him 60 Character Points). That means no power he buys in the Multipower may have more than 60 Active Points.*

Example: *Lazer, a laser rifle-wielding supervillain, also decides to buy a Multipower with a 60-point reserve, to define the different types of laser beams his rifle can project. He applies the Advantage* 64 Charges (+½) *to the reserve (since the rifle's battery has enough energy for 64 shots). That increases the reserve's cost to 90 points (60 x (1+½)) — but regardless of this increase, no power Lazer buys in the Multipower can exceed 60 Active Points.*

BUYING SLOTS

After buying the reserve, the character pays Character Points for each slot in his Multipower. Here's how to determine the cost of a slot:

1. First, the character determines the base cost of the power he wants. For example, if he wanted one of the slots to be a Blast 8d6, the base cost would be 40 Character Points.

2. Second, he applies any Advantages or Adders he wants (if any) to determine the Active Points in the power (if he ends up with a fractional result, he applies the standard rounding rules). For example, if he wanted his Blast 8d6 to have No Range Modifier, he'd apply that +½ Advantage, for a total of 60 Active Points. If he didn't want any Advantages for his Blast, the slot would have 40 Active Points.

Remember, no power in a Multipower can have an Active Point cost greater than the *base cost* of the Multipower reserve (see above).

3. Third, he applies any Limitations he wants to take for the power to derive a Real Point cost (he rounds again if he ends up with a fractional result). For example, if he wanted his Blast 8d6, No Range Modifier (+½) (60 Active Points) to have Increased Endurance Cost (x3 END; -1), he'd apply that to get a final Real Point cost of 30 points.

4. Lastly, he divides the Real Point cost by 10 or by 5, depending on how he can use the slot (again applying normal rounding rules if he gets a fractional result). That determines the Character Point cost he must pay for the slot. There are two types of slots: Fixed slots and Variable slots.

A character doesn't have to make a slot's Active Point cost equal the full value of the Multipower reserve. He can buy a slot that's smaller than the full reserve if he wants to. For example, if a character has a Multipower with a reserve of 75 points, he could buy a slot in it that was a Blast 9d6 (which has only 45 Active Points).

FIXED SLOTS

Typically, a character defines his Multipower slots as "Fixed." The amount of reserve points a character must assign to a Fixed slot is determined when the power is bought — it equals the Active Points in the power. The Character Point cost of a Fixed slot equals its Real Point cost divided by 10.

Cost of a Fixed slot = (Real Points in slot/10)

When a character uses a Fixed slot, he must always allocate reserve points equal to the Active Points of the power in the slot. For example, if a character has a Fixed slot with 50 Active Points, he must always assign 50 points' worth of his Multipower reserve to that slot when he uses it — even if he uses it at less that 50 Active Points' worth of effect. A character doesn't have to use a power in a Fixed slot at full effect, but it always occupies its full amount of Multipower reserve points even when used at less than full strength.

Example: *Kerendor decides to buy the following Multipower:*

60 **Magical Powers:** Multipower, 60-point reserve

12v **1) Wind Riding:** Flight 60m

12v **2) Lightning Bolt:** Blast 12d6

3f **3) Wall Of Wind:** Resistant Protection (15 PD/15 ED); Costs Endurance (-½)

Total cost: 87 points.

The third slot in Kerendor's Multipower, Wall Of Wind, is a Resistant Protection with 45 Active Points. He's defined it as a Fixed slot (as indicated by the "f" next to its cost). That means it costs him less than the costs of either of the other two slots, because he divides the Real Cost by 10 instead of 5. However, when he uses his Resistant Protection, he must always assign 45 points' worth of his 60-point reserve to it — no more, no less. Even if he uses less than 45 Active Points' worth of Resistant Protection, he still has to allocate 45 reserve points to the slot. For example, he could use only 30 Active Points' worth of his Resistant Protection, giving him a 10 PD/10 ED Resistant Protection — but even so, he has to put 45 of his reserve points into the Resistant Protection slot to use it. Therefore he only has 15 reserve points left to divide between his Flight and Blast slots (they're Variable slots; see below).

Note that Kerendor has a Limitation on his Resistant Protection — Costs Endurance (-½). That means the slot still has an Active Point cost of 45, but its Real Point cost becomes (45/(1+½)) = 30 Character Points. That means the slot costs him (30/10) = 3 Character Points. Despite this, whenever Kerendor uses his Resistant Protection, he must put 45 points of his reserve into Resistant Protection, even if he uses less than the full 45 Active Points in the power.

VARIABLE SLOTS

Alternately, a character can define one or more slots as "Variable." The cost of a Variable Multipower slot equals its Real Point cost divided by 5.

Cost of Variable slot = (Real Points in slot/5)

When a character uses a Variable slot, the maximum amount of reserve points he may assign to it equals the Active Points in the power in the slot. However, he can allocate fewer reserve points than its Active Points if he wants to. The benefit of having a Variable slot is that a character may, if he wishes, allocate fewer reserve points to the slot than the slot's Active Points — which means he can save some reserve points to assign to other slots.

If a character chooses to assign fewer reserve points to a Variable slot than the slot's Active Points, he may only use a number of Active Points in that power equal to the reserve points assigned. For example, suppose a character buys a Drain STR 6d6 (60 Active Points) as a Variable slot in a Multipower with a 60-point reserve (cost of the slot: 12 Character Points). If he only assigns 40 points of the reserve to the Drain STR, he can only use 4d6 of it (40 Active Points' worth).

TOOLKITTING: NON-COMBAT MULTIPOWERS

Multipowers are most often used to group together several attack powers, with each slot representing one way the character can use the single "meta-power." For example, if a character has the power to project bolts of lightning, he might buy that as a Multipower with several slots: Blast (Lightning); RKA (Concentrated Lightning); Blast, Area Of Effect (Ball Lightning); Blast, Armor Piercing (Focused Lightning); and so on.

Another common use is to buy a Multipower to represent a "pool of power" that can be allocated among various powers (usually Variable slots). For example, the Emerald Guardian's power-staff might allow him to attack (Blast), fly (Flight), protect himself (Resistant Protection, Costs Endurance), and move objects at a distance (Telekinesis) — but it can't do all those things at once. The more power he puts into one function, the less he has available for the others.

Both of these types of Multipower work well because they involve multiple abilities intended primarily for use in combat, and thus force the character to make tactical choices. That's the Multipower trade-off — he's saved points but can't use all his powers at full strength at the same time.

But not all Multipowers fit that particular paradigm. The GM should carefully evaluate Multipowers (and VPPs) that have a lot of slots with non-combat powers. In a non-combat situation a character rarely needs to use two powers at once; he can take his time and use whichever one he needs, then switch tasks and use another one. This can make "non-combat Multipowers" especially effective, perhaps even unbalancing, because there's no real "trade-off" between the point savings and restricted use. So the GM should examine them closely before allowing them in the game.

TOOLKITTING: REAL POINTS RATHER THAN ACTIVE POINTS

The standard rule for Multipowers is that no slot can have more Active Points than the reserve. This works well for most campaigns, but it tends to create a certain "uniformity" among the slots in a Multipower. It also makes it impossible for a character to buy, say, a single, heavily-Limited, slot that's much more powerful (such as a "Mega-Blast" he can only use once per day that also has a high END cost).

In games where this is a problem, or in which the GM wants higher-powered characters, one possible solution is to change the rules so that it's the *Real Points* that have to be equal to or less than the Multipower reserve. Most slots are still likely to follow the standard rule, but this rule makes it possible for characters to buy larger, more Limited powers in the same Multipower with more "ordinary" powers.

Example: *Take another look at Kerendor's Multipower:*

60 **Magical Powers:** Multipower, 60-point reserve
12v **1) Wind Riding:** Flight 60m
12v **2) Lightning Bolt:** Blast 12d6
3f **3) Wall Of Wind:** Resistant Protection (15 PD/15 ED); Costs Endurance (-½)

Total cost: 87 points.

As you can see, the first two slots are Variable slots (as indicated by the "v" next to their cost). They cost more than the third slot because their Active Point costs (both are 60 Active Points) are divided by 5. But Kerendor can choose to assign less than the full 60-point reserve to either of them. For example, he could assign 30 points to Lightning Bolt and 30 points to Wind Riding, giving him a Blast 6d6 and Flight 30m. (Compare this to the Fixed slot example, where Kerendor must assign 50 points of the Multipower reserve to Resistant Protection even if he uses less than 50 Active Points' worth of the power.) Other possible combinations include 40 points in Flight (40m) and 20 in Blast (4d6), 60 points in Blast (12d6) and 0 in Flight (0m), or any other combination between the two that adds up to 60 points. If he wants to use the Resistant Protection, that automatically requires 45 reserve points, leaving only 10 reserve points for the other two slots — enough for Flight 15m or a measly Blast 3d6.

Example: *Suppose Kerendor buys his Multipower with all Variable slots, as follows:*

60 **Magical Powers:** Multipower, 60-point reserve
12v **1) Wind Riding:** Flight 60m
12v **2) Lightning Bolt:** Blast 12d6
8v **3) Wall Of Wind:** Resistant Protection (20 PD/20 ED); Costs Endurance (-½)

Total cost: 92 points.

This allows Kerendor to assign his 60 reserve points however he wants, though the total assigned to the three slots can't exceed 60. Suppose he distributes his 60 point reserve as follows: 10 points to Flight, 40 points to Blast, and 9 points to Resistant Protection. This would let him fly up to 10m, fire up to a Blast 8d6, and have a Resistant Protection (3 PD/3 ED) — all at the same time. If Kerendor wanted to do more damage with his Blast, he'd have to take reserve points out of Flight or Resistant Protection; for instance, he could take the 10 reserve points from Flight and put them in the Blast. This would give him 50 reserve points in Blast (so he could do 10d6), but then he couldn't fly at the same time. Some possible variations:

1) 60	*1) 10*	*1) 10*	*1) 30*
2) 0	*2) 20*	*2) 40*	*2) 0*
3) 0	*3) 30*	*3) 10*	*3) 30*

If Kerendor didn't want one of the slots to be able to use the entire reserve, he could buy that particular slot with less than 60 Active Points. For example, he could buy Flight 30m (30 Active Points). That would cost him only (30/5 =) 6 Character Points, but he couldn't use more than 30 Character Points of Flight, even if there were more than 30 points left in the reserve.

By properly structuring a Multipower with Variable slots, you can create a character with a lot of tactical and roleplaying flexibility. But using a Multipower with Variable slots requires some thought, since you have to evaluate the possible options during the game and choose the one best suited to the character's current situation. It may help you to figure out some commonly-used allocations in advance so you can pick them quickly during the game.

RESERVE ALLOCATION AND ADVANTAGES

A power with an Advantage is perfectly acceptable as a slot in a Multipower. (See below for some special rules about buying Advantages for Multipowers.) However, the Active Points in the slot still cannot exceed the base cost of the Multipower reserve. When the character allocates reserve points to an Advantaged slot, he has to account for the Advantage (in other words, he has to include it when calculating how much of the power he can use).

Example: *Kerendor decides his Multipower would be more useful if some of the powers in it cost less END to use, and if his Wall Of Wind was tougher. He raises the reserve to 62 points and changes the way he bought each power, with the following results.*

62 **Magical Powers:** Multipower, 62-point reserve
12v **1) Wind Riding:** Flight 50m, Reduced Endurance (½ END; +¼)
12v **2) Lightning Bolt:** Blast 10d6, Reduced Endurance (½ END; +¼)
8v **3) Wall Of Wind:** Resistant Protection (15 PD/15 ED), Hardened (+¼); Costs Endurance (-½)

Total cost: 94 points.

Kerendor has to account for the Advantages on a slot when assigning reserve points to it. For example, if he assigns 30 reserve points to Wind Riding, he doesn't get Flight 30m, he gets Flight 24m — the 30 points has to pay for the +¼ Advantage, too, and that means only 24 base points of Flight (since 24 x (1+¼) = 30).

POWER ADVANTAGES ON MULTIPOWERS

An Advantage purchased for a slot affects only that slot; it does not affect the Multipower reserve.

Example: *Yeung Li buys a Multipower of various HTH Combat attacks representing her special martial arts prowess. One of the slots is a Deadly Strike, defined as an HKA 2d6, Armor Piercing (+¼). The* Armor Piercing *Advantage applies only to that slot; it has no effect on the other slots or on the Multipower as a whole.*

ADVANTAGES FOR MULTIPOWER RESERVES

An Advantage taken for the Multipower reserve applies to all slots automatically; each slot does not have to purchase the Advantage again. Gamemasters should be wary of this. Don't let a character apply an Advantage like *Armor Piercing* or *Reduced Endurance* to a Multipower reserve as a cheap way of applying it to all slots unless he has an extremely good justification and it fits his character conception and special effects well. (In particular, GMs should usually require characters to buy Reduced Endurance for each slot, not for the reserve as a whole.) The preferred method is to buy an Advantage for each slot, even if each slot has the same Advantage.

If a character is allowed to apply an Advantage just to the reserve so that it affects all the slots, that Advantage does not affect the cost of the slots. For example, suppose a character has a Multipower with a 50-point reserve and three Fixed slots (each costing 5 Character Points). He applies the Advantage *Personal Immunity* (+¼) to the reserve. The cost of the slots remains 5 Character Points each; it doesn't become 6 points each.

If a character is allowed to apply an Advantage just to the reserve so that it affects all the slots, that Advantage does not affect the allocation of reserve points. For example, suppose a character has a Multipower with a 50-point reserve and three Fixed slots (each costing 5 Character Points). One of the slots is a Blast 10d6. He applies the Advantage *Personal Immunity* (+¼) to the reserve. When he allocates the 50 reserve points to the Blast, he still gets a Blast 10d6; he doesn't have to account for the +¼ Advantage (which would otherwise limit him to a Blast 8d6).

If a character has a Multipower that has an Advantage just on the reserve, he's not restricted to buying powers that could only have that Advantage. For example, a character whose Multipower has the Advantage *Reduced Endurance* or *Armor Piercing* could buy Life Support in that Multipower, even though Life Support already costs no END and applying AP to it is meaningless. In that case, the Advantage simply has no effect and the points spent on it are (temporarily) wasted. (The illogicality of buying, say, Life Support in a Multipower that has Armor Piercing is a good argument against applying Advantages to Multipower; the preferred method is to apply the Advantage to the individual powers, not to the Multipower.)

A character may not partially Advantage a Multipower reserve unless the GM permits him to. However, he may have a partially-Advantaged power as a slot in a Multipower.

With the GM's permission, a character could apply an Adder to a Multipower's reserve and have it apply to the entire Framework, using the same rules for Advantages that function that way.

POWER LIMITATIONS ON MULTIPOWERS

Characters may apply Power Limitations to Multipowers. Depending on the nature of the power being built, a Limitation may apply only to a single slot, only to the Multipower reserve, or to all slots and the reserve.

If a Limitation applies to a slot within the Multipower, then it decreases the cost of that slot only. It has no effect on the cost of the Multipower reserve.

If a Limitation affects only the Multipower as a whole, or only the character's ability to change slots, then it applies only to the Multipower reserve. The most common example of this is taking Charges for the entire Multipower (see below). Other possibilities include Extra Time (it takes the character longer than normal to distribute his reserve points), Concentration (the character suffers a reduced DCV and PER Rolls when distributing his reserve points), or the like. The GM may alter the value of a Limitation taken just for a Multipower reserve if he thinks that would be appropriate.

If a Limitation applies to the whole Multipower — if it affects all uses of the reserve and every slot — then the Limitation reduces the cost of the Multipower reserve *and* the slots. This most commonly occurs when the Multipower



represents the different abilities provided by a gadget of some sort: in that case, the reserve and all slots take the same *Focus* Limitation. (See *Varying Limitations,* below.)

If every slot in a Multipower takes the same Limitation, then the character may also apply that Limitation to the Multipower reserve to reduce its cost (*Charges* is an exception [see below]; so is *Variable Limitations*). However, the Limitation does not affect the character's ability to distribute reserve points or the like. For example, if every slot in the Multipower requires Gestures (-¼), to use, the character may apply the *Gestures* (-¼) Limitation to the reserve cost — but he doesn't have to Gesture to distribute reserve points.

Example: *Armadillo has a suit of powered armor with blasters built into it. Depending on how he uses the blasters, they can function as a Blast, as a Killing Attack, or as Tunneling. Since he can't use them all at once at full power, he decides to build them as a Multipower with a 62-point reserve. He wants his Multipower to be adaptable, so he has three Variable slots, each with a maximum of 62 Character Points. He buys the whole Multipower through a suit of powered armor, which is an Obvious Inaccessible Focus (a -½ Limitation). Since this affects all the slots in the Multipower, it also limits the reserve. Armadillo also decides the Blast isn't always reliable, so he buys it with a Required Roll 14- (a -¼ Limitation.) Since that Limitation doesn't affect all the powers in the Multipower, only that particular slot receives the Limitation. The costs for Armadillo's Multipower reserve and slots are:*

Slot Cost	Real Points	Active Points	Maximum Points In Slot
41	41	62	—
	Powered Armor Blasters: Multipower Reserve; OIF (powered armor suit; -½)		
7v	31	62	62
	Slot 1: up to Blast 10d6, Reduced Endurance (½ END; +¼); OIF (-½), Required Roll 14- (-¼)		
5v	25	37	37
	Slot 2: up to RKA 2d6, Reduced Endurance (½ END; +¼); OIF (-½)		
4v	23	34	34
	Slot 3: up to Tunneling 24m through 12 PD materials; OIF (-½)		
	Total cost: 57 points		

As discussed on 6E1 401, if a character wants to apply a Limitation to both the basic cost of a Multipower and all of its slots, the Limitation must be exactly the same on each slot. If a character has the same value of Limitations on each slot, but the Limitations themselves differ, he may not take that value of Limitation on the reserve. Nor may he apply the *Variable Limitations* Limitation to the reserve. Similarly, a character may not apply the same Limitation with different values to each slot, then apply the lowest value of that Limitation to the reserve (unless the GM permits this, in which case the lowest value of the Limitation applies to the reserve). However, with the GM's permission, if a character applies slightly different variations of the same Limitation to all the slots in a Multipower, and those Limitations all have the same value, he can apply that Limitation value to the reserve. (This most commonly occurs with the Limitations *Requires A Roll* and *Side Effects.*)

Examples: *Mirage has a Multipower with three slots. Each slot has Extra Time: one takes a Full Phase to use, one takes 1 Turn to use, and the third also takes 1 Turn to use. She may not apply Extra Time to the reserve, because even though every slot has Extra Time, the values for Extra Time differ.*

Deltarion Bloodlock has a Multipower of spells. Each spell has the Requires A Skill Roll form of the Requires A Roll Limitation at a -½ value, but the Skill used for each slot differs. He may apply Requires A Skill Roll (-½) to the Multipower reserve "generically," since even though the rolls differ, the value of the Limitation is the same for each slot.

The Slug has a Multipower with six slots. Each slot has a total of -2 worth of Limitations, but the Limitations differ from slot to slot. The Slug may not take a -2 Limitation on the reserve.

Jason Starward builds a blaster pistol defined as a Multipower. Each slot in the Multipower has the Side Effects Limitation with a -¼ value, but the Side Effects for each slot differ — sometimes the pistol blows up in his hand, sometimes battery acid leaks out, and so on. He may apply Side Effects (-¼) to the Multipower reserve "generically," since even though the effects differ, the value of the Limitation is the same for each slot.

A character may not partially Limit a Multipower reserve unless the GM permits him to. However, he may have a partially-Limited power as a slot in a Multipower.

VARYING LIMITATIONS

In some instances, characters may apply the same Limitation to the Multipower reserve and to each of the slots, but in slightly different ways. This is most common with the *Focus* Limitation. For example, a character who carries several different types of guns (or other weapons) may want to buy them through a Multipower, since he can only use one gun at a time. Each slot is an Obvious Accessible Focus (-1). Normally he would then take OAF as a Limitation on the Multipower reserve. However, that would mean an enemy could disarm him by taking the reserve away from him. This makes no sense at all, since his Multipower is a group of guns, and generally any single attack could only take one gun away from him. So he buys the Multipower reserve as an Obvious *Inaccessible* Focus (-½). This simulates the fact that it takes a long time (at least a Turn) to take away all of the character's weapons. Alternately, he could define the reserve as being an OIF Gunbelt — the OAF guns are all carried on the same Focus, but it takes a long time to get that one Focus away because it's an OIF. The character still gets the full -1 value of the *OAF* Limitation on each slot; he does not have to reduce it to -½ because he's already applied OIF (-½) to the Multipower reserve. He does not, however, get to apply both the OIF and OAF Limitations to each slot; the OAF in effect "overrides" the OIF for the slots.

CHARGES

Special rules apply when a character takes the Power Modifier *Charges* for a Multipower reserve or slots. For example, characters often do this to simulate a weapon with multiple settings (Multipower slots) that's powered by a single "battery" (represented by a set amount of Charges). In this case, the Multipower *as a whole* has as many Charges as are bought for the reserve; each slot does not have that many Charges — all the slots, taken together, have that many Charges. The Modifier value applies only to the reserve, not to any slot. Conversely, if the character decides each slot has its own supply of "power" or "ammunition," he applies the appropriate *Charges* Modifier to each slot, but *not* to the reserve, even if each slot has the same amount of Charges.

Example: *Lazer builds a laser rifle defined as a Multipower with four slots: Blast, Armor Piercing Blast, Blast with No Range Modifier, and a Ranged Killing Attack. The rifle is an Obvious Accessible Focus (-1), so that Limitation applies to the Multipower reserve and to each slot. There is only one power supply for the whole rifle, so Lazer buys 64 Charges (+½) for the reserve. This means he can shoot the rifle 64 times before he needs to "reload" it. Regardless of which slots he uses, there are only 64 Charges' worth of "ammunition" for the entire Multipower. Since he's applied the* Charges *Advantage to the reserve, he doesn't apply it to each slot.*

After he builds each slot, Lazer discovers he's taken the Limitation No Knockback (-¼) for each slot. Since he's applied that Limitation to every slot, he can apply it to the Multipower reserve as well. Lazer's completed Multipower looks like this:

Slot Cost	Real Points	Active Points	Maximum Points In Slot
40	40	90	—
	Laser Rifle: Multipower, 60-point reserve, 64 Charges (+½) for entire reserve; all slots OAF (-1), No Knockback (-¼)		
3f	27	60	60
	Slot 1: Blast 12d6; OAF (-1), No Knockback (-¼)		
2f	25	56	56
	Slot 2: Blast 9d6, Armor Piercing (+¼); OAF (-1), No Knockback (-¼)		
3f	27	60	60
	Slot 3: Blast 8d6, No Range Modifier (+½); OAF (-1), No Knockback (-¼)		
3f	27	60	60
	Slot 4: RKA 4d6; OAF (-1), No Knockback (-¼)		
	Total cost: 51 points		

Since all of the slots in Lazer's Multipower are Fixeds, and each has 60 Active Points, they each require 60 points' worth of the reserve. That means he can only use one slot at a time.

If a slot in a Multipower with Charges on the reserve requires more than 1 Charge to use, that slot may take the *Requires Multiple Charges* Limitation (see 6E1 371).

If a character has Charges for a Multipower reserve, he may want to make one of the slots function as if Charges assigned to it were Continuing Charges. To do this, he calculates the value of the Continuing Charges by subtracting the value of the Charges on the reserve from the standard value of the same number of Continuing Charges. Then he applies the remainder to the slot as an Advantage (or a Limitation, if it is one).

Example: *A Multipower has 32 Charges (+¼) on its reserve. One slot is Darkness, which the character wants to last for 1 Turn. Normally, 32 Charges lasting 1 Turn each is a +¾ Advantage. So, +¾ - +¼ = a +½ Advantage on the slot.*



Using Multipowers

Using a Multipower requires you to distribute (or allocate) reserve points, and may have other effects during the game.

DISTRIBUTING MULTIPOWER POINTS

A character can change the way his Multipower reserve points are distributed or allocated as a Zero Phase Action. However, unless the GM permits otherwise, he may not distribute or allocate reserve points more than once in a Phase. For example, he could not allocate reserve points to a Teleportation slot at the beginning of his Phase, make a Half Move with Teleportation, then re-allocate points to his Blast slot and attack with the Blast — having allocated his reserve points once already at the beginning of his Phase, he cannot change that allocation until his next Phase (or unless he Aborts to do so in a later Segment).

Between Phases a character can only allocate reserve points by Aborting his next Phase (see 6E2 21). Of course, he can only do this if it would constitute a defensive action.

If the GM has imposed a minimum point cost on a power, or the power inherently has a "minimum cost" (for example, Desolidification always costs 40 points), that power won't work in a Multipower unless the character allocates reserve points to that slot equal to the minimum point cost of the power. For example, to use a Desolidification slot, a character must allocate at least 40 reserve points to it. (Of course, if the Desolidification has Advantages, the allocation of reserve points has to cover the power's full Active Point cost.)

There's no number limit on the number of slots a character could have activated at any one time. The only restriction is the size of the Multipower reserve.

ADDERS

As noted on 6E1 316, a character doesn't always have to use the Adders on a power. If a character has a power with an Adder in a Variable slot, he doesn't have to allocate reserve points to the Adder if he's not using that Adder (but the Adder still affects the END cost of the power). If the slot is Fixed, the allocated amount is set, and doesn't change regardless of whether he uses the Adder.

LOSING POWERS

Multipowers are often used to define groups of weapons or gadgets. The "collection of guns" Multipower discussed above is a good example of this; so is a superhero's "utility belt" that contains pouches holding various small, useful gadgets.

With this sort of Multipower, in which the slots and the reserve typically all have a *Focus* Limitation of some sort, a character sometimes "loses" slots. Maybe he's disarmed and loses one of his weapons, or perhaps he accidentally breaks his flashlight. This does *not* mean he's lost all use of his Multipower — that would be illogical, to say the least. It just means he's lost the use of that slot. He can use the other slots as normal.

Losing the reserve is a different story. If the reserve — the gun harness, the utility belt itself, or what have you — is taken away, any weapons or gadgets bought through the Multipower go with it: that's the price of buying an entire Multipower through a Focus. (Of course, if the character was holding one of the Multipower gadgets when the reserve's Focus was taken, he still retains the use of that one gadget.)

A character should not use a Multipower as a cheap way of buying a lot of weapons or gadgets so he can hand them out to his friends. There can still only be as many slots active in the Multipower at once as its reserve allows. A character losing a weapon or gadget doesn't count as "using" that slot, but giving the weapon or device to another character does.

VARIABLE POWER POOL

Cost: **Pool cost is 1 Character Point per 1 Character Point in Pool, Control Cost is 1 Character Point per 2 points. A Skill to modify the VPP, if desired, costs 3 points for a 9 + INT/5 roll, +1 to the roll per +2 points.**

A character with a Variable Power Pool ("VPP") establishes a pool of Character Points that he can use to create any power, or any power within a defined group of powers (typically, a set of powers limited to a particular special effect). Think of a VPP as a Multipower that has all of the powers of a certain type or special effect. The character distributes the points in the Pool among whatever powers he wants to have at a given time.

Typically, the powers created with a Variable Power Pool are linked by common special effects, such as "gadgets," "magic," "fire/heat," or "mentalism." This allows a character to create a wide variety of powers and effects without having to try to think of every possible application of his powers in advance and buy them separately.

Buying A Variable Power Pool

A VPP consists of two parts: the *Pool* (the pool of Character Points the character uses to buy powers) and the *Control Cost* (which dictates how powerful those powers can be).

The Pool costs 1 Character Point per point in the Pool. This indicates the total amount of Real Points' worth of powers and abilities the character can create with his VPP at any one time.

The Control Cost is 1 Character Point for every 2 points. No power in a VPP can have an Active Point cost greater than the Control Cost.

Characters may apply Advantages and Limitations to Variable Power Pools. Advantages and Limitations apply *only to the Control Cost.* Characters never apply Advantages or Limitations to the Pool cost; it always remains unmodified.

Examples: *The Emerald Guardian wants to have a Variable Power Pool that lets him have 60 points' worth of powers at any one time, with no single power being built on more than 90 Active Points. That means he needs a Pool of 60 points and a Control Cost of 90 points. So he pays 60 + (90/2) = 105 Character Points for his VPP.*

Philip Sterling is a hardbitten detective in an Urban Fantasy campaign. Over the years he's learned how to cast quite a few spells. Some of them are very powerful (up to 80 Active Points) but they're all heavily Limited, with relatively small Real Point costs. So he buys his VPP this way: 25 Pool + 80 Control Cost = 65 points. That way any of his spells can be built on as much as 80 Active Points, but he can only have 25 Real Points' worth of them at a time.

Witchcraft needs to have a lot of spells available to help her fight crime, but none of them need to be overwhelmingly powerful. So, she decides to buy a VPP with 60 Pool + 60 Control Cost, which costs her 90 Character Points. Any one of her spells can have up to 60 Active Points, and since she can also have 60 Real Points' worth of them, she can probably have several ready at any time.

ADVANTAGES FOR VARIABLE POWER POOLS

With the GM's permission, a character can take an Advantage (such as Reduced Endurance or Armor Piercing) on a VPP and have that Advantage apply to all powers built with the VPP, using the same rules for doing this with a Multipower (see above). (The GM may want to forbid characters to apply certain Advantages to a VPP, such as Variable Advantage or Variable Special Effects, on the grounds they're unbalancing or conflict with the purpose or nature of the Pool.) The Advantage does not increase the number of Pool points the character has to spend on powers, nor does it increase the number of Active Points an individual Pool power can have.

Example: *A character has a VPP with a 80-point Pool and a 100 Control Cost bought with the Advantage* Reduced Endurance *(0 END; +½) so that none of the powers bought through the Pool costs END. He cannot buy a power in that Pool with more than 100 Active Points, nor a total Real Points' worth of powers in excess of 80 points. The +½ Advantage doesn't increase the number of Active Points a power can have, nor the total Real Points' worth of powers the character can have in the Pool at once — it just makes all the powers in the Pool cost 0 END.*

A character with an Advantaged VPP can create a power with it whose Active Points exceed the Control Cost solely because of application of the Advantage on the VPP — the Active Point total that matters for these purposes is the power's Active Points without the Advantage. For example, using the 100-point VPP described above, a character could buy a Blast 20d6 with it, since that's 100 Active Points — even though the +½ Advantage would make the Blast cost "150 Active Points" if it were applied to Blast separately.

If a character has a VPP that has an Advantage, he's not restricted to buying powers that could only have that Advantage. For example, a character whose VPP has the Advantage *Reduced Endurance* or *Armor Piercing* could buy Life Support in that VPP, even though Life Support already costs no END and applying AP to it is meaningless. In that case, the Advantage simply has no effect and the points spent on it are (temporarily) wasted. (The illogicality of buying, say, Life Support in a Pool that has Armor Piercing is a good argument against applying Advantages to Pools; the preferred method is, as always, to apply the Advantage to the individual powers, not to the Pool.)

With the GM's permission, a character could apply an Adder to a VPP's pool and have it apply to the entire Framework, using the same rules for Advantages that function that way. As always, the GM should examine VPPs with Advantages very carefully before allowing them in play. They have the potential to unbalance the campaign, so a character should have a good reason (other than "being really powerful" or "saving points") for buying one.

LIMITATIONS FOR VARIABLE POWER POOLS

There are three kinds of Limitations that characters apply to a VPP's Control Cost. The first is Limitations that affect when the character can change powers. For example, maybe a character can only change his powers between adventures, a certain number of times per day (Charges), after consulting his grimoire, or after spending a Turn in meditation. This type of Limitation applies only to the Control Cost itself; the slots in the Variable Power Pool don't also take it.

The second is Limitations that affect the types of powers a character can create with the Power Pool; this usually reflects the special effect that defines the VPP. Some examples include VPPs that may only be used for Fire powers, for attacks, for Transforms, or to simulate animal powers. This type of Limitation also applies only to the Control Cost; the slots don't take it.

VARIABLE POWER POOL LIMITATIONS

Here are some typical Limitations taken for VPPs.

Value	Limitation
-¼	*VPP Can Only Be Changed Between Scenes* (takes hours)
-½	*VPP Can Only Be Changed Between Adventures* (takes days)
-½	*VPP Powers Can Be Changed Only In Given Circumstance* (for example, character must touch target; only under a full moon; only when character has access to his bulky spell book and time to study it; only in a lab or arsenal)
-½	*Character Has No Choice Regarding How Powers Change* (he can control *when* they change — he just can't control what new powers he gets when the Pool changes)
-1	*Character Has No Choice Regarding When Or How Powers Change* (this often reflects a given circumstance, *e.g.,* Powers Change During Full Moons)
-¼	*Slightly Limited Class* of powers available (for example, Only Magic, Only Attacks)
-½	*Limited Class* of powers available (for example, Only Adjustment Powers, Only Powers That The Target Has, Only Fire Powers, Only Elemental Magic)
-1	*Very Limited Class* of powers available (for example, Only Drains And Aids, Only Necromancy Powers)
-½ to -1½	*One Type Of Power* (character may only buy abilities based on a particular Power, such as only Absorption or only Multiform; the value of the Limitation depends on how useful the single Power tends to be)

The third type of Limitation affects the powers bought through the power Pool. This sort of Limitation is taken for both the Control Cost *and* for any powers built with the power Pool (though it doesn't necessarily have to be taken at the same value, in the GM's discretion). For example, a VPP defined as a character's gadgets would have to take a *Focus* Limitation on the Control Cost (typically OIF, defined as "a large collection of gadgets and the spare parts to build more"). Every power built with that VPP would also have to take the *Focus* Limitation at -½ value or greater (they could be IAFs or OAFs, but not IIFs).

LIMITATIONS FOR VPP SLOTS

Special considerations apply to the way characters take Limitations for VPP powers. A VPP that a character can easily change isn't very restricted by any given Limitation, since the character can switch to another power that doesn't suffer from that Limitation if a situation arises where it would hinder the power. Therefore, unless the character's ability to change VPP powers is restricted, characters should take few, if any, Limitations on VPP powers. All such Limitations are subject to GM approval.

The *Charges* Limitation is a special case. If the GM allows it, a character may take Charges for a VPP power. However, if he switches to another power, he must keep track of the first power's Charges. When he switches back to the first power, he does not get a new, full supply of Charges — he must pick up where he left off before. This most often occurs with Gadget VPP Pools featuring guns and similar weapons. The GM may apply this to other Limitations, such as the Jam or Burnout features of Requires A Roll.

Example: *Technon has a Gadget Pool with 30 Pool, 30 Control Cost. All of his gadgets are OAFs and must take that -1 Limitation, so that Limitation can also apply to the Control Cost if Technon wishes. Technon pays 30 points for the Pool Cost and (15/(1+1)) = 7 points for the Control Cost, for a total cost of 37 points for his VPP. The total Real Point cost of all gadgets in the VPP cannot exceed 30 points, and no gadget can have more than 30 Active Points. Technon's Power Pool currently has 3 items: HKA 2d6 (OAF Buzzsaw; costs (30/(1+1)) = 15 points); Flight 16m (OAF Detachable Jetpack; costs (16/(1+1)) = 8 points); and Resistant Protection (5 PD/5 ED) (OAF Shield; costs (15/(1+1)) = 7 points). He cannot have any more gadgets, since these three use up his total of 30 points, but he could, with sufficient time and after making an appropriate Skill Roll, change the gadgets in combat.*

Buying Power Pool Slots

A character with a Variable Power Pool can have any combination of powers whose total Real Cost doesn't exceed the Pool of the VPP. No power bought in the Pool may have an Active Point cost greater than the Control Cost.

Example: *Dr. Yin Wu has a* Chinese Black Magic *Power Pool with a 60 Pool, 70 Control Cost. Thus, no power, spell, enchanted item, or other ability he buys through the VPP can have an Active Point cost greater than 70. Furthermore, the total Real Points of all the powers he buys in the VPP at any one time also cannot exceed 60.*

Distributing Power Pool Points

Normally, a character cannot change the slots in his VPP in combat — changing a power takes between 1 Turn and 1 minute. No Skill Roll is required to change a VPP under these circumstances.

Example: *Cosmo has a Power Pool with 50 Pool + 60 Control Cost, which cost him 50 points (Pool cost) + 30 points (Control Cost) = 80 points. Cosmo has 2 powers currently in his Variable Power Pool: Blast 10d6, 3x Endurance Cost (50/(1+1) = 25 points); and Flight 24m (24 points). This uses up 49 points of the Power Pool. When out of combat, Cosmo could change his powers to any combination of powers that fit his special effects; it would take him at least a Turn to do so, however.*

To be able to change the powers in a VPP in combat, the character must buy a *Power* Skill (typically INT-based) for manipulating his VPP. The name of the VPP Skill depends upon the special effects of the Power Pool. Examples include *Gadgeteering* to modify Gadget Pools or *Magic Skill* to modify VPPs that simulate a character's mystic abilities.

Changing powers with the VPP Skill takes a Full Phase. The character must make the Skill Roll at -1 per 10 Active Points in the power(s) being created with the VPP. These points could be in one power or several; for example, changing a VPP to create a 30-point power and a 20-point power requires a Skill Roll at -5. (Only the Active Points in the powers being created/activated matter; the powers the character "deactivates" so he can buy the new powers don't affect the Skill Roll.) The GM may impose other modifiers depending on how closely the powers follow the Power Pool's special effect and other circumstances. If the character's roll succeeds, the powers change; if not, he's wasted his time and must try again.

Characters may eliminate the need for a VPP Skill, and the requirement that it takes a Full Phase to change the Pool in combat, by buying certain Advantages for the Control Cost (see the *Variable Power Pool Advantages* text box).

When a character buys a Constant Power through a VPP, if he allocates the Pool's points to another power while using the Constant Power, the power immediately ceases to operate unless it's bought Uncontrolled, with Continuing Charges, or with some similar Power Modifier. The character must keep the VPP points allocated to that slot to maintain the power.

The GM should approve any powers in a VPP to ensure that they're within the special effects of the Pool. Whenever possible, a player should prepare in advance a list of powers his character typically purchases through a VPP (he can, of course, expand this list during the campaign, even mid-game). This not only allows the GM to approve the powers in advance, it saves time. Players who have to calculate how their VPP points are assigned each Phase can slow the game down drastically.

VARIABLE POWER POOL ADVANTAGES

Value	Advantage
+½	***Powers Can Be Changed As A Half-Phase Action:*** Changing powers with a Skill Roll only takes a Half Phase, instead of the usual Full Phase.
+1	***Powers Can Be Changed As A Zero-Phase Action:*** Changing powers with a Skill Roll takes no appreciable time; the character can change them whenever he can perform a Zero Phase Action. However, unless the GM permits otherwise, the character may not distribute or allocate Pool points more than once in a Phase.
+1	***No Skill Roll Required:*** A VPP with this Advantage requires no Skill Roll to change; the character can change it automatically.

The latter two Advantages, combined, are often referred to as *Cosmic* (+2).

LOSING POWERS

Characters often buy VPPs to simulate collections of weapons or gadgets. Examples include a gadgeteer's VPP (defined as a vast selection of spare parts out of which the character can quickly build many different devices) or a wizard's arsenal of enchanted items.

With this sort of VPP, in which the powers typically all take a *Focus* Limitation, a character will sometimes "lose" slots. Maybe he's disarmed and loses one of his weapons, or perhaps his shield is broken in an attack.

If the character's taken a *Focus* Limitation on the Control Cost of his VPP, then losing a gadget built with that VPP means he loses as many points from the Pool as there were Real Points in the gadget. For example, if a character loses a Blaster Pistol (costs 18 Real Points) built with his Gadgeteering Pool (50 Pool + 50 Control Cost, Control Cost takes the Limitation *OAF*), then the character's Pool is reduced to 32 points until he gets the Blaster Pistol back. The character can still use those 32 points to build whatever he wants, but the other 18 are locked into the Blaster Pistol.

On the other hand, if the character doesn't take the *Focus* Limitation for the Control Cost, but only for the individual power bought through the Pool (in this case, a Blaster Pistol), losing that Focus doesn't deprive the character of any part of his Pool. To take the above example, if the character had not applied *OAF* to his VPP's Control Cost, he would still have a 50-point Pool to work with if he lost the Blaster Pistol. However, normally the character who took the Blaster Pistol from him could still use it — spending those 18 Pool points on something else wouldn't necessarily cause the Blaster Pistol to disintegrate or lose all power or effect. But the character would not have the parts he used to build the Blaster Pistol to work with. He might not be able to build another Blaster Pistol (or similar device) until he could get those parts back.

This doesn't mean a character can use a VPP as a cheap way to buy a lot of weapons or gadgets and then hand them out to his friends. There can still only be as many powers active in the VPP at once as its Pool allows. Losing a weapon or gadget bought through the VPP doesn't count as "using" it, but giving the weapon or device to another character does.

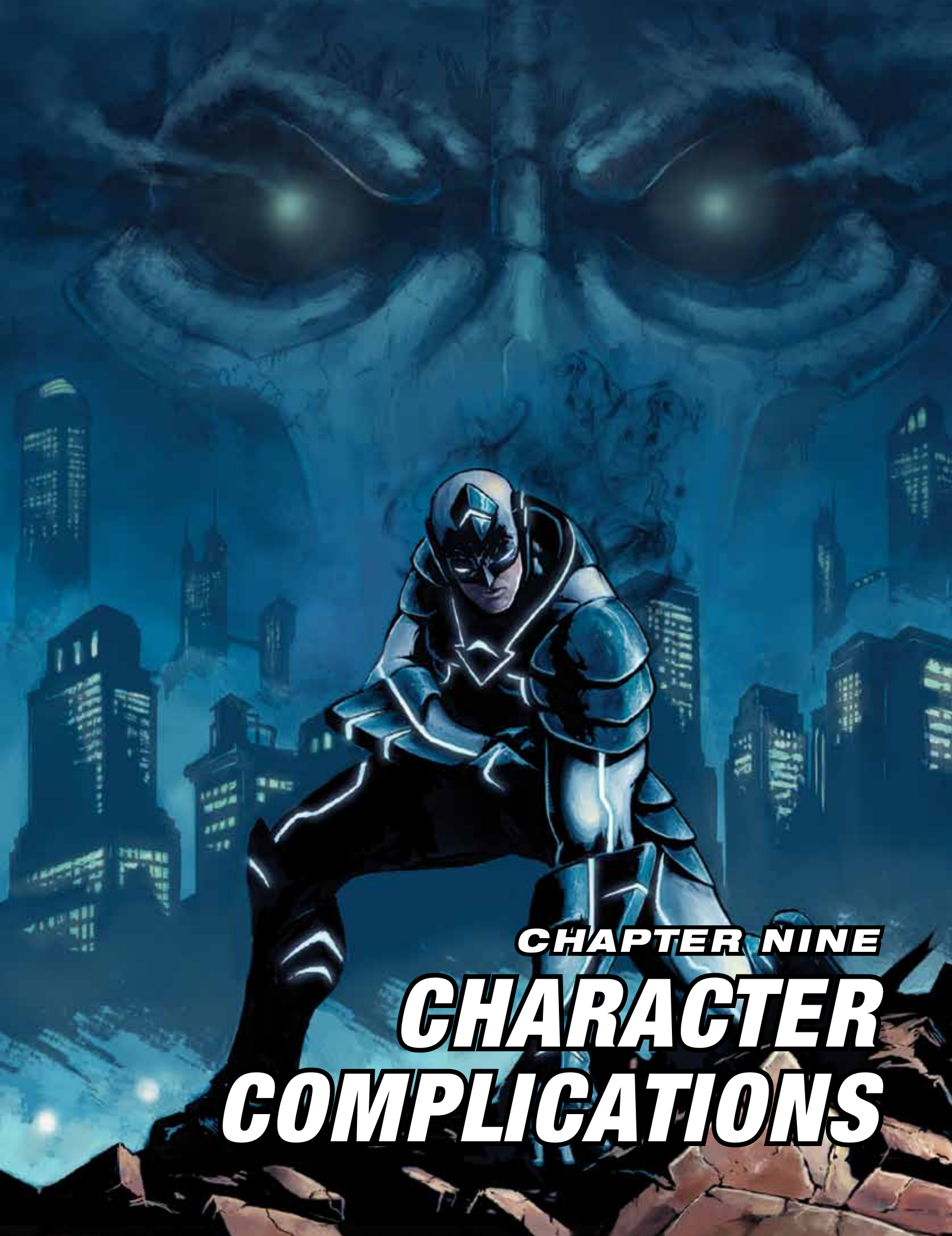
EXAMPLE VARIABLE POWER POOLS

Gadget Pool: The standard Gadget Pool usually has the *Focus* Limitation and *Can Only Be Changed In A Laboratory* (-½). You can reduce or eliminate the latter Limitation to simulate gadgeteers who can make alterations "in the field." If the GM allows the character to buy an Automaton, Computer, or Vehicle through his Gadget Pool, the character must pay the full cost for it (not its cost divided by 5), and cannot use the 5-point doubling rule (6E2 181) to buy more of them. VPP Skill: Gadgeteering.

Magic Pool: This VPP represents a magician who must prepare his spells and who has a spell book. The Limitation on the Control Cost is *Need Bulky Spell Book To Change Spells* (-½). You can remove this Limitation to simulate mages who are so skilled they can make up spells in the field. VPP Skill: Magic Skill.

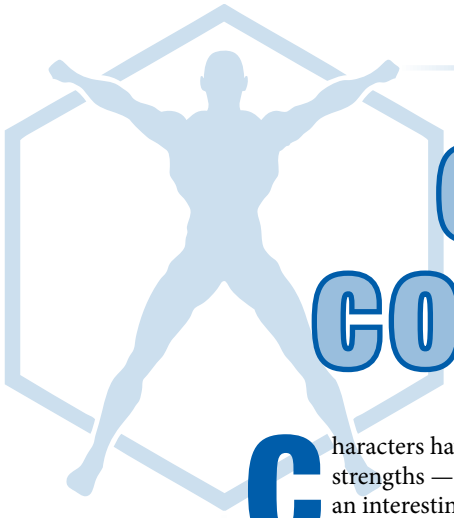
Cosmic Power Pool: This Power Pool can be whatever the character wants, whenever the character wants. The total Advantage on the Control Cost is +2 (see above).

Mimic Pool: This Power Pool mimics the powers of a target character. The Limitations on the Control Cost are: *Requires Successful HTH Attack Roll* (-½) (character must touch the target); *VPP Mimics Targets's Powers* (-½) (the VPP "copies" the target's powers, from the one with the highest Active Point total until it runs out of points), and *Powers May Only Be As Powerful As Target's Powers* (-½) (the VPP cannot create a Flash 12d6 if the target's power is only a Flash 6d6) (total Limitation -1½).



CHAPTER NINE

CHARACTER COMPLICATIONS



CHARACTER COMPLICATIONS

Characters have weaknesses as well as strengths — both are necessary to create an interesting, well-rounded individual. In the *HERO System,* the personal disadvantages, hindrances, and drawbacks a character has to confront during his adventures are represented with *Complications.* Determining a character's Complications helps develop his personality and background. Complications should also provide the GM with interesting ideas for adventures.

This section describes the various Complications a character can take. Not all Complications are appropriate for every character in every genre. For example, a knight wouldn't normally take Accidental Change, and most normal humans have no reason to take Vulnerability. However, all the Complications are presented in a single place for ease of reference; the GM should make clear which, if any, aren't allowed in his campaign.

Matching Complications Points

As discussed on 6E1 28, at the start of the campaign each character receives a certain number of Total Points to build his character with. Most are "free," but to get some of them he has to select a matching value of Complications. Each Complication described in this chapter has a Character Point value depending on its severity. You select Complications for your character that you want the GM to include in the game. You don't have to select the full value of Matching Complications for your character, but every 1 Character Point by which you don't meet the Matching Complications amount reduces your character's Total Points by 1.

Before you select a Complication, think of it this way: taking a Complication for your character is a message to the GM — "I want you to incorporate this aspect of my character into the campaign." A Complication is a part of your character, just like his Stealth, his Flight, and his weapons, and when you buy it you're telling the GM you want it to become a part of the game. So don't select a Complication that you don't want to affect your character — choose Complications that reflect aspects of your character that are so important they need to be a prominent part of the campaign. Every Complication should flesh out the character and make him more enjoyable and rewarding to play.

In some cases, you may want to take *extra* Complications because they're so important for defining your character, even if you've already met the Matching Complications amount for the campaign. For example, maybe you want to play a character who's a classic vampire. Classic vampires suffer all sorts of well-known restrictions — they can't abide sunlight, they can't cross running water, they loathe the smell of garlic, they can be harmed by holy objects or places, they have to sleep during the day in a coffin, and so forth. In most campaigns you'll meet the Matching Complications amount long before you buy a Complication to represent each of those weaknesses. But that doesn't mean you shouldn't write down all those Complications on your character sheet — just because you don't need any more Matching Complications doesn't mean you can't take more if you want them. They just don't increase the Total Points you have to spend on your character.

The value of a Complication can't be reduced below 0. In other words, characters aren't required to "pay" Character Points for a Complication if the Complication's negative modifiers seem to make it "cost" points.

RESTRICTIONS ON COMPLICATIONS

If a GM wants to encourage players to take a variety of different Complications for their characters, he should set a limit on the number of Matching Complications points characters can get from a single type of Complication. For most Heroic campaigns, the rules recommend that characters derive no more than 25 points' worth of Matching Complications from any single type of Complication. For typical Superheroic campaigns, the character should get no more than 35-50 points' worth of Matching Complications from any single type of Complication.

The GM may modify these guidelines up or down according to the type of campaign he wants to run. For example, if he wants to run a Fantasy campaign where each character is a demi-god, he should start the PCs with more points than a typical Fantasy (Heroic) campaign — perhaps even at the Superheroic level. Similarly, a GM

who doesn't want to worry about Complications could raise the Base Points and decrease (or even eliminate) the Matching Complications amount. A GM who likes a certain type of Complication (such as *Vulnerability* or *Psychological Complication*) can raise the restriction on maximum Matching Complications points obtained from a single Complication type. This allows characters to spend more points on the favored Complication.

Another thing for the GM to keep in mind is that Heroic characters usually don't have access to as many Complications as Superheroic characters do. Complications like Accidental Change, Enraged/Berserk, Susceptibility, and Vulnerability don't occur nearly as often in Heroic games. Heroic characters may run into trouble trying to select their full Matching Complications amount from Complications they can, "realistically," buy. Gamemasters concerned about this problem can solve it by waiving or raising the limit on how many Matching Complications points a character can select from any one Complication, increasing the characters' Total Points, or even increasing the value of each Complication.

THE BASIC LAW OF COMPLICATIONS

All Complications are subject to the *Basic Law of Complications:*

A Complication that isn't a complication isn't worth any points!

None! For example, if a PC wants to take *Physical Complication: No Legs,* and then buys Extra Limbs (legs), he doesn't get the Matching Complications points. Similarly, if the character takes *Hunted By Trolls* when there are no trolls in the campaign world, it's not worth any points. The GM has to approve all Complications; he should weed out any that don't seem reasonable, don't fit into his campaign, or are likely to cause more trouble than they're worth.

TOOLKITTING: HEROIC ACTION POINTS AND COMPLICATIONS

If the GM uses the *Heroic Action Points* rules (6E2 287) in his campaign, he might want to consider ways to use them in conjunction with Complications.

One possibility is for a character to spend HAPs to "cancel out" the effects of a Complication (if he can provide a reasonable explanation — a special effect, so to speak — for how he avoids the Complication). For example, instead of having to succeed with an EGO Roll to overcome a Psychological Complication, a character might have to spend an HAP. If his Physical Complication (Missing One Eye, ½ OCV at Range) is interfering with a crucial shot, the GM might let him spend 2 HAPs to negate that OCV penalty for this one shot. If the character's desperate not to succumb to his Accidental Change, or to stay conscious just a few seconds more while in the presence of something he's Susceptible to, spending an HAP (or three) might negate or diminish the effects of those Complications for a Phase (or longer).

A more radical approach might be to do away with the Character Point value of Complications altogether and instead link the Complications system to Heroic Action Points. A character would simply get his full Total Points "for free," with no requirement to take any Matching Complications at all. However, if he takes some Complications for his character, whenever one of them comes into play and he overcomes it (or triumphs in spite of it), he gets an extra HAP. If he voluntarily brings the Complication into play in a genre-appropriate manner ("I'm going to take my DNPC with me while I investigate the haunted house!"), perhaps he gets 2 HAPs for contributing to the story.



Using Complications In The Campaign

The GM should remember that Complications are there to be used — the player chose the Complication for his character because he wanted it to be part of the campaign. A Complication shouldn't dominate play — not every opponent needs to have an attack that exploits the character's Vulnerability, for example — but they should come into play often enough to keep the character on his toes. A GM shouldn't feel bad if he uses a lightning bolt against a character who takes *2 x STUN from Electricity;* that's what the Complication is for, after all. Think of Complications (and Limitations) as a way for the player to express what he wants his character's role in the game to be... and then honor his request in a fair, reasonable, and fun way!

The GM should have a copy of each Player Character's sheet for his reference, especially the character's Complications. He should use them to create adventures and subplots. If he's stuck for an adventure to run one evening, he can script an entire scenario around a PC's Hunted or DNPC. Such an adventure won't seem far-fetched, and besides, that character gets to be the center of attention for a whole game.

COMPLICATION FREQUENCY

The value of many Complications depends on how often they affect the character or come into play. The more common they are, or the more frequently they factor into the campaign, the more they're worth.

The accompanying Complication Frequency Table provides some *guidelines* for the GM regarding how often a Complication of a given frequency should affect the character or become a part of game play. However, the GM should keep two things in mind as he uses Complications.

First, a Complication's frequency indicates how often it affects the character *in the game.* Many Complications affect the character "all the time," but what matters for game purposes is how often they influence his performance in the game in ways that inconvenience, hinder, or harm him. For example, having no legs affects a character every minute of every day of his life. But it only impacts his abilities in the game frequently — there are plenty of things he can do in the game that don't require him to have legs. Therefore *Has No Legs* is a Physical Complication that affects the character *Frequently,* not *All The Time.*

Similarly, many Psychological Complications are "always" a part of the character's personality — for example, a character with a Code Versus Killing (Common, Total) is always opposed to killing, not just once every "three or four game sessions." But that doesn't mean his Code affects him *in the game* at all times. Even if he gets into combat every game session, his Code isn't necessarily involved. The Code was bought as a *Common* frequency Complication. This means that once every three or four game sessions, the GM should bring the Psychological Complication into play by putting the character into a situation where the issue of "to kill or not to kill" presents a serious ethical dilemma or significantly hinders the character.

Second, "affecting the character or becoming a part of game play" can mean many things. They don't mean the Complication has to be a major plot point during a game session (though it could be). It just means the GM needs to consider the Complication and how it might affect the character. For example, a Champions superhero might take the Complication *Hunted: VIPER* (Frequently). This means once every three or four game sessions the GM needs to think about what VIPER might be doing with regard to the character. VIPER doesn't necessarily have to show up and attack him (though it could). Instead, the GM might decide that VIPER's currently working on a project that will impact the character's life in the near future (*i.e.,* when the GM's ready to turn the project into the subject of a full-blown scenario). Every time VIPER as a Hunted "affects" the character, it's doing something to advance the project, and/or to create difficulties for the PC even if he doesn't know it (and maybe even VIPER doesn't know it!).

COMPLICATIONS AS POWERS

Characters cannot use Complications as Powers. For example, they can't buy Unluck, Usable As Attack as a Power to inflict "bad luck" on other characters. A character who wants to do something like that should figure out a way to simulate the Complication using standard Powers. Transform is one good way to do this; a character could use a Transform to, for example, change "Humans" into "Humans With Unluck." Change Environment's another good Power for inflicting Complication-like penalties on a character.

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COMPLICATION FREQUENCY TABLE

Frequency	Guideline
Uncommon or Infrequently	The Complication affects the character, or comes into play, about once every five game sessions or so
Common or Frequently	The Complication affects the character, or comes into play, about once every three or four game sessions
Very Common or Very Frequently	The Complication affects the character, or comes into play, about once every other game session
Extremely Common or All The Time	The Complication affects the character almost every single game session

OPTIONS FOR COMPLICATIONS

Here are some optional ways of working with Advantages that the GM might want to consider using or allowing.

EVERYMAN COMPLICATIONS

Sometimes a GM wants to make sure every PC in the campaign has a certain Complication. This simulates the way characters evolve in certain genres, provides a central "story hook" the GM can make use of, and so forth. Because these *Everyman Complications* apply to all Player Characters in the campaign, generally PCs don't get any Matching Complications points for them — they're simply one of the "ground rules" for the game that characters have to obey.

FLOATING COMPLICATIONS

To minimize problems that arise when certain Complications don't fit perfectly with a scenario or campaign, some GMs authorize characters to take *Floating Complications.* A Floating Complication is one defined "generically," rather than specifically, so the GM can change it slightly from game to game. For example, instead of having a Dependent NPC (girlfriend), a character might have a DNPC who's his "girlfriend of the week." That way he's not tied to any one character (giving the GM the freedom to do whatever he wants with the DNPC without upsetting the player too much), but he does have someone he has to protect in every scenario. Similarly, a Floating Hunted allows the GM to provide the character with an "enemy of the month," rather than having to bring the same enemy back again and again. For example, a superhero with a lot of distinctive enemies might buy a Floating Hunted to represent his "rogues' gallery," while a vigilante who usually ends up killing his Hunteds during the game defines the Hunted as Floating so a new major enemy comes along to fight him for the next story arc of the campaign.

The Floating Complication concept is most appropriate for DNPCs and Hunteds; many Complications shouldn't allow for "floating" at all. The GM must approve all Floating Complications.

MYSTERY COMPLICATIONS

Sometimes it's more fun for both a player and his GM if the player doesn't know all of his character's Complications. That way the GM can create the Complications during the game and work them into the campaign's storylines. If the GM allows a player to do this, the player can simply note, "Mystery Complication: GM's Option" and the point value of the Complication on his character sheet. Or he can be more specific ("Hunted: GM's Option"). Then he just has to sit back and let the GM's fiendish imagination go to work....

Changing Or Buying Off Complications

Complications aren't permanent. Characters often grow beyond their personal limitations, solve problems, or come to terms with themselves as their careers progress. In game terms, characters can "buy off" Complications with the Experience Points they earn.

The cost for buying off a Complication is the same as the Matching Complications points received for it in the first place. For example, if a character gets 10 points for a Psychological Complication, it costs 10 Experience Points to buy it off. Buying off Complications always requires the GM's permission, and must make sense for the character and/or be part of a scenario. For example, if a character wants to buy off a Psychological Complication, he should spend campaign time trying to overcome his quirk, attending therapy sessions, and so forth. If a character wants to buy off certain Complications like Hunteds, the GM should probably come up with a reason the Complication no longer limits the character. For example, if a character was Hunted by the FBI, the GM could run a scenario in which the PC proves his innocence or the FBI finds out it's following the wrong suspect.

ALTERING COMPLICATIONS DURING GAME PLAY

With the GM's permission, characters can also alter their Complications during the course of the campaign. This can reflect the way a character's being played and helps promote character development. Perhaps a character begins the campaign with the Psychological Complication *Greedy.* As the campaign progresses, this could change to *Generous,* or even *Idealistic.* Similarly, someone could expose a character's Social Complication *Secret Identity,* forcing him to trade in the Matching Complications points for a Hunted or a *Public Identity.* A character who kills or captures his Hunted may acquire another one — the former Hunted's ally, for example. So long as the value remains constant and the GM gives his permission, the character's Complications can evolve to suit the character.

COMPLICATIONS GAINED DURING GAME PLAY

Sometimes a character "earn" extra Complications during play — becoming Hunted by an antagonist he recently defeated, for example. Characters do not get extra Matching Complications points for this; it's just a fact of life for role-playing game characters. However, the character might be allowed to "trade in" an existing Complication that doesn't really apply to him anymore for the new Complication, as described above.

TYPES OF COMPLICATIONS

For ease of reference, Complications typically can be grouped into the following categories:

Background:
Unluck

Physical:
Accidental Change, Dependence, Distinctive Features, Physical Complication, Susceptibility, Vulnerability

Mental:
Enraged/Berserk, Psychological Complication

Social:
Dependent NPC, Hunted, Negative Reputation, Rivalry, Social Complication

COMPLICATIONS SUMMARY TABLE

Complication Name	Description
Accidental Change	Character sometimes involuntarily changes between two forms or identities
Dependence	Character suffers harm if he does not regularly have some substance or item
Dependent NPC	Character must protect/help an NPC who often gets into trouble
Distinctive Features	Character has an unusual, distinctive feature
Enraged/Berserk	Character sometimes loses control of himself
Hunted	Character is pursued by an enemy
Negative Reputation	Character is known for some negative quality
Physical Complication	Character suffers from some physical handicap
Psychological Complication	Character suffers from some mental or emotional handicap
Rivalry	Character competes with a profession and/or romantic rival
Social Complication	Character's ability to interact with society is restricted
Susceptibility	Character takes damage when exposed to some normally harmless substance or effect
Unluck	Character is unlucky
Vulnerability	Character takes extra damage from some type of attack



COMPLICATION DESCRIPTIONS

ACCIDENTAL CHANGE

A character with this Complication has at least two forms or identities and sometimes accidentally or involuntarily changes between them. Accidental Change is most often used in the Horror and comic book Superhero genres.

The character defines the circumstances under which he changes and the likelihood the change occurs. (If he has multiple alternate forms, he must also define which one he Accidentally Changes into.) The accompanying table shows the cost for Accidental Change. The GM must decide whether a circumstance is Uncommon, Common, or Very Common. With the GM's permission a character could define the circumstances as making (or failing to make) a particular roll, such as a Danger Sense roll.

Every Phase a character is exposed to the circumstances that can trigger his change, he should roll against his Accidental Change. If the character rolls under the listed number, he immediately changes form (unless the GM chooses to lengthen or delay the change slightly for dramatic effect). He may not change back until the circumstances that caused the change have altered. This change is involuntary; if the character wants to be able to change voluntarily, he can do so simply by activating his Powers (or, if he wants to alter his clothing, by buying an "Instant Change" Cosmetic Transform).

ACCIDENTAL CHANGE

Cost	Circumstances
5	Uncommon Circumstance
10	Common Circumstance
15	Very Common Circumstances

Cost	Chance To Change
+0	8-
+5	11-
+10	14-
+15	Always

DEPENDENCE

A character with this Complication is dependent on a certain substance or item. If he cannot get it, he suffers negative effects, possibly even injury or death. You can use this Complication to simulate drug addictions and other chemical dependencies, aquatic superheroes who cannot remain out of the water for more than an hour, a gadgeteer who depends upon a constant supply of spare parts to keep his battlesuit operating properly, and so forth.

To determine the value of this Complication, a character must establish several things: how easy it is to obtain the substance; the effects of deprivation; and how long it takes before the character begins suffering those effects.

THE DEPENDENT SUBSTANCE

The first issue is how easily the character can obtain the substance on which he's Dependent. He should consider how common the substance is (it's a lot easier to be Dependent on water than on plutonium), how expensive the substance is, whether it's dangerous to try to obtain it, and so forth. If the character can manufacture the substance himself, it's almost always "easy to obtain," unless the necessary raw materials are rare or expensive. The GM has the final say on how common a substance is in his campaign.

THE EFFECTS OF DEPRIVATION

Second, the character should determine what happens to him if he's deprived of the substance or item he's Dependent on. Typically a character suffers damage due to withdrawal symptoms, and can even die if he fails to get the substance in time. He takes STUN damage (no defense applies) immediately when the Dependence time increment (see below) passes. Thereafter, he takes damage at each successive Dependence time increment. Once he's unconscious, the character begins to take Normal Damage BODY from the attack as well until he dies or gets the substance. The character may not Recover from the damage taken due to his Dependence until he obtains the substance he's Dependent on.

Once the character gets the substance he's Dependent on, typically all the damage he's taken "heals" immediately. However, the GM may change that based on common sense, dramatic sense, special effects, and considerations of game balance. In some cases it may work better just to let the character start taking Recoveries, or the like.

LOSS OF POWER

There are other options besides taking damage. First, a character can temporarily lose all of his powers (or some specific group or types of powers) or have them weakened. The character's powers immediately acquire a Required Roll (starting at 14- or 11-) when the Dependence time increment passes; the roll decreases by 1 for every time increment thereafter. When he fails the roll, the powers stop working; he cannot restart them until he obtains the substance he's Dependent on. (Alternately, characters can use the damage categories, but substitute -10 Active Points in the affected Power for every 1d6 of damage.) This is a good way to simulate, for example, some technology-based characters who require constant upkeep and replacement parts to keep their powers from malfunctioning.

WEAKNESS

If a character takes the "weakness" option for his Dependence, he loses 3 points from his Characteristics (*not* 3 Character Points' worth). For example, if a character has DEX 20 and suffers weakness, he drops to DEX 17. Typically the character loses the points from all of his Characteristics, but the GM can decide to apply it to fewer if he prefers.

INCOMPETENCY

Another possible effect is incompetency — when the Dependence time increment passes, the character suffers -1 to all Skill Rolls, Characteristic Rolls, Attack Rolls, and related rolls. This modifier increases by an additional -1 per time increment until he obtains the substance he's Dependent on.

Normally a Dependence should only have one effect (the character should not suffer damage *and* lose his Powers, for example). However, in rare circumstances and at the GM's option, characters may suffer multiple effects by buying Dependence multiple times.

THE TIME INCREMENT

Third, the character should determine how long it takes for his Dependence to have an effect. The longer the character can go without the substance, the lower the value of the Complication.

Examples: *Aquakid cannot stay out of water for more than one hour or he starts to dry out and die. He takes this as a Dependence. Water is a Very Common Substance (5 points), 1 Hour is (-5 points), and Aquakid takes 3d6 damage per time increment (+10 points), for a total of 10 points. After 1 hour out of the water, Aquakid takes 3d6 damage (no defense applies), and every hour after that he takes an additional 3d6. He cannot Recover this damage until he reaches water.*

ACCIDENTAL CHANGE EXAMPLES

Anger Accidental Change: Accidental Change 11- when character gets angry (Common): 15 Character Points.

Blood Accidental Change: Accidental Change 14- when character sees or smells blood (Uncommon): 15 Character Points.

Lunar Accidental Change: Accidental Change Always when character experiences stress under a full moon (Uncommon): 20 Character Points.

ADDICTION

Alternately, a character can define his Dependence as an *Addiction.* The character buys the Addiction modifier in place of the standard Time Increment for Dependence.

An Addiction must cause damage, incompetency, or weakness. The character usually suffers cravings for the substance at least once a day at first; the longer he remains Addicted, the shorter this time interval becomes, and the more he needs of the substance to satisfy his Addiction. The character may make an EGO Roll to resist giving in to the Addiction. This doesn't prevent him from suffering the effects of not obtaining the substance, though it may reduce the effects of deprivation slightly at the GM's option. However, the character has to make EGO Rolls to break the Addiction (*i.e.,* buy off the Complication). The GM determines how many rolls the character has to make, or how long he must go without the substance, to break the Addiction. As a general guideline, the character should have to make at least one EGO Roll per week he's been addicted (up to the point he began making EGO Rolls).

Addiction may also entail a Psychological Complication. It's possible to be both physically and psychologically addicted to the same substance.

DEPENDENCE

Cost	Dependent Substance is...
5	Very Common/Easy To Obtain
10	Common/Difficult To Obtain
15	Uncommon/Extremely Difficult To Obtain
Cost	**Effect**
	Damage: The character takes damage as described in the text.
+5	1d6
+10	2d6
+15	3d6
+5	Character's Powers Are Affected: Required Roll 14-
+10	Character's Powers Are Affected: Required Roll 11-
+5	Incompetence: -1 to Skill Rolls and related rolls per time increment
+5	Weakness: -3 to Characteristics per time increment
Cost	**Time Before Suffering Effects**
+25	Segment
+20	Phase
+15	Turn
+10	1 Minute
+5	5 Minutes
+0	20 Minutes
-5	1 Hour
-10	6 Hours
-15	1 Day
	...and so forth
+5	Addiction



DEPENDENT NON-PLAYER CHARACTER

A character with this Complication has a Non-Player Character friend, companion, or associate who often gets into trouble, requiring the character to protect or save him. You can use Dependent Non-Player Character (DNPC) to simulate fans, spouses/significant others, villainous siblings, parents, or sidekicks — in short, anyone the character feels he has to look out for.

The value of this Complication depends upon several factors. The first is how competent the DNPC is in relation to the character — the less competent the DNPC is, the greater his value. The second is how often the DNPC gets involved in the character's adventures (some DNPCs are more accident-prone or nosy than others). Others include whether the DNPC possesses Skills or other abilities useful to the character and whether the DNPC knows about the character's adventuring career.

The player must determine who the DNPC is before the campaign begins and give the GM a full description. The GM can then help develop the DNPC's personality, Characteristics, and Skills. The GM might even give the DNPC some Complications, thus making him more interesting. Sometimes the player may leave the DNPC entirely up to the GM, letting the DNPC be a surprise. DNPCs can also change from time to time, possibly even every adventure ("a date in every port," so to speak). At the GM's option, in some cases the DNPC may even be an entire group of people the character has to look out for (his parents, his siblings, all of his neighbors, or the like); if so, he gets +5 Matching Complications points for every x2 NPCs covered by the same DNPC Complication, since it's more difficult to protect multiple NPCs.

A DNPC should have weaknesses so he needs to be protected. Remember, a DNPC is a *Complication.* He might help the character once in a while, but on the whole he just causes trouble. If a DNPC is too helpful, or is just an excuse for the character to have access to some Skills he hasn't paid for, the character shouldn't get any points for the Complication (or should even pay points for the NPC — see *Contact* and *Follower,* 6E1 99, 102). A character cannot take the same NPC as a Contact and a DNPC, or as a Follower and a DNPC, unless the GM specifically permits him to.

The GM should determine at the beginning of an adventure whether the DNPC is involved. This may mean the DNPC is kidnapped by villains, distracts the PC by trying to get him to go orbital skydiving, falls into a deep pit, discovers something the character would prefer to keep hidden, becomes involved in some mundane situation requiring the PC's involvement, stumbles into a dangerous situation, wants the PC to come watch him do something, or just plain gets into trouble.

If a DNPC dies, there are several ways for the character to provide a substitute Complication. Which one works best depends on the nature of

the character's personality and the situation in the campaign. The character can find a new DNPC (provided by the GM), or gain the equivalent Matching Complications points in a Psychological Complication related to the DNPC and/or his death — a desire for revenge, underconfidence and feelings of inadequacy, violent rage, depression, or the like. Alternately, he may begin Hunting the person who killed his DNPC.

Examples: *The Hornet has a weak old Aunt Mary who tends to get involved in adventures frequently; she doesn't know her nephew is a superhero, so she follows him around to find out what he's up to. Aunt Mary is Very Frequently involved, Incompetent, and unaware of the Hornet's crimefighting career, and thus worth 30 Character Points.*

Andarra's kid sister Lunara is the CEO of OmniCorp Inc., one of the largest megacorporations in the Gemini cluster. Despite her powerful position, Lunara (who knows Andarra is a spy) constantly gets into situations from which Andarra has to rescue her. Lunara is worth 10 points (Frequently involved, Normal, useful noncombat position).

Hemdring's father is the evil archmage Vargon. Although Hemdring fights against Vargon, he feels he must protect him from serious injury. This is worth 0 points (Infrequently involved, As Powerful as the PC).

DEPENDENT NPC

Cost	The DNPC is...
10	Incompetent (-20 points or lower)
5	Normal
0	Slightly Less Powerful than the PC
-5	As Powerful as the PC
-5	DNPC has useful noncombat position or skills
+5	DNPC is unaware of character's adventuring career/Social Complication: Secret Identity

Cost	Appearance Frequency
+5	Infrequently
+10	Frequently
+15	Very Frequently

Cost	Number Of DNPCs
+5	Group DNPC: for every x2 DNPCs

DISTINCTIVE FEATURES

A character with this Complication has some easily recognizable feature(s) that are difficult to conceal.

WHAT MAKES A FEATURE DISTINCTIVE

Distinctive Features could be such things as bright red hair, a facial scar, unusual height (large or small), a peculiar walk, a strange voice, an unusual odor, extra arms, green skin, belonging to an unusual race (in a mostly uniracial society; but this may be a *Social Complication* instead), being a mutant, and the like. It could also be some distinctive personal habit the character displays, even when inappropriate (always uses off-color language, always chews tobacco, always tells puns, always displays a unique scorpion symbol and leaves it at the scene of all of his crimes [an "ego signature"]). Clothing may constitute a Distinctive Feature (a military uniform is a good example), but the character should dress that way even in inappropriate situations.

The GM has to decide how frequently other people perceive a character as distinctive, and whether this is enough to merit a Complication. *Just looking odd isn't enough to earn the character any Matching Complication points — his unusual features have to hinder him somehow.* If the GM decides a feature qualifies as a Distinctive Feature, he should determine how others react to the character (the reaction has to be one that hampers or inconveniences the character). For example, being extremely beautiful isn't ordinarily disadvantageous, but a female character could take *Gorgeous* as a Distinctive Feature if her beauty caused unabiding desire in all who saw her. Her beauty might help her occasionally, but usually it just causes trouble (men vie for her attention and bother her with lewd come-ons, women dislike her, master villains kidnap her and try to force her to marry them, and so on). In a Superhero or "space opera" Science Fiction campaign, or any society where there are dozens of different races or superhumans, a feature would really have to be *really* unusual to be "distinctive" — people would consider fewer traits to be truly distinctive in a way that hinders a PC or complicates his life.

Generally, characters should only take Distinctive Features once — having several scars just makes someone more distinctive, for example. However, if a character has two Distinctive Features that aren't connected, or that are only perceivable by different Senses or groups of people, the GM might allow him to take this Complication more than once. For example, a character who was a mutant and an incorrigible punster might have two Distinctive Features. The punning is easily noticed, and is therefore worth more than being a mutant (a status others can only detect with special senses or equipment).

DEPENDENCE EXAMPLES

Alcoholic: Dependence (must drink liquor at least once per hour or suffer Incompetence) (Very Common, Addiction): 15 Character Points.

Spare Parts: Dependence (character must replace the rare high-tech parts in his armor with new ones every day, or it begins to suffer malfunctions resulting in a Required Roll 11- for Powers derived from the armor) (Uncommon): 10 Character Points.

Recharging: Dependence (character must recharge his powers with a "mystic battery" every day or suffer Weakness) (Very Common [character owns the battery]): 0 Character Points.

DEPENDENT NPC EXAMPLES

Nosy Old Mrs. McCreedy: DNPC (character's landlord): Frequently, Incompetent, Unaware of character's Social Complication (Secret Identity): 25 Character Points

The Third Street Irregulars: DNPC: Frequently, Normal, group of 8 spunky boys: 30 Character Points

Lady Riselda: DNPC: Very Frequently, Normal, Useful Noncombat Position (the Baron's lovely young daughter with a knack for getting into trouble): 15 Character Points

DISTINCTIVE FEATURES EXAMPLES

Mystic Aura: Distinctive Features, Not Concealable (Always Noticed; Detectable Only With Unusual Senses): 10 Character Points.

Uniform: Distinctive Features, Easily Concealed (Noticed and Recognizable): 5 Character Points

Dwarf: Distinctive Features, Not Concealable (Noticed and Recognizable; Not Distinctive In Dwarfhold): 10 Character Points

TAKING DISTINCTIVE FEATURES

The value of Distinctive Features depends on (a) how easily concealed the Distinctive Feature is (the harder it is to conceal, the more points it is worth); (b) how other characters react to the Distinctive Feature; and (c) what Senses and/or groups of people can perceive it. Distinctive Features that are only noticeable by an uncommonly-used Sense Group or small group of characters are worth less than ones noticeable by any character. For example, maybe all vampires have the Distinctive Feature *Vampire,* but only other vampires can sense they're bloodsucking undead fiends unless they deliberately reveal their true nature. This is worth less than, say, *Green-Skinned Alien,* which all characters can easily perceive. In the accompanying table, a "Small" group has only a few members (typically no more than a hundred) or is so widely scattered that encountering a member is unlikely. A "Large" group is anything larger than 100 members but smaller than society as a whole, or a group whose members tend to be concentrated in the same location as the character.

A Distinctive Feature that's only distinctive in some cultures or societies is worth -5 points. For example, in some Fantasy worlds elves are rare, except in their homeland. Therefore *Elf* might be a valid Distinctive Feature — but since it's not distinctive to be an Elf in part of the world (Elfland), the Complication is worth -5 points. The GM should determine whether this modifier applies to a particular Distinctive Feature; if the feature is nondistinct in only a tiny part of the campaign setting, the modifier may not be necessary.

DISTINCTIVE FEATURES

Cost	Concealability
5	Easily Concealed
10	Concealable (with *Disguise* Skill or major effort)
15	Not Concealable
Cost	**Reaction**
+0	Feature is Noticed and Recognizable
+5	Feature is Always Noticed and Causes Major Reaction or Prejudice
+10	Feature Causes Extreme Reaction (abject fear, unabiding lust, utter disgust)
Cost	**Sensing**
-0	Feature Detectable By Commonly-Used Senses (Sight, Hearing) and/or By Virtually Everyone
-5	Feature Detectable By Uncommonly-Used Senses (Smell, Touch, Taste) and/or By Large Group and/or By Simple Tests
-10	Feature Detectable Only By Unusual Senses (Detects) and/or Only By A Small Group and/or Only By Technology Or Major Effort
-5	Distinctive Feature Is Not Distinctive In Some Cultures Or Societies

ENRAGED/BERSERK

A character with this Complication tends to become extremely angry and lose control of himself when confronted by certain situations or stimuli.

A character with Enraged must specify a set of circumstances that initiates the frenzy (encountering Rigellians, while in combat, when innocents are threatened, when he smells blood, or the like). The character also decides how easily he becomes Enraged and recovers from being Enraged.

Every Phase a character is in a situation where he can become Enraged, he should roll his chance to give in to fury. If he rolls less than or equal to his roll, he becomes Enraged; otherwise, he maintains control of himself. Once Enraged, he can attempt to recover from the frenzy in certain circumstances (see below).

When a character becomes Enraged, he mindlessly attacks the individual (or object) that Enrages him. He attacks with no regard for defending himself (he cannot use defensive maneuvers, such as Dodge or Block, or take actions the GM considers primarily defensive, like becoming Desolidified), may not apply any Combat Skill Levels to DCV, and ignores other targets or teammates in need of help. An Enraged character typically uses his most familiar or often-used offensive Power at full strength while Enraged, but the GM may allow him to use other attacks in the interest of common sense, dramatic sense, or balanced game play.

An Enraged (or Berserk) character cannot use any powers that have the Complication *Concentration,* and at the GM's option cannot use any powers that take Extra Time longer than an Extra Segment.

Once an Enraged individual finishes with his target, he must roll his chance of recovery. If he rolls less than or equal to his recovery change, he calms down and regains control of himself. If he fails, he remains Enraged and vents his anger on other targets (animate or otherwise), starting with the targets most closely related to his original target.

Other circumstances besides defeating a target that allow a character to roll to recover from being Enraged include: the character runs out of END; when someone attempts to snap him out of it (sometimes a dangerous task); or any other situation the GM believes might calm him down. The character gets a free attempt to recover from being Enraged in Post-Segment 12 if he hasn't attempted to recover in that Turn.

Enraged is most often chosen as a Complication for villains, since it's not very heroic. When a PC has an Enraged, it usually in Uncommon circumstances at best; otherwise the character is likely to hurt someone and suffer the consequences. This Complication is especially inappropriate for characters who are stealthy or who make a point of keeping their "cool."

BERSERK

As an optional rule, the GM can allow characters to buy a form of Enraged called *Berserk*. Berserk is worth more than an Enraged, since there's a much greater chance the character will attack his friends or cause undesirable havoc. Berserk characters can't tell friend from foe; they automatically attack whoever's in front of them or nearest to them until they Knock Out or kill that target. The Berserk character then attacks the nearest visible target.

A Berserk character uses his most familiar or often used offensive Power at full strength while Berserk. He may use no defensive maneuvers or abilities (like Dodge or Block), and must apply all of his Combat Skill Levels to OCV or increasing damage (none to DCV).

ENRAGED/BERSERK

Cost	Circumstances Frequency
5	Uncommon Circumstance
10	Common Circumstances
15	Very Common Circumstances
+10	Berserk

Cost	Chance to Become Enraged
+0	8-
+5	11-
+10	14-

Cost	Chance to Recover
+0	14-
+5	11-
+10	8-

HUNTED

A character with this Complication is pursued by some person or group. The Hunter may show up during adventures and attempt to do something to the character. This can range from monitoring his activities, to interrogating him, to arresting him, to trying to kill him. The character may or may not know he's being Hunted (player's choice).

The GM must approve all Hunteds; he should also write up most Hunters. The player (with the GM's help) should figure out why his character's being Hunted by that particular individual or group. The Hunters may be involved with the character's background or some part of his early (nonplayed) career. The player should use his imagination; the more creative the reason for the Hunted, the more fun the game is. A character doesn't get Matching Complications points for individuals or groups that begin Hunting him after the campaign begins — that's just one of the hazards of adventuring.

The value of a Hunted depends on three factors: the Hunter's competence; how often the Hunter causes problems for the character; and what the Hunter intends to do to the character.

HUNTER COMPETENCE

The first factor is how capable, competent, and dangerous the Hunter is. This is determined relative to the character — whether the Hunter is more or less powerful than the PC — but remember that power encompasses many things. It doesn't just mean the Hunter can stand up to the PC in combat; it may reflect significant civil authority, investigative skills, wealth, access to the media or powerful persons, social or political influence, and many other factors. Depending on the Hunter's intentions towards the PC, these abilities may be more or less important than sheer combat prowess.

ENRAGED/BERSERK EXAMPLES

Berserker Trance: Enraged in combat (Very Common), go 11-, recover 11-: 25 Character Points

Feeding Frenzy: Berserk at the sight/smell of blood (Common), go 11-, recover 8-: 35 Character Points



HUNTED EXAMPLES

Hunted By VIPER: (Infrequently, More Powerful, NCI, Kill/Imprison): 20 Character Points

Hunted By The Police: (Frequently, More Powerful, NCI, Limited Geographical Area, Imprison): 20 Character Points

Hunted By Goblins: (Very Frequently, As Powerful, Kill): 20 Character Points

Hunted By Private Detective: (Frequently, Less Powerful, Watching): 0 Character Points

REPUTATION EXAMPLES

Negative Reputation: Racist (Frequently, Extreme): 15 Character Points

Negative Reputation: Untrustworthy (Frequently) 10 Character Points

Negative Reputation: Has Loathsome Contagious Disease (Very Frequently, Extreme): 20 Character Points

HUNTER FREQUENCY

The second factor is how often the Hunter is a factor in the game — in other words, how dedicated is he to finding the character and making his life miserable? Most Hunters only get involved in a character's life occasionally, but some are downright fanatical. Of course, "getting involved in a character's life" can mean many things, not just attacking him. Other possible activities for Hunters include spying on the character (usually to gather information for a later attack), working behind the scenes on a scheme that will eventually harm the character, kidnapping (or otherwise affecting) a character's DNPC or loved ones, or covertly helping other enemies of the character. A Hunter's impact can even be felt when he's not doing anything, such as when a character goes out of his way to avoid attracting attention for fear of alerting the Hunter to his whereabouts.

HUNTER INTENTIONS

The third factor is what the Hunter intends to do to the character. Does he want to kill him, punish him in some fashion, or just keep tabs on him? The latter form of Hunted is typically referred to as a *Watched,* since the Hunter's job is to keep track of the PC, not attack or harm him.

HUNTED

Cost	Capabilities
5	Hunter is Less Powerful than PC
10	Hunter is As Powerful as PC
15	Hunter is More Powerful than PC
+5	Hunter has extensive Non-Combat Influence (NCI)
-5	Hunter is limited to a certain geographical area
+5	PC has a Public Identity or is otherwise very easy to find

Cost	Appearance Frequency
+0	Infrequently
+5	Frequently
+10	Very Frequently

Cost	Motivation
-10	*Watched:* Hunter is only Watching the character
-5	Hunter desires to Mildly Punish the character (deportation, fining, question, theft of possessions)
-0	Hunter desires to Harshly Punish the character (imprison, enslave, kill)

NEGATIVE REPUTATION

A character with this Complication is viewed in an unfavorable light; also, people may know something harmful or disadvantageous about him. Sometimes a Negative Reputation can be useful, but usually it should cause problems for the character — people run screaming in fear when he rides into town, merchants refuse to sell to him, honorable people shun him, the police arrest him just on suspicion. A character should buy a predominantly helpful or useful reputation as a Perk (see 6E1 106); a character may have both the Perk and this Complication, if warranted.

A Negative Reputation can cause all sorts of problems for a character. It may inform people about his personality and give them knowledge they wouldn't ordinarily have about his tactics or equipment. They'll know (or think they know) how the character acts and reacts, and can plan accordingly. They may even exploit the Negative Reputation — imagine how easily an enemy could trick a character who's known to be a *Sucker For A Sad Story* into doing nefarious deeds. Extreme Negative Reputations in particular often dictate the actions of NPCs when they encounter the character.

Most Negative Reputations are known to the general public. If only a small or limited group (such as the underworld, the army, or inhabitants of one world in a galactic empire) knows about the Negative Reputation, the character receives -5 points for it. (This might also apply if the character has multiple identities or forms, and the Negative Reputation relates to only one of them.)

If appropriate, the GM may impose penalties on Presence Attacks and Interaction Skill rolls. As a rule of thumb, grant -1/-1d6 for an Infrequent Negative Reputation, -2/-2d6 for a Frequent one, -3/-3d6 for Very Frequent one, and an additional -1/-1d6 for an Extreme Negative Reputations. On the other hand, in limited situations a Negative Reputations may improve Presence Attacks and some Interaction Skill rolls (convert the penalty listed above into a bonus). For example, a character known to be *Bloodthirsty* might get a bonus to certain Interrogation rolls and violent Presence Attacks.

A Negative Reputation typically derives from a character's exploits before the campaign begins. A character may earn a Negative Reputation during the campaign, but he gets no Matching Complications points for it.

NEGATIVE REPUTATION

Cost	Recognition Frequency
5	Infrequently
10	Frequently
15	Very Frequently
+5	Extreme negative Reputation
-5	Negative Reputation Is Known Only To A Small Or Limited Group

PHYSICAL COMPLICATION

A character with this Complication has a physical problem that hampers him, such as a weak leg or no hands.

The value of a Physical Complication depends on how often and to what extent the problem hinders or impairs the character in the game. The GM is the final judge of how many points a Physical Complication is worth.

Physical Complication isn't the only way to represent a physical problem. Before taking this Complication, characters should instead consider selling back a Characteristic or ability to represent a physical problem. For example, don't take *Blindness* as a Physical Complication — just sell back Normal Sight (6E1 209) for 35 Character Points. Physical Complication is best saved for conditions that you can't represent by selling something back.

A Physical Complication "affects" a character when it has a measurable impact on his ability to function during the game. Obviously many physical conditions, such as lameness, affect a character "all the time." The issue for game purposes is how often the handicap arises in game play as something that hinders the character. The mere fact that the condition exists doesn't entitle the character to any Matching Complication points — he gets the points because his condition restricts his ability to act and function *in important game situations.*

If a character has a Power that directly counteracts his Physical Complication, the GM may want to consider reducing the value of the Complication (at the very least, the degree of impairment may need to be reduced). For example, if a telekinetic character took *Physical Complication: No Hands,* it might be worth less, or perhaps nothing at all, depending upon the nature of the character, the power, and the campaign.

Physical Complication can also represent mental or psychological problems that cannot be overcome with Mind Control or other Mental Powers. A classic example is *No Knowledge Of Earth Culture,* often used for characters from other planets or dimensions. No matter how powerful another character's Mind Control is, it can't overcome this sort of ignorance. For example, mentally controlling a character with No Knowledge Of Earth Culture and telling him to "make a phone call" accomplishes nothing — the victim has no clue what a phone is or how to use one. Most mental problems, such as claustrophobia, can be overcome with Mental Powers; this type can't, so it's better taken as Physical Complications than Psychological Complications. In short, if there's something the character *can't* do for some reason, you can simulate this with Physical Complication. If the problem is that he *won't* do it, but is physically capable of doing it, then it's probably a Psychological Complication (see below).

PHYSICAL COMPLICATION

Cost	Complication Frequency
5	Infrequently
10	Frequently
15	Very Frequently
20	All The Time

Cost	Degree Of Impairment
+0	***Barely:*** Even when it affects the character during game play, the Physical Complication rarely has a significant impact on his ability to function effectively
+5	***Slightly:*** The Physical Complication tends to impair the character's ability to function effectively by 25-50% when it affects him
+10	***Greatly:*** The Physical Complication tends to impair the character's ability to function effectively by 33-75% when it affects him
+15	***Fully:*** The Physical Complication tends to impair the character's ability to function effectively by 76-100% when it affects him

The GM may, in his discretion, adjust the value of a Physical Complication up or down to reflect campaign circumstances or the true degree of a character's impairment.

PSYCHOLOGICAL COMPLICATION

A character with this Complication has a mental quirk or impairment regarding a given thing or situation. The character defines how often the condition affects him and the degree of impairment he suffers. The accompanying Psychological Complication table lists what various mental problems are worth.

There are three basic types of Psychological Complications:

1. Moral Codes or Codes of Conduct: Codes of morality or conduct by which a character lives his life. Examples include a Code Of Honor, a Code Versus Killing, Will Not Hit An Unsuspecting Target, Chivalrous, and so on.

2. Fears and Hatreds: Fears of, or feelings of hatred toward, people, things, places, and events. Examples include fear of heights, cramped rooms, or open spaces; hatred of foreigners, criminals, or the government; and so forth.

3. Personality Traits or Compulsions: Negative or positive behavior a character feels compelled to engage in or traits that describe him. Examples include motivations such as Greedy, Overconfident, Will Not Lie, Loves Doctor Fang Shen, and so on.

PHYSICAL COMPLICATION EXAMPLES

No Hands: (All The Time, Fully Impairing): 35 Character Points.

Missing One Eye: Lacks depth perception (½ OCV with all Ranged Attacks), no peripheral vision on one side (Frequently, Greatly Impairing): 20 Character Points.

Heavy Sleeper: Character suffers additional -3 penalty to perceive intruders and wake up (Infrequently, Barely Impairing): 5 Character Points

No Knowledge Of Earth Culture: Character is an alien who doesn't understand human civilization and often gets in trouble because of this (Very Frequently, Greatly Impairing): 25 Character Points.

PSYCHOLOGICAL COMPLICATION EXAMPLES

Codes of Conduct:

- Code Of Chivalry (Common, Total): 20 points
- Code Versus Killing (Common, Total): 20 points
- Honorable (always keeps word, never takes advantage of a situation) (Common, Total): 20 points

Fears or Hatreds:

- Claustrophobia (Uncommon, Total): 15 points
- Paranoid (Very Common, Strong): 20 points
- Hatred Of Orcs (Common, Strong): 15 points

Personality Traits:

- Overconfidence (Very Common, Moderate): 15 points
- Coward (Common, Total): 20 points
- Vengeful (Uncommon, Strong): 10 points
- In Love With X (Common, Strong): 15 points



When a situation related to a character's Psychological Complication occurs, he usually must react as the Psychological Complication dictates for at least one Phase. Then he may attempt to control his feelings through strength of will (*i.e.,* EGO Rolls, as outlined on the accompanying table). Psychological Complication is a *Complication,* so a character's mental condition should hinder or restrict him in some way, and the GM should stress its negative aspects. For example, Overconfidence occasionally helps a character, but most often it causes trouble.

Psychological Complications should define the major outlines of the character's personality. The GM shouldn't allow frivolous or silly Psychological Complications (Fear Of Mice, Hatred Of The Color Pink). A Psychological Complication must have some application to the campaign, otherwise it's not worth anything.

Of course, the value of a Psychological Complication can vary due to the intensity of the Complication, which changes from character to character. For example, one character may have a 20-point Code Versus Killing, simulating a Total commitment not to kill. Such a character would also seek to prevent others from killing. Another character may only have a 10-point Code Versus Killing (he'd never kill another person himself, but might allow others to, albeit with much protest).

Whereas a Physical Complication indicates something that a character *can't* do, a Psychological Complication indicates something a character *won't* do. No matter how hard a character tries, he cannot overcome a Physical Complication. (If you're missing a hand, no amount of willpower will bring it back.) A Psychological Complication, on the other hand, is "all in the mind" — there's nothing physically preventing the character from performing a task. And if he can muster the willpower (succeed with an EGO Roll), he can overcome his own hindrance.

The frequency for a Psychological Complication depends on how often it has a significant negative impact on the character's behavior during the game. Most mental conditions and personality quirks affect a character "all the time" — he always has his code of conduct, his fears, his hatreds, his compulsions. The issue for game purposes is how often the handicap arises in game play as something that seriously hinders the character. The mere fact that the condition exists doesn't entitle the character to any Matching Complications points — he gets the points because his condition restricts his ability to act and function *in important game situations.* Thus, as shown in the examples, most Psychological Complications tend to be Common.

PSYCHOLOGICAL COMPLICATION

Cost	Situation Frequency
5	Uncommon
10	Common
15	Very Common

Cost	Intensity
+0	***Moderate:*** Decides character's choice of targets and reaction to situations; character may only change actions if he makes an EGO Roll at +5
+5	***Strong:*** Character takes irrational actions concerning the situation, may only change actions if he makes an EGO Roll
+10	***Total:*** Character becomes totally useless or completely irrational in the situation, and will not change his mind for any reason; EGO Roll at -5 (minimum) required to change actions (if the GM allows such a roll at all)



RIVALRY

A character with this Complication is engaged in a not-so-friendly rivalry, whether professional, romantic, or both, with another character. The character always attempts to outdo his Rival, though the extent to which he'll go to do this depends on the strength of the Rivalry (see below).

The GM must approve all Rivalries (as must the player of a PC who's to serve as a Rival, if applicable).

RIVALRY VERSUS HUNTED

Rivalry is similar to Hunted in some ways, but there are also important differences. First, the character is often on the same "side," or is somehow allied or in league with, his Rival. Second, a character doesn't normally pursue or hunt for his Rival, being instead content to "cross swords" with him whenever they happen to meet.

Third, Rivalries usually affect a character's personal life and rarely involve combat, unlike many Hunteds. A Hunted will, as the name implies, hunt down a character and directly try to cause him harm (attack him, blackmail him, and so forth). A Rival is more likely to take action against the character indirectly, or behind the scenes, than to attack him. For example, he might refuse to help the character, subtly lead him into a dangerous situation and then abandon him to fend for himself, or make him look like a fool in front of others.

With the GM's permission, a character could have a Rival who's also a Hunted or a DNPC (or even a Follower or Contact, perhaps). However, the GM needs to examine any of those situations carefully to make sure the character isn't getting more Matching Complications points than he's really entitled to — there should be distinct features that make the other character disadvantageous in multiple ways, and the ending of one of those "relationships" shouldn't necessarily end the other.

RIVALRY'S VALUE

The value of a Rivalry depends on four factors. First, is the Rivalry Professional (which includes job- and hobby-related goals and aspirations), Romantic, or both?

Second, what's the relative power of the character and his Rival? The more advantages the Rival has over the character, the greater the value of the Rivalry. These advantages could include higher rank, the ability to give the character orders, being more socially or politically prominent, having better relevant Skills (such as a higher High Society roll), being wealthier, being closer to the object of the Rivalry (for example, the Rival is engaged to the object of a Romantic Rivalry), or outnumbering the character (a character who takes a Rivalry with "the U.S. Army" gets more points than one who takes a Rivalry with a single soldier). Similarly, a Rival who's a PC (and thus, by definition, possesses more importance and advantages than the average person) is worth more points.

Third, how fierce is the Rivalry? Most characters simply seek to outdo, embarrass, or humiliate their Rival, but some want to harm him or kill him.

Fourth, is the Rival aware or unaware of the Rivalry? Most Rivals are Aware. If they're Unaware (which gives the character an advantage), the Rivalry is worth -5 points.

Example: *Hamilton Cross, a PC who's a bitter piano player, has always been jealous of Randall Irons's luck with the ladies. He buys this as a Romantic Rivalry. Irons, another PC, knows Cross will try to show him up in front of the ladies whenever the opportunity arises. Thus, Hamilton's Rivalry is worth 10 points (Romantic Rivalry, Outdo Rival, Rival is Aware, Rival is a PC).*

One night at the Empire Club, Cross sees Irons dancing with the lovely Duchess Lydia. Seething with jealousy, he leaves the other PCs behind and walks down to the ballroom floor to show Irons what dancing is all about!



RIVALRY

Cost	Rivalry Situation
5	Professional or Romantic Rival
10	Professional and Romantic Rival

Cost	Rival's Power Or Authority
-5	Rival is Less Powerful than character or is in an Inferior Position
+5	Rival is More Powerful than character or is in a Superior Position (superior rank, numerical superiority, wealthier)
+10	Rival is Significantly More Powerful than character or is in a Very Superior Position (engaged/married to romantic interest, very superior rank, much greater wealth than character, significant social or political power, greatly outnumbers character)
+5	Rival is a Player Character

Cost	Fierceness Of Rivalry
+0	Character seeks to Outdo, Embarrass, or Humiliate Rival
+5	Character seeks to Harm or Kill Rival

Cost	Knowledge Of Rivalry
-5	Rival is Unaware of Rivalry
+0	Rival is Aware of Rivalry

RIVALRY EXAMPLES

Rivalry: Romantic (with starship captain, for affections of captain's wife; Rival is Significantly More Powerful, Rival Aware of Rivalry): 15 Character Points

Rivalry: Professional (with fellow journalist, for best stories and assignments): 5 Character Points

Rivalry: Professional and Romantic (with fellow courtier, for the attentions of the King and affections of the Princess; Rival is a Player Character; Seek to Harm/Kill Rival): 20 Character Points.

SOCIAL COMPLICATION

This Complication means the character's ability to interact with society and/or other people is somehow limited, restricted, more difficult than usual, or dangerous to him. Examples include keeping an important secret (such as a secret identity or the fact that the character accidentally killed someone years ago), being well-known or famous (enemies or crazed fans can easily find the character and/or make his life difficult), being an ex-convict, or belonging to a disfavored minority group.

The value of Social Complication depends upon how often the restrictive circumstances occur and their effects on the character. If the Complication does not restrict the character in some cultures or societies with which he frequently interacts, the Complication is worth less.

Social Complication shares some similarities with Complications such as Negative Reputation, Distinctive Features, and Hunted. The player and GM should examine each of these to determine the best way to represent appropriate hindrances.

SOCIAL COMPLICATION

Cost	Circumstances Frequency
5	Infrequently
10	Frequently
15	Very Frequently

Cost	Effects Of Restrictions
+0	Minor (inconvenience but little danger; that which is taken away can, eventually, be recovered or restored) (character may be fired, disowned, or suffer other minor problems)
+5	Major (there's a risk of potential injury or extreme inconvenience; that which is taken away can only be restored with great difficulty) (character may suffer imprisonment, be required to undertake dangerous tasks, and so forth)
+10	Severe (extreme risk of death or injury; that which is taken away cannot be restored)
-5	Social Complication Is Not Limiting In Some Cultures Or Societies

SOCIAL COMPLICATION EXAMPLES

Famous: Like Public Identity, but the character doesn't have any significant enemies (at least at the start of the campaign), just bothersome fans: Frequently, Minor: 10 points.

Secret Identity: The character maintains a secret identity of some sort (for example, a superhero with a costumed crimefighter persona and a normal, everyday, identity): Frequently, Major (there is a risk that the identity will be exposed, which in turn exposes the character and his loved ones to attack or other problems): 15 points (or Severe [20 points] if the character has a large number of enemies who want to kill or maim him).

Public Identity: The character is well-known to the public for some reason, and information about him can easily be located. His enemies can attack him whenever they want, fans and admirers may mob him at awkward times, and so forth: Frequently, Major: 15 points (or Severe [20 points] if the character has a large number of enemies who want to kill or maim him).

Minority: The character is a member of a racial, ethnic, religious, or other minority that suffers extreme prejudice from most or all of society. He has difficulty finding a job, using public accommodations, and generally getting things done: Very Frequently, Minor: 15 points.

Subject To Orders: The character belongs to an organization (such as the military) that has near-total control over his life and actions — it can even order him to go on dangerous missions. Although the character doesn't have to obey, disobedience may entail severe consequences: Very Frequently, Major: 20 points (or Severe [25 points] if the character is typically sent on suicide missions).

Slave: The character is owned by another person, can be forced to do whatever his owner wants, and has few or no legal or civil rights: Very Frequently, Major: 20 points.

Attainder/Corruption Of The Blood: One of the character's ancestors committed a crime so vile that all of his descendants suffer restrictions on their legal or civil rights or are considered honorless scum: Infrequently, Minor: 5 points.

Harmful Secret: The character has some secret that prove harmful to him if revealed — it could cost him his job, family, or reputation, or be used to blackmail him: Infrequently, Minor: 5 points.

SUSCEPTIBILITY

A character with this Complication takes damage from objects or effects that are harmless to most people.

The value of a Susceptibility depends on three factors. The first is how frequently the character is likely to encounter the damaging object or effect — common items, such as salt or silver, are worth more than rare ones, such as argonite. (Frequency can also depend on general knowledge — holy items aren't necessarily common, but everyone knows they harm vampires and demons, so they're Very Common for this purpose.) The GM must approve all such items or effects, and should, of course, only approve ones actually present in the campaign setting. The second factor is how much damage the character takes when he encounters the object or effect. The third factor is how quickly he takes damage.

A Susceptible character takes STUN damage (no defense applies) immediately when exposed to the object or effect to which he's Susceptible. Thereafter, he takes damage at the time increments defined by the Complication. Once he's unconscious, he also begins to take Normal Damage BODY from the attack until he dies or is removed from the object or effect. He does not stop taking damage, and may not Recover from the damage, until the object or effect is removed. (He may, however, be Healed of the damage, or Regenerate it [see below].)

Example: *Centurion takes 3d6 each Phase (with no defense) when exposed to green argonite meteorites. Argonite is uncommon, so this Susceptibility is worth 25 points (3d6, Uncommon, Damage is once per Phase). He's placed in a green argonite cell and takes 3d6 STUN each of his Phases. Centurion soon goes unconscious. Now he'll take 3d6 Normal Damage (STUN and BODY) each Phase until he dies.*

If the character is Susceptible to an Instant effect, like an attack, he takes the damage whenever exposed to the substance/phenomenon. He receives no value for time increments, since the effect doesn't last long enough to fulfill a time increment.

At the GM's option, the Susceptibility can inflict damage other than STUN. In this case, each d6 of STUN damage should be replaced with 10 Active Points of another attack.

A character may choose to take BODY *and* STUN from his Susceptibility each Phase even before he's unconscious (if so, he should buy the Susceptibility twice). Be careful with this alternative — it's quite dangerous.

SUSCEPTIBILITY EXAMPLES

Susceptibility To Holy Ground: suffer Drain STR 2d6 + Drain CON 1d6 every Turn character is on holy or sacred ground (Uncommon): 20 Character Points

Susceptibility To Salt: 1d6 damage per Phase (Common): 20 Character Points

Susceptibility To Green Argonite: 3d6 damage per Phase (Uncommon): 25 Character Points

Susceptibility To Being Teleported: 3d6 damage, Instant Effect (Uncommon): 15 Character Points

SUSCEPTIBILITY

Cost	Condition Frequency
5	Uncommon
10	Common
15	Very Common

Cost	Take Damage Every
+0	Effect is instant
+15	Segment
+10	Phase
+5	Turn
0	Minute
-5	5 minutes
	...and so forth

Cost	Number Of Dice
+0	1d6
+5	2d6
+10	3d6



If a character has a Power that would protect him against the substance he's Susceptible to or blunt the effects of the Susceptibility, either partly or fully (for example, Regeneration), he can reflect this by purchasing the Susceptibility at a low frequency (once per minute, for example). Damage from Susceptibilities is automatic — no defenses apply against it — but a low frequency can simulate a character's ability to "withstand" the damage for short periods.

Susceptibility is primarily used in Superheroic campaigns. Characters in Heroic campaigns shouldn't take Susceptibilities except in unusual circumstances.

PROXIMITY

In some campaigns, GMs may want to take one more factor into account: whether the substance triggering the Susceptibility is merely in the vicinity of, in direct contact with, or internalized within the character.

With this optional rule, the default for Susceptibility is "character suffers effect when exposed to the substance." This means the Susceptibility affects the character if he's within 8m of the substance and the substance isn't contained within an object that suppresses or insulates its unusual properties. (In the GM's discretion, at ranges beyond 8m, the substance still affects the character, but at one-half its listed effect per 2x the distance. Thus, a substance that normally does 2d6 damage instead does 1d6 at 10-16m, ½d6 at 17-32m, 1 point at 33-64m, and no damage at 65m and beyond.)

If the substance must be brought into direct contact with the character's skin, reduce the value of the Susceptibility by 5 points. If the character must ingest the substance, reduce the value by 10 points.

SUSCEPTIBILITY: PROXIMITY OF SUBSTANCE

Value	Proximity Is
-0	Substance Affects Character Within 8m
-5	Substance Must Touch Character's Skin
-10	Substance Must Be Ingested/Injected

ALTERNATE AND RELATED SUSCEPTIBILITY EFFECTS

With the GM's permission, you can adapt the rules for the *Dependence* Complication to Susceptibility so that a character suffers some effect other than damage from being Susceptible. For example, instead of taking damage when in the presence of the dangerous substance, a character could suffer incompetence, weakness, or loss of powers.

A character can apply Limitations to Powers and Characteristics to represent additional effects of his Susceptibility. For example, a character could buy his STR so that it doesn't work in the presence of the substance to which he's Susceptible. The Limitation value depends primarily on how common the substance is (-¼ for Uncommon, -½ for Common, -1 for Very Common), but you may want to take proximity and other factors into account and adjust the value accordingly.

It's also appropriate for a character to have other Complications associated with his Susceptibilities. If the substance is supposed to do more than simply damage him, he can take other Complications associated with it. For instance, Psychological Complications such as *Freezes When Seeing Substance* (Total Intensity; frequency varies with substance) and Physical Complications like *Blind In The Presence Of Substance* (Impairs Greatly; frequency varies with substance) add new and interesting dimensions to the character's weakness.

UNLUCK

Improbable and unlucky things happen to a character who has Unluck. The GM should require an Unluck Roll when the character's winning easily in a fight, depending on a sure thing, succeeding easily, taking a simple task for granted, and so forth.

Unluck is worth 5 Matching Complications points per 1d6. When determining whether Unluck affects him, a character rolls his Unluck dice; each "1" that appears on the dice counts as one level of Unluck. The more levels of Unluck, the more intense the effects should be. The accompanying table gives some suggested effects for Unluck.

Unluck isn't just a roll — it should affect the character in minor ways whenever he's winning or on top of a situation. A character with Unluck may also buy Luck: he's Lucky when losing and Unlucky when winning (resulting in a very confused character). The maximum amount of Unluck allowed is 5d6 (which is worth 25 Character Points as a Complication). Any more than this and the character would have great difficulty staying alive in a dangerous world.

The GM should be careful not to overemphasize this Complication, since Unluck can be extremely frustrating and annoying. The GM might roll secretly for Unluck, and let the player worry about whether it's working. Usually, the GM should only roll Unluck once during an encounter, to give himself a general idea of the outcome.

UNLUCK

Levels	Possible Effects
1	The character slips and is put at a disadvantage in combat, the computer malfunctions, the character loses 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 inopportune moment, a vacuum suit temporarily malfunctions, or an attack misses its target and 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 three levels, 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 Hunteds might show up simultaneously, and so forth.

VULNERABILITY

A character with this Complication takes extra damage from a particular attack form.

The value of this Complication depends on two things. The first is how common or frequent the attack form is. The player should determine this with the help of the GM, since the frequency of a certain type of attack varies from campaign to campaign. If the campaign is a high-tech Science Fiction game, Blasters might be common, while in a Fantasy setting they'd be non-existent (and therefore not worth any Matching Complications points). The GM determines how common different types of attacks are in his campaign.

The second factor is what multiple of regular damage the character takes. Standard Vulnerabilities multiply the damage by 1½; alternatively, characters can take two times (2x) damage for a larger value. This multiplier applies to either the STUN or BODY of the attack — the character chooses which when he buys the Complication. It's possible for a character to take a STUN Vulnerability and BODY Vulnerability to an attack by buying the Complication twice.

The damage a character takes is multiplied by the Vulnerability multiplier before the character applies any defenses — if he's Vulnerable to an attack, it's going to hurt. (A Vulnerability to BODY doesn't affect Knockback, which is still determined just from the BODY rolled.) Vulnerability does not have any effect on the Active Points of a power for purposes of Dispel or the like.



Example: *Firelord is Vulnerable to Ice/Cold Attacks (Common, 2x STUN; 20 points). He has a total of 16 ED. Snowblind hits him with a cold-based Blast 10d6 and rolls 38 STUN damage. Since he's Vulnerable, this becomes 76 STUN. He subtracts his defense, takes (76-16) 60 STUN, and is Knocked Out.*

A character can have a Vulnerability to attacks that do not do literal "damage" — like continuing-effect Mental Powers, Flashes, and Presence Attacks. The value for such a Vulnerability is determined normally (*i.e.*, it's based on the level of Vulnerability Multiplier and the commonness of the attack). When attacked by the attack form, the character multiplies the dice of effect by the Vulnerability Multiplier, and then uses this new total to determine the level of effect.

Example: *Ferret takes x2 effect from Presence Attacks (he's timid). Mechanon flies down and shouts "Freeze, organic form!" Mechanon's Presence is 40, and he rolls 29 on his 8d6. Ferret doubles this to 58, and then applies it against his 8 Presence. This is a Presence + 50 effect — Ferret won't be going anywhere for a long time.*

VULNERABILITY EXAMPLES

Vulnerable To Sonic Attacks: (Uncommon, 2x BODY): 10 Character Points

Vulnerable To Fire Attacks: (Common, 1½x BODY): 10 Character Points

Vulnerable To Physical Killing Attacks: (Very Common, 1½x STUN): 15 Character Points

A character may have two or more Vulnerabilities that are affected by a single attack — for example, a character who's Vulnerable to Ice/Cold and Vulnerable to Magic could get hit by a Frost Bolt Spell. In that situation, multiply the larger multiplier by the smaller multiplier to get an overall multiplier. Thus, two x1.5 multipliers become a x2.25 multiplier, a x1.5 and x2 become a x3 multiplier, and two x2 multipliers become a x4 multiplier.

If a character has a Vulnerability to both the STUN and BODY of a particular special effect or type of attack, and is hit by a Killing Attack that exploits the Vulnerability, first determine the BODY and STUN of the Killing Attack normally. After that's done, apply the Vulnerability multiplier. For example, suppose a character who's Vulnerable to Fire (2 x STUN and 2 x BODY) is hit by a fire RKA 3d6 (a fireball). The attacker rolls his damage, getting 10 BODY and a x3 STUN Multiplier for 30 STUN. The Vulnerability now applies, doubling that to 20 BODY and 60 STUN.

In campaigns that use the Hit Location rules, apply both the Vulnerability modifier and the Hit Location modifier before taking the target's defenses into account. For example, a character hit in the Head with a Killing Attack to which he had a 2 x STUN Vulnerability would apply the x5 STUN Multiplier for the Head location, and then the x2 Vulnerability modifier.

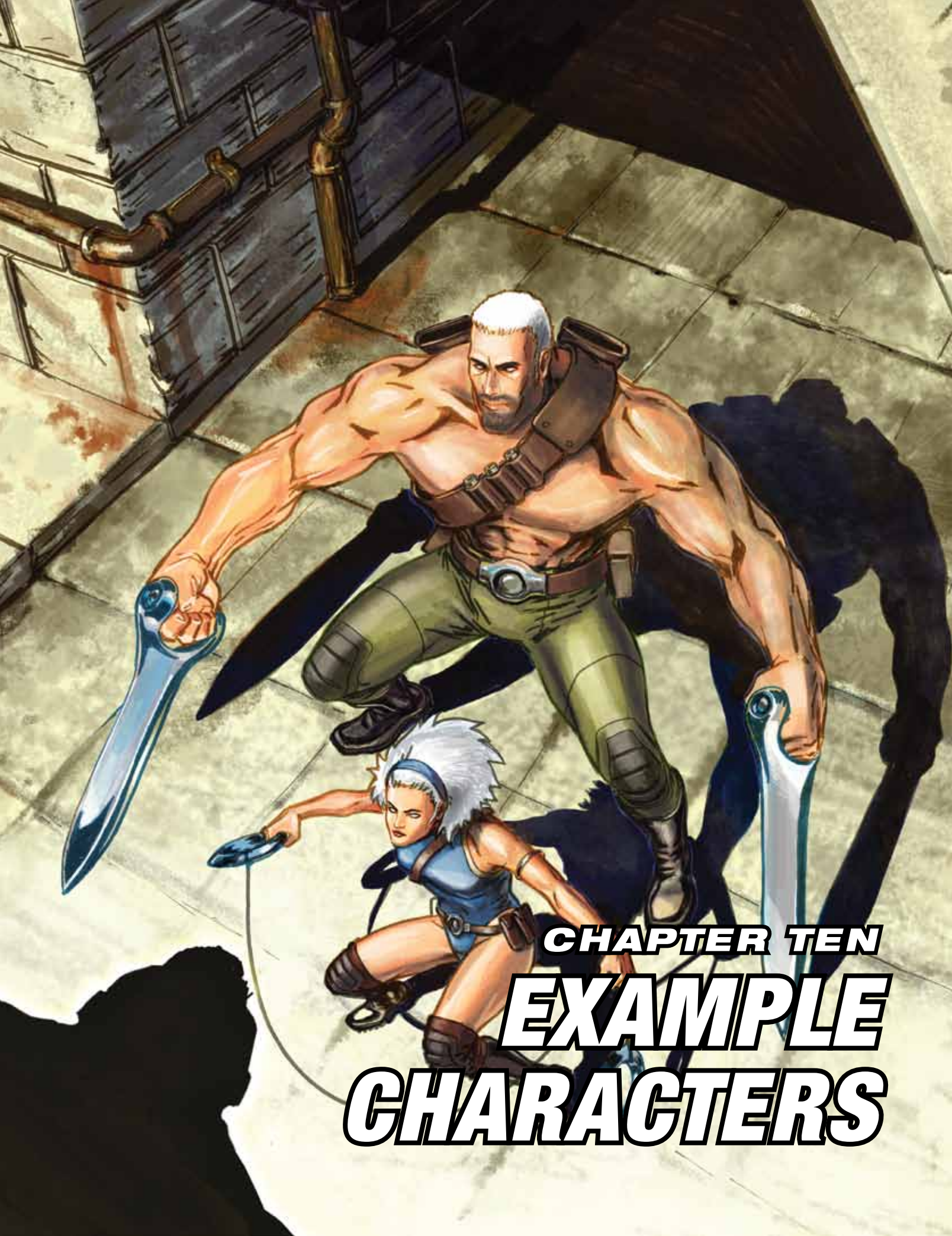
Vulnerability damage multipliers do not apply to damage from Susceptibilities, Dependences, or other Complications involving the same power/special effect.

Generally, Vulnerability is most appropriate for Superheroic campaigns. Players should consult with their GM before taking it for characters in Heroic games.

VULNERABILITY

Cost	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)

Cost	Vulnerability Multiplier
+0	x 1½ (Target takes 1½x damage)
x2	x2 (Target takes 2x damage)



CHAPTER TEN

EXAMPLE CHARACTERS



EXAMPLE CHARACTERS

Here's a step-by-step example of how to create a character. (You can find plenty of other example characters in Chapter Five.)

Tim plays in a *Pulp Hero* game that emulates the stories told in the pulp adventure magazines of the 1930s. He decides to create a classic strong-jawed, two-fisted hero. He chooses the name "Randall Irons," which has a strong, adventurous sound.

As Tim envisions him, Randall Irons is better than a normal person — stronger, smarter, tougher — but not a *lot* better. He's not the strongest or fastest adventurer out there; he's a well-rounded hero. So, Tim chooses the following Characteristics:

Val	Char	Cost
15	STR	5
15	DEX	10
18	CON	8
13	INT	3
13	EGO	3
20	PRE	10
5	OCV	10
5	DCV	10
4	OMCV	3
4	DMCV	3
4	SPD	20
6	PD	4
6	ED	4
7	REC	3
35	END	3
15	BODY	5
32	STUN	6

Total Characteristics Cost: 110

Next, Tim gives some thought to his character's Skills. First and foremost, he wants Irons to be physically and athletically competent, so he chooses several Skills and abilities to reflect that:

Cost	Skill
3	Climbing 12-
3	Combat Driving 12-
3	Stealth 12-
2	Running +2m (14m total)
2	Leaping +4m (8m forward, 4m upward)

Tim decides that not only is Irons a good shot, but he fought in the Great War (World War I) and learned several Skills from his military experiences:

Cost	Skill
10	+2 with Firearms
4	+2 versus Range Modifier with Pistols
3	Fast Draw (Small Arms) 12-
2	Navigation (Land) 12-
3	Tactics 12-
3	WF: Small Arms, Blades

Since the Great War ended, Irons has traveled all over the world having adventures. Tim gives him some Skills to represent his early adventuring career:

Cost	Skill
2	Gambling (Card Games) 12-
2	Area Knowledge: Africa 11-
2	Area Knowledge: China 11-
2	Area Knowledge: Europe 11-
2	Area Knowledge: India 11-
2	Knowledge Skill: Legends And Lore 11-
1	Language: French (basic conversation)
1	Language: German (basic conversation)

Irons is supposed to be a hero of the "two-fisted" variety, so Tim needs to improve his fighting Skills a little. Tim decides Irons learned how to box before joining the Army:

Cost	Skill
4	Martial Block
3	Martial Grab
4	Martial Strike
5	Offensive Strike

Lastly, Tim wants to give Randall Irons a special ability that sets him apart from other pulp heroes. He decides Irons has a gift for getting along with animals. Somehow, even the fiercest animals like him. He can make friends with the most vicious guard dog, stop a tiger from leaping at him, or calm down a rampaging bull elephant. Tim represents this with the Skill *Animal Handler;* the special effect of the Skill is "Irons has an empathic ability to make friends with many types of animals."

Cost	Skill
9	Animal Handler (Camels, Canines, Elephants, Equines, Felines, Raptors, Reptiles & Amphibians, Ursines) 13-

Tim adds up what he's spent on Skills, and gets 77. Since he spent 110 Character Points on Characteristics, that means he's spent 187 points. Unfortunately, in this game, starting characters are only built on 175 points, so Tim needs to remove 12 points from Randall Irons. He decides to get rid of the extra Running and Leaping (-4 points), the Range Skill Levels (-4 points), and the KSs of China and India (-4 points). That gets him down to 175 points; he can buy the Skills he had to get rid of after he earns a few Experience Points.

Now Tim has to spend Irons's Complication Points — since he spent all 175 of Irons's Total Points, so he needs the full 50 Character Points' worth of Matching Complications. The first Complication is obvious: he wants Randall Irons to be a true hero, the sort of man who'll pass up an opportunity to attack a villain if he has to rescue a hostage, won't hit a lady (and treats women in general with respect), and so on. The GM accepts this as a valid Complication, so Tim notes it on his character sheet:

Value	Complication
15	**Psychological Complication:** True-Blue Hero (Common, Strong)

15 points down, 35 to go. Tim decides Irons is the type of man who sometimes gets in over his head. He can't resist a serious challenge (even if he's outmatched) and thinks he can handle any problem — in short, he's a little too overconfident for his own good:

Value	Complication
15	**Psychological Complication:** Overconfidence (Very Common, Moderate)

In his military and adventuring careers, Irons has made a few enemies. One is "Colonel" Bruce Forsythe, a former British military officer. Irons disobeyed Forsythe's badly-conceived orders several times during the War, and eventually exposed Forsythe as a traitor. Forsythe escaped justice and became an adventurer, ever eager for revenge against his hated nemesis Irons. In short, Forsythe is a Hunted; he counts as "More Powerful" than Irons because he has a lot of money and contacts he can use.

Value	Complication
20	**Hunted:** "Colonel" Bruce Forsythe (Frequently, Mo Pow, Capture/Kill)

That's 50 Matching Complications points' worth of Complications, so Tim's done. However, he has a few more ideas for ways to make his character's life "interesting," so he tells the GM about some other Complications he was considering that he'd like to see become a part of the game even though he doesn't need any more Complication Points.

First, Tim was thinking about a second Hunted, but one that's a little different, with a bit of a romantic twist to it. He chooses the lovely Drisana, the daughter of a rajah and criminal mastermind in India whom Irons and his friends have clashed with on several occasions. Drisana obviously has romantic feelings for Irons, and to some extent he reciprocates them... but she's her father's daughter, with criminal inclinations and a hunger for wealth and power, so it's a match that can never be (unless Irons somehow manages to reform her).

Second, Tim thinks Irons, with his good looks and winning ways, is probably something of a ladies' man. Maybe that's inspired a little jealousy in one of the other PCs. In fact, the idea of having a Rivalry with another PC appeals to Tim; it would make for great roleplaying! He approaches his friend Eric with this idea, since Eric's character, a bitter piano player named Hamilton Cross, is just the type to resent Irons's success with women. Eric likes the idea, too, so Tim tells the GM about it.

Randall Irons is now ready to play! Here's what the final character sheet looks like:

RANDALL IRONS

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	**DEX**	10	12-	
18	**CON**	8	13-	
13	**INT**	3	12-	PER Roll 12-
13	**EGO**	3	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
4	**OMCV**	3		
4	**DMCV**	3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (0 rPD)
6	**ED**	4		*Total:* 6 ED (0 rED)
7	**REC**	3		
35	**END**	3		
15	**BODY**	5		
32	**STUN**	6		**Total Characteristics Cost: 110**

Movement: Running: 12m

Cost	Powers	END

Martial Arts: Boxing

	Maneuver	*OCV*	*DCV*	*Damage/Effect*
4	Block	+2	+2	Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, +10 to STR for holding on
4	Cross	+0	+2	STR +2d6 Strike
5	Hook	-2	+1	STR +4d6 Strike

Skills

10	+2 with Firearms
9	Animal Handler (Camels, Canines, Elephants, Equines, Felines, Raptors, Reptiles & Amphibians, Ursines) 13-
3	Climbing 12-
3	Combat Driving 12-
3	Fast Draw (Small Arms) 12-
2	Gambling (Card Games) 12-
2	AK: Africa 11-
2	AK: Europe 11-
2	KS: Legends And Lore 11-
1	Language: French (basic conversation; English is Native)
1	Language: German (basic conversation)
2	Navigation (Land) 12-
3	Stealth 12-
3	Tactics 12-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 65

Total Cost: 175

175 Matching Complications (50)

20	**Hunted:** "Col." Bruce Forsythe (Frequently, Mo Pow, Capture/Kill)
	Hunted: Drisana (Infrequently, As Pow, Capture)
15	**Psychological Complication:** True-Blue Hero (Common, Strong)
15	**Psychological Complication:** Overconfidence (Very Common, Moderate)
	Rivalry: Professional and Romantic (with Hamilton Cross, another PC)

Total Complications Points: 50



AVERAGE INDIVIDUALS

Here are a few more example characters — average people, not heroic PC types. The GM can use these for typical individuals the PCs meet, while players can use them to see how their characters stack up against the "average joe."

SMALL CHILD

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
8	DEX	-4	11-	
5	CON	-5	10-	
7	INT	-3	10-	PER Roll 10-
5	EGO	-5	10-	
5	PRE	-5	10-	PRE Attack: 1d6
3	OCV	0		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
1	SPD	-10		*Phases:* 7
1	PD	-1		*Total:* 1 PD (0 rPD)
1	ED	-1		*Total:* 1 ED (0 rED)
2	REC	-2		
10	END	-2		
5	BODY	-5		
8	STUN	-6		**Total Characteristics Cost: -48**

Movement: Running: 8m
Swimming: 2m

Cost	Powers	END
-4	**Toddling:** Running -4m (8m total)	
-1	**Slow Swimmer:** Swimming -2m (2m total)	
	Skills	
4	**Short:** +2 to Stealth	

Total Powers & Skills Cost: -1

Total Cost: -55

25	**Matching Complications (15)**
10	**Physical Complication:** Short — 1m tall, 12.5 kg mass, +6m Knockback (Infrequently, Slightly Impairing)

Total Complications Points: 10

SENIOR CITIZEN

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
8	DEX	-4	11-	
5	CON	-5	10-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
3	DCV	0		
4	OMCV	3		
4	DMCV	3		
1	SPD	-10		*Phases:* 7
1	PD	-1		*Total:* 1 PD (1 rPD)
1	ED	-1		*Total:* 1 ED (1 rED)
2	REC	-2		
10	END	-2		
8	BODY	-2		
14	STUN	-3		**Total Characteristics Cost: -23**

Movement: Running: 8m
Swimming: 2m

Cost	Powers	END
-4	**Slowing Down:** Running -4m (8m total)	
-1	**Slowing Down:** Swimming -2m (2m total)	
	Skills	
2	KS: Own Profession 11-	
2	KS: Hobby 11-	
2	PS: Own Profession 11-	

Total Powers & Skills Cost: 1

Total Cost: -22

25	**Matching Complications (15)**
15	GM's choice of appropriate Complications such as Physical Complication or Psychological Complication

Total Complications Points: 15

AVERAGE PERSON

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
8	DEX	-4	11-	
8	CON	-2	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
8	PRE	-2	11-	PRE Attack: 1½d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		*Phases:* 6, 12
2	PD	0		*Total:* 2 PD (0 rPD)
2	ED	0		*Total:* 2 ED (0 rED)
4	REC	0		
15	END	-1		
8	BODY	-2		
16	STUN	-2		**Total Characteristics Cost: -19**

Movement: Running: 10m
Swimming: 2m

Cost	Powers
	END
-2	**A Little Slow:** Running -2m (10m total)
-1	**A Little Slow:** Swimming -2m (2m total)
	Skills
2	KS: Own Profession 11-
2	KS: Hobby 11-
2	PS: Own Profession 11-

Total Powers & Skills Cost: 3

Total Cost: -16

25	**Matching Complications (15)**
15	GM's choice of appropriate Complications such as Physical Complication or Psychological Complication

Total Complications Points: 15

10

NOTEWORTHY NORMAL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
10	DEX	0	11-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		*Phases:* 6, 12
2	PD	0		*Total:* 2 PD (0 rPD)
2	ED	0		*Total:* 2 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		**Total Characteristics Cost: 0**

Movement: Running: 12m
Swimming: 4m

Cost	Skills
2	KS: Own Profession 11-
2	KS: Hobby 11-
2	PS: Own Profession 11-
1	Familiarity with 1 Skill

Total Powers & Skills Cost: 7

Total Cost: 7

25	**Matching Complications (15)**
15	GM's choice of appropriate Complications such as Physical Complication or Psychological Complication

Total Complications Points: 15

SKILLED NORMAL

Val	Char	Cost	Roll	Notes
13	**STR**	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
11	**DEX**	2	11-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	MCV: 3
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
3	**ED**	1		*Total:* 4 ED (0 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
24	**STUN**	2	**Total Characteristics Cost: 35**	

Movement: Running: 12m
Swimming: 4m

Cost	Skills
2	KS: Own Profession 11-
2	KS: Hobby 11-
2	PS: Own Profession 11-
2	Familiarity with two Skills
7	7 Character Points' worth of Skills

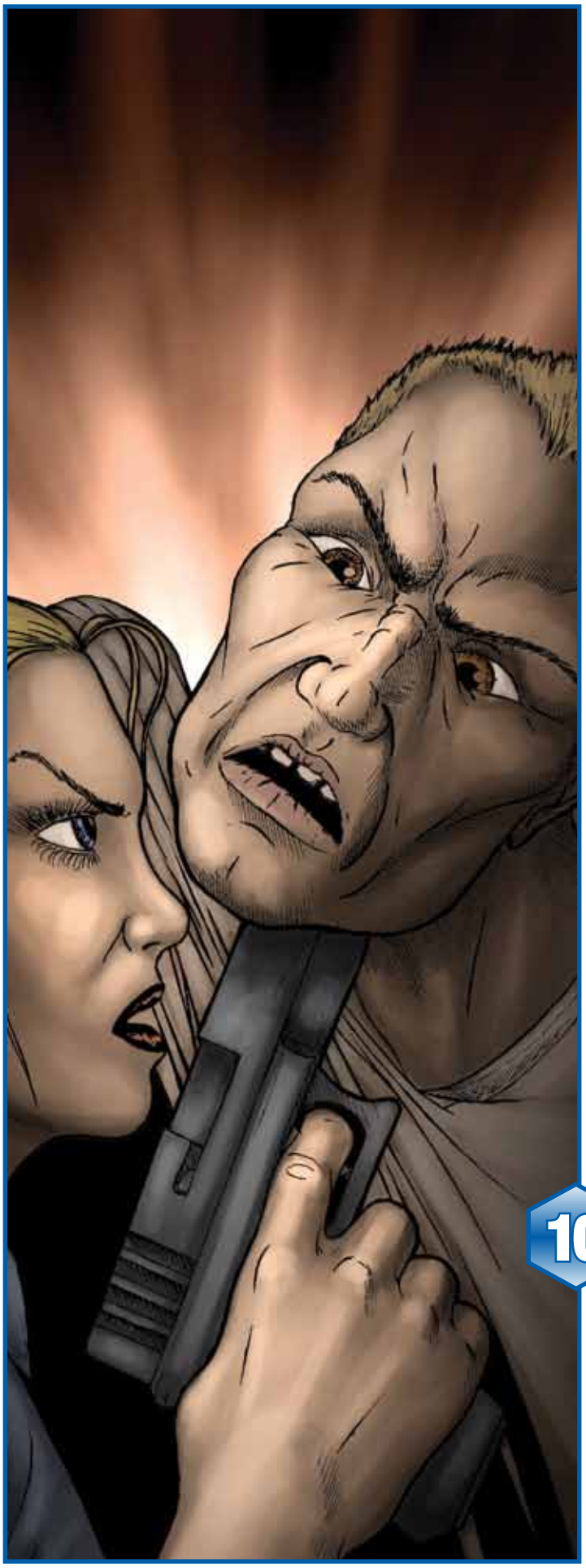
Total Powers & Skills Cost: 15

Total Cost: 50

50 Matching Complications (25)

15	GM's choice of appropriate Complications such as Physical Complication, Psychological Complication, or Social Complication
10	GM's choice of appropriate Complications such as Dependence, Physical Complication, Psychological Complication, Negative Reputation, or Social Complication

Total Complications Points: 25



COMPETENT NORMAL

Val	Char	Cost	Roll	Notes
13	**STR**	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
14	**DEX**	8	13-	
13	**CON**	3	12-	
13	**INT**	3	12-	PER Roll 12-
11	**EGO**	1	11-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
5	**DCV**	10		
4	**OMCV**	3		
4	**DMCV**	3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
4	**ED**	2		*Total:* 4 ED (0 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
22	**STUN**	1	**Total Characteristics Cost: 65**	

Movement: Running: 14m
Swimming: 4m

Cost	Powers	END
2	**Fast:** Running +2m (14m total)	1

Skills

4	One 4-point Skill Level (player's choice)
2	KS: Own Profession 11-
2	KS: Hobby 11-
3	PS: Own Profession 12-
10	Two Characteristic-Based Skills (player's choice) at +1 each
2	Familiarity with two Skills 8-
1	WF: one 1-point Weapon Familiarity of character's choice
9	9 Character Points' worth of Skills or Talents (player's choice)

Total Powers & Skills Cost: 35

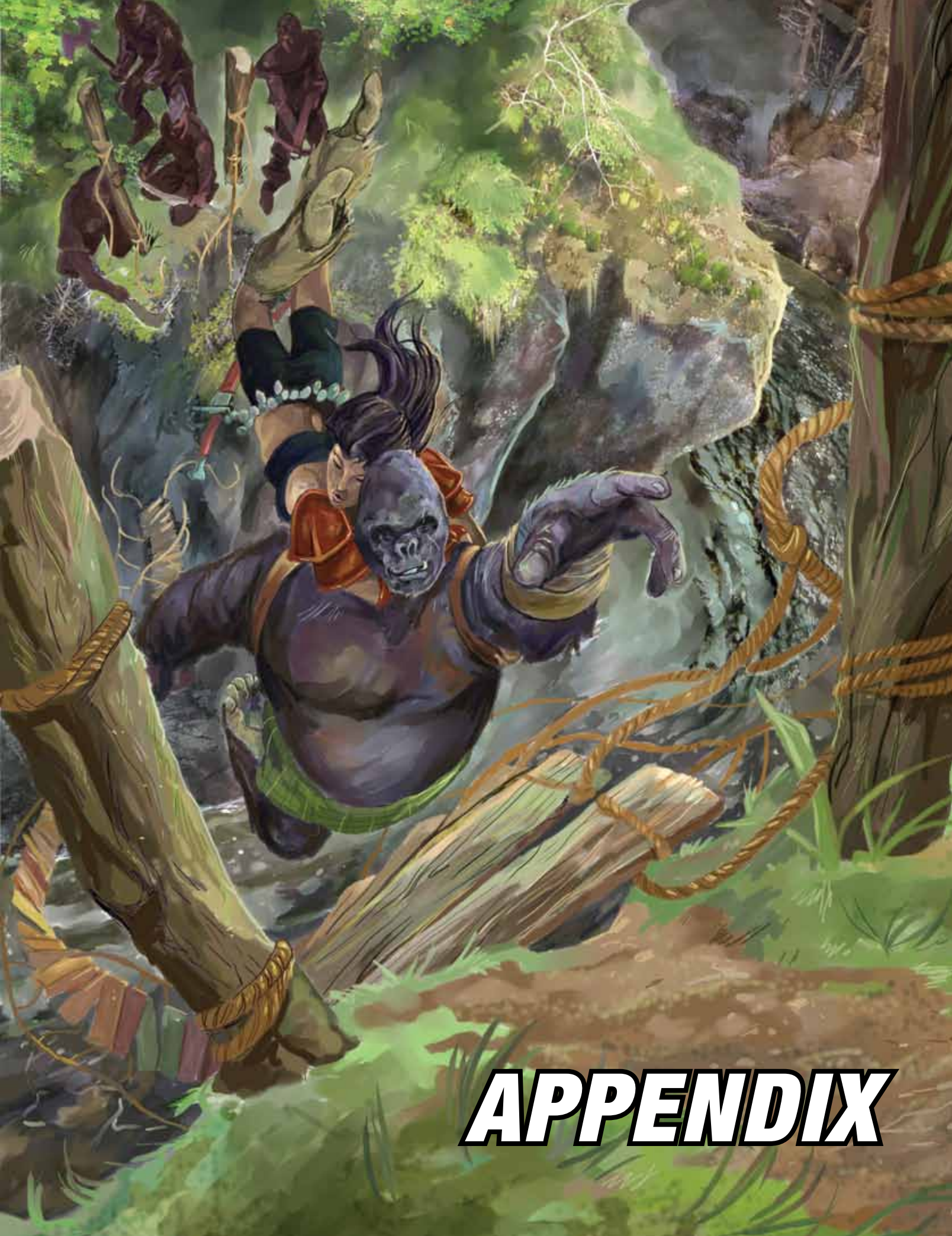
Total Cost: 100

100 Matching Complications (30)

15	GM's choice of appropriate Complications such as Physical Complication, Psychological Complication, or Social Complication
15	GM's choice of appropriate Complications such as Dependence, Physical Complication, Psychological Complication, Negative Reputation, or Social Complication

Total Complications Points: 30

10



APPENDIX



APPENDIX

LARGE AND SMALL CHARACTERS

As discussed in Chapter Five of 6E1, characters who can change their size at will use the Powers *Growth* and *Shrinking* to simulate that ability. But some characters, such as giants or pixies, are larger or smaller than the *HERO System*'s defined norm of 2m tall and 100 kilograms in weight.

Being larger or smaller than human normal all the time gives a character certain abilities. For example, large characters are usually very strong, while small characters have an easier time hiding. On the other hand, being larger or smaller than normal also has its drawbacks — gigantic beings can't fit into small spaces or ride in cars, while small ones can't reach things easily and may not be able to run as fast.

The accompanying Templates, ranging from one-sixty-fourth normal human size to 64 times human size, represent the standard abilities and Physical Complication pertaining to various "size categories." The listed abilities are only *guidelines* — a character doesn't necessarily have to take every single "Enormous" ability at full power if he's four times human size. It all depends on the form of his body, what it is that makes him big, exactly how tall he is, and other factors. The Small Templates also include a list of "variables," representing abilities smaller than normal characters can decrease if they want to (but they don't have to). The GM should review and approve unusually large or small characters to make sure their abilities and Complications properly simulate their size.

COMBAT VALUE AND PERCEPTION MODIFIERS

For the Large Size Templates, part of the Physical Complication is that the character is subject to the *Target Size* Combat Modifier (6E2 51) for his size category. That increases an attacker's OCV, making the Larger character easier to hit. He's also subject to the *Object Size (Large)* modifiers for Sight PER Rolls (6E2 12), making it easy for other characters to perceive him.

For a permanently larger-than-human character, the Target Size modifier assumes he has an ordinary DCV of 3 (or higher, if he's bought it up from its base level). If he wishes, he can sell back his DCV (even as low as 0) because he's so big it's virtually impossible to miss him (in this case the GM might reduce the Target Size modifier by an amount equal to the points of DCV sold back). Alternately, he can keep his DCV, and even buy points of DCV, and define the "special effect" of being missed by an attack as "it hit me, but I'm so big and tough I didn't even feel it."

Additionally, large characters may find it difficult to perform many tasks or use certain Skills. Trying to repair an automobile engine or pick a lock when your hands are as large as tables is difficult at best! If appropriate, the GM can impose the Target Size OCV modifier as a *penalty* to Skill Rolls involving human-sized objects.

Permanently shorter-than-human characters pay points as part of their Size Template to increase their DCV by the same amount as the Target Size OCV penalty. Therefore, don't use the Target Size modifier when other characters attack them — the purchased DCV takes the place of the Combat Modifier. (Unless the GM rules otherwise, the DCV purchased to simulate the fact that it's harder to hit a character who's always small don't "turn off" if the character's Knocked Out, asleep, or the like. Think of them as being Persistent.) Similarly, they pay for bonuses to Stealth as part of their Template, and those take the place of the Object Size (Small) Sight PER Roll modifiers listed on 6E2 12 in most situations.

REACH FOR LARGE CHARACTERS

Large characters' extra reach is simulated with a Limited form of Stretching; see 6E1 284 for more information.

As with everything else in a Size package, reach is not required. Some characters, particularly humaniform ones, need it. Others can't reach significantly far away from their bodies, so they don't need Reach.

SIZE TEMPLATES (LARGER)

SIZE: LARGE (CHARACTER IS UP TO TWICE HUMAN SIZE)

Cost

15 **Greater Strength:** +15 STR
5 **Greater Toughness:** +5 CON
5 **More Impressive:** +5 PRE
3 **Tougher:** +3 PD
3 **Tougher:** +3 ED
3 **Greater Mass:** +3 BODY
3 **Greater Toughness:** +6 STUN
1 **Reach:** Reach +1m (total of 2m)
12 **Long Legs:** Running +12m
6 **Heavy:** Knockback Resistance -6m

Total cost: 56 points.

Complication: Physical Complication: Large (Infrequently, Slightly Impairing) (10 points)

SIZE: ENORMOUS (CHARACTER IS UP TO FOUR TIMES HUMAN SIZE)

Cost

30 **Greater Strength:** +30 STR
10 **Greater Toughness:** +10 CON
10 **More Impressive:** +10 PRE
6 **Tougher:** +6 PD
6 **Tougher:** +6 ED
6 **Greater Mass:** +6 BODY
6 **Greater Toughness:** +12 STUN
3 **Reach:** Reach +3m (total of 4m)
24 **Long Legs:** Running +24m
12 **Heavy:** Knockback Resistance -12m

Total cost: 113 points.

Complication: Physical Complication: Enormous (Frequently, Slightly Impairing) (15 points)

SIZE: HUGE (CHARACTER IS UP TO EIGHT TIMES HUMAN SIZE)

Cost

45 **Greater Strength:** +45 STR
15 **Greater Toughness:** +15 CON
15 **More Impressive:** +15 PRE
9 **Tougher:** +9 PD
9 **Tougher:** +9 ED
9 **Greater Mass:** +9 BODY
9 **Greater Toughness:** +18 STUN
7 **Reach:** Reach +7m (total of 8m)
36 **Long Legs:** Running +36m
18 **Heavy:** Knockback Resistance -18m
22 **Huge Hands And Feet:** Area Of Effect (1m Radius; +¼) for up to 60 STR, Reduced Endurance (0 END; +½)

Total cost: 195 points.

Complication: Physical Complication: Huge (Frequently, Greatly Impairing) (20 points)

SIZE: GIGANTIC (CHARACTER IS UP TO 16 TIMES HUMAN SIZE)

Cost

60 **Greater Strength:** +60 STR
20 **Greater Toughness:** +20 CON
20 **More Impressive:** +20 PRE
12 **Tougher:** +12 PD
12 **Tougher:** +12 ED
12 **Greater Mass:** +12 BODY
12 **Greater Toughness:** +24 STUN
15 **Reach:** Reach +15m (total of 16m)
48 **Long Legs:** Running +48m
24 **Heavy:** Knockback Resistance -24m
30 **Gigantic Hands And Feet:** Area Of Effect (2m Radius; +¼) for up to 80 STR, Reduced Endurance (0 END; +½)

Total cost: 265 points.

Complication: Physical Complication: Gigantic (Frequently, Greatly Impairing) (20 points)

SIZE: GARGANTUAN (CHARACTER IS UP TO 32 TIMES HUMAN SIZE)

Cost

75 **Greater Strength:** +75 STR
25 **Greater Toughness:** +25 CON
25 **More Impressive:** +25 PRE
15 **Tougher:** +15 PD
15 **Tougher:** +15 ED
15 **Greater Mass:** +15 BODY
15 **Greater Toughness:** +30 STUN
31 **Reach:** Reach +31m (total of 32m)
60 **Long Legs:** Running +60m
30 **Heavy:** Knockback Resistance -30m
37 **Gargantuan Hands And Feet:** Area Of Effect (4m Radius; +¼) for up to 100 STR, Reduced Endurance (0 END; +½)

Total cost: 343 points.

Complication: Physical Complication: Gargantuan (Very Frequently, Greatly Impairing) (25 points)

SIZE: COLOSSAL (CHARACTER IS UP TO 64 TIMES HUMAN SIZE)

Cost

90 **Greater Strength:** +90 STR
30 **Greater Toughness:** +30 CON
30 **More Impressive:** +30 PRE
18 **Tougher:** +18 PD
18 **Tougher:** +18 ED
18 **Greater Mass:** +18 BODY
18 **Greater Toughness:** +36 STUN
63 **Reach:** Reach +63m (total of 64m)
72 **Long Legs:** Running +72m
36 **Heavy:** Knockback Resistance -36m
90 **Colossal Hands And Feet:** Area Of Effect (8m Radius; +½) for up to 120 STR, Reduced Endurance (0 END; +½)

Total cost: 483 points.

Complication: Physical Complication: Colossal (All The Time, Greatly Impairing) (30 points)

SIZE TEMPLATES (SMALLER)

SIZE: SMALL
(CHARACTER IS ABOUT HALF HUMAN SIZE)

Cost

10 **Hard To Hit:** +2 DCV

4 **Hard To Perceive:** +2 to Stealth

Total cost: 14 points (minus cost of reduced variables; see below)

Complication: Physical Complication: Small (Infrequently, Slightly Impairing) (10 points)

SIZE: DIMINUTIVE
(CHARACTER IS ABOUT ONE-QUARTER HUMAN SIZE)

Cost

20 **Hard To Hit:** +4 DCV

8 **Hard To Perceive:** +4 to Stealth

Total cost: 28 points (minus cost of reduced variables; see below)

Complication: Physical Complication: Diminutive (Frequently, Slightly Impairing) (10 points)

SIZE: TINY
(CHARACTER IS ABOUT ONE-EIGHTH HUMAN SIZE)

Cost

30 **Hard To Hit:** +6 DCV

12 **Hard To Perceive:** +6 to Stealth

Total cost: 42 points (minus cost of reduced variables; see below)

Complication: Physical Complication: Tiny (Frequently, Slightly Impairing) (15 points)



SIZE: MINUSCULE
(CHARACTER IS ABOUT ONE-SIXTEENTH HUMAN SIZE)

Cost

40 **Hard To Hit:** +8 DCV

16 **Hard To Perceive:** +8 to Stealth

Total cost: 56 points (minus cost of reduced variables; see below)

Complication: Physical Complication: Minuscule (Frequently, Greatly Impairing) (20 points)

SIZE: MINUTE
(CHARACTER IS ABOUT ONE-THIRTY-SECOND HUMAN SIZE)

Cost

50 **Hard To Hit:** +10 DCV

20 **Hard To Perceive:** +10 to Stealth

Total cost: 70 points (minus cost of reduced variables; see below)

Complication: Physical Complication: Minute (Very Frequently, Greatly Impairing) (25 points)

SIZE: INSECTILE
(CHARACTER IS ABOUT ONE-SIXTY-FOURTH HUMAN SIZE)

Cost

60 **Hard To Hit:** +12 DCV

24 **Hard To Perceive:** +12 to Stealth

Total cost: 84 points (minus cost of reduced variables; see below)

Complication: Physical Complication: Insectile (All The Time, Greatly Impairing) (30 points) (at this size, normal-sized hands and feet may be considered "Area Of Effect" attacks when used to hit the Insectile character)

VARIABLES FOR SMALLER THAN NORMAL CHARACTERS

Cost **Power**

var **Short Legs:** x½ Running per Size Template (e.g., x½ for Small, x¼ for Diminutive, and so on, but character should typically have a minimum of Running 1m regardless of size)

var **Weak:** -5 STR per Size Template (but minimum of STR 1)

var **Less Impressive:** -5 PRE per Size Template (but minimum of PRE 1)

THE DRAWBACKS OF SIZE

Larger and/or heavier characters have problems because they can't fit through doors easily, have trouble walking on upper stories because they break through the floor or ceiling, can't ride in normal vehicles, accidentally crush furniture and break things, and so forth. Smaller and/or lighter characters suffer fewer problems, but sometimes have trouble reaching things, making themselves noticed, and generally getting along in a world designed for people much bigger than themselves.

Some of these drawbacks are easily defined in game rules terms. Permanently larger-than-human characters are 2x mass for every doubling of height. They're subject to the Target Size modifier to attackers' OCV, and the Object Size (Large) modifier to other characters' Sight PER Rolls (these same modifiers may apply to other Senses, such as Hearing because of the thunderous sound of the character's footsteps). Permanently smaller-than-human characters buy DCV and Stealth bonuses to simulate the Target Size and Object Size (Small) modifiers. For every halving of height, a small character is x⅛ mass, suffers +6m Knockback from attacks (the extra meters only add to the distance traveled, not the damage taken from being Knocked Back), and his Reach is halved. (This assumes, of course, that the campaign uses the Knockback rules, but even if it doesn't normally, the GM may occasionally have attacks Knock Back smaller characters since they weigh so much less than the average PC.)

The accompanying table provides suggested Physical Complication values for characters of various sizes. These values are used in the Size Templates, and assume the character spends a significant amount of time (more than half of his in-game time) in settings suited for characters of "normal human" size and weight. If that's not the case, the GM should reduce the value of the Complication appropriately.

Size doesn't necessarily indicate that a character is taller than a normal human; it may reflect length or girth instead. The Physical Complication reflects overall size and bulk, not just height. The specified parameters are *guidelines;* GMs should give each character the Physical Complication that fits him best, regardless of whether the character is exactly the listed size.

SIZE/WEIGHT PHYSICAL COMPLICATION

Value	Physical Complication
30	**Insectile**, down to 1/64 human size and/or mass (3.2 cm [about 1 inch]) or smaller (+36m Knockback; 1.6 cm Reach) (All The Time, Greatly Impairing)
25	**Minute**, down to 1/32 human size and/or mass (6.4 cm) (+30m Knockback; 3.2 cm Reach) (Very Frequently, Greatly Impairing)
20	**Minuscule**, down to 1/16 human size and/or mass (12.5 cm) (+24m Knockback; 6.4 cm Reach) (Frequently, Greatly Impairing)
15	**Tiny**, down to 1/8 human size and/or mass (25 cm) (+18m Knockback; 12.5 cm Reach) (Frequently, Slightly Impairing)
15	**Diminutive**, down to one-quarter human size and/or mass (.5m) (+12m Knockback; 25 cm Reach) (Frequently, Slightly Impairing)
10	**Small**, down to half human size and/or mass (1m) (+6m Knockback; .5m Reach) (Infrequently, Slightly Impairing)
0	**Human size** and/or mass (no Complication)
10	**Large**, up to twice human size and/or mass (4m) (subject to "Large" modifiers; see text) (Infrequently, Slightly Impairing)
15	**Enormous**, up to four times human size and/or mass (5-8m) (subject to "Enormous" modifiers; see text) (Frequently, Slightly Impairing)
20	**Huge**, up to eight times human size and/or mass (9-16m) (subject to "Huge" modifiers; see text) (Frequently, Greatly Impairing)
20	**Gigantic**, up to 16 times human size and/or mass (17-32m) (subject to "Gigantic" modifiers; see text) (Frequently, Greatly Impairing)
25	**Gargantuan**, up to 32 times human size and/or mass (33-64m) (subject to "Gargantuan" modifiers; see text) (Very Frequently, Greatly Impairing)
30	**Colossal**, up to 64 times human size and/or mass (65-125m) or larger (subject to "Colossal" modifiers; see text) (All The Time, Greatly Impairing)

HEAVY CHARACTERS

Some characters are normal human size, but much heavier than normal. Examples include stone golems and superheroes made of "living iron." While characters who can alter their density at will buy the Power *Density Increase,* that's not appropriate for characters who are always heavy. Instead, they should buy a suite of powers and Complications reflecting that state. The accompanying templates, ranging from two to 64 times human mass, list the standard abilities and Complications representing various categories of heaviness.

As with the Size Templates, the listed abilities are only *guidelines* — a character doesn't necessarily have to take every single ability in a template. For example, a character whose extra mass results from being extremely overweight wouldn't necessarily have the extra STR, PD, or ED; he'd just buy some Knockback Resistance. The GM should review and approve unusually heavy characters to make sure their abilities and Complications properly simulate their size.

THE DRAWBACKS OF HEAVINESS

Part of each Mass template is a Physical Complication representing the inconvenience of being so heavy all the time, which makes it difficult to ride in vehicles (or on mounts), to walk on the upper floors of buildings without falling through, to avoid leaving tracks almost everywhere a character walks, and so forth. The listed Complication values are only guidelines. The GM should feel free to change them to suit specific characters, the campaign setting, or other factors. For example, in a game where characters frequently spend time in skyscrapers or on fragile cloud-ships, being heavy might be worth more points.

MASS TEMPLATES

MASS: HEFTY (CHARACTER WEIGHS 2-3 TIMES NORMAL, OR 200-399 KG)

Cost

5 **Greater Strength:** +5 STR
1 **Tougher:** +1 PD
1 **Tougher:** +1 PD
2 **Heavy:** Knockback Resistance -2m

Total cost: 9 points.

Complication: Physical Complication: Hefty (Infrequently, Barely Impairing) (5 points)

MASS: WEIGHTY (CHARACTER WEIGHS 4-7 TIMES NORMAL, OR 400-799 KG)

Cost

10 **Greater Strength:** +10 STR
2 **Tougher:** +2 PD
2 **Tougher:** +2 PD
4 **Heavy:** Knockback Resistance -4m

Total cost: 18 points.

Complication: Physical Complication: Weighty (Infrequently, Slightly Impairing) (10 points)

MASS: HEAVY (CHARACTER WEIGHS 8-15 TIMES NORMAL, OR 800-1,599 KG)

Cost

15 **Greater Strength:** +15 STR
3 **Tougher:** +3 PD
3 **Tougher:** +3 PD
6 **Heavy:** Knockback Resistance -6m

Total cost: 27 points.

Complication: Physical Complication: Heavy (Frequently, Slightly Impairing) (15 points)

MASS: MASSIVE (CHARACTER WEIGHS 16-31 TIMES NORMAL, OR 1,600-3,199 KG)

Cost

20 **Greater Strength:** +20 STR
4 **Tougher:** +4 PD
4 **Tougher:** +4 PD
8 **Heavy:** Knockback Resistance -8m

Total cost: 36 points.

Complication: Physical Complication: Massive (Frequently, Greatly Impairing) (20 points)

MASS: EXTREMELY MASSIVE (CHARACTER WEIGHS 32-63 TIMES NORMAL, OR 3,200-6,399 KG)

Cost

25 **Greater Strength:** +25 STR
5 **Tougher:** +5 PD
5 **Tougher:** +5 PD
10 **Heavy:** Knockback Resistance -10m

Total cost: 45 points.

Complication: Physical Complication: Extremely Massive (Very Frequently, Greatly Impairing) (25 points)

MASS: COLOSSAL MASS (CHARACTER WEIGHS 64 OR MORE TIMES NORMAL, OR 6,400+ KG)

Cost

30 **Greater Strength:** +30 STR
6 **Tougher:** +6 PD
6 **Tougher:** +6 PD
12 **Heavy:** Knockback Resistance -12m

Total cost: 54 points.

Complication: Physical Complication: Colossal (Very Frequently, Greatly Impairing) (25 points)

TALENT CREATION

Here's how the Talents in Chapter Four of 6E1 were created:

Absolute Range Sense: Detect Range To Objects (Passive). Total cost: 3 points.

Absolute Time Sense: Detect Time (Passive): Total cost: 3 points.

Ambidexterity: Ambidexerity is bought as 1-3 Penalty Skill Levels; for these purposes the Off Hand penalty is considered a "single attack" for PSL purposes even though it can apply to many different types of attacks.

Animal Friendship: Animal Handler (all categories), PRE +3. Total cost: 20 points.

Bump of Direction: Detect Direction (Passive): Total cost: 3 points.

Combat Luck: Resistant Protection (3 PD/3 ED), Hardened (+¼), Impenetrable (+¼) (13 Active Points); Luck-Based (encompasses all the restrictions described in the text; -¾), Nonpersistent (-¼). Total cost: 6 points.

Combat Sense: Detect Target In HTH Combat, Targeting (Passive). Total cost: 15 points.

Danger Sense: Base ability is Detect Danger Detectable By Normal Human Senses In Combat, Including Range To Danger, Increased Arc Of Perception (360 Degrees) (total cost: 10 points), *plus* Targeting (10 Active Points); Only If Character Makes Half Roll (-1) (total cost: 5 points). Total cost: 15 points.

Deadly Blow Cost: Six 8-point Combat Skill Levels with these Limitations: Only To Increase Damage (-½), Only With Weapons (-½), and a -2, -1, or -½ Limitation defining the circumstances.

Double Jointed: +3 Skill Levels with Contortionist and Breakfall, with a -1 Limitation to reflect the limited circumstances under which the ability functions.

Eidetic Memory: +5 to INT Rolls (10 Active Points); Only To Recall Memorized/Perceived Information (-1). Total cost: 5 points.

Environmental Movement: One to three 2-point Defensive Penalty Skill Levels (these PSLs offset DC penalties as well as DCV penalties)

Lightning Calculator: Detect Correct Answer To Mathematical Operation (Passive): Total cost: 3 points.

Lightning Reflexes: +1 or more points of DEX with the Limitation Only To Act First In A Phase (-1), plus an additional -1 to -3 Limitation representing how few Actions the extra DEX applies to.

Lightsleep: +6 Enhanced Perception for Normal Hearing (6 Active Points); Only To Wake Up (-1). Total cost: 3 points.

Off-Hand Defense: +1 DCV (5 Active Points); Only In HTH Combat (-1), Only When Using A Weapon In The Off Hand (-1). Total cost: 2 Character Points.

Perfect Pitch: Detect Exact Pitch (Passive): Total cost: 3 points.

Resistance: +1 with EGO Roll (2 Active Points); Only To Resist Interrogation/Questioning (-1). Total cost: 1 point.

Simulate Death: Invisibility To Detect Life Signs/Paramedics (10 Active Points); Extra Time (5 Minutes; -2), Requires An EGO Roll (-½) (total: 3 points) *plus* +1 with EGO Roll (2 Active Points); Only To Enter Trance (-1) (total cost: 1 point).

Speed Reading: *Analyze* Sense Modifier for Normal Sight plus x10 Rapid (8 Active Points) Only For Speed Reading (-1) (total cost: 4 points) *plus* +2 Character Points for each additional x10 Rapid.

Striking Appearance: +5 PRE (5 Active Points), Only For Interaction Skill Roll And Presence Attack Bonuses Where Appearance Might Be A Factor (-1) (total cost: 3 (rounded up to allow for difference between "all characters" and "limited group of characters"); or also add Only Among Specific Group (-1) (total cost: 2 points).

Universal Translator: Detect Meaning Of Speech (10 Character Points) + Detect Meaning Of Text (10 Character Points).

Weaponmaster: Six 3-, 5- or 8-point Combat Skill Levels with various groups of weapons, with these Limitations: Only To Increase Damage (-½), plus a -½ *Only With Weapons* Limitation for the 8-point Levels.

DOUBLING QUICK-REFERENCE TABLE

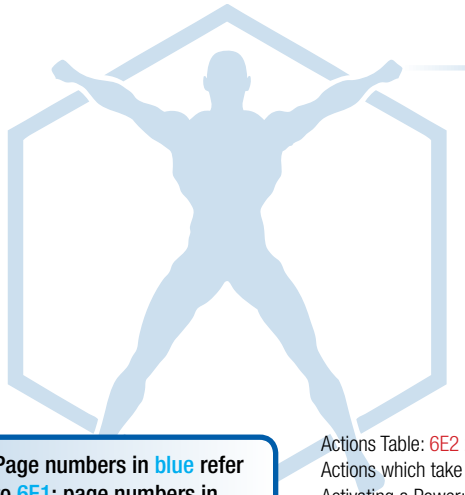
Many things in the *HERO System* increase geometrically based on how many Character Points a character spends on a particular ability, or the value of the Advantage he applies. For ease of reference, the accompanying table lists the standard *HERO System* doubling progression and point and Advantage values. However, you should adapt it to any specific rules listed in the book; it's just a tool, not a rule itself. For example, since all characters start with x2 Noncombat Movement in all their modes of movement, the table doesn't list the cost of Noncombat Movement precisely — you should move one step down the chart to get the proper value for the *Improved Noncombat Movement* Adder. Thus, 15 points buys a character a x16 Noncombat Multiplier, not x8, since he starts with a base of x2.

DOUBLING QUICK-REFERENCE TABLE

Value	Point Cost	Advantage
x2	5	+¼
x4	10	+½
x8	15	+¾
x16	20	+1
x32	25	+1¼
x64	30	+1½
x125	35	+1¾
x250	40	+2
x500	45	+2¼
x1,000	50	+2½
x2,000	55	+2¾
x4,000	60	+3
x8,000	65	+3¼
x16,000	70	+3½
x32,000	75	+3¾
x64,000	80	+4
x125,000	85	+4¼
x250,000	90	+4½
x500,000	95	+4¾
x1,000,000	100	+5
x2,000,000	105	+5¼
x4,000,000	110	+5½
x8,000,000	115	+5¾
x16,000,000	120	+6
x32,000,000	125	+6¼
x64,000,000	130	+6½
x125,000,000	135	+6¾
x250,000,000	140	+7
x500,000,000	145	+7¼
x1 billion	150	+7½



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STRENGTH TABLE

Strength	Lift (kg)	Damage	Example
0	0.0	—	—
1	8.0	—	Most HTH Combat weapons, most guns, shotput
2	16.0	—	Tavern bench
3	25.0	½d6	Full suitcase, TV set, bicycle
4	38.0	½d6	Small refrigerator, plate armor
5	50.0	1d6	Adolescent human, recliner
8	75.0	1½d6	Brass bed, washing machine
10	100.0	2d6	Adult human
13	150.0	2½d6	Refrigerator
15	200.0	3d6	Two men, piano, motorcycle, boar
18	300.0	3½d6	Medium floor safe
20	400.0	4d6	Chariot, grizzly bear
23	600.0	4½d6	Sailboat, cow, horse
25	800.00	5d6	Sportscar, horse and rider
28	1,200.0	5½d6	Medium missile
30	1,600.0	6d6	Small car, large missile
35	3,200.0	7d6	Truck, limousine
40	6,400.0	8d6	Small jet, large elephant
45	12.5 tons	9d6	Jetfighter, subway car
50	25.0 tons	10d6	Frigate, small standing stone
55	50.0 tons	11d6	Bulldozer, main battle tank
60	100.0 tons	12d6	Space Shuttle, blue whale
65	200.0 tons	13d6	Statue of Liberty
70	400.0 tons	14d6	Trawler, large starship
75	800.0 tons	15d6	Drilling rig
80	1.6 ktons	16d6	Small bridge
85	3.2 ktons	17d6	Freighter (loaded)
90	6.4 ktons	18d6	Destroyer (unloaded)
95	12.5 ktons	19d6	Temple
100	25.0 ktons	20d6	Large bridge, castle

Lift: The maximum amount of weight the character can usually just manage to lift off the ground, stagger with for a step or two, then drop, in kilograms (1 kg = 2.2 pounds). This assumes a solid lifting surface.

Damage: Normal Damage in HTH Combat

THROWING TABLE

Extra Strength	Running Throw	Standing Throw	Prone Throw
0	0m	0m	0m
1	2m	1m	0.5m
2	3m	1.5m	0.75m
3	4m	2m	1m
4	6m	3m	1.5m
5	8m	4m	2m
6	10m	5m	2.5m
7	11m	5.5m	2.75
8	12m	6m	3m
9	14m	7m	3.5m
10	16m	8m	4m
11	18m	9m	4.5m
12	19m	9.5m	4.75m
13	20m	10m	5m
14	22m	11m	5.5m
15	24m	12m	6m
16	26m	13m	6.5m
17	27m	13.5m	6.75m
18	28m	14m	7m
19	30m	15m	7.5m
20	32m	16m	8m
23	36m	18m	9m
25	40m	20m	10m
28	44m	22m	11m
30	48m	24m	12m
35	56m	28m	14m
40	64m	32m	16m
45	72m	36m	18m
50	80m	40m	20m
55	88m	44m	22m
60	96m	48m	24m
65	104m	52m	26m
70	112m	56m	28m
75	120m	60m	30m
80	128m	64m	32m
85	136m	68m	34m
90	144m	72m	36m
95	152m	76m	38m
100	160m	80m	40m

Lightweight Objects: The Strength Table (6E1 43) puts all objects that weigh 8 kg or less into the STR 1 category. To allow characters to Throw lightweight objects long distances, for every halving of the weight (4kg, 2kg, 1 kg, 0.5kg, and so on) add +5 to the character's STR for purposes of determining how far he can Throw the object. This only affects Throw distance, not damage.

DAMAGE CLASSES QUICK-REFERENCE TABLES

NORMAL DAMAGE

DC	+0	+¼	+½	+¾	+1
1	1d6	½d6	½d6	½d6	½d6
2	2d6	1d6	1d6	1d6	1d6
3	3d6	2d6	2d6	1½d6	1½d6
4	4d6	3d6	2½d6	2d6	2d6
5	5d6	4d6	3d6	3d6	2½d6
6	6d6	5d6	4d6	3½d6	3d6
7	7d6	5½d6	4½d6	4d6	3½d6
8	8d6	6d6	5d6	4½d6	4d6
9	9d6	7d6	6d6	5d6	4½d6
10	10d6	8d6	6½d6	5½d6	5d6
11	11d6	9d6	7d6	6d6	5½d6
12	12d6	9½d6	8d6	7d6	6d6
13	13d6	10d6	8½d6	7½d6	6½d6
14	14d6	11d6	9d6	8d6	7d6
15	15d6	12d6	10d6	8½d6	7½d6
16	15d6	13d6	10½d6	9d6	8d6
17	17d6	13½d6	11d6	9½d6	8½d6
18	18d6	14d6	12d6	10d6	9d6
19	19d6	15d6	12½d6	11d6	9½d6
20	20d6	16d6	13d6	11½d6	10d6

KILLING DAMAGE

DC	+0	+¼	+½	+¾	+1
1	1 point	1 point	—	—	—
2	½d6, 1d6-1	½d6	1 point	1 point	1 point
3	1d6	1d6-1	½d6	½d6	1 point
4	1d6+1	1d6	1d6	1d6-1	½d6
5	1½d6, 2d6-1	1d6+1	1d6	1d6	1d6-1
6	2d6	1½d6	1d6+1	1d6	1d6
7	2d6+1	2d6-1	1½d6	1d6+1	1d6
8	2½d6, 3d6-1	2d6	2d6-1	1d6+1	1d6+1
9	3d6	2d6+1	2d6	1½d6	1d6+1
10	3d6+1	2½d6	2d6+1	2d6-1	1½d6
11	3½d6, 4d6-1	3d6-1	2d6+1	2d6	2d6-1
12	4d6	3d6	2½d6	2d6+1	2d6
13	4d6+1	3d6+1	3d6	2d6+1	2d6
14	4½d6, 5d6-1	3½d6	3d6	2½d6	2d6+1
15	5d6	4d6-1	3d6+1	3d6-1	2d6+1
16	5d6+1	4d6	3½d6	3d6	2½d6
17	5½d6, 6d6-1	4d6+1	4d6-1	3d6+1	3d6-1
18	6d6	4½d6	4d6	3d6+1	3d6
19	6d6+1	5d6-1	4d6+1	3½d6	3d6
20	6½d6, 7d6-1	5d6	4d6+1	4d6-1	3d6+1

PRESENCE ATTACK TABLE

Presence Attack is	Effect of Attack
Target's PRE	Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase.
Target's PRE +10	Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE +20	Target is awed. He will not act for 1 Full Phase, is at ½ DCV, and possibly will do as the attacker commands. If he's friendly, he's inspired and may follow the character into danger; he will comply with most requests and obey most orders. He receives +10 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE +30	Target is cowed. He may surrender, run away, or faint. He is at 0 DCV, and will nearly always follow commands. If he's friendly, he becomes inflamed, and will follow character into any danger, comply with virtually any request, or obey virtually any order.

Character Name _____

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
_____	STR	_____	_____
_____	DEX	_____	_____
_____	CON	_____	_____
_____	INT	_____	_____
_____	EGO	_____	_____
_____	PRE	_____	_____
_____	OCV	_____	
_____	DCV	_____	
_____	OMCV	_____	
_____	DMCV	_____	
_____	SPD	_____	
_____	PD	_____	
_____	ED	_____	
_____	REC	_____	
_____	END	_____	
_____	BODY	_____	**Total Cost**
_____	STUN	_____	_____

CURRENT STATUS

	Maximum	Current
END	_____	_____
BODY	_____	_____
STUN	_____	_____

VITAL INFORMATION

HTH damage (STR/5)d6 _____

Lift _____ STR END Cost _____

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

Base OCV _____ **Base DCV** _____

Base OMCV _____ **Base DMCV** _____

Combat Skill Levels _____

_____

_____

_____

_____

Presence Attack (PRE/5)d6 _____

EXPERIENCE POINTS

Total Points _____

Total Experience Earned _____

Experience Spent _____

Experience Unspent _____

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	x5	x2	x2	-8	___/___
6	Hands	x1	x½	x½	-6	___/___
7-8	Arms	x2	x½	x½	-5	___/___
9	Shoulders	x3	x1	x1	-5	___/___
10-11	Chest	x3	x1	x1	-3	___/___
12	Stomach	x4	x1½	x1	-7	___/___
13	Vitals	x4	x1½	x2	-8	___/___
14	Thighs	x2	x1	x1	-4	___/___
15-16	Legs	x2	x½	x½	-6	___/___
17-18	Feet	x1	x½	x½	-8	___/___

Average Def _____

DCV Modifier _____ Total Weight _____

Armor Notes

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone

DEFENSES

Type	Amount/Effect
Normal PD	_____
Resistant PD	_____
Normal ED	_____
Resistant ED	_____
Mental Defense	_____
Power Defense	_____
Flash Defense	_____

SENSES

Perception Roll (9+INT/5) _____

Enhanced and Unusual Senses

_____

_____

_____

_____

_____

COMBAT MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10

Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals)	-2	2d6+1
Body Shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7*
Leg Shot (Vitals to Feet)	-4	1d6+12

** Treat a 19 as the Feet location*

MOVEMENT

Type	Combat	Noncombat
Run (12m)	_____	_____
Swim (4m)	_____	_____
H. Leap (4m)	_____	_____
V. Leap (2m)	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Movement SFX _____

CHARACTER INFORMATION

Character Name_____

Height _____ Weight _____

Hair color _____ Eye color _____

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name _____

Genre _____

Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll