CHECKLIST FOR CHARACTER CREATION:

Now you know how many points you have to work with, so what do you do with them? The following list will walk you through the steps to spending the Character Points to create your character.

1. Character Conception: see above.

2. Package Deals: Some large organizations, like the military, have basic requirements for employees. Characters in such organizations may wish to start by buying a Package Deal. This may require the character to buy some Disadvantages, and always includes skills. Not all characters will have Package Deals. (See *Package Deals).*

3. Characteristics: Buy Characteristics to match the character conception. If the character is immensely strong, he should buy up his STR; an agile acrobat would want a high DEX. Check the skills; if the character has a lot of skills based on the same Characteristic, he should consider buying more of that Characteristic. If the character is particularly poor at something, he should sell back some Characteristics below the starting values.

4. Abilities: Choose the most important abilities for the character. In heroic campaigns, this will include Skills, Perks, and perhaps 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 the character unique, such as Wine Connoisseur, Old Earth Weapons, or Singing. These skills make the character more fun to play, and could be even useful someday.

5. Disadvantages: What things are not perfect about the character? Does he have an old enemy, a police record, or chronic bad luck? Such Disadvantages help define the character and give him more points to buy Skills or Characteristics. The character can buy Disadvantages up to the maximum allowed by the campaign.

6. Balancing: The cost of the character may be more than the Base points + Disadvantage points. Look at the character's Characteristics; some of these may be sold back. Downgrade less important skills to Familiarities. Remember that the character will be earning Experience Points to improve Skills and Characteristics.

Alternately, a character may have points left over. In this case, he can buy additional Skills or improve his Primary Characteristics. He should reconsider the Disadvantages, and eliminate any that are inappropriate. He can even save the points, and then spend them when he thinks of something that is appropriate for the character. Such saved points should be treated identically to Experience Points.

7. Equipment: Determine what devices and equipment the character owns. This is especially important in heroic campaigns; characters in superheroic campaigns have to spend Character Points for their equipment.

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

CHARACTERISTICS

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

PRIMARY CHARACTERISTICS

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

Base Value	Primary Characteristic	Cost per pt.	Maximum Value
10	Strength (STR)	1	20
10	Dexterity (DEX)	3	20
10	Constitution (CON)	2	20
10	Body (BODY)	2	20
10	Intelligence (INT)	1	20
10	Ego (EGO)	2	20
10	Presence (PRE)	1	20
10	Comeliness (COM)	$1/2$	20

FIGURED CHARACTERISTICS

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

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

CHARACTERISTIC FORMULAS

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

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

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

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

MOVEMENT

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

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

ROUND-OFFS

When using the formulas for Characteristics, the numbers rarely come out evenly. In the case of a number with a fractional remainder, always round to the nearest whole number. When the fractional remainder is $1/2$, the number should be rounded in the character's favor, either up or down. This rule applies to all cases in the game where there's a fractional remainder, except Speed (SPD).

Example: *Energy Defense (ED) is figured from the formula ED = CON/5. If a character has a 10 CON, his ED = (10/5) = 2. If the character has a 12 CON, his ED = (12/5) = 2.4, which rounds to 2. If he has a 13 CON, his ED = (13/5) = 2.6, which rounds to 3.*

Now for something trickier. STUN is figured from the formula STR/2 + CON/2 + BODY. If a character has a 10 for STR, CON, and BODY, he has a 10/2 + 10/2 + 10 = 5 + 5 + 10 = 20 STUN. If he has a 15 for STR, CON and BODY, he has 15/2 + 15/2 + 15 = 8 + 8 + 15 = 31 STUN.

EXPLANATION OF CHARACTERISTICS

Each Characteristic is listed with its standard abbreviation in parentheses. The description gives an idea of the use of the Characteristic in the game. For more details, see *Characteristic Rolls*.

PRIMARY CHARACTERISTICS

STRENGTH (STR)

This Characteristic represents the character's raw physical power. Strength determines the damage a character does in hand-to-hand combat, and how much he can lift, carry, or throw. Strength also adds to the base value of Physical Defense, Recovery, and Stun. A character can lift twice as much for every +5 points of STR. One point of STR costs 1 Character Point.

DEXTERITY (DEX)

This Characteristic represents the character's agility and reaction time. A character's Combat Value is based on DEX. Certain Skills are based on DEX, and a character's base Speed is calculated from DEX. One point of DEX costs 3 Character Points.

CONSTITUTION (CON)

This Characteristic represents how hardy and healthy a character is. Constitution keeps a character from being stunned easily in combat and adds to the base value of Energy Defense, Recovery, Endurance, and Stun. One point of CON costs 2 Character Points.

BODY (BODY)

This Characteristic represents how much damage a character can take before being killed. Body adds to the base value of a character's Stun. One BODY costs 2 Character Points.

INTELLIGENCE (INT)

This Characteristic represents the ability to take in and process data quickly. INT does not necessarily reflect knowledge. A character could have a high INT and be very ignorant. Conversely, a brilliant scientist who thought slowly might have a low INT. Intelligence increases the character's Perception Rolls and certain Skills. One point of INT costs 1 Character Point.

EGO (EGO)

This Characteristic represents a character's mental power and strength of will. Ego helps a character in tests of willpower, when he is wounded, resisting interrogation, or trying to overcome his psychological flaws. One point of EGO costs 2 Character Points.

PRESENCE (PRE)

This Characteristic shows the forcefulness and charisma of a character. Presence allows the character to impress or awe others and resist the effects of another person's high Presence. One point of PRE costs 1 Character Point.

COMELINESS (COM)

This Characteristic represents how beautiful or handsome a character is; this may sometimes affect certain Skills or Presence Attacks. One point of COM costs half a Character Point.

FIGURED CHARACTERISTICS

PHYSICAL DEFENSE (PD)

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

ENERGY DEFENSE (ED)

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

SPEED (SPD)

This Characteristic represents how many actions a character may perform in a turn. Speed has a base value of 1 + (DEX/10). Each additional Speed pt costs 10 Character Pts.

Speed is the only Characteristic that does not round off in favor of the character. To increase Speed, characters must buy the remaining fraction of a Speed point. Each 1/10 of a SPD point costs 1 Character Point.

Example: *A character with a DEX of 18 has a base speed of 1 + (18/10) = 2.8, which rounds down to 2, so the character is SPD 2. If the character wanted to be SPD 3, it would cost 2 Character Points. If the character wanted to be SPD 4, it would cost 12 Character Points.*

RECOVERY (REC)

This Characteristic represents how fast a character recovers from being exhausted or knocked out. It also allows the character to heal more quickly. Recovery has a base value of (STR/5) + (CON/5). Each point of REC allows the character to regain one point of lost STUN and one point of lost END each post-Segment 12 Recovery Phase and each Phase the character does nothing else. Each additional point of REC costs 2 Character Points.

ENDURANCE (END)

This Characteristic represents how long a character can expend energy. A character who uses a Power, moves, or uses STR expends END. END has a base value of 2 x CON. Each additional END costs 1/2 Character Point (to buy 2 END only costs 1 Character Point).

STUN (STUN)

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

MOVEMENT

A character's movement determines how quickly he can run or swim. These values vary widely; in some campaigns the characters will not even know how to swim. And in some superheroic campaigns, the characters will have other modes of movement, like Flight or Tunneling.

MAXIMUM CHARACTERISTICS

The Maximum Value listed for the Characteristics means that characters in heroic campaigns don't normally have a Characteristic over that number. Characters in superheroic campaigns can ignore this restriction altogether. It's not impossible for characters in heroic campaigns to exceed the maximum listed score in a Characteristic, but it is expensive. The cost of Characteristics over the Maximum Value is twice the normal cost listed.

Example: *Paul wants his character, a rocket scientist, to have an INT of 23 (to be exceptionally bright and to help out with some of his Intelligence-based Skills). The score of 23 exceeds the listed maximum of 20 by 3. Paul uses 10 of his Character Points to buy his INT up to 20. After that, the cost per point doubles, so that the three additional Intelligence points cost six more Character Points. Paul has spent a total of 16 Character Points and his character now has an Intelligence of 23.*

LOWERING CHARACTERISTICS

Not only can Characteristics be raised above the listed maxima, they may also be reduced below beginning values. The bonus is the same as the price for raising the Characteristic.

Example: *Melissa wants her character to be less healthy than normal, and wants her to start with a Constitution of 7 instead of 10. If she decides to do this, she gains the Character Points appropriate to the loss. Since her character lost 3 CON Points, and CON Points are worth 2 Character points each, the character gains 6 Character Points to buy other Characteristics or Skills. However, the loss of CON affects her ED, REC, END, and STUN. Moreover, she's also rather frail.*

A character may reduce each and every Primary Characteristic below the listed value, but only one Figured Characteristic. No Primary Characteristic may be reduced below 5, except with the GM's permission. In any case, the minimum value of a Characteristic is always 1.

SKILLS

Skills are abilities that characters possess, usually abilities that characters were born with or were trained to perform. Examples of Skills include lockpicking, combat piloting, and martial arts. This section describes the different Skills available in the HERO System, their point cost, and how Skills affect the game.

The GM should tell the players which Skills are unavailable in his campaign; genre books in the HERO System series provide this information. The GM can also alter the Skill names as necessary to match the campaign. For instance, in a fantasy campaign Paramedic Skill could be called Healing Skill, and High Society could be called Courtier Skill.

Characters are assumed to have a basic knowledge of the world around them: they can speak their native language, do basic arithmetic, and so forth. These basic 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.

Skills that are important to the characters in a game sense, such as the ability to pick a lock or fire a gun, are not possessed by everyone. Such Skills are purchased with Character Points — the same Character Points used to buy Characteristics.

A character may obtain a Skill by paying the Character Point cost listed. Once a character has bought a Skill, that Skill may be used over and over without paying any more Character Points.

Example: *Andarra pays 3 Character Points for Bribery Skill. She may use Bribery Skill whenever she wants without paying more Character Points.*

Skills are grouped into six categories, primarily for ease of creating characters. The categories are: Background Skills, Combat Skills, DEX-based Skills, General Skills, INT-based Skills and PRE-based Skills. Characters may have Skills from any or all categories. Skill Enhancers (listed separately) lower the cost of certain Skills.

Each Skill is given a number. The higher the number, the better the character is at the Skill. In general, a character with an 11- is fairly good at he Skill, while any Skill over 14- is remarkable. "Skill Rolls" are made whenever the character attempts to use the Skill in a difficult or dangerous situation. When a character tries to use a certain Skill, he must roll equal to or under the Skill Roll on 3 six-sided dice (3d6). If the total is greater than the character's Skill Roll, then the character has failed. An 18 (three sixes) always indicates failure.

A failed Skill Roll means the character won't be able to perform the chosen action (such as picking a particular lock) or will receive no benefit from the Skill until the situation changes to the benefit of the character; i.e., until the character somehow gets at least a +1 to the Skill Roll. Obtaining a +1 to a Skill Roll can be as simple as spending more time at the Skill (see *Skill Modifiers*).

Even a character who fails his Skill Roll is assumed to be more proficient at a given Skill than a character without the Skill; GMs shouldn't assume that failing a Skill is worse than not having it at all. (However, with certain Skills — like Demolitions — the character would be better off not trying to use the Skill unless he is 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 that they believed your disguise", according to the roll. If the roll is missed spectacularly, the GM can tell the player that it seemed successful, even though it wasn't (leading to complications).

The base Skill Roll for the INT, DEX, or PRE-based Skills (also called "stat-based" Skills) is calculated by the formula below. There are some other stat-based Skills (listed under Special Skills and Background Skills); they also use the following formula:

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

Thus, the base Skill Roll for an INT-based Skill would be 9 + (INT/5) or less. The base Skill Roll for a DEX-based Skill would be 9 + (DEX/5) or less, and so on. If the Skill Roll comes to a half, round in favor of the character.

Example: *Andarra, who has a 13 INT, pays 3 Character Points for Concealment Skill. Andarra's Base Concealment Skill Roll is 9 + (13/5) = 12 or less.*

Most General Skills and Knowledge Skills have a base 11 or less roll. The cost of a +1 to a Skill Roll (i.e. to improve that Skill by +1) for any INT-based, DEX-based, PRE-based, or General Skill is 2 Character Points. Background, Combat, and Special Skills have different costs, explained in their individual sections.

Skills may be improved above their base rolls by purchasing Skill Levels, which add a +1 to the base roll for every Skill Level. The cost of these Skill Levels depends on the type of Skill, and the number of different Skills to which the Skill Level applies.

SKILL VERSUS SKILL

Sometimes characters use their Skills in opposition, such as when one character tries to conceal something while another character tries to find it. In such cases, the following rules may be used.

If the first character fails the Skill Roll, the opposing character doesn't have to make a Skill Roll to undo the first character's efforts. If the first character makes his Skill Roll, then the opposing character must have the appropriate Skill, and must make the Skill Roll. For every 1 point that the first character makes his Skill Roll, the opposing character must make his Skill Roll at -1 to succeed. In other words, the 2nd character must succeed by a wider margin than the first.

Example: *Andarra has Computer Programing on 12 or less, and knows that a hacker will be trying to steal valuable information. Andarra decides to set up defensive programs on her computer, and rolls a 14 (failing her roll by 2). Andarra has failed to 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; thus, the data is protected from casual access. Anyone trying to get to the data must make a Computer Programing roll at a -4 penalty.*

In any Skill versus Skill situation, the character taking action will make his roll first, and the character who is reacting will take the negative modifier. Thus, the person setting a bomb will make a Demolition Skill Roll. The person trying to defuse the bomb will take the modifier on his Demolition Skill Roll.

The GM should resist the temptation to overuse the Skill versus Skill system. If the situation is obvious, there's no need to make Skill Rolls. For instance, if Defender says he is concealing an object in a particular drawer, and a villain comes along and searches that very drawer, he's going to find the object. Roleplaying these situations reduces the need to make die rolls.

Most Skills work directly against the same Skill. Some Skills, however, work against a Perception Roll, such as Stealth. Thus, a character makes a Stealth Roll, and other characters attempting to spot the character would make a Perception Roll (see *Perception Rolls*).

COMPLEMENTARY SKILLS

In some situations, a character may have two (or more) Skills that are applicable to the problem at hand. In such a case, the GM should determine the primary Skill involved. The GM may decide that another Skill (or several Skills) is considered complementary to the problem at hand. The character then attempts a Skill Roll for the complementary Skill(s).

A character adds +1 to his chance to perform a primary Skill for each 2 points the Complementary Skill Roll is made by. Thus, 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. This rule also applies if someone is helping the character perform the Skill. GMs who want to improve the characters' chances of success should allow many complementary Skills; GMs who want to make things difficult should permit only one.

Example: *Randall Irons is attempting to get some information from a young woman; he believes she knows the whereabouts of the Aztec artifact that was stolen from his hotel room. Randall has both Conversation Skill (on a 12 or less) and Seduction Skill (on a 13 or less). Since Randall is trying to gain information, the GM rules that Randall's Conversation Skill is primary in this case, and his Seduction Skill is complementary. Randall first tries to make his Seduction Roll, and rolls a 10, making his roll by 3. Thus, charming Randall gets a +2 to his Conversation Roll for this conversation, which may improve his chance to find the stolen item.*

SKILL MODIFIERS

The GM should apply modifiers to the Skill Roll depending on the circumstances. All such modifiers change the number the character needs to roll, not the dice roll itself. This also applies to the character's Skill Levels, and any complementary Skills.

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 will take a -2 modifier to Andarra's Concealment Skill Roll. Andarra has a base Concealment Skill Roll of 12 or less. With the -2 modifier, Andarra needs to roll a 10 or less 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 in order to cover a variety of situations: Circumstances can tremendously modify the chance to perform a

Skill. Modifiers help describe the situation to the players in a very concrete fashion, which makes the game more visual and exciting. Moreover, positive modifiers act as an incentive for players to be clever and creative, and that's when they're having the most fun.

The following 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 the modifiers; remember, circumstances alter cases. Also, certain Skills may not use some of these modifiers.

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 above	Preparing for extra time
+1 to +3	Character has extensive knowledge of the object of his Skill Roll
+1 to +3	Character roleplays the Skill use well
+1 to +3	Using good equipment in connection with the Skill Roll
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for performing the Skill
-1 to -5	Extremely strange or weird object to perform the Skill on
-1 to -5	Lack of proper equipment (if appropriate)
-1 to -3	Combat conditions, for Skills not normally used in combat

When determining the bonus for characters who take extra time to perform a Skill, the GM should determine the minimum amount of time it will take to complete the task. If the character takes additional time, he should receive a +1 for each level down on the time chart:

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

Example: *Chiron is trying to pick a lock; the GM determines this would normally take 1 Turn (12 seconds). Chiron is in no hurry, so he takes 1 hour picking the lock. This moves down the Time Chart by 3 levels, so Chiron receives a +3.*

DETERMINING EVERYMAN SKILLS

When setting up the campaign, the GM decides what Everyman Skills the characters have. This decision should be based on what environment the characters grew up in; the Everyman Skills reflect the basic abilities that the individuals gain simply while growing up. Hence, if all the characters came from a high-tech information-based society, they might all know how to operate computers. Conversely, characters that come from a Phoenician trading society all know how to sail, or at least swim. Even characters in the same campaign may have different Everyman Skills, if they come from radically different backgrounds.

SAMPLE EVERYMAN SKILL LISTS

VIKING FANTASY
Climbing
Concealment
Conversation
Deduction
Shadowing
Stealth
Transport Familiarity (Longship)
4 pts. with Norse Language (No literacy)
AK (Area Knowledge): Home Country
1 pt. with Professional Skill (8-)

MODERN
Climbing
Concealment
Conversation
Deduction
Paramedic
Shadowing
Stealth
Transport Familiarity (automobiles)
4 pts. with Local Language
AK (Area Knowledge): Home
1 pt. with Professional Skill (8-)

SCIENCE FICTION
Climbing
Computer Programing
Concealment
Conversation
Deduction
Paramedic
Shadowing
Stealth
Transport Familiarity (personal hovercraft)
4 pts. with Language
AK (Area Knowledge): Home Country
1 pt. with Professional Skill (8-)

EVERYMAN SKILLS

All characters start with some ability in a few Skills, which reflects the fact that everybody knows how to do these things to some extent. The actual "Everyman" Skills vary according to the campaign environment. In modern campaigns, the Everyman Skills include Climbing, Concealment, Conversation, Deduction, Paramedic, Shadowing, Stealth, and Transport Familiarity. All characters have Familiarity (an 8- roll) with these Skills. (If the character comes from an extremely unusual culture, he might have different Everyman Skills.) These Skills may be purchased and improved just like any other Skills. In this case the full cost must be paid — the Everyman familiarity does not reduce the cost.

All characters begin with 4 Character Points in their native language; they will be literate if the most members of the society are. Characters also have 1 Character Point (that is, Familiarity) in Home Area Knowledge, and 1 Character Point in an appropriate Professional Skill. These should be noted on the Character Sheet, since they can be improved like normal Skills. These Skills are given free, so the cost shouldn't be added in to the character's cost total.

EXTRAORDINARY SKILLS

As an optional rule, a character can attempt to perform incredible feats 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 using this rule could use Breakfall to land on his feet after a fall from an airplane and take no damage. Similarly, 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.

SKILLS AS POWERS

Normally, characters cannot buy Skills as part of a device or a weapon. The GM may, as an optional rule, allow characters to buy certain Skills with equipment or combined with Powers, Power Limitations, etc. For instance, a GM might allow a character to purchase Combat Skill Levels with a rifle, subject to certain Limitations such as the Focus Limitation. Or some magical spells may include Skills as part of their effects. The GM should only allow this in limited circumstances.

THE SKILL LIST

The Skills are listed here alphabetically, with the Type of Skill, the Base Roll on 3d6, the Base Cost in Character Points, and the cost of a +1 to the Skill Roll. This is not an exhaustive list. Feel free to take Skills not on the list. General categories such as "Professional Skills" and "Knowledge Skills" cover Skills not listed.

* These Background skills can be based on a Characteristic, usually INT. In this case the cost of such skills is 3/1 and the Base Roll is 9+(CHAR/5).

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

SKILL TYPES

The Skills are grouped into six categories, primarily for ease of creating characters. The categories are: Background Skills, Combat Skills, DEX-based Skills, General Skills, INT-based Skills, and PRE-based 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. Characters may have Skills from any or all categories.

BACKGROUND SKILLS

Background Skills are Skills that the character has acquired in growing up in a certain society or studying under a teacher. Although not normally as important in combat as other Skills, Background Skills help flesh out a character and can prove crucial in non-combat settings. The cost for Background Skills varies according to type. Background Skill Levels include:

Knowledge Skills

Professional Skills

Languages

Sciences

COMBAT SKILLS

Combat Skills help the character perform effectively in combat. These Skills include:

Combat Skill Levels

Martial Arts

Range Skill Levels

Weapon Familiarity

GENERAL SKILLS

General Skills cost 3 Character Points for a base 11 or less roll. A +1 to any General Skill costs 2 Character Points. The General Skills include:

Animal handler

Demolitions

Disguise

Electronics

Forgery

Gambling

Lip Reading

Mechanics

Mimicry

Navigation

Shadowing

Survival

Ventriloquist

Weaponsmith

INT-BASED SKILLS

Intelligence based Skills cost 3 Character Points for a base (9 + INT/5) or less roll; a +1 to the roll of any INT-based Skill costs 2 Character Points. INT-based Skills include:

Bugging

Computer programing

Concealment

Criminology

Cryptography

Deduction

Forensic Medicine

Inventor

Paramedic

Security Systems

Systems Operation

Tactics

Tracking

DEX-BASED SKILLS

Dexterity based Skills cost 3 Character Points for a base (9 + DEX/5) or less roll; a +1 to any DEX-based Skill costs 2 Character Points. DEX-based Skills include:

Acrobatics

Breakfall

Climbing

Contortionist

Combat Driving

Combat Pilot

Lockpicking

Riding

Sleight of Hand

Stealth

PRE-BASED SKILLS

Presence based Skills cost 3 Character Points for a base (9 + PRE/5) or less roll. A +1 to any PRE-based Skill costs 2 Character Points. PRE-based Skills include:

Acting

Bribery

Conversation

High Society

Interrogation

Oratory

Persuasion

Seduction

Trading

SKILL DESCRIPTIONS

Each Skill is described in the following section, along with examples of how the Skill is used during the game. The cost of the Skill is given on the Skill List. The Skills are organized alphabetically to make finding the desired Skill easier.

ACROBATICS

This DEX-based Skill allows a character to perform flips, jumps, and rolls like a circus acrobat. Acrobatics allows the character to jump and flip over an obstacle, landing on his feet and ready to fight. Acrobatics can enable the character to jump off moving vehicles, swing from flagpoles, bounce off awnings, and execute other tricky moves.

Acrobatics not only impresses any bystanders, but can be a useful trick in combat. An acrobat can often gain from +1 to +3 to his OCV by surprising his opponent (this bonus is determined by the GM; see the Surprise rules in the *Fighting* section).

Acrobatics also enables the character to retain his balance in tricky conditions, like slippery floors, ice, or even on a tightrope. The GM should assign modifiers according to the difficulty of the situation. The character can also perform easy feats of balance (like walking on a balance beam) with no chance of falling.

ACTING

Acting enables a character to alter his physical mannerisms and speech patterns in order to seem like someone else. A character with this skill can also fake moods and emotions. This PRE-based Skill can be used to hide the character's true identity or to impersonate another individual. To detect a character who is acting, use Acting versus an INT Roll as Skill vs. Skill. It is more difficult to impersonate someone specific (-1 to -3), as is maintaining an impersonation over a long time (-1 to -3). The character can receive bonuses (+1 to +3) if he has had a chance to study the individual or if the individual is not well known to the viewers.

Acting does not impart any skill with disguises; if the character wants to impersonate someone specific, he will have to either have Disguise Skill or go to someone who does. Area Knowledge, Mimicry, and Disguise can all be complementary to an Acting Roll, depending on the circumstances. Failing an Acting Roll means that the Acting was not convincing, and that the viewers saw through the impersonation.

ANIMAL HANDLER

This General Skill lets characters train animals to do their bidding. The handler is adept at managing all animals that he is knowledgeable about. The chance to successfully train an animal is based on the handler's Skill Roll. This chance should be modified by the length of time that the handler has to work with the beast, the animal's intelligence, and the handler's familiarity with the species. Moreover, the temperament of the animal makes a difference — it is 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.

Characters should make a Animal Handler Roll whenever they want the 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, a Handling Roll is required (with a penalty if the crowd is big and confusing). A failed roll means that the dog is too confused to attack at all, or attacks the wrong person.

It is not necessary to use this Skill with animals bought with Character Points (as followers); such creatures are assumed to be automatically friendly to the character. The cost of obtaining such animals is covered in the Perks section.

BREAKFALL

This DEX-based Skill allows a character to roll out from a fall and stand up without wasting a half Phase (see the Action Phase Table). The character may take half damage from the fall with a successful roll. Each +2" of height is a -1 to the Breakfall Roll. If the Breakfall Roll is made by one-half (after applying the height modifier), the character takes no damage at all. The damage done from falls can be found in the section on Falling.

Breakfall also enables a character to land on his feet after being Knocked Back or Knocked Down. If a character makes a successful roll, he does not take any damage and does not need to spend a half Phase standing up. Each +2" of Knockback is a -1 to the Breakfall Roll. Characters who are Knocked Back into something (like a wall or the ground) may not use Breakfall to lessen the effects of Knockback.

Modifiers of -1 to -3 to the Breakfall Roll should be assigned if the character is wounded, carrying something or someone, or landing on an uneven, slippery surface. Landing on a soft surface would make the roll easier (+1 to +3).

BRIBERY

A character with this PRE-based 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 such things as nylons or cigarettes are best. The bribery attempt should be roleplayed as much as possible, with the GM allowing a character to make Bribery Rolls at crucial points in the bargaining to help determine how much to offer, how subtle to be, and so on.

If the Bribery attempt is failed badly, or if the character attempts to bribe someone he shouldn't have bribed, the target of the bribery may call his superior, the police, or even pull a gun. Also, just because someone has been successfully bribed doesn't mean he'll stay that way. Complementary Skills can include Persuasion, Seduction, and Area Knowledge. The right language also helps immensely.

BUGGING

This INT-based Skill is the ability to properly implant and operate listening, visual, or other sensing devices ("bugs"). With a successful roll, the character has properly placed microphones or cameras and will get a good sound or video reception from the area. (This doesn't necessarily mean that the bug is well-hidden — this would require a Concealment Roll). Characters with Bugging Skill may also "sweep" for bugs, searching physically or with detectors.

Character's with Bugging know how to listen or watch from a distance with parabolic mikes, telescopes, laser microphones, and other such devices. They can follow a properly bugged vehicle with a successful Bugging Roll and a tracking device. Unsuccessful Bugging Rolls can mean the wrong bug was used for the job, the equipment was broken, bad sound, false noises, etc.

BUREAUCRATICS

The character knows how to deal with bureaucrats, cut through red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. This PRE-based Skill comes in handy when the characters need travel papers while in a foreign country, are going through Customs, arranging for appointments, or similar activities.

These procedures usually take time, from several hours to several days. The character can get quicker action with a better Bureaucratics Roll. Some of the complementary Skills to Bureaucratics are Knowledge of the locale or culture, Seduction, Bribery, or Persuasion. If the character is dealing with a technical request of some sort, then the relevant Science would be complementary. Unsuccessful Bureaucratics Rolls can result in the character's request being turned down, or worse, stalled forever in red tape.

CLIMBING

This DEX-based Skill allows the character to climb unusually difficult walls, trees, and buildings, as long as there are handholds. Most characters can climb ordinary things (like ladders) without making a roll. A character with Climbing may successfully climb a difficult surface with a successful Skill Roll. The GM may allow the character to make a STR Roll as a complementary Skill Roll. The climbing speed varies according to the structure being climbed, but the base speed is 1" (2 meters) per Phase.

A climbing character's OCV and DCV are reduced by half, and may be 0 if the character is in a really difficult position. An unsuccessful Climbing Roll usually means that the character cannot climb that area, but it can sometimes means a fall if the roll was spectacularly bad.

COMBAT SKILL LEVELS

Once a character knows how to use an attack, his ability can be improved by buying Combat Skill Levels. The Combat Skill Level has a number of potential uses, though the Skill Level may only be used for one of these things at a time. A player can change the assignment of Skill Levels at the beginning of the his action Phase, but they stay there until the beginning of the character's next action Phase. An Overall Level can be used as a Combat Level, but cannot be used for anything else that Phase (see *Skill Levels*).

The following list details the different uses of Combat Skill Levels.

1) One Combat Skill Level can be used as +1 OCV with any attack that the Combat Skill Level applies to. This is the only way a character can use a 2 point Combat Level.

2) One Combat Skill Level can be used as a +1 DCV.

3) Two Combat Skill Levels can be used to increase the Damage Class of a hand-to-hand attack by one step (see the *Damage Class*). For instance, a 1d6+1 weapon would then do 1 $\frac{1}{2}$d6. Four Combat Skill Levels would raise the attack's Damage Class by two, and so on, up to a maximum of twice the original Damage Class. This rule is usually only used in heroic campaigns.

4) Two Combat Skill Levels can be used to add +1 BODY to the damage done by a hand-to-hand killing attack. However, the damage the character does cannot exceed the normal maximum for the weapon.

Example: *If a character has a 1d6 weapon and uses two Combat Skill Levels to add +1 BODY to the damage, the possible damages rolled on the d6 would be 2, 3, 4, 5, 6, 6 (that's 1d6+1 with a maximum of 6 BODY).*

There are several types of Combat Skill Levels shown on the Combat Skill Level Cost table. The 2-point Combat Level applies to a single weapon or attack. A character could buy this to help him with his broadsword or Energy Blast. A 2-point Combat Skill Level can only be used to increase the attacker's OCV.

The 3 point Combat Skill Level applies to any group of 3 related maneuvers or attacks. In hand-to-hand this could apply to any three maneuvers. With GM's permission a 3-point Combat Skill Level could also apply to a tight group of weapons, like all pistols, or all swords.

The 5-point Combat Skill Level can be bought as +1 with all hand-to-hand combat, +1 with all ranged combat, or +1 with a related group of attacks (like U.S. Infantry weapons). The 5-point Combat Skill Level can serve as a +1 DCV against all attacks, if bought as such. Finally, the 5-point Combat Skill Level is the smallest Combat Skill Level that can be bought with Limitations.

Thus if a character would like to build a weapon that was more accurate than normal (and would like to have a bonus to his OCV), he would have to buy 5-point Combat Skill Levels. Combat Skill Levels bought with Limitations can only be used to increase the user's OCV, except with special permission from the GM.

Example: *Marksman would like to create a gun that will have gyroscopic balancers and a laser-spotting scope. (This gun will enable Marksman to hit almost anything at any range.) He buys the attack normally, the gun is an Obvious Accessible Focus, so the attack Power receives a -1 Limitation (see Power Limitations). Marksman then adds +4 OCV to the gun. Since the smallest Combat Skill Level that can be used with a Limitation is the 5 point Level, this costs Marksman 20 points. The OAF Limitation reduces this cost to 10 Character Points. Whenever Marksman uses the gun, he receives a +4 to his OCV.*

The 8-point Combat Skill Level applies to any type of combat whatever.

When buying these Combat Skill Levels, think of the kind of weapon specialties the character should have. The more Combat Skill Levels the character buys, the more choices he has during combat.

Example: *Randall Irons has a 3 point level with pistols, a 3 point level with knives, and an 8 point level with combat. Irons, armed with his trusty revolver, is fighting a Nazi death-ray robot. Randall puts his 3 point level with pistols into +1 OCV and his 8 point level into +1 OCV. He now has a bonus of +2 OCV. His level with knives does not count since he is currently fighting with a pistol.*

COMBAT SKILL LEVEL	
Cost	**Application**
2	+1 OCV with any single attack
3	+1 with any three maneuvers or tight group (+1 with pistols, +1 with Karate, etc.)
5	Either +1 with hand-to-hand combat, +1 with ranged combat, or +1 with a related group of attacks
8	+1 with all combat

As an optional rule, the GM can make a distinction between a character's DCV against hand-to-hand attacks and his DCV against ranged attacks. In this case, a character cannot apply his DCV bonus gained from Combat Skill Levels against ranged attacks, unless it is an 8 point Combat Skill Level or a 5 point Combat Skill Level bought as +1 DCV with all attacks. Moreover, a character with a Combat Skill Level that applies to a ranged attack cannot ever use the Level to improve his DCV. This optional rule is intended to reflect that it is very difficult to dodge a bullet or arrow, no matter how expert you are. It should be used whenever Combat Skill Levels are bought with Power Limitations (an accurate gun doesn't make its user harder to hit, for instance).

COMBAT DRIVING

This DEX-based Skill enables a character to drive and control a ground or water vehicle in difficult situations. To use Combat Driving, the character must be familiar with the vehicle (see *Transport Familiarity*). A Combat Driving Skill Roll is used for driving during combat. The character does not need to make a Combat Driving roll while driving normally on the road, unless something unusual has happened, like the vehicle is being shot at.

In combat, this Skill allows the character to drive the vehicle up to its full DCV, making it much harder to hit (see *Vehicles*.)

Characters with this Skill are automatically familiar with one class of non-flying vehicles. Characters who want to be familiar with more than one class of vehicle should purchase Transport Familiarity.

COMBAT PILOTING

This DEX-based Skill enables a character to pilot and control a flying vehicle in difficult situations. This skill applies to all flying vehicles, from primitive biplanes to interstellar dreadnaughts. However, the character must know how to fly the vehicle (he must have the appropriate Transport Familiarity). A Combat Piloting Skill Roll is used for landing, taking off, and piloting during combat. The character does not need to make a Combat Piloting roll while taking off or landing normally (at an airport) unless something unusual has happened like the ship is being shot at.

In combat this Skill allows a pilot to fly the vehicle at its full DCV making it much harder to hit.

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

Characters with this Skill are automatically familiar with one class of flying vehicles. Characters wishing to be familiar with more than one class of vehicle should purchase Transport Familiarity. (See *Transport Familiarity.)*

COMPUTER PROGRAMING

This INT-based Skill gives the character the ability to program and operate computers. The character may also attempt to discover access codes, gain information, change programing, and conceal tampering. Some of the common uses for Computer Programing include extracting information from data banks, defeating computer assisted Security Systems, falsifying records or other data, and so on. Separate Computer Programing Rolls may be necessary to perform each task.

Computer Programing usually takes a fair amount of time, from several minutes to many hours (for the most complicated tasks). The computer may have sophisticated protection, resulting in a -1 to -5 modifier. Unsuccessful Computer Programing Rolls can set off alarms or cause a system crash, but usually you just fail to get what you want.

CONCEALMENT

This INT-based Skill is the ability to hide things and to find things that other people have hidden — like important papers, weapons, jewels, artifacts, drugs, and so forth. This Skill can be a lot more fun if the GM actually describes the situation, and the character then describes exactly where he hides the object.

Some common hiding places include behind an instrument panel, inside a heel, or under false floorboards. Concealment can be used by characters to hide and find traps.

The character may hide himself from a search using Concealment ("Andarra wedges herself behind a console"). Stealth Skill should be used for any active concealment, as when the character is trying to move silently; only use Concealment Skill for nonmoving objects. The Skill is used against the searcher's Concealment Skill as a Skill versus Skill Roll. Areas that are very crowded with junk are much easier to hide things in (+1 to +3); conversely, areas that are very bare are very difficult to hide things in (-1 to -3).

Any Skill directly connected with the object being hidden (like Demolitions when hiding a bomb) is a complementary Skill. Failing a Concealment Roll may mean that the object isn't really hidden properly, or it's in a location that is easily checked. Just because an object is in an open, obvious place doesn't mean someone will find it; remember Poe's story *The Purloined Letter.*

CONTORTIONIST

This DEX-based Skill gives the character the ability to manipulate his body so as to get out of ropes and similar bonds. The character may also contort his body so that he could work on normally inaccessible locks. The character must have Lockpicking Skill if he wishes to unlock the lock.

The character may be able to contort his way out of more difficult bindings than rope. Wires would be -2 or -3, while handcuffs would be -3 or -4. Contortionist Skill does not allow any mystical means of escaping bonds — there must be some reasonable way that the character could escape.

Contortionist can also help a character break free from constraints in a combat setting. Any Phase after a character with this Skill has been Grabbed (see *Fighting*), he can use Contortionist Skill to help him break out. When a character with this Skill tries to break free, he should make a Contortionist Skill Roll. If successful, the character can add 1d6 to the STR dice for every 1 the Roll was made by (minimum 1d6). Thus a character who made his Skill Roll by 4 would get to add 4d6 to his STR dice, only for the purpose of escaping the Grab. Using this Skill in this way takes a minimum of one-half Phase, although the character may take more time to improve his chances.

Contortionist can also be used to wriggle free from Entangles, depending on the Entangle's Special Effects. (A net would be a normal Escape Roll, a sticky web would require a big penalty, and a block of ice would be impossible.)

Example: *The Superhero Rubberman is grabbed by Ogre during a battle. Knowing that his puny 5 STR will never overcome Ogre's might, Rubberman elects to use his Contortionist Skill, so he makes a Skill Roll. Rubberman rolls a 9, making his Contortionist Skill Roll by 6. He can now roll 1d6 (for STR) + 6d6 (for Contortionist) = 7d6. Ogre, with a 60 STR, rolls 12d6. The dice are thrown; Rubberman gets 8 BODY and Ogre gets 11. Pity.*

CONVERSATION

This PRE-based Skill allows the character to extract information from people with careful conversation. Use of this Skill takes time, and if the roll is blown, the subject realizes he is being pumped and usually stops talking. However, if the Skill is properly performed, the victim won't be aware he has divulged anything. Sometimes the target of Conversation Skill may be subtly using his own Conversation Skill to get information.

This Skill should never substitute for roleplaying. If the character makes clever or stupid statements, the GM should apply modifiers to the roll. Most conversations should be roleplayed without using Conversation Skill Rolls.

To properly use the Skill, the character must know the language being spoken. If the character 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, then that Skill is complementary — it helps to know what to ask. Seduction, High Society, and Persuasion Skills can also be complementary to Conversation.

CRIMINOLOGY

A character with this INT-based Skill knows how to look for clues, dust for fingerprints, examine evidence, do ballistics tests, examine records, search through files, and so on. These tests can tell the character what gun fired the bullet that killed a victim, where dirt on the shoes came from, and where a victim washed his clothes. Many other details of a person's identity, origin, habits, and recent whereabouts can be discerned.

Criminology tests can require a great deal of time, but much can be told from a quick examination of the scene of the crime. Extensive use of Criminology requires some equipment, access to information files, and perhaps some Bureaucratics. Microscopes, a chemistry lab, fingerprinting materials, and other tools are necessary for certain tests.

Area or City Knowledge and certain Sciences (like Pharmacology) could be complementary for certain facts. Failing a Criminology Roll can result in improper conclusions or results, but generally means "no conclusive result".

CRYPTOGRAPHY

This INT-based Skill lets the character solve simple ciphers and encrypt or encode messages. Ciphers can become very complicated by using nulls (meaningless characters), or doing multiple substitutions. Codes are very difficult to break unless there have been many messages, or if the codebook has been discovered. Both encrypting and encoding can take some time, even with a codebook, unless the characters have a device to help them. Decoding and deciphering can take a long time unless the character has some clues to the nature of the code or cipher.

A failed Skill Roll may result in failure to decode the message, or an incorrect translation of the message. A character with Cryptography may also use invisible inks and other techniques for hiding messages. Secret messages may be imprinted on paper in ultraviolet, grown into crystal structures, or hidden until looked at through certain optic fibers.

Sciences (like Mathematics) and Computer Programing can greatly aid Cryptography.

DEDUCTION

This INT-based Skill is the art of taking several facts and leaping to an inobvious conclusion. This is the classic detective's skill. Deduction should be used sparingly; it's useful when the player is stumped, the GM wants to move the scenario along, and the character should be able to figure out what's going on. The GM should try to help the character out, but not reveal everything. Complementary Skills include any Skill directly connected with the problem the character is trying to solve (e.g., Bureaucratics for a paperwork mystery). A failed Deduction Roll usually means that the character can't think of an answer, or it can mean an incorrect deduction.

DEMOLITIONS

Demolitions is the ability to properly use explosives. A character with this General Skill knows how to handle and set off explosives, where to plant explosives for maximum effect, and how to estimate the amount necessary to destroy structures. The character may defuse explosive devices, determine the fusing mechanism, and discover any booby traps in an explosive device with the same roll.

Mechanics or Chemistry may be complementary to Demolitions Skill, depending on what the character is trying to do. KS (Knowledge Skill): Explosives can help in most situations; Security Systems would be complementary to blowing up security devices. It's a good idea to have extra levels with this Skill, because if the character blows the roll badly enough...

DISGUISE

This General Skill is the ability to change a character's appearance through makeup, costumes, body language, and facial expression. The character can, with a successful roll, alter his appearance to make himself unrecognizable; he can also disguise himself to look like a specific person. A character with this Skill can also disguise other characters.

Disguises can be spur-of-the-moment things, like putting on a fake mustache, or they can require hours of preparation. It is more difficult to maintain a disguise over a long time (-1 to -3), and there should also be penalties if the character tries to disguise himself as someone from a race that looks *radically* different from his own. Makeup and proper props add +1 to +3 to the Disguise Roll.

To spot someone wearing a disguise, an onlooker must make a PER Roll as a Skill vs. Skill Roll against Disguise.

Just because a character has Disguise doesn't mean that he has the ability to effectively impersonate his subject — this requires Acting Skill. Disguise Skill enables a character to look like someone specific, while Acting lets him act like someone specific. Area Knowledge, Acting, and Mimicry can all be complementary to Disguise. Failing a Disguise Roll means that the disguise will be obviously false if closely inspected.

ELECTRONICS

This General Skill enables the character to identify, understand, repair, and rewire electronic devices. Note that electronic devices cover a wide range of technology, from a simple radio to an interplanetary teleporter. The character needs tools to perform these operations, and usually time is required for any intricate operation. The character may also build electronic devices from plans. This Skill is useful for determining the purpose of electronic devices the characters may discover and for disabling such devices.

Skills such as Bugging and some Sciences may be complementary Skills, depending on the exact function of the particular device. Unsuccessful Electronics Rolls indicate failure or possibly even a malfunctioning device.

FAMILIARITY

A character may buy Familiarity with any Characteristic-based, General, Knowledge, Science, or Professional Skill. Familiarity with a Skill costs 1 Character Point, gives the character a basic knowledge of the ability described, and the chance to perform it on an 8 or less. The Skill Roll is an 8 or less for any Skill, whether or not the Skill is based on a Characteristic.

The one 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 Persuasion Skill for one point and later decides to buy Persuasion Skill, which costs 3 points, she need only spend 2 additional Character Points.

Skill Levels of any kind do not add to the 8 or less chance to perform a Familiar Skill, 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 instance, taking several turns should make being stealthy an easier task.

FORENSIC MEDICINE

This INT-based Skill lets the character make inferences from a corpse about the cause of death, how long the individual has been dead, and so forth. Forensic Medicine Skill can also tell the character whether the corpse was moved after death, how far the killer was standing from the victim if a gun was used at short range, and so on. The ability to do an autopsy is included with this Skill. A character may be able to spot obvious data about the corpse by just a cursory glance, but a full autopsy can take several hours.

Complementary Skills may include Criminology, KS: Medicine, or the Sciences Biology and Anatomy. An unsuccessful Forensic Medicine Roll usually means failure to gain information, but can also mean incorrect information.

FORGERY

This General Skill represents the ability to duplicate official documents, signatures, seals, magnetic codes and so forth. This requires time and specialized equipment in most cases, especially for highly technical forgeries. The more a character makes the Forgery Roll by, the more time it will take to discover that the papers are fakes. However, another character with Forgery can spot fakes (use a Skill vs. Skill Roll). Making an unsuccessful Forgery Roll does not necessarily mean that the papers will be obvious fakes; the examiner must make a successful INT Roll (with his own Forgery as a complementary Skill). A character who fails a Forgery Roll will not always be aware of it, even after examining the forged item.

GAMBLING

This General Skill is the ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. The more a character makes a Gambling Roll by, the more the character wins. A character may also use the Gambling Skill to cheat, unless the cheating involves sleight-of-hand.

Games with a large "house advantage" or games the character has never played before apply a negative modifier to the Gambling Roll. Unsuccessful cheating may be spotted by anyone with a Perception Roll, but only someone else with Gambling Skill can spot a successful cheat. A successful Perception Roll may be a complementary Skill to spotting a cheater.

A character can use Gambling to help him bet more wisely in random games (craps, roulette, etc.), thus taking longer to lose his money. If he is willing to cheat, he can actually win at such games. The GM usually should not let Gambling Skill give the player very large wins or losses unless that helps advance the storyline of the game.

HIGH SOCIETY

This PRE-based Skill gives the character knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. High Society Skill is very useful for the character that wants to get into those special parties (and get invited back). This Skill varies from society to society, so Area and Culture Knowledge are very important complementary Skills. Some cultures, especially alien ones, may be so strange as to give minuses (-1 to -3) to High Society rolls. (Andarra can't even eat Denebian Grub flambé, much less do it elegantly.) High Society can make some Disguises very effective. A badly failed High Society Roll can result in a terrible mistake at a social function.

INTERROGATION

Interrogation is the ability to forcibly extract information from people. A character with this PRE-based Skill 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. Depending on his background, a character with this Skill may also have technical knowledge of mind control drugs, mind control devices, or hypnosis. This Skill is not very heroic, and is found most often among villains. Sciences or other technical Skills can be complementary to Interrogation.

Interrogation Skill works against an EGO Roll as Skill vs. Skill. Resistance Skill can help a victim resist Interrogation.

INVENTOR

This INT-based Skill enables the character to design and construct new devices. To use Inventor, the character needs the complementary Skills in the field he is working in (for instance, Weaponsmith, Electronics, Physics, Biochemistry, Computer Programing, and so on). The inventor may design gadgets that require several Skills or Knowledges, so 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). The GM may allow characters with Inventor Skill to modify equipment or gadgets in combat. Such modifications should usually be fairly minor, and well justified by the character. The length of time required will vary with the complexity of the equipment and the modification.

An unsuccessful Inventor Roll can mean that the character doesn't know how to make the device, or it could mean a laboratory accident (though that should be rare). 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.

KNOWLEDGE

This Background Skill is a very general and flexible Skill. It includes knowledge of certain groups, places, people and things.

Two points gives the character an 11 or less roll to know a fact about the subject. Alternatively, characters can base the knowledge upon INT for 3 Character Points, giving a base (9 + INT/5) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

Players define how specific their Knowledge Skills are. The more general the Knowledge title, the less the character will know about specifics. For example, the Knowledge Skill of African Cultures (KS: African Cultures) would give a wide overview of African cultures. The character could give a rough description of a certain African cultures, but not details. If the player had chosen Knowledge Skill of one particular African culture (KS: Zulu Culture), then the character would know many details about that single culture, but not much about other African cultures. KS: African Culture would tell the character general information about Zulu culture, but not much more unless the character made an incredible Skill Roll; even then he would get less information than he would with KS: Zulu Culture. Of course, certain facts would be obscure, so the GM should apply appropriate modifiers for difficulty.

Knowledge can be broken down into four general categories: Groups, People, Places, and Things. These categories can help determine what Knowledges a character should buy.

Knowledge Skill — Groups: These would be different organizations or cultures, like Knowledge of the Confederation of Planets, or Knowledge of Boston Police Department. This gives the character thorough knowledge of a culture or organization, including such things as the appropriate gestures, customs, taboos, requirements, and protocols.

Knowledge Skill — People: This would be Knowledge of a type of person, or even a single person. For instance, a character could have a Knowledge Skill for Magic, or Magic-Users, or Necromancers, or Karna Doom. Such Knowledge would tell the character about individuals or (more generally) how such people would react to different situations (like being asked questions or offered money).

Knowledge Skill — Area (Area Knowledge): This gives the character thorough knowledge of an area, ranging from an individual street in a city to an entire continent or planet. For large areas, this Knowledge Skill gives a character knowledge of the geography, major cities, politics, economy, etc., of that country or area. A map or reference book, should he happen to have one, can add +1 to +3 to the Roll, depending on what knowledge the character seeks. Of course, the book or map may not help if the character is looking for the kind of information that isn't in books. An unsuccessful Knowledge Roll usually means that the character doesn't know the answer to the particular question. Of course, if the GM wants to be nasty, failing a Knowledge Roll can mean incorrect answers, which could be dangerous.

Applying this Skill to a city gives the character thorough knowledge of a city's layout, streets, spaceports, meeting places, fine restaurants, shortcuts, criminal areas, and important residents. Where Area Knowledge will give only general information about a city (where it is, how big it is), City Knowledge gives very specific information. This Skill can help during chases and can cut down travel time within the city.

Area Knowledge can also be applied to various terrain types, which is very useful for Skills like Survival or Tracking. Some terrain types might be Plains, Forest, Jungle, Desert, Tundra, Arctic, Oceans, Swamps, or Caves. This could also include strange alien environments, such as planets with an atmosphere of chlorine gas, molten rock, or extremely high gravity. Of course, the Skill could be very specific (Luray Caverns Knowledge) or very general (Underground Knowledge).

Knowledge Skill — Things: This category of Knowledge would be anything that doesn't fall into the other categories. This category does not include sciences, as they are covered separately. Examples include Alien Statues, Trees, History, Video Games, Philosophy, Religion, Skateboards, Horses, Thoroughbred Horses, Politics, Secret Societies, Tax Evasion. The possibilities are infinite; talk to the GM about exactly what Knowledge would be most appropriate for character's Skill.

When buying any Knowledge Skill, try to think of your character's background. Usually, the character may have Knowledge Skills that help explain how he learned other Skills.

LANGUAGES

Each player should choose a native language for his character. This language the character knows for free. The character is considered to know his native language well, to the 4 point level as described in the following table. Learning other languages costs Character Points. The table below describes the fluency the character gets for each point cost.

FLUENCY COST	
Fluency	**Character Points**
Basic conversation	1
Fluent Conversation	2
Completely fluent w/accent	3
Idiomatic, native accent	4
Imitate dialects	5
Literacy (if not standard for society)	+1 point

A character without complete command of a language may sometimes have to make an INT Roll to understand some very rapid or slurred phrases in a foreign language. The GM should also be aware that there are usually a number of dialects for each language, and sometimes these dialects are very hard to understand, except for someone with an idiomatic command of the language. In campaigns where literacy is unusual (like most fantasy settings), GMs should require PCs to spend one extra point to gain literacy with a given language.

For additional realism, GMs can use the optional Language Table. Using this table, the cost of learning a new language depends on how closely it is related to languages that the character already knows. The languages connected by a thin box with rounded corners have 4 points of similarity. This means that these languages are so similar that they overlap. A character with points in one of the languages in a 4-point similarity group has half those points in all other languages in that group, up to a maximum of 3 points (halves round down). For instance, a character with 4 points of German has, effectively, 2 points of Yiddish.
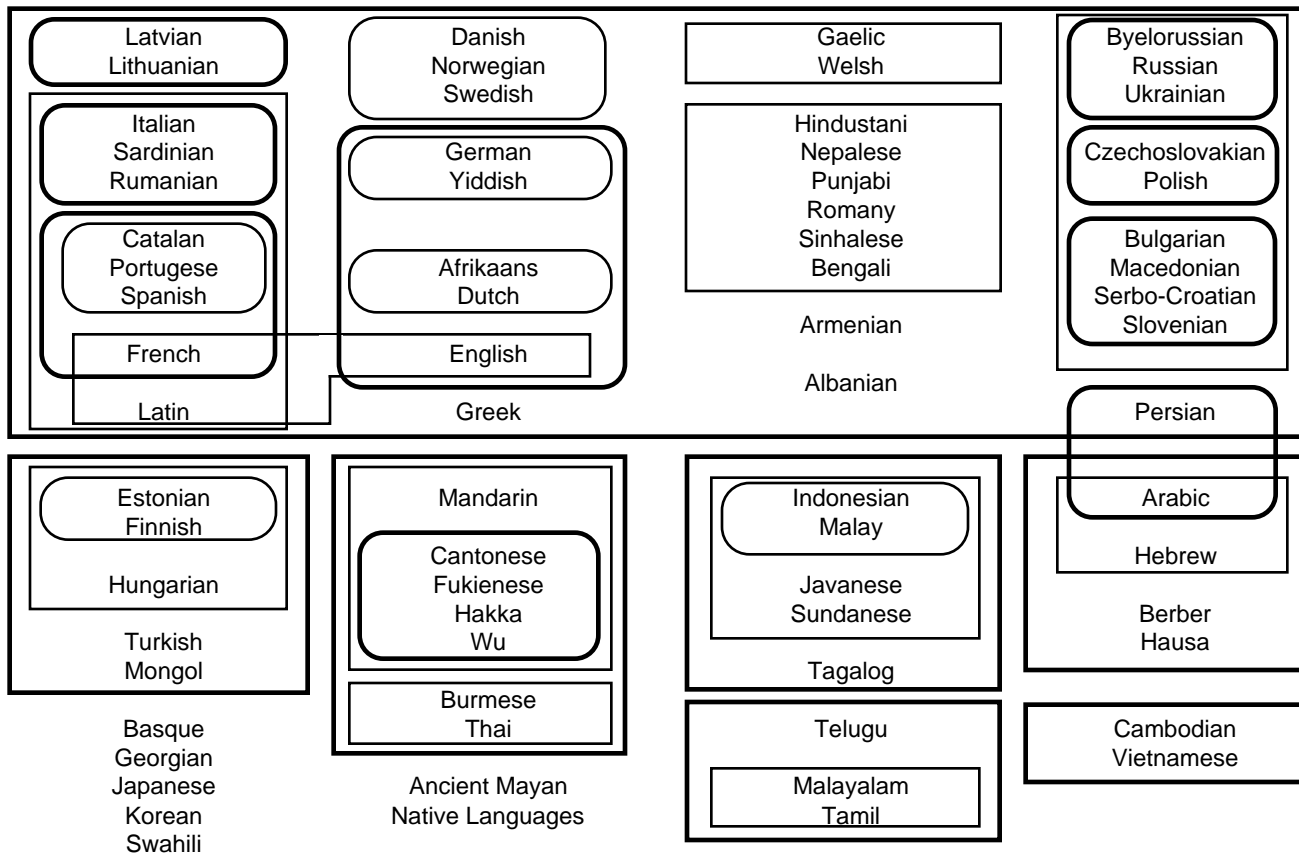
The languages enclosed by a thick box with rounded corners have 3 points of similarity; characters with 2 points in any language in that group may make an INT roll to understand phrases in other languages in that group. Also, other languages in that group are -1 Character Point to learn (the minimum 1-point investment gets the character 2 points of effectiveness in the language).

Languages enclosed by a thin box with square corners have 2 points of similarity; characters may learn such languages at -1 Character Point cost. Languages enclosed by a thick box with square corners have 1-point of similarity; there is no cost benefit or penalty for learning these languages. For languages outside this area, it costs +1 point (one additional point) to gain fluency with the language; that is, Basic Conversation costs 2 Character Points, Fluent Conversation costs 3 Character Points, and so on.

Example: *Fast Eddie knows English as his native language; he has it at the 4-point level. He can make an INT Roll to try to understand people speaking in German, Yiddish, Dutch, or Afrikaans. This INT Roll would be modified by the length of the speech, how well he heard the speaker, and other factors. Eddie may learn German without too much trouble: for a 3 Character Point cost he could have 4 points of German. This would also give Eddie the ability to speak Yiddish at the 2-point level.*

Eddie wants to learn to speak Swedish as well (so he can try to talk to Swedish women). Since Swedish is in the 2-point similarity group with English, he could learn Swedish at the 3-point level for a 2-point expense. Eddie, growing proud of his linguistic efforts, spends 1 character Point to learn Polish. Since Polish has only 1-point of similarity to the languages he already knows, Eddie's 1-point investment earns him only 1-point of language efficiency. Finally, Eddie tries to learn Mandarin Chinese. This language has no similarity to any other that Eddie has learned, so it costs him 3 points to earn 2 points of language efficiency. Now, however, Eddie can learn Cantonese for -1 Character Point cost, since he knows another language in that group (Mandarin Chinese) at 2 points.

Latvian
Lithuanian

Danish
Norwegian
Swedish

Gaelic
Welsh

Byelorussian
Russian
Ukrainian

Italian
Sardinian
Rumanian

German
Yiddish

Hindustani
Nepalese
Punjabi
Romany
Sinhalese
Bengali

Czechoslovakian
Polish

Catalan
Portugese
Spanish

Afrikaans
Dutch

Bulgarian
Macedonian
Serbo-Croatian
Slovenian

French

English

Armenian

Latin

Greek

Albanian

Persian

Estonian
Finnish

Mandarin

Indonesian
Malay

Arabic

Hungarian

Cantonese
Fukienese
Hakka
Wu

Javanese
Sundanese

Hebrew

Turkish
Mongol

Burmese
Thai

Tagalog

Berber
Hausa

Basque
Georgian
Japanese
Korean
Swahili

Ancient Mayan
Native Languages

Telugu

Malayalam
Tamil

Cambodian
Vietnamese

LIP READING

This General Skill enables the character to read someone's lips in order to tell what he is saying. A Perception Roll is necessary to properly see someone's lips. If the character knows other languages, he can read lips speaking in those languages.

Failing a Lip Reading roll usually means that the conversation was not understood, possibly because the person turned or hid his mouth. A large beard, mustache, or other facial obscurement can mean a -1 to -3 modifier to the roll, or even make Lip Reading impossible.

LOCKPICKING

This DEX-based Skill allows the character to open key, combination, electronic, and magnetic locks. The character must have lockpicks or other equipment in order to use the Skill. It is possible to use objects such as hairpins or credit cards as lockpicks, but the GM should assign minuses to the roll. Some locks may be particularly tricky, and have an electronic alarm system of some type connected to the lock or the door. Disabling an alarm requires Security Systems Skill. Difficult locks can be a -1 to a -5 modifier to the Lockpicking Skill Roll. Mechanic Skill is a complementary Skill for picking key and combination locks; Electronics is a complementary Skill for picking electronic and magnetic locks.

An unsuccessful Lockpicking Roll can mean a jammed lock, an alarm going off, or even a broken lockpick, though usually it just means that the lock was too tough. An expert can pick a lock in an amazingly short time — just as fast as using a key.

MARTIAL ARTS

Martial Arts are any form of hand-to-hand combat that requires training and expertise. Martial Arts includes the fine dancing and dodging of aikido, the hammer and tongs of boxing, and rough and tumble dirty infighting. The Martial Arts rules can also be used for advanced weapon-fighting techniques like Fencing.

Characters can buy individual maneuvers as listed on the Martial Maneuvers Table. Or a group of maneuvers can be purchased to represent an entire Martial Art.

The Martial Arts are broken down into separate maneuvers. This is because there are many, many different Martial Arts and Martial maneuvers; however, for game purposes these distinctions are relatively unimportant — a karate kick and a boxing hook both use the attacker's Strength to do damage. Thus most Martial Arts can be defined by a limited number of maneuvers.

This is not to say that these maneuvers are identical — just that they function similarly in a game sense. Thus a boxing hook and a karate kick might both be an "Offensive Strike" using these rules. But they are very different in real terms. A GM might even give small modifiers for circumstances based on the special effects of the maneuver. (A boxer couldn't use a hook while his arms were tied; a karate master couldn't kick while on a slippery floor.) For more details, see *Special Effects*.

To buy Martial Arts, a character should decide what style he would like to use. This does not have to be one of those listed; the GM is encouraged to design new ones to represent the particular cultures in his campaign. Even if the character is learning one of the listed styles, he can still pick and choose from the whole list of maneuvers; the maneuvers listed under each fighting style are only suggestions.

The only restriction is that the character must choose a minimum of 10 Character Points of maneuvers; these can come from as few as two 5-point maneuvers. There is no maximum on the number of points a character can spend on maneuvers.

Weapon Groups

When buying his martial arts, the character must decide what weapons (if any) the fighting style is associated with. The Package Deals have appropriate weapons listed. The categories of weapons are listed on the weapon familiarity table; the relevant portions of the table have been reprinted below for your convenience. Most martial arts are bought for use with the "unarmed combat" group, but others could be bought specifically for use with a weapon (like fencing bought for use with swords). To buy martial arts with a different Weapon Group costs +1 Character Point for a different weapon; unlike Weapon Familiarity, the character cannot buy martial arts with the larger categories. Martial Arts can never be bought for use with ranged weapons. The GM should feel free to restrict the types of weapons available to a given martial art.

Weapon Groups
Common Melee Weapons:
Unarmed Combat
Club
Axes, Maces and Picks
Pole Arms
Swords
Two-handed Weapons
Uncommon Melee Weapons
Flails
Lances
Quarterstaff
Whip

Example: Sipristi, a ninja assassin, has just bought several maneuvers to represent her hand-to-hand ninjitsu. Her base "Weapon Group" is unarmed combat; Sipristi can perform the maneuvers only with her bare hands. For +1 Character Point, she can perform the maneuvers with swords, for +1 additional point, she can perform the maneuvers with Pole Arms. She can now perform her Offensive Strike with her bare hand, her katana, or a naginata.

Special Maneuvers

Sometimes a maneuver has special effects that cannot be simulated by any of the maneuvers on the table. In this case the character should try to simulate the maneuver with Powers and Power Modifiers. Such "maneuvers" do not count toward the 10 Character Point minimum, and must be expressly permitted by the GM.

Example: Flying Lotus is designing his own Martial Arts Style and has decided that one of the maneuvers should be a double strike to both his opponent's ears. This sounds like a Flash, so the character buys 2d6 Flash against the Hearing Sense Group, with the Power Limitation "No Range". This attack would allow the character to box his opponent's ears, temporarily deafening him. Since this fits into the Martial Arts style, the GM approves.

Package Deals

Characters do not normally receive a Package Bonus for Martial Arts. However, if a character creates a package where there are several noncombat Skills in addition to the listed maneuvers, then the GM may give him a Package Deal Bonus (see Package Deal) for the non-combat skills.

Example: Dmitri Ironjaw wants to be the greatest boxer in the Motherland. He purchases a Defensive Strike (Jab), an Offensive Strike (Hook), and Martial Block (Block). This costs 14 Points. Dmitri also BUYS Professional Skill: Prizefighter, Knowledge Skill: Boxing Lore, Knowledge Skill: Boxing Styles, Perk: Passport, and Paramedic. This package totals 10 points, and earns Dmitri a Package Deal, saving him 2 Character Points.

GMs should encourage players to describe the Martial Arts in detail and to describe the special effects of their maneuvers. Not only does this result in a better simulation, it makes combat more exciting and fun.

MARTIAL MANEUVERS TABLE					
Maneuver	**Phase**	**Cost**	**OCV**	**DCV**	**Damage/Effect**
Defensive Strike	1/2	5	+1	+3	STR Strike
Martial Strike	1/2	4	0	+2	STR+2d6, Strike
Offensive Strike	1/2	5	-2	+1	STR +4d6, Strike
Martial Block	1/2	4	+2	+2	Block, Abort
Martial Dodge	1/2	4	—	+5	Dodge, Affects all attacks, Abort
Martial Throw	1/2	3	+0	+1	STR + v/5;opponent falls
Nerve Strike	1/2	4	-1	+1	2d6 NND[1]
Choke Hold	1/2	5	-2	0	Grab, 2d6 NND[2]
Killing Strike	1/2	4	-2	0	1/2 d6 HKA
Sacrifice Throw	1/2	3	+2	+1	STR; you fall and opponent falls
Martial Disarm	1/2	4	-1	+1	Disarm, +10 STR to Roll
Martial Escape	var	4	0	0	+15 STR vs. Grabs
Martial Grab	1/2	3	-1	-1	Grab, +10 to STR for hold only (not damage)
+1 DC for all normal M-arts attacks		4			
Extra Weapons (see *Weapon Familiarity*)	1+				

SHORT EXPLANATION OF TERMS	(for more explanation, see *Fighting*)

STR: The STR listed under the DMG (damage) column means that the maneuver does the character's Strength damage in normal dice (STR/5 in dice). If a number is listed, like "+2d6", then that is the number of d6 added to the damage done by the maneuver. If the martial art involves the use of a weapon, this d6 is applied as half the equivalent of DCs.

Example: The Marquis of Avignon has purchased Fencing for use with his rapier. He performs a Lunge (Martial Strike). This gives him +0 OCV and +2 DCV. In addition, he receives +2d6; this translates to +1 DC with his rapier.

Block: This prevents the opponent's attack from hitting the target, and sets up the defender to strike first on the next Phase. A Block requires the character blocking to compare his OCV to the opponent's OCV, rather than DCV. Once a character has decided to Block, he can block multiple attacks in a single Phase (see *Block*).

Abort: The character can abort his next Phase to perform this maneuver on a segment not normally his Phase (see *Combat and Adventuring*).

Disarm: Attempts to knock any one-handed weapon or Accessible Focus from opponent's grasp.

Dodge: The dodging character may not attack, but gets a DCV bonus.

Grab: The grabbed character may be thrown around or dashed to the floor.

Killing: Attack does killing damage. The character may add his STR to the damage as per a normal HKA. To increased the DC of a Killing Strike is twice as expensive (+1 DC for every 2 DCs that the other maneuvers are increased).

Example: Kato buys a Killing Strike as his karate chop. This costs him 5 points, and earns him a 1/2 d6 HKA (1d6+1 with STR). To raise the attack by one DC to a 1d6 HKA, he would have to spend 8 Character Points.

No Normal Defense: The target gets no PD or ED versus the STUN of this attack. The attack does only STUN, not BODY. The defense for NND[1] is wearing solid armor, or having Lack of Weakness. The defense for NND[2] is having solid armor on the neck, or not having to breathe.

Opponent Falls: The opponent automatically falls down after a successful attack.

You Fall: The attacker falls down after making this attack, regardless of whether the attack was successful.

+1 DC (Damage Class): This option is limited to characters in superheroic campaigns; characters in heroic campaigns can only buy this with special permission from the GM. This allows the character to increase the damage and/or efficiency of his martial arts. Each additional +1DC will add +1d6 of damage to a martial attack that does normal damage or +1/2 d6 for a martial attack that does NND damage. Each +2 DC will add 1 Damage Class to a martial attack that does killing damage. Each +1 DC will also add +5 to the calculated STR for Martial Grabs, Disarms, and Escapes. The additional DCs have no effect on purely defensive maneuvers like Martial Block and Martial Dodge.

Example: Flying Lotus has a 20 STR and has bought bought a Martial Strike, A Martial Escape, and a Martial Dodge, for 12 Character Points. He also bought +3 DCs, for 12 Character Points. His Martial Strike now does STR + 2d6 + 3d6, for a total of 9d6. His Martial Escape gives him a STR (to get out of Grabs) of STR + 15 +15 = 50. His Martial Dodge is unaffected by the DCs.

MARTIAL ARTS STYLES

These Packages represent many of the classic Martial Arts. Characters do not have to purchase all of the items listed to call themselves an expert in that Martial Art. If you buy at least 10 points of maneuvers in that art, and buy a Knowledge Skill for the art, than you can consider yourself a "black belt" or the equivalent. True mastery of the art requires buying all of the Skills and Maneuvers listed, and probably several Combat Skill Levels with that style.

CLASSIC COMIC BOOK

This is the generic martial art practiced by many "martial artists" in comic books; it can be used to simulate a wide variety of special effects. GMs who want to keep martial arts simple can use this for all martial artists.

Recommended Maneuvers
Punch........................ (Martial Strike — 4 Points)
Kick .... (Offensive Strike — 5 Points)
Block .... (Martial Block — 4 Points)
Throw........................ (Martial Throw — 3 Points)
Dodge .... (Martial Dodge — 4 Points)
Special Skills
Breakfall
FAM w/Common Melee Weapons

AIKIDO

This is a generally defensive art that uses the opponent's energy against him. Aikido contains many circular motions that the character uses to direct an attacker to a position of disadvantage.

Recommended Maneuvers
Throw........................ (Martial Throw — 3 Points)
Hold .... (Martial Grab — 3 Points)
Strike......................... (Defensive Strike — 5 Points)
Dodge .... (Martial Dodge — 4 Points)
Escape...................... (Martial Escape — 4 Points)

Special Skills
Breakfall
FAM w/Common Melee Weapons
KS: Aikido

BOXING

Boxing is normally used in a sporting arena and is a straight-forward Martial Art. A boxer can be very effective so long as the battle consists of upright punches. A boxer may find himself at a disadvantage against a well rounded martial artist because of his lack of throws, holds, and other special maneuvers.

Recommended Maneuvers
Jab .... (Defensive Strike — 5 Points)
Hook .... (Offensive **S**trike — 5 Points)
Block .... (Martial Block — 4 Points)
Clinch........................ (Martial Grab— 4 Points)
Cross .... (Martial Strike— 4 Points)
Special Skills
        KS: Boxing
        Paramedic

COMMANDO TRAINING

Commando Training is a mixture of different maneuvers from many martial arts. It is not a true martial art, but does give its user a variety of options.

Recommended Maneuvers
Boxing Cross .... (Martial Strike — 4 Points)
Aikido Throw .... (Martial Throw — 3 Points)
Karate Chop............... (Killing Strike — 4 Points)
Choke .... (Choke Hold— 5 Points)
Judo Disarm............... (Martial Disarm— 4 Points)
Kung Fu Block .... (Martial Block— 4 Points)
Special Skills
Breakfall

DIRTY INFIGHTING

Dirty Infighting isn't a classic martial art; rather, it is a Skill for fighting in less than ideal circumstances.

Recommended Maneuvers
Punch........................ (Martial Strike — 4 Points)
Roundhouse .... (Offensive Strike — 5 Points)
Low Blow .... (NerveStrike — 4 Points)
Disarm .... (Martial Disarm— 4 Points)
Kidney Blow .... (Killing Strike— 4 Points)
Special Skills
Streetwise
FAM w/Common Melee Weapons

JIU-JITSU

Jiu-jitsu, or its limited form Judo, is a defensive form consisting mainly of throws and holds. The character slams his opponent to the ground or applies a choke hold in combat.

Recommended Maneuvers
Slam.......................... (Martial Throw— 3 Points)
Choke Hold .... (Choke Hold — 5 Points)
Sacrifice Throw .... (Sacrifice Throw — 3 Points)
Disarm .... (Martial Disarm— 4 Points)
Escape...................... (Martial Escape— 4 Points)
Special Skills
Breakfall

KARATE

Karate is a straight-forward martial art, designed to put an opponent down as quickly as possible.

Recommended Maneuvers
Punch........................ (Martial Strike — 4 Points)
Kick .... (Offensive Strike — 5 Points)
Block.......................... (Martial Block— 4 Points)
Chop .... (Killing Strike— 4 Points)
Disarm .... (Martial Disarm— 4 Points)
Dodge .... (Martial Dodge— 4 Points)
Special Skills
KS: Karate
FAM w/Common Melee Weapons

MARTIAL ARTS STYLES

KUNG FU

Kung Fu is a broader Martial Art than Karate, concentrating less on strikes and more on flexibility. There are hundreds of styles of Kung Fu.

Recommended Maneuvers
Punch........................ (Martial Strike — 4 Points)
Block .... (Martial Block — 4 Points)
Throw........................ (Martial Throw — 3 Points)
Disarm .... (Martial Disarm — 4 Points)
Dodge .... (Martial Dodge — 4 Points)
Special Skills
 KS: Kung Fu
 FAM W/ Common Melee Weapons
 Breakfall

NINJITSU

Ninjitsu is the martial art practiced by the Japanese Ninja. It concentrates using stealth to achieve surprise, and then taking out the opponent as quickly as possible.

Recommended Maneuvers
Strike.......................... (Martial Strike — 4 Points)
Back Kick .... (Defensive Strike— 5 Points)
Nerve Pinch .... (Nerve Strike — 4 Points)
Escape....................... (Martial Escape— 4 Points)
Chop .... (Killing Strike — 4 Points)
Special Skills
 KS: Ninjutsu
 FAM W/ Common Melee Weapons
 Stealth
 Climbing

SAVATE

Savate (*boxe Francais savate*) is the French martial art which concentrates on kicks with a few hand-strikes.

Recommended Maneuvers
Back kick.................... (Defensive Strike — 4 Points)
Coup de pied bas,
 low kick .... (Martial Block — 4 Points)
Coup di pied chasse,
 side kick .... (Offensive Strike — 5 Points)
Block .... (Martial Block— 4 Points)
Disarm .... (Martial Disarm— 4 Points)
Special Skills
 KS: Savate

WRESTLING

Wrestling, one of the oldest Martial Arts, concentrates on bringing an opponent to the ground and holding him there. Wrestling can be a serious Martial Art — or as melodramatic as the popularized wrestling seen on TV.

Recommended Maneuvers
Slam........................... (Martial Throw— 3 Points)
Take Down................. (Sacrifice Throw — 3 Points)
Escape....................... (Martial Escape— 4 Points)
Hold .... (Martial Grab— 3 Points)
Choke .... (Choke Hold — 5 Points)
Reversal..................... (Martial Block— 4 Points)
Special Skills
 Breakfall

FENCING

Fencing is the art of swordfighting. A character cannot use any of the maneuvers without a weapon, although a GM might let a character perform some of the defensive maneuvers (parry) with weapon other than a sword. All the maneuvers listed add to the damage the character does with his sword; each +2d6 adds +1 DC. Fencing should be used as an example of how a character can design a weapon-based martial art (like Kendo).

Recommended Maneuvers
Thrust......................... (DefensiveStrike — 5 Points)
Lunge......................... (Martial Strike— 4 Points)
Slash.......................... (Offensive Strike — 5 Points)
Parry .... (Martial Block— 4 Points)
Disarm .... (Martial Disarm— 4 Points)
Special Skills
 KS: Fencing
 FAM W/ FencingWeapons
 KS: Fencers

ORIGINAL MARTIAL ARTS

This is a design-your-own category. The GM should make an effort to create a unifying special effect that all the maneuvers follow, and then choose the appropriate maneuvers from the overall list. Players may design a Martial Art for their character, but all such original Martial Arts Styles must be approved by the GM.

Example: Nexus 7, a native of the planet Bandar, wants to create a unique Bandarian Martial Art, Bandarian Kick Boxing. The character decides that the goal of a Bandarian kick-boxer is to knock his opponent out — fast. The martial art, therefore, does not have many defenses, and concentrates on various attacks. Nexus 7 buys a Long Kick (Martial Strike — 4 Points), a Roundhouse Kick (Offensive Strike — 5 Points), a Extended Toe Nerve Kick (Nerve Strike — 4 Points), and the dreaded Iron-leg Knee Kick (Killing Strike — 4 Points). Nexus 7 has a Martial Art that is entirely offensive; a battle between two Bandarian kick-boxers would be brutal, bloody, and short.

MECHANICS

The character is skilled with mechanical devices and knows how to repair, replace, and build them. This General Skill also allows a character to modify a mechanical device; for example, a character could modify an automobile engine to power a boat. Tools of some sort are almost always necessary to perform Mechanics Skill.

Of course, Knowledge Skill of the particular mechanism would be a complementary Skill. An unsuccessful Mechanics Roll usually means inability to perform the task, but can sometimes mean that the device fails later under stress.

MIMICRY

Mimicry is the ability to perfectly imitate someone else's voice. This General Skill can be quite helpful to a successful disguise; it may be used as a complementary Skill to Disguise. This Skill is especially useful to fool someone over the radio or the telephone, since the poorer quality of the sound reproduction can add +1 or +2 to the Skill Roll. Imitating the opposite sex or a radically different voice is -1 to -3 (or more) to the Mimicry Roll. The chance to detect Mimicry is a hearing Perception Roll vs. the Mimicry Roll, like Skill vs Skill.

The longer the speech, the greater the chance of making a mistake (-1 to -3). Using Mimicry while speaking a foreign language is -1 to -3, unless the character has 4 points or more fluency. Noisy surroundings, short speeches, or whispers can help the Mimicry Roll (+1 to +3). Failing a Mimicry Roll means that the deception is immediately obvious, if the voice is known to the observers.

NAVIGATION

Navigation enables a character to determine his location. This General Skill also lets the character plot efficient courses between two points. This can be done by a variety of methods, ranging from astronomical triangulation to dead reckoning. Alternatively, the character could use the location of planets, stars, nebulae and other astronomical objects. A successful roll will enable the character to determine precisely where he is. The character would receive a penalty for bad conditions like a cloudy night, lack of landmarks, unfamiliar stars, etc. Appropriate Knowledge Skills and Area Knowledges are complementary to the Navigation Roll. Navigation is extremely useful for characters charting unknown regions or who want to find their way home when lost.

ORATORY

This PRE-based Skill represents the ability to speak to a audience and to deliver a convincing presentation. A good orator knows how to modulate his voice, use body language, and how to speak to his audience. He also knows if he is losing his audience, and can ad-lib before a crowd. Modifiers are important for this Skill. If the crowd is attentive, or if they want to hear the speaker, allow a positive modifier (+1 to +3). Conversely, if the crowd is skeptical or hostile, or if the speaker is heckled, the GM should apply as negative modifier (-1 to -3). A successful roll indicates that the speaker has held the attention of the audience and convinced them to think about what he was saying. If the roll is exceptional, the orator has swayed the crowd behind his line of reasoning. A skilled speaker can be very convincing.

Oratory helps characters make effective Presence Attacks on large groups. If the character makes an Oratory Skill Roll, add +1d6 to the Presence attack. If the character rolls under half, add +2d6.

Oratory does not help characters argue — it is only useful when the audience is not talking back. Characters who want to be able to lie convincingly or argue effectively should buy Persuasion.

PARAMEDIC

This INT-based Skill enables the character to stop bleeding, repair damage, and generally keep someone alive. A character at zero BODY is dying (see Bleeding). A character with Paramedic may keep an injured person alive with a Paramedic Roll. (GMs who desire additional realism may require the paramedic to make this roll at -1 for every 2 BODY the injured individual is below zero BODY). Successful performance of this Skill takes at least a full Phase, and the character may wish to take more time in order to get a bonus to the roll (see Skill Modifiers).

To be a licensed doctor, the character must also buy Knowledge Skill: Medicine (which costs 2 Character Points; see Background Skills); and the Perk: Licensed MD. The difference between being a paramedic and being a doctor is that a paramedic provides immediate, emergency care, while a doctor provides long-term cures. Unsuccessful Paramedic Rolls may mean that stopping the bleeding is beyond the capacity of the character.

When using Paramedic on unfamiliar races, there may be penalties of -1 to -3, depending on how different the race is. For example, if Chiron (a thief in a fantasy campaign) tried to save a Dwarf from dying, the GM might give him a -1 on his roll.

PERSUASION

This PRE-based Skill is the ability to convince, persuade, or influence individuals. This ability is normally only used on NPCs. Players are usually allowed more latitude with their decisions. However, a successful Persuasion roll should make the player character much more inclined to believe the speaker. This also includes the ability to tell a believable lie. Modifiers are very important to this Skill. If the victim wants to believe, the GM should give the character at least +3 to the Persuasion roll. Some alien races may be incapable of lying, and, believing others to be the same, may be very gullible. Of course, the more outrageous and unbelievable the lie is, the more negative modifiers the GM should attach to the roll.

Other circumstances may modify the Persuasion Roll. Use the modifiers listed under Presence Attacks as a modifier to the Persuasion Roll (i.e., a +2d6 modifier would equal a +2 Skill Roll modifier).

PROFESSIONAL SKILLS

This Background Skill gives the character the ability to perform a certain profession. Whereas Knowledge Skills give the character knowledge of how or why something works, a Professional Skill gives the character the ability to do it. For example, a character with KS: Plumbing knows generally how plumbing works, what the history of plumbing is like, 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. A character could even have a Knowledge Skill and a Professional Skill of the same subject, to reflect both a theoretical and practical knowledge. Knowledge of certain things implies an ability to use that thing (for example, PS: Oil Drilling lets you operate an oil rig.)

Two points gives the character an 11 or less roll to be able to perform the given Skill. Alternately, characters can base the knowledge upon a Characteristic for 3 Character Points, giving a base (9 + CHAR/5) roll. IN EITHER CASE, each +1 to the Skill Roll costs 1 Character Point.

The list of Professional Skills is limitless. Examples include Accountant, Actor, Armorer, Artist, Beekeeper, Blacksmith, Brain Surgeon, Butcher, Campaign Manager, Carpenter, Cobbler, Construction Worker, Cook, Dentist, Dogcatcher, Electrician, Fisherman, Game Editor, Goldsmith, Hockey Player, Innkeeper, Jester, Jeweler, Knight, Laborer, Mason, Messenger, Musician, Newscaster, Operator, Park Ranger, Photographer, Plumber, Policeman, Priest, Queen, Reporter, Secretary, Student, Taxi Driver, Undertaker, Valet, Waiter, X-ray Technician, Yeoman, Zookeeper.

RANGE SKILL LEVELS

A character can buy Skill Levels that only reduce the range penalties of ranged attacks. Range Skill Levels function as a bonus to the character's OCV that can only be used to offset range penalties. They have no value at point-blank range, and cannot be used for any of the options for normal Combat Skill Levels. To determine the cost of a Range Skill Level, simply move up one category on the table. Thus, to buy a +1 Range Skill Level with all ranged combat costs 3 Character Points, to buy a +1 Range Skill Level with a tight group costs 2 Character Points. If a character would like to buy a +1 Range Skill Level with a single attack (normally a 2 point Combat Skill Level), then the cost is 1 1/2 Character Points, or 3 Character Points for +2 Range Skill Level.

RANGE SKILL LEVEL	
Cost	Application
1 1/2	+1 to offset range with any single attack
2	+1 to offset range with any three maneuvers or tight group (+1 with pistols)
3	+1 to offset range penalties with all ranged attacks

Example: Randall Irons would like to be exceptionally good at shooting distant targets with pistols (to reflect his steady hand). He decides to buy some Range Skill Levels. The cost for a +1 Range Skill Level with pistols is 2 points (since a Combat Skill Level with pistols is 3 points). Randall spends 6 Character Points, and receives a +3 to his OCV when using pistols — only to offset range penalties.

Later, Randall is in a gunfight at a range of 9". This would normally be a -2 to his OCV, but because he has the Range Skill Levels, Randall suffers no penalty. However, he receives no direct bonus to his OCV, regardless of how close his opponent gets.

The smallest Range Skill Level that can have a Limitation is a 3 point level. This Corresponds to the 5 point Combat Skill Level. Thus a character wanted to create a gun that was accurate to a great range, he would have to pay 3 Character Points for a +1 that could only be used to offset range penalties. (This cost could be reduced by Power Limitations, of course.)

RIDING

This DEX-based Skill enables a character to ride a living creature under difficult circumstances. The character can ride his mount under rough conditions; he can fight mounted. The character can ride under normal conditions with no roll. The Riding Skill Roll should be made whenever the character is attempting maneuvers such as jumps, trick moves, leaping onto the beast, or similarly difficult tasks. Failure to make this roll means that the maneuver did not succeed, with possible bad consequences for the rider, like falling off and getting hurt.

A character with Riding is already familiar with one group of riding beasts; if he would like to be able to ride other types of creatures, he should buy Familiarity with those creatures (see Transport Familiarity). A character with Riding can take care of all riding animals he is familiar with.

SCIENCE SKILLS

These Background Skills give a character a solid grasp and working knowledge of a certain type of science. A Science Skill thus functions as a combination of both a Professional Skill and a Knowledge Skill. Characters with a Science Skill are assumed to have a working knowledge of the equipment of their trade. If characters attempt to perform a Science without adequate equipment or time, the GM may apply modifiers of -1 to -5 to the character's roll. The GM may give positive modifiers for excellent equipment. Usually, characters may carry a "field bag" with some basic equipment (enough to perform simple experiments without a penalty).

Science Skills cost 2 points for a base roll of 11-. Alternately, characters can base the Science Skill upon INT for 3 Character Points, giving a base (9 + INT/5) 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 presently in the game (like Computer Programing), although Skills often partly overlap. Characters need not buy a general category of science before buying a specific science (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 player with Microbiology knows a lot about microscopic organisms, and general facts about Biology.

Sciences include: 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, Subatomic Physics, Veterinary Medicine, Zoology.

SECURITY SYSTEMS

This INT-based Skill gives the character the ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. These alarms include such things as electric eyes, sonar, retina print sensors, voiceprint analyzers, tripwires, or pressure plates. The character may need equipment for dealing with certain Security Systems.

Complementary Skills could include Electronics, Mechanics, or Computer Programing, according to the type of alarm. A Concealment Roll might be necessary to find alarms and traps that are carefully hidden. Alarms can be very complicated, with several backup alarms, so a -1 to -5 modifier is not unreasonable. An unsuccessful roll may mean merely a failure, but if the character fails the roll badly, the alarm should go off.

SEDUCTION

This PRE-based Skill is the ability to gain others' trust by offering companionship or favors. Circumstances have a great effect on this roll. A Comeliness Roll may be considered complementary to this Skill, although Comeliness may be race or culture specific. Also, Seduction is not based just on looks, but also on manner and personality. A successful Seduction usually makes it easier to learn information or gain favors from the victim.

This Skill is normally for use on NPCs; a player should be given more control over his character's actions. The GM may rule that Seduction can be used on a player character when it fits his Disadvantages or personality. An unsuccessful Seduction Roll usually means that the attempt was unsuccessful, although an exceptionally bad roll could indicate that the victim of such an attempt finds the character vulgar or distasteful aND BECOMES COmpletely uninterested in him.

SHADOWING

This General Skill is the ability to subtly follow someone. Different circumstances can modify the roll tremendously. For example, following someone in a desert without being seen is very difficult, and would give negative modifiers (-1 to -5). Conversely, following someone in a busy airport would be easy (+1 to +3). The person doing the Shadowing should make a new roll when the subject does something to lose the tail — like changing taxicabs or entering a store and running out the back door. Failing a Shadowing roll means that the follower lost the subject, or must do something obvious to keep tailing. Shadowing can be done on foot or from a vehicle.

Shadowing also gives a character the ability to spot and lose a tail. If the tail failed the Shadowing roll, the subject only needs a successful Perception or Shadowing roll (whichever is higher) to spot the tail. If the tail made the Shadowing roll, the GM should perform a Skill vs. Skill check, with both characters using their Shadowing Skill.

City Knowledge and Area Knowledge may be complementary Skills to Shadowing.

SKILL LEVELS

Skill Levels give pluses to related Skills. An extra +1 with related Skills may be purchased as explained on the table below. A Skill Level can only be applied to one task at a time. A character can change the application of his Skill Levels as a 0 Phase action.

Skill Levels	
Character Pts.	**Type of Level**
3 pts.	+1 with any three related Skills (e.g., +1 with Culture, High Society, and Seduction; +1 with Mechanic, Security Systems, Lockpicking, etc.)
5 pts.	+1 with a group of similar Skills (e.g., +1 with all DEX- based Skills; +1 with all INT-based Skills, etc.)
10 pts.	+1 overall level (i.e., +1 with any Skill Roll). An Overall Level can also be used as a Combat Skill Level.

Note that these Skill Levels do not apply to Combat Skills, except for Overall Levels. Also, Skills may be related without being in the same category. The GM is the final judge of whether or not Skills are related.

SLEIGHT OF HAND

This is the ability to palm items, fool the eye, perform magic tricks, etc. This DEX-based Skill is useful for getting a weapon into a character's hand without being seen, 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).

Sleight of Hand can also be used to pick pockets. When picking pockets, use Sleight of Hand versus a Perception Roll as a Skill vs. Skill comparison. An unsuccessful Sleight of Hand Roll doesn't necessarily mean that the character's action was spotted; other characters must make a PER Roll to spot the motion.

STEALTH

Stealth is the ability to hide in shadows, move silently or avoid detection in combat conditions. Use a Stealth roll versus the Perception Rolls of those attempting to find the character in a Skill vs. Skill comparison (see Perception Rolls). If the character wants to hide, he should use his Concealment Skill.

A character who is carrying a heavy burden will find it harder to be Stealthy (-1 to -3). Good conditions for Stealth would be loud background noise and dark, crowded areas. A failed Stealth Roll doesn't necessarily mean that the character was seen; use the system outlined under Perception Rolls. Stealth is usually an Everyman Skill, so most characters have a chance to be Stealthy on an 8 or less.

STREETWISE

This PRE-based Skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. Not knowing the language makes this much more difficult, of course. Area, City, or Culture Knowledge are complementary Skills, depending on the type of information the character is trying to find. Failing a Streetwise Roll can be quite dangerous, since very tough people often don't like people asking questions.

Encourage players to roleplay this Skill as much as possible; it's a lot of fun.

SURVIVAL

This General Skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. This Skill is very popular among intrepid explorers and adventurers. The GM should have the character make this Skill Roll only when the character is underequipped for a particular area (usually when a character is marooned). The Survival Skill Roll should be made on a daily basis to see if the character has found food, shelter, and other necessities. The Skill Roll might be required more often in a particularly harsh or dangerous environment (in the arctic during a blizzard, for instance).

Lack of available resources like tools, food, water, and clothing, would be a -1 to -5 modifier on the Skill Roll. Very benign conditions (good equipment, many animals, lots of water) could mean a +1 to +3 modifier. Of course, Knowledge of the creatures and plants in the area is complementary to Survival Skill. In particularly hazardous environs, appropriate Knowledge Skills might be necessary to use Survival Skill (it doesn't matter how many fish you catch if you don't know which ones are poisonous). An unsuccessful Survival Skill Roll could be damaging to the character, and failing the roll several days in a row could be fatal.

SYSTEMS OPERATION

Characters with this INT-based Skill understand how to properly operate sensing and communication devices. This varies tremendously according to the genre. In a modern campaign, this Skill would enable characters to operate radar screens and monitor radio transmissions. In a science-fiction campaign, this Skill would let characters use high-tech sensors to sweep for ships, planets, and stars. Characters could examine a planet for cities, radioactivity, life forms, or metals. The character could also operate ECM, if any.

This Skill also covers all aspects of communications, such as sending coded messages and locating weak transmissions. Modifiers of -1 to -5 may be put on the Systems Operations roll if the radio frequencies are being jammed or the equipment is damaged.

TACTICS

Tactics is the ability to fight effectively and efficiently. A character with this INT-based Skill is an expert at combat and will usually know what must be done to win a battle. He also knows when a battle or tactical situation is hopeless. A character with Tactics can also direct the tactics of small groups.

Tactics Skill should be used sparingly; it's useful if the 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 successful, the GM should give the player hints about what his opponent intends to do next, and ways the character might counteract this. A failed Tactics Roll usually means that the character can't think of a way to beat the enemy, or it can mean an incorrect tactic.

TRACKING

The character with this INT-based Skill has the ability to follow a trail by observing tracks, marks, broken twigs and so forth. A great deal of information can be derived from tracks, such as the weight of the travelers, their number, how long ago they passed by, what they were doing, and so forth. The GM should require the character to make a Tracking Roll whenever the individual being tracked does something unusual to throw off the pursuit, or passes over difficult terrain (like bare stone).

Terrain Knowledge and Area Knowledge are complementary to Tracking Skill. Unsuccessful Tracking Rolls may lead the character in the wrong direction.

TRADING

This PRE-BASED SKILL IS the ability to strike a good bargain with a merchant or customer. Prices often aren't fixed, especially in noncontemporary genres.

A successful Skill vs. Skill result means the character gets a bargain price — the better the roll the better the bargain. 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

This Skill is for characters who are able to drive or pilot vehicles under routine conditions. It also includes the ability to ride a living animal. This Skill does not include combat maneuvering; for this, characters should purchase Combat Driving, Combat Piloting, or Riding.

For 1 point, the character knows how to operate the vehicle. The character has an 8 or less roll for performing dangerous maneuvers with the vehicle (jumps, screeching turns, etc.). During normal driving, the character does not have to make his roll.

After buying the first Transport Familiarity, each additional Transport Familiarity costs 1 point, or 2 points for an entire category.

Example: Fast Eddie pays 1 point for small ground vehicles, 1 point for large ground vehicles, and 2 points for Water Vehicles. Eddie now has an 8 or less roll with all of the above mentioned Vehicle types, and has paid a total of 4 points.

THE CATEGORIES

Riding Animals
    Horses, Donkeys, Mules, etc.
    Camels
    Huge Beasts (Elephants, etc.)
    Flying Beasts

Ground Vehicles
    Small ground vehicles: cars, jeeps, motorcycles
    Large ground vehicles: semi-trucks, construction
        equipment
    Tracked Vehicles: tanks, APCs, construction
        vehicles
    Ground Effects Vehicles: hovercraft

Air Vehicles
    Planes: Propeller, Jet
    Helicopters: gyrocopters, anti-grav vehicles
    Other air vehicles: balloons, gliders, airships

Water Vehicles
    Boats: any vehicles which go on top of water
    Submarines: any vehicles which go beneath the
        water's surface

Recreational Vehicles
(Cannot be purchased as a category)
    Scuba: artificial gills
    Skiing
    Parachuting

Space Vehicles (includes hyperspace, if any)
    Small Spaceships: fighters, small exploration ship
    Large Spaceships: freighters, large military
        starships

VENTRILOQUIST

A character with this General Skill can make his voice sound as if it's coming from somewhere other than himself. The Ventriloquism Roll takes a -1 for every 1" of distance between the ventriloquist and the point where the voice will "speak". This Skill also allows the character to speak without apparently moving his lips. Ventriloquism is detected with a Perception Roll (as Skill vs. Skill).

Ventriloquism is particularly useful for deception; the oldest trick 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 that other people realize that the sound is coming from the ventriloquist.

WEAPON FAMILIARITY

Characters have to buy Weapon Familiarity in order to know how to use weapons. This rule should only be used in heroic campaigns. (A character should never have to buy Familiarity with a weapon that he paid points for.) Without this Skill, the character fights at -3 OCV penalty for using an unfamiliar weapon. For example, Andarra, whose gun was knocked out of her hand, grabs a laser sword off the wall. Since she didn't pay for Weapon Familiarity with swords, she takes a -3 OCV penalty. Weapon Familiarity is bought by the Group (such as "pistols"). The cost is 1 Character Point per group. Familiarity may also be bought in larger categories, such as Common Melee Weapons, Common Missile Weapon, or Small Arms, at 2 Character Points per category. A character must buy Weapon Familiarity separately for each weapon group in the Uncommon Weapons Groups. All characters have Familiarity with Club (from the Melee Weapons Group) and with Unarmed Combat for free.

WEAPONSMITH

This General Skill is useful for building, maintaining and repairing weapons o f vari ous types. A character with this Skill can identify the origin and effects of any weapon he is familiar with.

The cost for buying Weaponsmith with one category of weapons is 3 points for an 11- roll. Each additional category costs 1 point. Regardless of how many categories the character is familiar with, the roll may be increased by paying 2 points for each +1 to the Skill Roll.

Muscle-powered weapons: Includes swords, crossbows, maces, axes, and polearms. A character with this Skill may be able to identify the origin of a weapon, and how long it has been used. The character can also identify armor.

Slugthrowers: Slugthrowers include 20th-century guns such as revolvers, automatic pistols, machine guns, and rifles.They are virtually any type of gun which fires a projectile, even blunderbusses and muskets. They also include chemical guns.

This Skill enables a character to recognize the type of gun by sight or sound, and may be able to identify the origin of the gun.

Characters with this Skill may be able to build a slugthrower given adequate equipment and time. However, creating a new type of gun may take the Skill Inventor and/ or appropriate Sciences.

WEAPON FAMILIARITY GROUPS

Common Melee Weapons
> Unarmed Combat
> Clubs
> Axes, Maces, and Picks
> Pole Arms
> Swords
> Two-handed Weapons

Uncommon Melee Weapons
> Flails
> Lances
> Quarterstaff
> Whip

Common Missile Weapons
> Bows
> Crossbows
> Javelins
> Thrown knives/axes

Uncommon Missile Weapons
> Sling
> Staff Sling

Small Arms Groups
> Early Firearms (Arquebus, Blunderbuss)
> Pistols
> Submachine guns
> Rifles
> Autofire weapons
> Shoulder Arms (shotguns)

Uncommon Weapon Groups
> Flamethrowers
> Grenade Launchers
> Heavy Machine Guns
> Rocket Launchers
> Man-guided Missiles

Heavy Weapons
> Vehicle Weapons
> Emplaced Weapons
> Ship to ship

Energy Weapons: Includes the full range of energy weapons, including lasers, and magnetic or electric guns. A character may recognize guns by sight or maybe even sound. Electronics may be used as a complementary Skill.

A character with this Skill may be able to build an energy weapon, given the right materials and enough time. To create a new type of gun would take Inventor and possibly Sciences or other Skills (like Electronics or Mechanics).

Other Weapon Categories: As appropriate to the campaign.

SKILL ENHANCERS

Skill Enhancers change the number of points the character pays for certain Skills or Perks (see Perks in the next section). Each Skill Enhancer costs 3 Character Points and cannot be increased beyond the basic level.

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

JACK OF ALL TRADES
The character picks up trades extremely easily; he learns new Professional Skills at -1 Character Point to the cost. The minimum cost of a Professional Skill is still 1 Character Point, but for that 1 point the character is able to make an 11 or less roll. Jack of All Trades may only be purchased once.

LINGUIST
This Skill 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). Linguist may only be purchased once.

SCIENTIST
The character is a quick study and learns Sciences easily, at -1 Character Point to the cost. The minimum cost of a Science is still 1 Character Point, but for that 1 point the character is able to make an 11 or less roll. Scientist may only be purchased once.

SCHOLAR
A character with Scholar learns Knowledge Skills easily, at -1 Character Point to the cost. The minimum cost of a Knowledge Skill is still 1 Character Point, but for that 1 point the character is able to make an 11 or less roll. Scholar does not help the character learn Area Knowledges or City Knowledges (See Traveler). Scholar may only be purchased once.

TRAVELER
A character with Traveler is adept at learning about new locations and cultures. The character learns new Area Knowledges and City Knowledges easily, at -1 Character Point. The character can also learn Culture Knowledges at a -1 to the Character Point cost, as long as the knowledge was acquired through hands-on experience (i.e., character visited location). The minimum cost of a Knowledge is still 1 Character Point, but for that 1 pt the character is able to make an 11 or less roll. Traveler may only be purchased once.

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. The minimum cost of a Contact is still 1 Character Point, but for that 1 point the character is able to make an 11 or less roll. Characters with Well Connected may also purchase two Favors for only 1 point (thereby halving the cost). Well Connected may only be purchased once.

PERQUISITES (PERKS)

Perks (or Perquisites) are useful items, privileges, and contacts that a character has special access to in the campaign. Perks are not innate abilities, but rather special benefits that 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.

GMs do not have to use the rules for Perks at all; most of the situations described can be handled by roleplaying. 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 a GM another way to manipulate a character during an adventure. GMs 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.

THE PERK LIST

Perk	Cost
Contact	2/1
Favors	1
Followers	1 per 5 Follower Points
Fringe Benefits	varies
Money	varies
Vehicles and Bases	1 per 5 Vehicle or Base Points

PERK DESCRIPTIONS

CONTACT

This represents the fact that a character might know someone who can occasionally help him out. This Perk can be purchased many times; in each case, it represents a single person that the character knows. The Contact usually holds a job or position that can be useful to the character. Contacts must be determined when the character buys the Perk, Contacts must be approved by the GM. Examples include a police sergeant, a CIA clerk, a Senator, a helicopter pilot, an underworld informant, or a makeup artist.

Each Contact is bought like a Professional Skill; that is, the character gets a Contact that will help on an 8 or less for 1 point, an 11 or less for 2 points, and +1 to the Contact Roll for every +1 point thereafter. The GM may rule that exceptionally useful Contacts (like the President, a KGB colonel, a billionaire) would cost more; charge an extra 1, 2 or 3 Character Points for the base 8 or less Contact Roll.

When the character needs some special help during an adventure, he can try to get in touch with his contact. The GM should require the character to make a Contact Roll. Of course, modifiers are appropriate (camping out on the Contact's doorstep might add a +2 bonus). If the player 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. If it's troublesome, dangerous, or expensive, this can be a -1 to a -5 (or worse) penalty to the roll. Persuasion is a complementary Skill. Offering money or a future favor in exchange will increase the chance (the GM should add a bonus to the roll).

Contacts should only be used to do things that the character can't do, or would have great difficulty doing. Contacts should never hand the solution for an adventure to the characters. Contacts are 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. Contacts are often used to help find out information (their most common use); they can also smuggle equipment, help with money, or broker deals.

A Contact can be almost anyone, from a janitor all the way to the President. The GM should keep in mind that the people with the highest offices and influence are the most watched, and therefore will refuse to help in many ways. If a character had the President as a Contact (a childhood friend, perhaps), 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 clerk in the records department of the police station could almost certainly get information much easier than a police captain, whose conduct is watched more carefully. The GM should always keep control over Contacts and their use.

Often characters do not begin with Contacts. The GM may award a Contact to a character when it's appropriate in the course of an adventure, as a way giving out Experience Points (though the character should get Experience Points the way they normally would in addition to the Contact). For instance, if the characters make friends with a wizard in the course of an adventure, the GM might give each player an 8 or less Contact with that wizard.

FAVORS

This Perk means that someone, or some organization, owes the character a favor. It functions as a Contact with a 14- roll. However, once the character has used the Favor, it's gone — a Favor can only be used once. Really large tasks may require the character to use up several Favors. The GM may well award PCs Favors as part of the Experience Points for an adventure. For instance, if the characters save the life of a wizard during an adventure, the GM might award each one a Favor.

A Favor costs 1 point. The GM should give more powerful Favors a higher cost; if the person who owes the Favor is extremely powerful, the Favor is worth much more. Favors should almost always be awarded by the GM as part of an adventure, rather than being bought by the player. The GM should always approve every Favor to make sure that the Favor does not unbalance the campaign.

FOLLOWERS

This Perk means that the character has a follower of some kind — an individual who is loyal to the character and willing to do what he asks. This follower can be a human agent, an animal, an intelligent computer, or even a robot.

To buy a follower, the character should build him (or it) using Character Points. Humans are built normally; the rules for creating animals or robots are in the *Combat and Adventuring* section.

To pay for a Follower, the character should pay 1 Character Points for each 5 Base Points possessed by the Follower. The Follower can have Disadvantages that will give him more points. However, this cost is only applicable so long as the follower's total points (Base Points + Disadvantages) are less than or equal to the character points of the original character. After this the character must pay 1 Character Point for each Character Point possessed by the Follower. For the purposes of determining how much the character should pay for a follower, the follower's Disadvantages are applied first, with the character paying for any remaining points. A follower can never have more total points than the character building it, unless the builder pays 1 Character Point per additional point in the follower. (A character cannot pile on Disadvantages to push the total points higher than his own.) Though it is possible to have a Follower who is more powerful than the character, this will be very expensive. The minimum cost for a Follower is 5 points. A character can have 2x as many Followers for +5 points. Followers cannot themselves have followers, except with special permission from the GM.

Followers should normally be written up by the GM, just like DNPCs. They are loyal to the character, although the GM should determine whether the Follower will perform suicidal tasks.

Example: *Captain Australia, fearless hero from down under, wants to buy a sidekick, Jacko. Captain Australia is built on 200 points, while Jacko is built on 75 base points, with 50 points of Disadvantages. Jacko costs Captain Australia 75 / 5 = 15 Character Points. If Jacko had been built with more total points than 200, then Captain Australia would have had to pay 1 Character Point for every 1 Character Point Jacko had over 200.*

FRINGE BENEFITS

These are Perks that the character acquires from his job or background. These are "perks" in the classic sense.

Cost	Notes
1 point	Right to Marry: Can perform the marriage ceremony
1 point	Weapon Permit: Where Appropriate
2 points	Concealed Weapon Permit: Again, where appropriate
1 point	Press Pass
1 point	International Driver's License
1 point	Starship License
1 point	Passport
1 point	License to practice a profession (Lawyer, Engineer, Physician)
2 points	Local Police Powers
2 points	Private Investigator License
2 points	Member of the Lower Nobility
3 points	Low Justice: Character has the right to mete out justice in a fantasy setting
3 points	Federal/National Police Powers
3 points	Galactic Computernet Access Card
5 points	Member of the Aristocracy
5 points	International Police Powers
5 points	Diplomatic Immunity
10 points	License to Kill
10 points	Head of State (with GM's permission)

MONEY

Money may not make the world go round, but it can help motivate the characters, Characters will receive money as payment for services, loot from treasure hoards, bribes, etc. They will use the money to buy equipment, homes, bribing guards, traveling, and more.

Money should, of course, be based on whatever currency is appropriate for the genre. In a fantasy setting it might be gold pieces or bushels of wheat, while in a science fiction campaign, it might be computer-recorded megacredits. For the purposes of simplicity, all the following units are in 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 start of a modern campaign the GM could assume that 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 trade metal 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 decided he was an out-of-work private investigator and has only $5 to his name.

Money matters less in a classic superhero campaign that it does in other types of campaigns. Superheroes with great wealth are not all that uncommon. On the other hand, a person with great wealth in a medieval setting is uncommon, and would wield great power. The GM should probably not allow characters to be wealthy (except in a superhero campaign) unless he's ready to deal with the consequences on the other characters and the game play.

VEHICLES AND BASES

Characters can own vehicles and bases. In heroic campaigns, the characters should pay for these with money. In a superheroic campaign the character must pay Character Points, just like all other equipment. The rules for constructing vehicles and bases are in the *Combat and Adventuring* section.

To pay for a vehicle or base, the character should pay 1 Character Point for each 5 points used to build it. The base or vehicle can have Disadvantages that will give it more points. However, this cost is only applicable so long as the base or vehicle's total points (Points + Disadvantages) are less than or equal to the Character Points of the original character. After this the character must pay 1 Character Point for each Character Point possessed by the base or vehicle.

For the purposes of determining how much the builder should pay for a base or vehicle, the Disadvantages are applied first, with the character paying any remaining points. A base or vehicle can never have more total points than the character building it, unless the builder pays 1 Character Point per point in the base or vehicle. (A builder cannot pile on Disadvantages to push the total points higher than his own.) It is possible to have a vehicle or base built on many more points than the character, but this will be expensive. More than one character can contribute towards a base or vehicle; in this case the cheaper rate will apply up to the highest number of Character Points possessed by any of the characters.

A third choice is to use the optional money system explained below.

In any event, the GM should carefully control the amount of money possessed by the characters, since that directly influences the game play. If all of the characters are rich, then the offer of a reward may not motivate them to go on an adventure. If they're all poor, they may not be able to *afford* an adventure. The amount of money characters have should fluctuate as a campaign proceeds. Perhaps the players discover a revolutionary device and sell it for $1,000,000. Or perhaps their property will be seized by the local Baron, and they'll be left with nothing. Changes like that are much more interesting than a steady, reliable income.

Example: *The Guardians are thinking about building a new base. The team consists of 4 characters built on 225 Character Points, and one character built on 250. A base can be built with up to 250 points; this will cost only 250 / 5 = 50 Character Points. The team members can divide this cost up in whatever way they see fit.*

TALENTS

Talents are unusual abilities that some characters possess. They include weird or unique attributes, bizarre skills, and a variety of effects that are not normal. Talents can be seen as a halfway step between Skills and Powers: they are extremely uncommon in the real world, but they may exist. The GM should examine the Talent list carefully. Not all Talents will fit into every campaign, and in some super-realistic campaigns Talents will not be allowed at all.

A GM running a heroic campaign might decide to allow the characters to purchase Talents but not Powers. In this case, he should examine the list of Powers and decide if any of them should — with certain Limitations — be categorized as "Talents" (and therefore available to characters who want to purchase them). This will allow characters to possess the full array of human abilities without allowing them to fly or fire Energy Blasts from their hands.

Example: *Andy is setting up a heroic campaign for 1930s pulp adventurers. Since these figures were often larger than life, Andy allows them to purchase Talents, but not Powers (he doesn't want any superheroes flying around.) He also says that characters can buy Mind Control as the Talent "hypnosis" — it must have a focus, a lengthy start-up time, and a willing subject. If it does not have these Limitations, then the character cannot purchase the Power.*

Characters cannot learn Talents as easily as they can learn skills. First, of course, the GM must say that the Talent is allowed in the campaign. Second, the character must possess some natural aptitude for the ability. It is impossible to learn to be lucky, and no one just acquires an eidetic memory. The GM might decide that characters cannot learn Talents after the campaign has begun. As an optional rule, the GM may allow a character to have a "latent" Talent, for the cost of one Character Point. A latent Talent gives the character no benefit, but allows him to buy the Talent later. Alternatively, the GM can say that a character must take some special quest to gain a talent after the campaign has begun. For example, a martial artist might have to travel to a lonely monastery in Tibet before he could learn to perform a Defense Maneuver.

Talents must usually be bought as they are; a character cannot purchase a Talent with any Power Limitation, except with special GM permission. Similarly, a character cannot purchase a Talent as part of a Power Framework. Talents do not cost END to use.

UNBALANCED TALENTS

Every effort has been made to make the Talents balanced to each other. However, there are some Talents that can be more powerful than they initially appear. These Talents have been marked with a:

A second group of Talents have the ability to completely alter a GM's plot or scenario. These Talents have been marked with a:

For more information, see *Unbalanced Powers*

THE TALENT LIST

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

TALENT DESCRIPTIONS

ABSOLUTE TIME SENSE

The character can accurately gauge the passage of time without using a watch, viewing the sun, or other external means. This Talent can be useful when timing explosives, coordinating assaults and infiltrations, estimating distance traveled, and so forth. No roll is necessary to perform this Talent; it is always successful.

• **Absolute Time Sense Cost:** 3 Character Points.

AMBIDEXTERITY

This represents the ability to use either hand to perform tasks, with no penalty. Normally, a character using a weapon with his off hand (the left hand for right-handers, and vice-versa) takes a -3 OCV penalty. Certain skills that involve the hands (like Lockpicking) would also take a -3 penalty if performed with the off hand. Ambidexterity removes 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.) Ambidexterity is particularly useful when the character's good hand is injured.

• **Ambidexterity Cost:** 3 Character Points.

BUMP OF DIRECTION

The character has an innate sense of direction. He can tell direction without reference to visual clues, and can also tell if he is above or below the local ground level. This Talent will not enable a character to automatically find his way out of a maze, but he will know which way he's facing at all times.

• **Bump of Direction Cost:** 3 Character Points, no roll necessary.

COMBAT SENSE

The character has an innate "feel" for combat situations, and can fight even while in darkness or blinded. Combat Sense costs 3 Character Points for the base 9 + (INT/5) or less roll, +1 for 2 Character Pts. A successful Combat Sense Roll allows the character who is attacked hand-to-hand to counterattack on his next Phase with no penalty, even if blinded. A character who makes a successful roll also has his full DCV against all hand-to-hand attacks. The character should roll each Phase to keep track of his opponents. Should the roll fail, the character takes normal penalties.

• **Combat Sense Cost:** 3 Character Points for a base 9 + (INT/5) roll; +1 to roll for 2 points.

CRAMMING

This Talent allows the character to quickly acquire a basic understanding of a non-combat Skill. The character needs several hours to study the Skill, and must have access to learning resources, like a teacher or library. If this is the case, the character can acquire a Familiarity (an 8- roll) with the Skill, which will be applicable for the duration of the adventure. A character could also acquire basic conversation (1 point) with a language. This roll cannot be increased in any way, and the character forgets what he has learned once the adventure is over. Of course, characters who wish to spend experience can acquire the Skill permanently. Cramming can be purchased multiple times, allowing the character to cram for more than one Skill per adventure.

• **Cramming Cost:** 5 Character Points for an 8- roll with skill.

DANGER SENSE

This Talent gives a character a sixth sense about danger. At its most basic level, Danger Sense will prevent the character from being surprised in combat, while at more powerful levels, Danger Sense can alert the character to any threat to his person, or even his world.

The character gets a base 11 or less chance on 3d6 to sense danger for 10 Character Points; this roll can be increased by +1 for every 2 points. For this base, a successful roll will prevent the character from being surprised in combat. For +5 additional points, the character who makes his roll will not be surprised while out of combat; he will notice surprise attacks before they occur if they could be noticed, given the character's senses. For example, a normal human with this type of Danger Sense could see a sniper that was about to shoot at him from the top of a building, but could not sense that he was going to walk into a cloud of odorless, colorless gas. For +5 more points, the Danger Sense becomes mystical, and the character will be forewarned of any danger to his person, regardless of the source.

Regardless of how he actually senses the danger, the character can buy the Talent to sense danger beyond his immediate person. For +5 points, a character who made a successful roll could be forewarned of danger to anyone or anything in his immediate vicinity (the room he was standing in). For +5 more points, he could detect any danger in his general area (city). And for +5 more points, he could detect any danger over any area. This is subject to GM's discretion; danger at the planetary level is usually a reasonable bound.

Normally, Danger Sense just gives the hero the "feeling" of being in danger. If the hero reacts, he's allowed his full DCV against an attack; he could also dive clear of a trap, etc. If a hero rolls less than or equal to half his Danger Sense Roll, the true position and type of danger are known well enough for the hero to launch an attack at full OCV.

Example: *Sipristi, a ninja assassin, has purchased 15 points of Danger Sense because she is exceptionally observant and is almost never surprised. Because she is preoccupied with her meditation, she fails to notice when three Samurai enter her garden. However, as they approach her, Sipristi makes a successful Danger Sense roll. Sensing danger, she spins, pulling a knife from her boot scabbard.*

• **Danger Sense Cost:** 10 Character Points for base 11 or less roll, +1 to the Danger Sense Roll for every 2 Character Points. Base Roll keeps the character from being surprised in combat. +5 points keeps the character from being surprised while out of combat, but only against attacks he could normally sense. +5 additional points keeps the character from being surprised by any attack.
   Danger Sense can be used to sense danger in the character's immediate vicinity for +5 points. It will sense danger in the character's general area for +5 additional pts. It will detect danger over any area for +5 more pts.

DEFENSE MANEUVER

The character is an expert at moving while in combat, and never allows an attacker a clear shot at his back. Use of this Talent requires a non-attack Combat Maneuver that takes a half-Phase action to perform; the character can also make a half-move or attack, for instance. When performed, a Defense Maneuver means that no attacker will be considered to attack "from behind", regardless of his position. Defense Maneuver also eliminates any Multiple Attacker Bonus, unless the defender cannot perceive the attacks (the attacker is invisible), in which case the bonus is applied normally.

• **Defense Maneuver Cost:** 5 Character Points.

DOUBLE JOINTED

The character has unusually flexible joints. This Talent costs 3 Character Points. Double Jointed gives a bonus of +1 to +3 to Contortionist and Breakfall rolls, depending on the circumstances. A character with this skill can also fit into hiding spaces (such as suitcases) not normally available to less limber characters.

• **Double Jointed Cost:** 3 Character Points.

EIDETIC MEMORY

This Talent enables the character to remember images that he has studied (including written pages) with near photographic exactness. This does not mean that the character remembers everything that happens perfectly; nor does it mean that he does not forget facts over time. What it does mean is that any subject that the character takes time to memorize will be remembered exactly, down to the smallest detail. Functionally, it allows the character to smuggle information very safely (it is stored in his head); he can also memorize phone books, code books, etc. Eidetic Memory doesn't teach the character any Skills, but the character can recall facts from books that he has read.

• **Eidetic Memory Cost:** 10 Character Points.

FAST DRAW

This Talent represents the ability to quickly ready and fire an attack. A character with this Talent can draw a weapon without wasting a half Phase action (see *Fighting*). Additionally, if two characters simultaneously use a held action, a character with Fast Draw can make a Fast Draw Roll (instead of a DEX Roll) to determine who acts first. Fast Draw has no effect if both characters are not using a held action — it does **not** allow a character to act before his DEX.

Example: *Randall Irons is facing a mobster enforcer, and both men have a held action. The enforcer decides to fire his gun at the same time as Randall. Randall has a DEX of 18 and has spent 5 points on Fast Draw, so he has a Fast Draw Roll of 14-. He uses his Fast Draw Roll instead of his DEX Roll to determine if he fires before the enforcer. Randall rolls a 10, and makes his Fast Draw Roll by 4. The Enforcer only made his DEX Roll by 3, so Randall goes first.*

• **Fast Draw Cost:** 3 Character Points for a base 9 + (DEX/5) roll; +1 to roll for 2 points.

FIND WEAKNESS

This Skill represents an uncanny ability to find a weakness in the defenses of a target. For 10 Character Points, a character with this skill may reduce his target's appropriate defense by half on a roll of 11 or less. At its basic level, this Talent applies to only one of the character's attack forms; this attack must be determined when this Talent is purchased. For example, if the character with this Talent had a bow and a sword, he would have to decide whether Find Weakness would apply for the bow or the sword; it would give no benefit for the other weapon. For +10 points, the character could use Find Weakness with a group of related attacks (all martial arts attacks, all flame spells). For +10 more points, the character can use Find Weakness for all of his attacks. The character gets a +1 on the Find Weakness Roll for 5 Character Points.

If the Find Weakness is made at a distance, it takes normal penalties for range. Attempting to Find Weakness takes a half Phase action.

A character can try to Find Weakness on a target as often as time allows. Each successful roll is cumulative (second time defense is x$\frac{1}{4}$, third time defense is x$\frac{1}{8}$, etc.). If the character ever fails to Find Weakness on a target, he may make no further Find Weakness attempts on that target. Each subsequent attempt to Find Weakness has a cumulative -2 chance to Find Weakness (second try -2, third try -4, and so on).

Find Weakness only works for the character who has the Find Weakness. The target defends against all attacks from other heroes normally. Weakness may be found in all types of defenses, including Force Fields or Force Walls.

Any Weakness found only applies for that particular battle, and the next time the character sees the target he'll have to make his Find Weakness Roll all over again. Conversely, if a character fails to Find Weakness on his target, he may try again when they meet in another encounter.

FIND WEAKNESS MODIFIERS	
Modifier	**Circumstance**
+1	Preparing a Phase
-1 to -3	Unusual or alien physique, totally unknown structure
-2	Second try on same target
-4	Third try on same target

• **Find Weakness Cost:** 10 Character Points; base roll 11 or less, +1 per 5 Character Points, one type of attack only. Any group of attacks, +10 points. All attacks, +10 more points.

IMMUNITY

The character has a natural or acquired immunity to single toxic substances or diseases. Immunity to a very rare substances and diseases (examples: coral snake, rabies) costs 1 Character Point; fairly common substances and diseases (black widow venom, malaria) costs 2 Character Points, and very common diseases or venoms (rattlesnake venom, alcohol, tetanus) costs 3 Character Points. Each Immunity is purchased separately, and only protects against the specific poison or disease it was purchased for. Characters in superheroic campaigns who want a more comprehensive immunity should purchase the Life Support Power.

• **Immunity Cost:** 1, 2 or 3 Character Points for immunity to a particular disease or venom, depending on the commonness of the disease or venom.

LIGHTNING CALCULATOR

The character has the innate ability to mentally perform mathematical operations with startling speed. To perform a basic multiplication of four-digit numbers would take one Phase; to work out the vector of an approach orbit with regards to relative speeds, gravities and rotation speeds would take a full turn, with medium calculations taking medium times. This a handy Talent to have 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 are based on.

• **Lightning Calculator Cost:** 3 Character Points.

LIGHTSLEEP

This Talent is for characters who sleep lightly, and are therefore rarely surprised while asleep. A character with this Talent will automatically wake up when someone enters the room, leans over his bed, etc. If the other individual makes a Stealth Roll, the character with Lightsleep can make a PER Roll to hear and wake up (use a Skill vs. Skill Roll). This Skill allows the character to conceal the fact that he has awakened with a successful EGO roll.

• **Lightsleep Cost:** 3 Character Points.

LUCK

Luck is that quality which helps events turn out in the character's favor. The GM may have the character make a Luck Roll when he is totally overwhelmed in combat, when he has no idea of how to find what he's looking for, when an opponent is escaping, or any other time that outrageous fortune could save him when he doesn't expect it.

The GM should never let Luck rule a situation; he has full control over when, how often, and how much Luck will help a character. If it is necessary for a character to be captured, then he should be, regardless of Luck. Similarly, if a character does something really stupid, the GM should not feel compelled to have the character saved through good fortune. In any case, Luck shouldn't come into play very often. Luck should always be a pleasant surprise to the player, not something he can depend 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 that's rolled counts as 1 point of Luck. The GM should then decide what (if any) lucky event happens to a character. The more points of Luck that the character rolled, the luckier he should be. The Luck Table gives some general guidelines to follow when determining the effects of Luck.

As an optional rule, the GM can allow Luck to help characters who have Gambling Skill. In this case, every 6 rolled for the Luck should work as a +2 to the Gambling Roll.

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 momentary 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 screwed up 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 will "rub off" and help the Lucky individual's friends.

• **Luck Cost:** 5 Character Points per 1d6 of Luck.

PERFECT PITCH

The character 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.

• **Perfect Pitch Cost:** 3 Character Points, no roll necessary.

RESISTANCE

Resistance is the ability to resist interrogation and questioning through self-hypnosis, meditation, or just pure stubbornness. The cost is 1 Character Point for a +1 to the character's EGO Roll for the purpose of resistance. Thus, with 3 Character Points of Resistance the character adds +3 to his EGO Roll when interrogated or questioned. Resistance has no effect on Mental Powers or Pushing.

• **Resistance Cost:** 1 Character Point per +1 to EGO Roll, minimum cost 3 points.

SIMULATE DEATH

The character can slow his metabolism down to the point where he appears completely dead (although a thorough medical investigation would reveal signs of life). For a cost of 3 Character Points, the character can simulate death. The character should determine either the length of time he wishes to remain in his deathlike state or what set of circumstances will wake him up before he makes his Skill Roll.

Once he enters the trancelike state, he cannot be awakened except by the passing of the proper amount of time or by the stated circumstances. Preparation for entering the trance takes 5 minutes; if the character wishes to take a shorter amount of time, he must make 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 fails his EGO Roll, he fails to go into a trance. However, if he fails it badly, or rolls a 18, he slips into the trance anyway. The character must then attempt a CON Roll. If he fails, the character 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 Paramedic Roll at -5 to detect this simulated condition. A character with Forensic Medicine can detect it with a normal roll. A character simulating death breathes and otherwise functions at $1/10$ his normal metabolic rate.

• **Simulate Death Cost:** 3 Character Points.

SPEED READING

This ability allows the character to read books and documents up to ten times faster than normal. An average 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.

• **Speed Reading Cost:** 3 Character Points.

UNIVERSAL TRANSLATOR

This Talent represents the ability to understand any form of communication — from verbal speech to obscure body language. The character must make a successful INT Roll; if successful he can comprehend what is being said. The roll should have negative modifiers (-1 to -3) for increased distance from known communication forms. Conversely, languages similar to those already encountered would get a bonus (+1 to +3). This roll could be improved with increased time of study, just like a normal Skill Roll.

This power only enables its user to understand the current communication; it does not automatically enable 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 he could not talk back. In addition, Universal Translator only enables the character to translate; he does not know the language. He will always have to make his Universal Translator roll, and it will always be obvious that the character has an accent.

• **Universal Translator Cost:** 20 Character Points for INT Roll, +1 to roll for 2 Character Points.

Power Name	Power Type	Duration	Target	Range
Absorption	Adjustment	Persistent	Self-only	—
Aid	Adjustment	Instant	Target's DCV	No
Armor	Standard	Persistent	Self-only	—
Change Environment	Standard	Constant	Hex	Yes
Characteristics	Standard	Persistent	Self-only	—
Clairsentience	Standard	Constant	Hex	Yes
Clinging	Standard	Persistent	Self-only	—
Damage Reduction	Standard	Persistent	Self-only	—
Damage Resistance	Standard	Persistent	Self-only	—
Darkness	Standard	Constant	Hex	Yes
Density Increase	Standard	Constant	Self-only	—
Desolidification	Standard	Constant	Self-only	—
Dispel	Standard	Instant	Target's DCV	Yes
Drain	Adjustment	Instant	Target's DCV	No
Duplication	Special	Persistent	Self-only	—
EGO Attack	Mental	Instant	Target's ECV	Yes
END Reserve	Special	Persistent	Self-only	—
Energy Blast	Standard	Instant	Target's DCV	Yes
Enhanced Senses	Special	Persistent	Self-only	—
Entangle	Standard	Instant	Target's DCV	Yes
Extra-Dimensional Movement	Standard	Persistent	Self-only	—
Extra Limbs	Special	Persistent	Self-only	—
Faster-than-light Travel	Standard	Persistent	Self-only	—
Flash	Standard	Instant	Target's DCV	Yes
Flash Defense	Special	Persistent	Self-only	—
Flight	Movement	Persistent	Self-only	—
Force Field	Standard	Constant	Self-only	—
Force Wall	Standard	Constant	Hex	Yes
Gliding	Movement	Persistent	Self-only	—
Growth	Size	Constant	Self-only	—
Hand-to-Hand Attack	Standard	Instant	Target's DCV	No
Images	Standard	Constant	Hex	Yes
Instant Change	Special	Persistent	Self-only	—
Invisibility	Standard	Constant	Self-only	—
Killing Attack (HKA)	Standard	Instant	Target's DCV	No
Killing Attack (RKA)	Standard	Instant	Target's DCV	Yes
Knockback Resistance	Special	Persistent	Self-only	—
Lack of Weakness	Special	Persistent	Self-only	—
Life Support	Special	Persistent	Self-only	—
Mental Defense	Special	Persistent	Self-only	—
Mental Illusions	Mental	Instant	Target's ECV	Yes
Mind Control	Mental	Instant	Target's ECV	Yes
Mind Link	Special	Persistent	Target's ECV	Yes
Mind Scan	Mental	Instant	Target's ECV	Yes
Missile Deflection& Reflection	Standard	Persistent	Self-only	—
Multiform	Special	Persistent	Self-only	—
Power Defense	Special	Persistent	Self-only	—
Regeneration	Special	Persistent	Self-only	—
Running	Movement	Persistent	Self-only	—
Shapeshift	Standard	Constant	Self-only	—
Shrinking	Size	Constant	Self-only	—
Skills	Special	Constant	Self-only	—
Stretching	Standard	Constant	Self-only	—
Summon	Standard	Instant	n/a	No
Superleap	Movement	Persistent	Self-only	—
Suppress	Standard	Constant	Target's DCV	Yes
Swimming	Movement	Persistent	Self-only	—
Swinging	Movement	Persistent	Self-only	—
Telekinesis	Standard	Constant	Target's DCV	Yes
Telepathy	Mental	Instant	Target's ECV	Yes
Teleportation	Movement	Persistent	Self-only	—
Transfer	Adjustment	Instant	Target's DCV	No
Transform	Standard	Instant	Target's DCV	Yes
Tunneling	Movement	Persistent	Self-only	—

CHARACTER DISADVANTAGES

Characters have weaknesses as well as strengths; both are necessary to create an interesting, well-rounded individual. Determining a character's Disadvantages helps determine his personality, gives the GM interesting ideas for adventures, and gives the character more Character Points to spend.

This section lists the various Character Disadvantages in alphabetical order, along with their point costs.

The total number of points in Disadvantages that a character may take is determined by the GM, and is based upon what type of campaign the GM is running. The more Disadvantages each character has, the more flaws he has, and the more points he gets to spend on Powers, Skills, etc. Greater numbers of Disadvantages will also require more work from the GM; in general, the greater the number of players, the lower the Disadvantage total should be for each player. The table provided at the bottom of this page gives rough guidelines as to the number of starting points and maximum points in Disadvantages GMs should allow each character.

If a GM wants to encourage the characters to take a variety of different Disadvantages, he should set a limit on the number of points that characters can gain from a single category of Disadvantage. For heroic campaigns, it is recommended that no more than 25 points come from a single type of Disadvantage. For superheroic campaigns, the character should get no more than half his base points from any one Disadvantage. Thus, if the character was constructed on a base of 100 points, in a standard superhero campaign, for instance, then he could take no more than 50 points in any single Disadvantage category.

These are only guidelines, and GMs should feel free to modify them up or down according to the type of campaign that they want to run. For example, if a GM wants to run a fantasy campaign where each character is a demi-god, he should start the PCs with more points, perhaps at the superhero level. Similarly, a GM who doesn't want to worry about Disadvantages could raise the starting base and decrease (or even eliminate) the points gained from Disadvantages. A GM who liked a certain type of Limitation (like Vulnerability or Psychological Limitation) could raise the restriction on maximum points from a single Disadvantage type. This allows characters to take more of the selected Disadvantage.

Players should often be encouraged to take additional Disadvantages for their characters, above and beyond the set point limit. Even though they won't get any points for them, such Disadvantages flesh out the character and make him more enjoyable and rewarding to play.

All Disadvantages come with a rule which is called the Basic Law of Disadvantages, to wit:

A Disadvantage that isn't a Disadvantage isn't worth any points!

None! For example, if a PC wants to take Physical Limitation: No legs, and then buys Extra Limbs (legs), then he doesn't get the Disadvantage points. Similarly, if the character takes "Hunted by trolls" and there are no trolls in the campaign world, then it's not worth any points. The GM has to approve all Disadvantages; he should weed out any that don't seem reasonable or don't fit into his campaign.

Character Type	Base Points	Max Points from Disadvantages	(Max Points from one category of Disadvantage)	Total
Normal				
Incompetent Normal	-20 (or lower)	25	25	0 (or less)
Normal	0	25	25	25
Skilled Normal	25	25	25	50
Competent Normal	50	50	25	100
Hero	75	75	25	125
Superhero				
Standard	100	150	50	250
High Powered	150+	225+	75+	375+

GMs should remember that Disadvantages are there to be used. A Disadvantage shouldn't dominate play — not every villain should have the weapon the character is vulnerable to — but they should be brought 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 2x STUN from electricity; that's what the Disadvantage is for, after all.

The GM should have a copy of each player character (PC) for his reference, especially the character's Disadvantages. These should be used by the GM to create adventures and subplots. If a GM is 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 will be the center of attention for a whole evening.

GMs should note that not all the Disadvantages are appropriate for every character in every genre. For example, a knight would not normally purchase Accidental Change, and most normal humans have no reason to buy Vulnerabilities. However, all the Disadvantages have been presented in a single place for ease of use; each GM should make clear which, if any, are not allowed in his campaign.

CHANGING OR BUYING OFF DISADVANTAGES

Disadvantages aren't permanent; a character can buy them off as he acquires experience. The cost for buying off a Disadvantage is the same as the bonus received for it in the first place. For example, if a character received 10 points for a Psychological Limitation, it would cost 10 Character Points to buy the Disadvantage off. Buying off Disadvantages always requires the GM's permission, and must make sense for the character. For example, if a character wants to buy off a Psychological Limitation, he should spend campaign time trying to overcome his quirk. If a character wants to buy off certain Disadvantages like Hunteds, the GM should probably come up with a reason that the Disadvantage no longer limits the character. For example, if a character was Hunted by the FBI, the GM could have a run where the PC proves his innocence, or the FBI finds that it is following the wrong suspect. Of course, the character will have to pay points to get rid of the Disadvantage.

With GM's permission, the characters should also be allowed to alter their Disadvantages during the course of the campaign. This can reflect the way the character is being played, and can also help promote character development. Perhaps a character begins the campaign with the Psychological Limitation "Greedy". As the campaign progresses, this could be changed to "Generous", or even "Idealistic". Similarly, a character with a Secret ID could be discovered, and have to trade in the Disadvantage points for a Hunted, or even a Public ID. So long as the points remain constant and the GM gives his permission, the character's Disadvantages should be allowed to evolve to suit the character.

ACCIDENTAL CHANGE

A character with this Disadvantage will accidentally change forms or identities. This Disadvantage usually applies to the superhero genre and should not be used in other campaigns.

The character defines the circumstances under which he will change, and the likelihood that the change will occur. The following table shows the points received for Accidental Change

Circumstances	Points
Uncommon Circumstance	5
Common Circumstance	10
Very Common Circumstances	15

Chance to Change	Bonus
8 or less	+0
11 or less	+5
14 or less	+10

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

Every Phase that a character is in a circumstance where he would change, he should roll against his Accidental Change. If the roll is made (if the character rolls under the listed number), then he changes form, and 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 must buy Instant Change.

Example: *Shadow Wolf has Accidental Change 11- when experiencing stress under a full moon. The GM rules that this is an uncommon circumstance, so Shadow Wolf gets 10 points. Henceforth, whenever he is in a stressful situation and the moon is full, he will turn into a werewolf on a roll of 11-.*

AGE

This Disadvantage indicates a character who is not at the peak of his physical capabilities. Normally a character is considered to be in ideal condition, regardless of his actual calendar age; a physically fit character can be older than 40 without taking this Disadvantage.

To take Age, a character must have normal characteristic maxima. That is, he must either be playing in a heroic campaign or have already purchased the Disadvantage *Normal Characteristic Maxima* (worth 20 points). A character with Age has different Characteristic maxima than is normal; so it is harder to buy up some Characteristics to high levels.

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

BERSERK

A character with this Disadvantage tends to go berserk during periods of stress. Berserk characters can't tell friend from foe, and automatically attack whomever is in front of them until the target is knocked out. The Berserk character then attacks the nearest visible target. Berserk characters use their most familiar or often used offensive Power at full strength while Berserk, and apply all Combat Levels to OCV (none to DCV).

A character with the Berserk Disadvantage must specify a set of circumstances that initiates the frenzy (the sight of blood, a woman's scream, etc.). The player also decides how easily the character goes Berserk and recovers from being Berserk. The Character Points a character gets for Berserk are shown on the Berserk Bonus chart; the GM decides whether a circumstance is Uncommon, Common, or Very Common.

Every Phase a character is in a circumstance where he can go Berserk, he should roll his chance to go Berserk. Once he goes Berserk, a character can attempt to recover from the frenzy whenever he runs out of END, changes targets (usually because he's knocked out or killed his opponent), or when someone attempts to snap him out of it (sometimes a dangerous task). The character gets a free attempt to recover from Berserk after segment 12 if he hasn't attempted to recover in that turn.

The Berserk Disadvantage is usually used for villains, since it's not very heroic. When a player character does have a Berserk (which is rare), the Berserk is usually Infrequent; otherwise the character is likely to hurt someone and get arrested. This Disadvantage is especially inappropriate for any characters who are stealthy or who make a point of keeping their "cool".

As an optional rule, GMs can allow characters to buy a limited form of Berserk called Enraged. When a character is Enraged, he mindlessly attacks the individual (or object) that set him off. He attacks with no regard to defending himself, and ignores other targets or teammates in need of help. Once the Enraged individual has finished with his target, he must roll his Recovery; if he fails, he is still enraged. The enraged individual then vents his anger on other targets (animate or otherwise). Enraged is worth half the equivalent Berserk, since there is far less chance that the character will attack his friends.

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

GM's should remember that characters with this Disadvantage are simply not as healthy and fit as their peers (unless their peers also have Age, of course). In addition to the lowered Characteristic Maxima, they might get sick more easily, have trouble with strenuous tasks, and so forth.

BERSERK BONUS	
Circumstances	**Points**
Uncommon circumstance	5
Common Circumstances	10
Very Common Circumstances	15
Chance to Go Berserk	**Bonus**
8 or less	+0
11 or less	+5
14 or less	+10
Chance to Recover	**Bonus**
14 or less	+0
11 or less	+5
8 or less	+10
Enraged Only	x$\frac{1}{2}$

DEPENDENCE

A character with this Disadvantage is dependent on a certain substance, item, or event. If he is unable to get it, he slowly dies. This Disadvantage can be used to simulate chemical dependencies, as well as characters who feel they have to do something to survive. Dependence applies most strongly to a superhero game, though characters with Dependence could be found in any genre.

To determine the value of this Disadvantage, the character should first establish how easily the Dependency is fulfilled. (Insulin is harder to acquire in most campaigns than water, so a Dependency on insulin would be worth more points than a Dependency on water.) The GM will be the final arbiter on how common a substance is in his campaign.

The character should then determine how long it takes for the Dependency to have an effect. The longer the character can go without the substance, the lower the value of the Disadvantage. Finally, the character should determine the amount of damage he takes from the Dependency. The time increments are taken directly from the Time Chart. The points a character gets for the Dependency are given on the following chart.

A Dependent character takes STUN damage with no defense immediately when the Dependency time increment has passed. Thereafter, he takes damage at each successive Dependency time increment. Once he is unconscious, the character will begin to take BODY from the attack as well, until death. The character may not recover from the damage until the Dependency is satisfied. At GM's option, the Dependency can inflict damage other than STUN. In this case, each d6 of STUN damage should be replaced with 10 Active Points of another attack.

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

Example: *Aquakid takes a Dependence: He can only stay out of water for one hour, or else he starts to dry out and die. Water is a Very Common Substance (5 points), 1 hour is (-10 points), and Aquakid will take 3d6 damage (+10 points), for a total of 5 points. After 1 hour out of the water, Aquakid will take 3d6 of damage, and every hour after that he will take an additional 3d6. This damage may not be recovered until Aquakid reaches water.*

DEPENDENT NPC (DNPC)

A character with this Disadvantage has a non-player character friend, companion, or associate who gets into trouble a lot, requiring the character to protect or save him. The DNPC Disadvantage can also be used to simulate fans or even villainous siblings — in short anyone the character feels he has to look out for. The character should define how competent the NPC is and how often the NPC gets involved in scenarios. The points for a DNPC are given on the DNPC table.

The player must determine who the DNPC is before playing the character, and should give the GM a full description; the GM can then help develop the NPC's personality and Characteristics. The GM might even give the DNPC some Disadvantages, thus making the character more interesting. Sometimes the player may leave the DNPC entirely up to the GM, letting the DNPC be a surprise. The DNPC can also change from time to time, or even every adventure ("A date in every port").

The GM should determine at the beginning of an adventure whether or not the DNPC is involved; this may mean being kidnaped by villains, falling into a deep pit, getting close to discovering the character's Secret Identity, or just getting into trouble. The frequency roll is given as a guideline for the GM; feel free to ignore it if it doesn't fit with the evening's adventure. Just make up for it some other time.

The Dependent NPC should be someone that the PC feels that he has to protect. Moreover, the DNPC should have weaknesses such that he needs to be protected. Remember, a DNPC is a Disadvantage. He might help the character once in a while, but on the whole he just causes trouble. If a DNPC is too helpful, the character shouldn't get any points for the Disadvantage (or should even pay points, see Contact). In a superhero campaign, a DNPC may or may not be aware of a character's Secret Identity (either choice can lead to interesting complications).

If a DNPC dies, the character has several choices, depending on the nature of his personality. The character can find a new DNPC (provided by the GM), or gain the equivalent Character Points in a Psychological Limitation. Such a Psychological Limitation could be revenge, violence in general, or depression and uncertainty.

Example: *A superhero has a weak old Aunt Mary who tends to get involved in adventures frequently; she doesn't know her nephew is a superhero, and so she follows him around to find out what he's up to. The point bonus would be: (Frequently involved, Incompetent person) = 25 Character Points.*

Andarra's kid sister is the CEO of OmniCorp Inc., one of the largest megacorporations in the Gemini cluster. Andarra's sister is constantly getting into situations that require Andarra to bail her out. The kid sister is worth 10 points (Occasionally Occurring, Normal Person, Useful noncombat position).

Finally, Shadow Wolf's Father is the supervillain Talon. Although Shadow Wolf fights against Talon, he feels that he has to protect him from serious injury. This is worth 5 points. (Occasional, As powerful as the PC.)

GMs should be careful when allowing players to design DNPCs. A DNPC is a Disadvantage and should not be an excuse for a character to have access to a number of skills that he didn't pay for. If he wants a sidekick or a useful companion, then he should buy a Follower.

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

DISTINCTIVE FEATURES

A character with this Disadvantage has some easily recognizable features that are difficult to conceal. Distinctive Features could be such things as bright red hair, a facial scar, unusual height (large or small), a peculiar walk, a strange voice, extra arms, green skin, or some other trait. It could also be some distinctive personal habit that the character displays even when inappropriate (always uses off-color expressions, chews tobacco, always tells puns, etc.)

The GM has to decide how frequently a character looks distinctive to others, and whether it is enough to merit a Disadvantage. If so, he should also determine the reaction of others. Remember that this is a Disadvantage; if a superheroine has Distinctive Features that cause unabiding lust in all who look at her, it might help her occasionally, but usually it will just cause trouble (men will vie for her attention, other women will be indignant, etc.)

This Disadvantage should usually only be taken once; having several scars just makes you more distinctive. However, if a character has two completely unconnected Distinctive Features (he happens to be a mutant and an incorrigible punster), then it might be acceptable to buy this Disadvantage more than once.

In a science fiction or superhero game, Distinctive Features would really have to be unusual to be "distinctive". In a society where there are hundreds of different races or superheroes, people would consider very few traits to be unusual. Clothing may be considered Distinctive Features, but the character has to dress that way even in inappropriate situations.

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

Example: *A strange voice would be Concealable, since the character could avoid talking, and does not cause appreciable prejudice: the total value would be 10 points. If the voice was so frightening that it causes people to react negatively, it would be worth 15 points. And if it is so revolting that it causes revulsion in all who hear it, it would be worth 20 points.*

This Disadvantage should also be used for characters who suffer prejudice because of some physical feature. For example, in a campaign where all mutants are the victims of prejudice (they are discriminated against, can't get government jobs, etc.), a PC mutant could take this Disadvantage. If his mutation was not concealable (he was blue and furry, for example), the Disadvantage would be worth 20 points (Not Concealable, Major Reaction). Similarly, if a character were an orc in a campaign where orcs are loathed and reviled, he could purchase the Disadvantage *Distinctive Features.*

HUNTED AND WATCHED

A character with this Disadvantage is hunted by some person or group. Taking Hunted means that during adventures the Hunters can show up and attempt to do something nasty to the character. This can range from monitoring his activities, to interrogating him, to arresting him, to trying to kill him outright. The character may or may not know he is being Hunted (player's choice).

The Character Points a character gets for being Hunted depends on how competent (dangerous) the Hunters there are, what they will do with the character, and how actively they are looking for him. The Character Point bonus is listed on the Hunted table. First, the player chooses the ability of the Hunters to carry out their goals. If they intend to kill the character, then these values should reflect their ability to beat him in combat. However, if they only intend to watch him, these values should reflect their ability to keep him under observation. A private investigator might be very good at watching someone but could not fight them under any circumstances. Such a character would be worth 15 points as a watcher, but only 5 as a hunter. Conversely, a low intelligence supervillain might be a very ineffectual watcher, but could easily defeat the character in combat. Such a character would be worth 15 points as a hunter, but 5 as a watcher.

Having set the Hunted's capabilities, the player should next choose what the hunters will do when they catch the character. Lastly, they choose how often the Hunters show up.

The chance for a Hunter to show up in each game session is a base 8 or less roll on 3d6. The GM secretly rolls this chance at the beginning of the adventure; if the GM rolls an 8 or less, the Hunter should show up sometime during the course of the adventure. This chance to show up is meant as a general guideline for the GM, not a strict rule. The GM should feel free to ignore the roll if another adventure is planned. However, he should make a note of it and have the Hunters show up during another session. Characters hunted more actively than an 8 or less receive more points.

All Hunteds must be approved by the GM, and all Hunters should already be written up by the GM. The player (with the GM's help) should figure out why he's being Hunted by that particular individual or group. The Hunters may be involved with the character's origin or some part of his early (non-played) career. The player should use his imagination; the more creative the reason for the Hunted, the more fun the game will be.

Hunters are normally villains, but the character may be wanted by the police for questioning, or sought after by a government agency (FBI, CIA, etc.) for any of the above reasons. In a fantasy campaign the Hunters could be minions of an evil wizard or soldiers of the King. Characters don't get points for individuals or groups that begin Hunting during the campaign — that's just one of the hazards of adventuring.

HUNTED	
Capabilities	**Points**
Less powerful than PC	5
As powerful as PC	10
More powerful than PC	15
Has extensive non-combat influence (NCI)	+5
Hunter(s) are limited to a certain geographical area	-5
Appearance	**Bonus**
8 or less (Occasionally)	+0
11 or less (Frequently)	+5
14 or less (Very Frequently)	+10
Motivation	**Bonus**
Hunter(s) is only watching the character	$x^{1/2}$
Hunter(s) desire to mildly punish the character (deportation, fining, question, theft of possessions)	-5
Hunter(s) desire to harshly punish the character (imprison, enslave, kill)	0

NORMAL CHARACTERISTIC MAXIMA

This represents a character who is a "normal" in a world of superheroes or other super-powerful beings. This Disadvantage can only be purchased by characters in a campaign where there are normally no restriction on Characteristics (a superheroic campaign). Characters with this Disadvantage have the same characteristic maxima as other normals, and to raise characteristics above that level costs twice the usual number of points. Powers that raise the Characteristics (Growth, Density Increase) affect Characteristics normally, and are not counted against the Characteristic maxima.

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

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

PHYSICAL LIMITATION

A character with this Disadvantage has a physical problem which hampers him, such as blindness or a weak leg. The amount of points given for a Physical Limitation is determined by how often the limitation gets in the way and by how damaging the limitation is. The GM, of course, is the final judge of how many points a Physical Limitation is worth.

A Physical Limitation that is directly corrected by a Power is worth a lesser bonus or no bonus at all; for instance, if a telekinetic character took Physical Limitation: "No Hands", it would be worth less, or perhaps nothing at all.

The points given for a Physical Limitation are shown on the Physical Limitation table. Often, Physical Limitations can have some other effect on the character. For instance, a character with the Physical Limitation: "Bad Leg" would probably sell back some of the 6" of Running that every character has, maybe two or three inches. This would give the character an extra 4 or 6 Character Points in addition to the bonus for the Physical Limitation.

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

Examples:
No Hands (All the Time, fully impairing)
                                 25 Character Points.
Unable to walk (Frequent, fully impairing)
                                 20 Character Points.
Blindness (All the time, fully impairing)
                                 25 Character Points.
Missing one eye: lack of depth perception, no peripheral vision on one side: (infrequent, slightly limiting)
                                 5 Character Points.

Physical Limitations can also be used to represent basic abilities that the character does not have. For example, if everyone in the campaign can read, and the character can't, this would be worth 10 points (Frequently, Slightly), or even more in a highly technical society. Similarly, if a character was "Completely unfamiliar with Earth culture", this would be a Physical Limitation worth 20 points. (All the time, Greatly). In short, if there is something that the character *can't* do for some reason, this can be simulated by using Physical Limitation. If the problem is that he *won't* do it, but is physically capable, then the Disadvantage is a Psychological Limitation (see below).

PSYCHOLOGICAL LIMITATION

A character with this Disadvantage has a mental quirk regarding a given thing or situation. The player defines how often the limitation occurs and how impairing it is. The character gets points according to the Psychological Limitation table.

There are three basic types of Psychological Limitations:

1) *Morality or Codes of Conduct:* These include Disadvantages such as a code of honor, a code against killing, "Will not hit an unsuspecting target", "Chivalrous", and so on.

2) *Fears and Hatreds:* This category includes things, places, and events that cause the character fear or spark feelings of hatred. This category includes fear of heights, cramped rooms, open space, hatred of foreigners, criminals, and so forth.

3) *Personality Traits or Compulsions:* This category includes behavior that a character feels compelled to do or traits that describe him. This category is not just a description of negative traits, but of positive ones also. This category includes limitations such as greed, overconfidence, "Will not tell a lie", "Loves Professor Wong", and so on.

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

Once the situation has occurred, the character must react as the Psychological Limitation dictates for at least one Phase. Then the character may attempt to control his or her feelings through strength of will.

Psychological Limitations should define the major outlines of the character's personality. The GM should not allow frivolous or silly Psychological Limitations (fear of mice, hatred of the color pink). A Psychological Limitation must have some application to the campaign, otherwise it's not worth any bonus.

EXAMPLES

• Codes of Conduct —

Code of Chivalry: Common situation, Total commitment (20 points)

Code Against Killing: Common situation, Total commitment (20 points)

Honorable (always keeps word, never takes advantage of a situation): Common situation, Total commitment (20 points)

Cannot Tell a Lie: Uncommon situation, Total commitment (15 points)

Superpatriot (believes in country right or wrong): Common situation, Total commitment (20 points)

Always Obeys Orders of Superiors: Very common, Moderate commitment (15 points)

• Fears or Hatreds —

Claustrophobia: Uncommon situation, Total reaction (15 points)

Fear of Crowds: Common situation, Total reaction (20 points)

Paranoid: Very Common situation, Strong reaction (20 points)

Hatred of Orcs: Common situation, Strong reaction (15 points)

• Personality Traits —

Overconfidence: Very common situation, Moderate commitment (15 points)

Greedy: Common situation, Strong commitment (15 points)

Compulsive Liar: Common situation, Total commitment (20 points)

Prankster: Common situation, Moderate commitment (10 points)

Coward: Common situation, Total commitment (20 points)

Vengeful: Uncommon situation, Strong commitment (10 points)

In love with X: Common situation, Strong commitment (15 points)

Of course, the amount of points for these examples could vary due to the intensity of the limitation, which changes from character to character. For example, one character may have a 20 point Code vs. Killing, simulating a total commitment not to kill. Such a character would also seek to prevent others from killing. On the other hand, another character may only have a 10 point Code Vs. Killing (The character will never himself kill but might allow others to, albeit with much protest).

Also remember, that this is a Disadvantage, so the GM should stress the bad aspects of the Psychological Limitation. Occasionally, overconfidence may help the character, but most often it causes trouble.

Note that whereas a Physical Limitation indicates something that a character *can't* do, a Psychological Limitation indicates something that the character *won't* do. No matter how hard a character tries, he cannot overcome a Physical Limitation. (If you are missing a hand, no amount of willpower will bring it back). A Psychological Limitation, in contrast, is "all in the mind"; there is nothing physically preventing the character from performing a task. And if he can muster the willpower (make an EGO Roll), he can overcome his own limitation (assuming it isn't a total commitment).

PUBLIC IDENTITY

A character with this Disadvantage is a famous public figure, and will be known and recognized nearly everywhere. Such an individual has no possible underground or secret identity, and authorities, supervillains, and autograph seekers can always find him. Hunters looking for a character with Public ID will probably find him more frequently (add a bonus to the roll). The Hunters will also know more about the character, and can take advantage of his known Disadvantages (if he has a DNPC, for example).

This Disadvantage is only appropriate for characters who are known by everyone; a character who is little known (but who doesn't have a Secret ID) does not automatically get a Public ID. This Disadvantage can make a character's life simpler, but also causes a lot of trouble (ask any celebrity).

Public Identity is a 10 Point Disadvantage.

REPUTATION

Reputation means that people recognize and know about the character (due to the character's exploits before the campaign begins). This can occasionally be useful, but more often it serves to inform people of the character's personality and gives them knowledge they wouldn't ordinarily have about tactics or equipment. Characters may, of course, build up a Reputation during the course of adventuring, but this won't give them any Character Points.

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

Reputation and Public ID are by no means identical. A Public ID means that the general populace knows the true identity of the character — he can never work undercover (without disguise) and will never be free to lead a private life. A Reputation, in contrast, involves the character's adventuring persona. A supervillain may well have a bad reputation as a bloodthirsty killer; a knight could be known for his sense of honor.

The disadvantage of a Reputation is that others will know (or think they know) how the character reacts to certain situations, and they can use that to advantage. Extreme Reputations will almost control the reactions of anyone who recognizes the character. For instance, if a knight has a Reputation for a sense of honor, an evil princess might trick the knight into giving his word to defend her. The Reputation of the knight means that the evil princess knows that the knight would never go back on his word.

Other types of Reputation can make life difficult for a character. A character with a Reputation for violence might find himself shunned by polite company, refused service, or even being arrested just on suspicion.

RIVALRY

A character with this Disadvantage is engaged in a not-so-friendly rivalry, either professional, romantic, or both. A Rivalry is not like a Hunted, because the rival is usually on the same side as the character, and the Rivalry usually affects the character's personal life. All Rivalries must be approved by the GM, and the other PC if a PC is the object of the Rivalry.

In a Rivalry situation, the character always attempts to outdo his rival in every endeavor. The character acts this way even when it endangers the overall success of the adventure.

Example: *Hamilton Cross, a bitter piano player, has always been jealous of the way that Randall Irons is lucky with the ladies. One night in the Empire Club, he sees Randall dancing with the Duchess Lydia. Leaving the other PCs behind, Hamilton walks down to the dance floor to show Randall what dancing is all about.*

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

SECRET IDENTITY

A character with this Disadvantage has a secret identity which is completely independent of his adventuring persona. He leads a life as a normal person, with a job, friends, house, etc. A character with this Disadvantage will go to great lengths to protect his secret. He feels (often, quite correctly) that if his identity was known, his family and friends would be in constant danger.

This Disadvantage presumes that the character leads a double life (not every individual on the street has a Secret ID). Moreover, it is assumed that someone or some group cares about who the character is — and is trying to discover the character's true identity. If no one cares who a character is, Secret ID is not really disadvantageous, and is not worth any points. This is, of course, the case for the vast majority of people — don't assume that you have a Secret ID just because you aren't famous!

This Disadvantage is very common in superheroic campaigns. In heroic games, Secret Identity is less common. Some genres won't be appropriate for a Secret Identity (most fantasy campaigns are not).

Secret Identity is worth 15 points.

SUSCEPTIBILITY

A character with this Disadvantage takes damage from objects or effects that are harmless to most people. The character defines how frequently the damaging object or effect is encountered, how often he'll take damage from it, and how much damage he'll take. The points a character gets for Susceptibility are given on the Susceptibility Bonus table.

A Susceptible character takes STUN damage with no defense immediately when subjected to the effect of the Susceptibility. Thereafter, he takes damage at time increments determined when the susceptibility is purchased (the more frequently the character takes damage, the more points the Disadvantage is worth). Once he's unconscious, the character begins to take BODY from the attack as well, until death. The character may not recover from the damage until the object or effect is removed.

Example: *Centurion takes 3d6 each Phase he is in contact with green argonite meteorites. This is uncommon, so it is worth 25 points (3d6, Uncommon, Damage is once per Phase). He is placed in a green argonite cell and takes 3d6 STUN each of his Phases. Centurion soon goes unconscious. Now he'll take 3d6 STUN and BODY each Phase until he dies. (Count the BODY on the STUN dice — don't roll 3d6 of BODY damage.) Don't worry, he'll be rescued before then.*

If the character is Susceptible for some instant effect, like an attack, he takes the damage whenever exposed to the instant Power. He receives no bonus for time increments, since the effect will not last long enough to fulfill a time increment.

Example: *Cheshire Cat takes 3d6 damage whenever he is teleported. This is uncommon for 5 points, +10 points because he takes 3d6. Cheshire Cat gets no points for time because teleport is an instant effect.*

Condition is	Points
Uncommon	5
Common	10
Very Common	15

Take damage every	Bonus
Segment	+15
Phase	+10
Turn	+5
Minute	0
5 minutes	-5
etc.	
Effect is instant	+0

# of Dice	Bonus
1d6	+0
2d6	+5
3d6	+10

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.

Example: *A vampire NPC becomes weaker while on holy ground. The GM creates a 3d6 Susceptibility that will affect the vampire each turn. When the vampire steps onto holy ground, he suffers a 30 Active Point STR Drain, which comes out to a 3d6 Drain of Character Points of STR. The vampire cannot regain this loss until it leaves the blessed ground.*

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.

If a character is Susceptible to some item like green argonite, the GM should make sure that such a thing is found in his campaign.

This Disadvantage is primarily for a superheroic campaign. Characters in heroic campaigns should not take a Susceptibility except in highly unusual circumstance (playing a vampire, for instance).

UNLUCK

A character with this Disadvantage has improbable, unlucky things happen to him. The GM should ask the character to make an Unluck Roll when the character is winning easily in a fight, depending on a sure thing, taking a simple task for granted, and so forth. The GM should be careful not to overemphasize this Disadvantage, as Unluck can be extremely frustrating and annoying. The GM might roll secretly for Unluck, and let the player worry about whether or not it's working. Usually, Unluck should only be rolled once during an encounter, in order to give the GM a general idea of the outcome.

The character rolls 1d6 for every 5 Character Points of Unluck. Each "1" that appears on the dice counts as one level of Unluck. The more levels of Unluck, the more intense the effects should be. The following table gives some suggested effects for Unluck.

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

Unluck is not just a roll; it should affect the character in minor ways whenever he is winning or on top of a situation. A character with Unluck may also buy Luck. The character would be Lucky when losing and Unlucky when winning (resulting in a very confused character). The maximum amount of Unluck allowed is 5d6 (25 Character Point Disadvantage). Any more than this and the character would have great difficulty staying alive in a dangerous world, and would probably kill his friends as well.

VULNERABILITY

A character with this Disadvantage takes extra damage from a particular attack form. The character determines (with the help of the GM) how common the attack is and what multiple of normal damage he takes. The points a character gets for a particular Vulnerability are given in the Vulnerability Bonus Chart.

The damage is multiplied by the Vulnerability multiplier before any defenses are applied — if you're Vulnerable to the attack, it's going to hurt.

This multiplier applies to either the STUN and BODY of the attack; this must be determined when the Disadvantage is purchased. It is possible for a character to take a STUN Vulnerability and BODY Vulnerability to an attack; in this case he should buy the Disadvantage twice.

Normal Vulnerabilities multiply the damage by 1 1/2; alternatively, characters can take 2x damage for a larger Disadvantage. The frequency of a certain type of attack will vary from campaign to campaign. If the campaign is high-tech, energy blasters might be common, while in a fantasy setting they would be non-existent (and therefore not worth any points). The GM can judge how common different types of attacks are in his campaign.

Generally, this Disadvantage is only appropriate for a superheroic campaign. Vulnerabilities are only permitted in heroic campaigns with GM's permission.

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

EXAMPLES:

Character takes 2x BODY from Sonics: *(Uncommon attack, 2x BODY) 5 x 2 = 10 Character Points.*

Character takes 1 1/2x BODY from Punches: *(Common attack, 1 1/2x BODY) = 10 Character Points.*

Character takes 1 1/2x STUN from Physical Killing Attacks: *(Very Common, 1 1/2x STUN) = 15 Character Points.*

Vulnerability can also be used for those attacks that do not do strict "damage" — like Mental Illusions, Mind Control, and Presence Attacks. The value for such a Vulnerability is determined normally (i.e., it is 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 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*

PACKAGE DEALS

— Ferret won't be going anywhere for a long time.

WHAT IS A PACKAGE DEAL?

A Package Deal is a framework for building a character. The Package Deal represents the set of Skills, Disadvantages, restrictions, and bonuses that a character would acquire because of membership in an organization, or from practicing a certain profession. Package deals represent the character's experiences, or minimum requirements for an organization.

Package Deals have advantages for both the player and the GM. For the player, it's easier to build a character because package deals give a place to start, and extra points for the character (due to the Disadvantages connected with the Package Deal). The GM, in turn, now has a better idea of the character's background and more information about where he comes from.

CREATING PACKAGE DEALS

All Package Deals should be created by the GM, or at least carefully scrutinized by him. Package Deals represent important organizations in the GM's campaign, and therefore should be under his direct control.

When constructing Package Deals, the GM should first decide what benefits the package would have. Do the members of the organization all have a certain skill, or knowledge of a certain subject? If so, the skill should be a part of the package. For example, all members of a Thieves Guild might know how to pick pockets, and would have the Sleight of Hand Skill. Similarly, are there any Disadvantages associated with the job? Hunteds and Reputations are common Disadvantages, as are Distinctive Features.

The GM should be careful not to include too many Skills and Perks, as this takes away character individuality. Powers and Talents shouldn't be included in Package Deals except in special cases. Generally, Package Deals should cost the character between 3 and 10 points, with 15 being the usual maximum. Package Deals should not be all-encompassing; instead, they should provide a basic framework for character development.

In addition, each Package Deal should include Skills that won't be of immediate use to the character. These can include Knowledge Skills, Professional Skills, and Sciences. GMs should be careful to avoid Package Deals that are simply cheap ways to buy combat skills that the character would buy anyway.

When the player writes down the Package Deal on a Character Sheet, he should put any points from Disadvantages in the Disadvantage section, and write down the Skills in the Skills section. The name of the Package(s) that the character has should also be written down.

RACIAL PACKAGE DEALS

Package deals can also be used to create the attributes of different races such as elves, dwarves, Alpha Centaurians, heavyworlders, etc. When designing a racial Package, the GM should only include those Skills and Disadvantages that all members of the race possess. Common Disadvantages include Distinctive Features and Physical Limitations. The GM should avoid putting Psychological Limitations into a Racial Package Deal, because it will make all the members of the race seem similar.

Racial Packages can also include two other features not usually found in normal package deals: Powers and altered Characteristic Maxima. Powers can be used to reflect racial abilities: bird men might all have flight, while pixies might all have Shrinking. Most such Powers would be bought with the Power Advantage *Always On*, if they were not already Persistent.

A racial Package can also alter the Characteristic Maxima for the race. The cost for raising the Characteristic Maxima costs the same as actually buying the Characteristic (not counting any doubling for exceeding the maxima). For example, if the GM wants a race of felines to have racial maxima for DEX of 25, it would cost 5 x 3 = 15 Character Points. It is also possible to decrease the Characteristic Maxima; for each 2 Character Points that the Characteristic Maxima is decreased, the character receives 1 Character Point. For example, for a race of Brownies to have a maximum BODY of 15, they would receive 10/2 = 5 Character Points. Of course, a character of the given race can have a Characteristic over the racial maxima — it will just be more expensive. (See *Characteristic Maxima*.)

When designing a Racial Package Deal, the GM should be careful to make a distinction between racial abilities (which everyone born into the race has), and racial skills, which are taught as the individual grows up. For example, a dwarf is naturally tougher and more hearty than a human, so this should be part of the Racial Package Deal. However, a dwarf only learns to be a master blacksmith from growing up in dwarven society; if he was raised in a human family, he might become a farmer or a goatherd. Thus blacksmithy should not be part of a dwarven Racial Package Deal.

Neither powers nor changes in Characteristic maxima should be considered when calculating the Package value

for the Package Bonus.

PACKAGE BONUS

This is the most important part of a Package Deal. The intent behind a Package Bonus is to encourage a character to take the Package, by giving a "bargain price". The Package Bonus also serves to compensate the character for the fact that not all of the Skills in the Package will be equally useful. To determine the Package Bonus, the GM should total the Character Point value of all the Skills and Perks in the package. This should be done **before** any Disadvantages are applied. The total is then compared to the following chart.

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

OBTAINING A PACKAGE DEAL

In order to acquire a Package Deal, the character should simply pay the Package cost with character points. To fit conception, the character should only buy a Package Deal if it fits — the Green Berets would never accept a 12 year-old child into their ranks. The GM has the final decision whether a character can purchase a Package Deal or not.

Once he's purchased a Package Deal, the character now has all the Skills and Disadvantages listed in the Package Deal. Do not be confused by the term "Package bonus". The character does **not** get points from the Package bonus, it just makes the package cheaper. Characters should list the Package Bonus under their Disadvantages in order to balance their point totals.

SAMPLE PACKAGE DEALS

POLICEMAN	
Skills	**Cost**
FAM w/Small Arms	2
FAM w/Billyclub	1
KS: Criminal Law 11-	2
CK: City of Operation 11-	2
Perk: Local Police Powers	2
3 Skills from the following list:	9
(Bureaucratics, Combat Driving, Concealment, Conversation, Criminology, Forensics Work, Persuasion, Shadowing, Streetwise)	
Disadvantages	
Package Bonus	-3
Distinctive Features (Cop)	-5
Monitored by Local Police Department, 11-	-10
Package cost	0

ROGUE	
Skills	**Cost**
FAM w/Melee Weapons	2
Language: Thieves' Argot	3
KS: City Guards 11-	2
CK: City of Operation 11-	2
PS: Type of Crime 11-	2
Stealth	3
Choose two appropriate 3 point skills at +1:	10
Perk: Contact 13-	4
Disadvantages	
Package Bonus	-3
Hunted by City Militia	-20
Monitored by fellow rogues, 8-	-5
Package cost	**0**

RACIAL PACKAGE DEALS

DWARVES		
Ability		**Cost**
Increased CHAR maxima:	CON 23	6
	BODY 23	6
	EGO 21	2
	END 60	5
	PD 10	2
	ED 10	2
Disadvantages		
Package Bonus		0
Decreased CHAR maxima:	INT 18	-1
-1" Running (base running 5")		-2
Distinctive Features (Dwarf)		-10
Package cost		**10**

WOOD ELVES		
Ability		**Cost**
Increased CHAR maxima:	DEX 21	3
	INT 23	3
	EGO 21	2
	COM 22	1
+2" Running (base running 8")		4
UV Vision		5
Lightsleep		3
Disadvantages		
Package Bonus		0
Decreased CHAR maxima:	STR 16	-2
	BODY 16	-4
	PD 6	-1
	ED 6	-1
	STUN 45	-3
Distinctive Features (Elf)		-5
Package cost		**5**

SAMPLE CHARACTERS

The following sample characters have been provided as examples on how to build characters. Individual campaign books provide more character examples, specific to the type of campaign being run.

CHIRON

Chiron is a thief in a fantasy campaign. Chiron is hard-bitten and cynical, but would be willing to help a stranger in need, so long as no one was looking. After all, he wouldn't want to hurt his rep.

Chiron is designed for a heroic campaign, but one that includes the use of magic. He is built on a 75 point base, and can have up to 75 points of Disadvantages. Chiron spent the majority of his points on his Characteristics and Skills.

CHIRON				
Val	**Char**	**Cost**	**75+**	**Disadvantages**
15	STR	5	15	Psychological Limitation:
20	DEX	30		Code Against Killing
10	CON	0		(Common, Strong)
10	BODY	0	10	Psychological Limitation:
18	INT	8		Greedy (Common, Moderate)
13	EGO	6	15	Reputation (Thief) 14-
13	PRE	3	10	Distinctive Features Long Scar
14	COM	2		(Con, noticeable)
4	PD	1	25	Hunted by City Guard
3	ED	1		(more powerful, NCI, limited
4	SPD	7		geographical area) 14-
5	REC	0		
26	END	3		
23	STUN	0		

Cost	Skills and Talents
5	Streetwise (PRE-based) 13-
7	Stealth (DEX-based) 15-
3	Sleight of Hand (DEX-based) 13-
3	Climbing (DEX-based) 13-
3	Breakfall (DEX-based) 13-
3	Lockpick (DEX-based) 13-
3	Gambling (GEN) 11-
3	Shadowing (GEN) 11-
3	KS: City Guard 12-
10	+1 Overall Level
3	Talent: Lightsleep
3	Talent: Ambidexterity
3	Talent: Fast Draw 13-

	Languages
0	Common (native)
3	Thieves' Argot

	Combat
2	Familiarity with melee weapons
15	+3 w/Melee Weapons

	Perks
3	Contact: "Fingers" the Fence 12-

	Items*
6	(20 Active Points) Magic Ring: Invisibility to Normal Sight — Independent (-2), IIF (-1/4), 2 END/Phase

* As this is a magic item, Chiron had to receive special permission from the GM before purchasing it.

OCV: 7+; **DCV:** 7+; **ECV:** 4; **Phases:** 3, 6, 9, 12

COSTS:	Char.	Powers	Total	Disadv.	Base
	103	+ 47	= 150	= 75	+ 75

ANDARRA

Andarra is a secret agent of the Alliance, an organization of planets in a science-fiction campaign. Andarra was once a pilot in the military, but was recruited to perform espionage. She circulates among the rich and famous of alien worlds, using her skills to gain information. She is a dangerous foe and quick with a gun, but prefers to use her wits and avoid combat.

Andarra was created for play in a heroic campaign where the GM said all the characters should be Competent Normals. Andarra has a 50 point base and a maximum of 50 points of Disadvantages. Because it is a heroic campaign, she has no Powers or Talents — only Skills.

ANDARRA				
Val	**Char**	**Cost**	**50+**	**Disadvantages**
15	STR	5	15	Psychological Limitation:
15	DEX	15		Curious; will investigate any lead
13	CON	6		(common, strong)
9	BODY	-2	10	DNPC: sister (normal, 11-,
13	INT	3		useful skills)
10	EGO	0	5	Age 40+
23	PRE	13*	13	Monitored by Phychi Secret
12	COM	1		Service (more powerful, 14-)
4	PD	1		
3	ED	0		
3	SPD	5		
7	REC	2		
26	END	0		
24	STUN	0		

Cost	Skill
3	Concealment (INT-based) 12-
3	Security Systems (INT-based) 12-
3	High Society (PRE-based) 14-
3	Conversation (PRE-based) 14-
3	Bribery (PRE- based) 14-
3	Disguise (GEN) 11-
3	Computer Programing (INT-based) 12-
1	FAM w/Persuasion (Familiarity) 8-
4	KS: Phychi Military 13-
2	KS: Espionage Techniques 11-
6	+2 w/ High Society, Disguise, or Conversation

	Languages
0	Phychi (native)
2	Tradespeak

	Combat
2	Familiarity with all small arms
1	Familiarity with Ship to ship weapons
3	+1 with blasters

	Perks
1	Starship Pilot License
1	Favor: Head of Phychi Secret Service

OCV: 5+; **DCV:** 5+; **ECV:** 3; **Phases:** 4, 8 ,12

COSTS:	Char.		Powers		Total		Disadv.		Base
	49	+	44	=	93	=	43	+	50

*Note that Andarra has the Age Disadvantage, and thus has different Characteristic Maxima

HOWLER

Howler is a supervillain in a *Champions* campaign. She is built using the rules for a superheroic campaign, and thus must pay points for all her Powers and equipment,

Howler was once a young archaelogist who had been working on a dig in Israel, when she stumbled across the wreckage of an alien spaceship. Going inside she found a strange creature dying within the craft. Some odd compulsion made her take the creature's necklace and put it around her neck. She immediately realized the power within the necklace, and flew out of the spaceship. Since then, she has used the Powers to create a name for herself — the name of Howler.

Unfortunately, the power within the necklace has effected Howler adversely, making her physically dependent upon the item for existence. She now lives in constant fear that the aliens who owned the amulet will try and take it from her.

In combat, Howler will put up her Force Field and clobber opponents with her Energy Blast. She will use her Flash if she feels that disrupting her opponents' communication is especially important. Howler is well aware of her near-invulnerability to sound-based attacks, and will always challenge opponents who use such Powers.

HOWLER

Val	Char	Cost	100+	Disadvantages
13	STR	3	20	Psychological Limitation: Code
26	DEX	48		Against Killing (Common, Total)
23	CON	26	15	Psychological Limitation:
10	BODY	0		Fear that the Amulet will be stolen
13	INT	3		(Common, Strong)
13	EGO	6	15	Psychological Limitation:
18	PRE	8		Superstitious
18	COM	4	10	Distinctive Features "Sultry voice"
7	PD	4		(Con, Noticed)
7	ED	2	20	Hunted by Aliens 11-
5	SPD	14	20	Hunted by Israeli Super heroes
10	REC	4		(limited Geographical) 11-
46	END	0	15	DNPC Akeem (normal, 11-)
29	STUN	0	15	Reputation (supervillainess), 14-
			10	Rivalry: Pierre Renau
				(French Archaeologist)
			10	Depedency: on Amulet
				or 1d6/turn.

Cost	Powers	END
17	Elemental Control: Sonic Powers (All OIF Necklace)	
a-17	10d6 Energy Blast (Sonic Scream)	5
b-17	20 PD/20 ED Force Field, Hardened (Sonic Wall)	5
c-22	3d6 Flash vs. Hearing Sense Group, Cone Area Effect, No Range, 2x Endurance (Deafening Scream)	12
d-17	25" Flight (50" noncombat)	5
e-10	4d6 Absorption, to all EC Powers (+2), max absorb 24 pts., can only absorb Sound Attacks (-2)	0
f-10	75% Damage Reduction, resistant, Only vs. sound attacks (-2)	
3	Ultrasonic Hearing	
6	+3 Hearing	

	Skills
3	KS: Archaeology 12-
2	AK: Middle East
2	+2 OCV w/EB

OCV: 9+; **DCV:** 9; **ECV:** 4; **Phases:** 3, 5, 8, 10, 12

COSTS:	Char.	Powers	Total	Disadv.	Base
	127	+ 123	= 250	= 100	+ 150

AVERAGE INDIVIDUALS

The following characters are average people, not heroic PC types. They start with a different number of character points. The GM may use these for typical individuals the PCs will meet on the street.

INCOMPETENT

Val	Char	Cost	
8	STR	-2	
8	DEX	-6	
8	CON	-4	
8	BODY	-4	
8	INT	-2	
8	EGO	-4	
8	PRE	-2	
10	COM	0	
2	PD	0	
2	ED	0	
2	SPD	2	
4	REC	0	
16	END	0	
16	STUN	0	

Cost	Skill
2	KS: own profession 11-
2	KS: hobby 11-
-2	-1" Running

OCV: 3; **DCV:** 3; **ECV:** 3; **Phases:** 6, 12

COSTS:	Char.	Powers	Total	Disadv.	Base
	-22	+ 2	= -20	= 0	+ (-20)

SMALL CHILDREN

Val	Char	Cost	
0	STR	-10	
8	DEX	-6	
5	CON	-10	
5	BODY	-10	
7	INT	-3	
5	EGO	-10	
5	PRE	-5	
10	COM	0	
1	PD	1	
1	ED	0	
1	SPD	-8	
2	REC	2	
10	END	0	
8	STUN	0	

Cost	Skill
13	1 level Shrinking (always on)
-4	-2" Running.

OCV: 3; **DCV:** 3; **ECV:** 2; **Phases:** 7

COSTS:	Char.	Powers	Total	Disadv.	Base
	-59	+ 9	= -50	= 0	+ (-50)

SENIOR CITIZENS

Val	Char	Cost	-25	Disadvantages
5	STR	-5	5	1 Age 40+.
8	DEX	-6		
5	CON	-10		
8	BODY	-4		
13	INT	3		
13	EGO	6		
10	PRE	0		
10	COM	0		
1	PD	0		
1	ED	0		
1	SPD	-8		
2	REC	0		
10	END	0		
14	STUN	0		

Cost	Skill
2	PS: own profession 11-
1	KS: hobby 8-
-4	-2" Running

OCV: 3; **DCV:** 3; **ECV:** 4; **Phases:** 7

COSTS:	Char.	Powers	Total	Disadv.	Base
	-24	+ -1	= -20	= 5	+ (-25)

NORMAL

Val	Char	Cost	0+	Disadvantages
10	STR	0	5	1 Disadvantage such as Age, Physical or Psychological Limitation.
10	DEX	0		
10	CON	0		
10	BODY	0		
10	INT	0		
10	EGO	0		
10	PRE	0		
10	COM	0		
2	PD	0		
2	ED	0		
2	SPD	0		
4	REC	0		
20	END	0		
20	STUN	0		

Cost	Skilll
2	PS: own profession 11
2	KS: hobby 11-
1	Familiarity with 1 skill

OCV: 3; **DCV:** 3; **ECV:** 3; **Phases:** 6, 12

COSTS:	Char.	Powers	Total	Disadv.	Base
	0	+ 5	= 5	= 5	+ 0

SKILLED NORMAL

Val	Char	Cost	25+	Disadvantages
13	STR	3	5	1 Disadvantage such as Age, Physical or Psychological Limitation
11	DEX	3		
13	CON	6		
10	BODY	0	5	1 Psychological Limitation, Physical Limitation, Dependence, Reputation, or Hunted
10	INT	0		
10	EGO	0		
10	PRE	0		
10	COM	0		
4	PD	1		
3	ED	1		
3	SPD	9		
5	REC	0		
26	END	0		
24	STUN	0		

Cost	Skill
2	PS: own profession 11-
2	KS: hobby 11-
2	Familiarity with 2 skills
6	Pick two: Skills, Weapon Fam, Skill Levels.

OCV: 4; **DCV:** 4; **ECV:** 3; **Phases:** 4, 8, 12

COSTS:	Char.	Powers	Total	Disadv.	Base
	23 +	12 =	35 =	10 +	25

COMPETENT NORMAL

Val	Char	Cost	50+	Disadvantages
13	STR	3	10	1 Disadvantage such as Age, Physical Limitation or Psychological Limitation
14	DEX	12		
13	CON	6		
10	BODY	0	15	1 Psychological Limitation, Physical Limitation, Dependence, Reputations, or Hunteds or any combination
13	INT	3		
11	EGO	2		
13	PRE	3		
10	COM	0		
5	PD	2		
4	ED	1		
3	SPD	6		
6	REC	0		
26	END	0		
25	STUN	1		

Cost	Skill
3	PS: own profession 12-
2	KS: hobby 11-
2	Familiarity with 2 skills 8-
9	Three Skills or talents variable
10	Two Skills at +1
5	5 point Skill Levels
2	+1" Running
3	Fam. with one weapon group

OCV: 5; **DCV:** 5; **ECV:** 4; **Phases:** 4, 8, 12

COSTS:	Char.	Powers	Total	Disadv.	Base
	39 +	36 =	75 =	25 +	50

COMBAT AND ADVENTURING

Combat can be anything from throwing a punch to drawing a pistol to firing a lightning bolt. Adventuring involves all the other sorts of slam-bang action that heroes could ever want to engage in. The HERO System allows for all types of combat with a set of simple rules. As you gain experience with these rules, there are optional rules you can add to give greater realism to combat.

This section details the rules that govern combat and adventuring. Combat has been broken down into several steps. Each step is explained thoroughly, and usually some examples are included. Many optional rules are included here as well. For the most part, the optional rules are better used in heroic games rather than superheroic games. If you're just beginning to play the HERO System, it's better to leave out the optional rules. Add in optional rules when you feel more comfortable with the game and can deal with the added complexity.

THE CHAPTER IS ARRANGED AS FOLLOWS:

BEFORE COMBAT

NONCOMBAT TIME

In any roleplaying game, there are two types of time: combat and noncombat. Combat time is usually very precise, measured second by second, with exact actions and results. Because so much can happen in only a few seconds of combat time, there are extensive rules for playing it out. It often takes a couple of hours (real time) to play out a couple of minutes (game time).

Noncombat time, on the other hand, isn't as exact. This is when the GM sets the scene for the players, tells them what's happening to their characters, and begins the plot of the evening's adventure. Hours, days, or weeks of game time can pass in a few minutes of real time as the GM describes what's happening. This tremendous variation in time is similar to what happens in movies and novels. Within a novel, weeks may pass in one paragraph or sentence, or a whole chapter may describe a fight that lasts for a minute.

The GM should think of the play session as the telling of a story with the help of the players. First, the GM describes where the characters are, perhaps dealing with each one individually, or starting with a group. As the setting is described, the characters will probably want to do things. For example, the GM says, "Reynolds, you hear the high-pitched whine of a laser-pistol shot. It sounds like it's right around the corner." The player responds (as Reynolds) "I'll run around the corner to see what's happening." The GM shouldn't worry about exactly how far it is to the corner, or how long it takes Reynolds to get there, because this is still noncombat time. What's important to the adventure is that Reynolds gets to the corner, looks around, and sees an assassin shooting an ambassador.

Thus, unless it looks like there's going to be a fight (or detailed chase sequence), there's no need to be exact about things like time or distance. It is not really important exactly how long it takes Reynolds to eat his breakfast, drive to work, or talk to his boss. The GM starts the adventure by telling the characters' current locations and activities. Then there may be some investigation, conversation between the players and NPCs, perhaps some mood-setting emotional scenes. All this happens in noncombat time.

Usually, the event that marks the change from noncombat to combat time is Perception, when the player characters spot their enemies (or vice-versa).

PERCEPTION

Characters may not always be aware of everything that's going on around them, especially during combat. Whenever something is obvious, the GM will tell the player about it ("You see the '67 Chevy in front of you"). The character may be required to make a Perception Roll to notice something inobvious, or to notice something while in a combat situation. Every character's base Perception Roll is equal to 9 plus the character's Intelligence divided by 5.

Perception Roll = 9 + (INT/5)

To make a Perception Roll, the character should roll this number or less on 3d6. The GM should apply modifiers to this roll depending on the circumstances.

Since it is harder to notice something at a distance than close-up, PER Rolls will take penalties for range. Range penalties will affect a Perception Roll according to the following table (see *Range* for more details).

Range	Modifier to PER Roll
Adjacent	0
2-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
each additional doubling of range	additional -2

TARGETING VS. NONTARGETING SENSES

Of course, not all senses are equal — a normal human can learn a lot more about someone by looking at him than by smelling him. To reflect this difference, all senses are divided into two categories: Targeting and Nontargeting. A Targeting sense is a sense that a character can use to determine the exact location of a target. For normal humans, Sight is the only sense that is Targeting. A Nontargeting Sense is one that the character can use to sense the general location of a target. For normal humans, hearing and smell are Nontargeting Senses. Taste and Touch both have no range, and therefore cannot be used to locate a target at all (to use these senses, the character would already have to have found his opponent.)

In combat, a character must normally use a targeting sense to detect his target. If this is the case, then there is no change in OCV or DCV, and combat proceeds normally. However, if a character cannot sense his opponent, then he is $\frac{1}{2}$ DCV, $\frac{1}{2}$ OCV in hand-to-hand, and 0 OCV at range, against that opponent only. This could result from a character being attacked by surprise, being blinded by a flash, or being in impenetrable darkness. It's important to note that this value is taken on a case by case basis; a character could conceivably sense some opponents while being unable to sense others.

If the character can make a PER Roll with a Nontargeting sense, then he is only -1 DCV, $\frac{1}{2}$ OCV in hand-to-hand, and $\frac{1}{2}$ OCV at range.

Example: *Obsidian, who is being attacked by the supervillain team Eurostar, has been Flashed, and therefore can't see. Obsidian would normally be $\frac{1}{2}$ DCV, $\frac{1}{2}$ OCV in hand-to-hand and 0 OCV at range — a sitting duck However, Obsidian makes his hearing PER Roll against Durak. He is now only -1 DCV, $\frac{1}{2}$ OCV in hand-to-hand, and $\frac{1}{2}$ OCV at range, against Durak only. He has the old modifiers against any opponent that he didn't hear.*

OPTIONAL PERCEPTION MODIFIERS

If the GM wants to be more exact about perception in his campaign, this optional set of modifiers is presented.

The specific Sight and Hearing Perception Modifier tables show modifiers for specific objects or conditions. The GM should add up all of the modifiers; if the total is positive, then the character will notice the noise or object without making a PER Roll. If the total is zero or negative, the character will have to make a Perception Roll with those modifiers to notice the object.

As a general rule of thumb, use the modifiers for Attack Rolls on the Perception Rolls. For example, a character looking at an object for two full Phases might get the "Set" modifier which would add +2 to the Perception Roll. A character trying to sight something very small would use modifiers for target size.

If the character is trying to spot someone who is using Stealth, use the system described in Skill versus Skill. The amount the character makes a Stealth Roll by is subtracted from the other character's PER Roll.

SIGHT PERCEPTION MODIFIERS

Situation	Modifier
Extremely high contrast (A lighted object in darkness)	+5
Telescope	+3
Binoculars	+2
Long look (full Phase, $\frac{1}{2}$DCV)	+2
Looking (half Phase)	+1
High contrast object (black on white)	+1
Moving object	+1
Object fills entire hex	+2
2 hex object	+4
4 hex object	+6
8 hex object	+8
16 hex object	+10
32 hex object	+12
etc.	
Low contrast	-1
Night	-2
Dark night	-4
$\frac{1}{4}$ hex object	-2
$\frac{1}{8}$ hex object	-4
$\frac{1}{16}$ hex object	-6
$\frac{1}{32}$ hex object	-8
etc.	

HEARING PERCEPTION MODIFIERS

Situation	Modifier
Grenade	+6
Rifle	+5
Submachine gun	+4
Pistol	+3
Parabolic microphone	+4
Truck	+3
Hovercar	+1
Spaceship taking off	+5
Whistle	+3
Shout	+2
Loud conversation	+1
Breaking glass	+1
Sneeze	+1
Punch	+0
Body hitting ground	+0
Run (6"+)	+1
Fast walk (3")	+0
Normal walk (2")	-1
Careful walk (1")	-2
Whisper	-3
Open a door	+0
Slowly open a door (1 Phase)	-2
High contrast sound	+1
Foggy weather	-1
Listen (half Phase)	+1
Listen close (1 Phase, ½DCV)	+2
Echoes	+3
Locating source of echoes	-3
Downwind	+1
Upwind	-1
Quiet area	+3
Noisy area	-3

SMELL PERCEPTION MODIFIERS

Although the sense of smell is technically ranged (a character can smell something across the room), it is not as precise as either sight or hearing. Moreover, as the distance to the object increases, the chance to smell it decreases dramatically.

Characters can use their sense of smell in combat, but only with great difficulty. Smelling an opponent is automatically a -5 to the PER Roll, along with normal penalties for range. The following list can provide additional modifiers:

Situation	Modifier
Person	0
Smelly person (unbathed or perfumed)	+2
Extremely smelly person	+4
Upwind, light breeze	-2
Upwind, strong breeze	-4
Downwind, light breeze	+1
Downwind, strong breeze	-1
Dung	+3
Gasoline	+3
Skunk	+5

ENTERING COMBAT

Once the GM decides to begin combat, time becomes very important. Exact combat time is used to make play easier. This section explains how combat time works in the HERO System. But first, it's necessary to explain how characters are positioned.

GAME SCALE

It is possible run combat without using a map or a board. This is easy for short combats, or when several characters are fighting a single opponents. For larger or more intricate combat situations, the GM should probably use a floor or tabletop and some miniatures or other markers for the characters. The GM can then lay out exactly where each character is in relation to the surroundings and the other characters.

Whenever an "inch" is referred to in the game, it's equal to an inch on a playing surface. Each inch represents 2 meters (approximately 6 1/2 feet) in real life. This scale allows the GM and player to use 25 mm (1/72 scale) miniatures to represent characters.

One map inch = 2 meters = 6 1/2 feet

COMBAT SEQUENCE

A fire fight can be over very quickly if the opponents are unequal, but a fair fight can last much longer. Because of it's importance, combat is divided into very small fragments of time. There are three separate time increments: Turn, Segment, and Phase.

TURN

The basic time frame of combat is called a Turn. Each Turn is equal to 12 seconds of real time. Each Turn a character gets to perform a number of actions equal to his Speed. A Turn is divided into 12 Segments.

SEGMENT

Each Turn consists of 12 Segments that are 1 second long. Any characters who can perform an action in a given Segment do so in order of their DEX values. The character with the highest DEX score goes first, the second highest goes next, and so on. Two or more characters with the same DEX that act in the same Segment should each roll 1d6. The characters then act in order of their roll on the 1d6, from high to low. Ties should roll again.

PHASE

Each character can perform a certain number of Action Phases in one Turn, equal to the character's SPD. For instance, a Speed 5 character has five Action Phases; each Phase the character gets to perform an action. Each Phase begins on a Segment; the Speed Chart determines the Segment a character's Phase begins.

Each time a character's Segment comes up, he may execute a Phase (perform an action). Find the character's Speed on the top line of the table, and look at the column below it. Every Segment marked with an "X" in that column is a Segment where the character may begin a Phase. For instance, a character with a SPD of 4 has Phases that begin on Segments 3, 6, 9, and 12.

Char-acter's Speed	Segment											
	1	2	3	4	5	6	7	8	9	10	11	12
1	—	—	—	—	—	—	—	—	—	—	—	X
2	—	—	—	—	—	X	X	X	X	X	X	X
3	—	—	—	X	X	—	—	X	X	X	X	X
4	—	—	X	—	—	X	X	—	X	X	X	X
5	—	—	—	—	X	—	—	X	—	X	X	X
6	—	X	—	X	—	X	X	X	X	X	X	X
7	X	—	—	—	—	—	X	—	X	—	X	X
8	—	—	X	—	X	X	—	X	X	X	X	X
9	—	—	—	X	—	—	X	X	—	X	X	X
10	—	—	—	—	X	X	—	—	X	X	X	X
11	—	—	—	—	—	—	X	X	X	X	X	X
12	—	X	X	X	X	X	X	X	X	X	X	X

SPEED CHART

CHANGING SPEED

A character cannot ever have a SPD higher than his maximum SPD. A character who wants to use a lower SPD can decide to lower his SPD post-Segment 12. A character cannot normally change his SPD except post-Segment 12.

Example: *Seeker is thrown into a river on Phase 8, and starts to drown. In order to survive long enough for help to arrive, he decides to reduce his SPD to 2. To do this, he must wait until the end of the turn (post-Segment 12). He will now be SPD 2 until he decided to return to his normal SPD (this must also happen on a post-Segment 12 also).*

OPTIONAL SPEED CHANGE

If the GM wants to allow a character to change his SPD within a turn, the following optional system should be used. It is much more complex, but lets characters with Special Powers (like Multiform and Duplication) use their abilities to the fullest.

Under this system, a character can change his SPD on any Phase he has an action. Changing SPD is a 0 Phase action. After he has changed his SPD, the character cannot act until he has had a Phase for **both** of the SPDs. Once he has taken an action at the new SPD, he can be considered that SPD for the rest of the Turn.

Example: *Shadow Wolf is in his human form, which has a SPD 3. On Segment 4, he has a Phase, and decides to change into his Shadow Wolf form, which has a SPD 5. He can now only act when he has had a Phase for both of his SPDs. The SPD 5 gives Shadow Wolf a Phase on Segment 5, but because he has not had a Phase for SPD 3, he cannot take an action until Segment 8 (when his SPD 3 would get an action).*

TIME CHART

The Time Chart indicates the different time increments used both in and out of combat. It is used for Powers, Power Modifiers, and Skills.

TIME CHART
1 Segment
1 Phase
1 Turn (Post-Segment 12)
1 minute
5 minutes
1 hour
5 hours
1 day
1 week
1 month
1 season (3 months)
1 year
5 years
1 decade
5 decades (50 years)
1 Century

OPTIONAL TIME INTERVALS

The intervals on the standard Time Chart were chosen for ease of memorization. Each increment is between 3x and 7x the length of the preceding increment, and is represented by either 1 or 5 time periods.

If the GM wishes to use a more mathematically regular (but harder to remember) series, each increment can be 5x the length of the preceding increment. This 5x multiple leads to the following time increments: 1 Segment, 1 Phase, 1 Turn, 5 minutes, 25 minutes, 2 hours, 10 hours, 2 days, 10 days, etc. The GM can use these optional time increments with Powers, Power Modifiers, and Skills.

BEGINNING COMBAT

Combat always begins on Segment 12. This gives everyone a chance to act and then take their post-Segment 12 Recovery (see *Recovery*). If combat begins with a surprise attack, then the targets don't get to act on that Segment 12 — the attackers get a free action.

The character with the highest DEX of those acting in that Segment goes first; the GM should then count down the DEXes until there's no one left to act on that Segment For example, if Andarra had a DEX of 15, he GM would say "DEX 19, 18, 17, 16, 15... okay, Andarra, your action").

ACTION PHASES

The actions a character can perform in an Action Phase are listed on the Action Phase table. Any actions not listed must be judged by the GM as to how much time they take. The GM should compare unusual actions to the ones listed.

Example: Paul wants his character to run to a pedestal and grab a mind-control helmet. The GM might call that a half move and a Grab maneuver.

Any attack action such as Mind Control, Energy Blast, or Punch takes a half Phase, but **must** be the last action performed in the action Phase. A character can half move and then attack, but can't attack and then half move. A Power can be turned on or off at the beginning of the Phase or after a character have performed his first half-Phase, but not at any other time.

If there's some question as to the exact timing (like, a character is trying to desolidify when someone's trying to hit him), the GM should resolve it with DEX Rolls (see below). The zero (0) Phase actions can be done at the beginning or the middle of a Phase, as many different ones as wished, but not after an attack action. Similarly, Skill Levels are shifted only at the beginning of a Phase; the setting lasts until the character's next Phase.

HOLDING AN ACTION

This is also called *Delaying a Phase.* Characters may choose not to act when their DEX value indicates that it's their Phase. They may hold until a lower DEX value or until some action occurs ("I wait until he strikes"; "I wait until he comes around the corner"). A character may even hold his Phase until another Segment, but he can never take two actions in one Segment. A character loses any Phases saved when his next Phase occurs because he can only have one saved Phase at a time. Even a character who waits a whole Turn without acting still has only one Phase saved.

A character may perform a half-Phase action and then reserve the second half of the action. The character is considered "ready", and may perform the held half-Phase action later.

A character can usually use a held action (or half-action) at any time. If two characters want to perform an action at the same time, each character should make a DEX Roll; the character who makes his DEX Roll by more gets to act first. If one of the characters is using an EGO Power, he can roll against his EGO instead of his DEX. If both characters make the roll by the same amount, then the actions go off simultaneously. Regardless of the roll, defensive actions (or any that the character could abort to) will go off first; the DEX Roll only applies to attack or movement actions.

Example: *Defender and Ogre are fighting hand-to-hand outside a bank. Both have an action on Segment 12. When his 23 DEX comes up, Defender wants to wait to see what Ogre will do next, so he Holds his action. When his 18 DEX comes up, Ogre charges at Defender to attack him. Defender decides to fire his Energy Blasts. Since both characters want to take their actions at the same time, each must make a DEX Roll. Defender's DEX Roll is 9 + 23/5 = 14. He rolls a 7, making his roll by 7. Ogre has a DEX Roll of 9 + 18/5 = 13. He rolls a 14, missing his roll by 1. Since Defender made his roll by more, he will go first. If Ogre is still standing afterwards, he can then take his action. If the rolls had been made by equal amounts, the two characters would have taken their actions simultaneously.*

ABORTING AN ACTION

This is also called *Canceling a Move*. A character can abort his next action to perform a defensive Combat Maneuver or some other defensive action like turning on a Force Field. This requires the character's next full Phase to perform. Once a character has attacked, he can't abort to any action before the next Segment.

The usable maneuvers when aborting are Block and Dodge. A character can't normally abort to a movement action.

Example: *Starburst has just shot someone with an Energy Blast as his action for this Phase. In that same Segment, the supervillain Oculon shoots at him. Starburst cannot abort to any defensive action yet, because it's still the same Segment in which he attacked. Fortunately, the villain misses. Next Segment, before Starburst would act again, Grond takes a punch at him. Starburst chooses to abort his next action to perform a Block maneuver. He Blocks successfully, but loses his next action Phase.*

ACTION PHASE TABLE		
Time **Action**	**Move** **Required**	**Required**
Move By	1 Phase	1"
Move Through	1 Phase	1"
Haymaker	½ Phase † *	—
Grab	½ Phase § *	—
Bracing	0 Phase	—
To "set"	1 Phase	—
Set and brace	1 Phase	—
Missile Deflection	½ Phase *	—
Find Weakness	½ Phase	—
Other Combat Maneuvers		
(Any action which requires an Attack Roll)	½ Phase *	—
Drawing a weapon	½ Phase	—
Full move	1 Phase	Full Move
Half Move	½ Phase	—
Making a Skill Roll	Variable	
Turning on a Power	0 Phase	—
Turning off a Power	0 Phase	—
Shifting a Multipower	0 Phase	—
Open a door	½ Phase	—
Preparing a grenade	½ Phase	—
Starting a vehicle	½ Phase	—
Change Clothes	1 Phase	—
Take a Recovery	1 Phase	—
Recover from being Stunned	1 Phase	—
Presence Attack	No Time	—
Speaking (Soliloquy)	No Time	—
GM asks you to make a roll	No Time	—

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

MOVEMENT

All characters have some sort of movement ability, be it flight, walking, or teleportation. Each Phase, a character may move any portion of his movement per Phase. A full move is defined as moving greater than half of a character's movement distance. A character who has made a full move can't perform any other action.

All movement is divided into two categories: combat movement and noncombat movement. A character using his combat movement is moving as quickly as possible while still looking out for incoming attacks. A character using combat movement has his full DCV, and can move up to his full movement rate.

A character who uses noncombat movement is moving as quickly as he can — he isn't looking out for incoming attacks. A character can usually move noncombat 2x as fast as his combat movement rate: This noncombat rate can be increased without increasing the character's combat movement (see *Powers*). A character's base OCV and DCV while moving noncombat is ¹/₂ normal DCV. GMs who want additional realism can use the Optional Velocity DCV Table to determine the character's DCV. The OCV will always be ¹/₂. A character using Noncombat movement can still fight, but at the lowered values.

OPTIONAL VELOCITY DCV TABLE

To use this table, the character should determine the total number of inches the character would travel in an entire turn. (This keeps high SPD characters from being penalized when traveling noncombat). The simple formula for this is:

Velocity per Phase x SPD = Inches per Turn

Velocity in Inches per Turn	Base DCV
1-32	1
33-64	3
65-125	5
128-250	7
251-500	9
501-1,000	11
1,001-2,000	13
2,001-4,000	15
4,001-8,000	17
8,000-16,000	19
etc.	etc.

When using his movement, a character can accelerate at a rate of 5" per hex, up to his normal combat Movement in inches per Phase. Thus a character with 25" of Flight would be moving at a velocity of 5" after traveling one hex, 10" after traveling two hexes, 15" after traveling three hexes, and so on, up to his combat velocity.

A character can decelerate at the same rate, up to his normal combat velocity. Since the total acceleration or deceleration in a phase is limited to the character's combat velocity, a character with a high noncombat movement can thus take several Phases to reach maximum velocity, and several Phases to slow down at the end of his journey.

All movement costs END at the rate of 1 END per 5 inches of combat movement. If a character is moving noncombat, the END cost is equal to the END he would be using without the Noncombat multiple.

As an optional rule, the GM can allow characters to use their movement to enhance their ability to lift or push. In this case the character should use 2" of combat movement for 1 point of STR. This should only be used for Flight and Superleap; it will allow the character to "blast out" with his movement. Any Movement "velocity" used in this way cannot be used for movement.

Example: *Defender sees a building about to fall on a crowd of innocent civilians. He flies under the building, but his 55 STR is not enough to hold it up. Thinking quickly, he points his bootjets straight down. He can now add half of his 10" of Flight to his STR; his STR (for holding the building up only) is now 55 + 10/2 = 60.*

For characters interested in how fast they are actually moving, the following table is provided for easy reference. To use this table, the character should determine the total number of inches the character would travel in an entire turn. The simple formula for this is:

Velocity per Phase x SPD = Inches per Turn

VELOCITY CONVERSIONS TABLE			
Total Inches/Turn	KPH	MPH	Inches/ Segment
24	14	9	2
60	36	22	5
120	72	45	10
180	108	67	15
240	144	89	20
300	180	112	25
360	216	134	30
420	252	157	35
480	288	179	40
540	324	201	45
600	360	224	50
900	540	336	75
1200	720	447	100
1800	1080	671	150
2400	1440	895	200
3000	1800	1118	250
3600	2160	1342	300
6000	3600	2237	500

If a character is moving and comes to an obstacle, he has several options. He can stop his movement, assuming he has sufficient room to slow down. He can do a Move Through on the object, thereby moving *through* it. Or he can try to shrug it aside by using his Casual Strength.

A character's Casual STR is equal to ¹/₂ his STR. A character can use his Casual STR to push aside obstacles as a 0 Phase action. Casual STR can also be used to shrug off Entangles and Grabs (see the STR table later in *Characteristic Rolls*). Using Casual STR costs normal END to use, although a character only has to pay END costs once per Phase.

Example: *Baran the warrior (STR 25) is running away from a fire demon when he comes to a thin wooden door. Not wanting to slow down, Baran uses his casual STR — 13 STR — to try to push the door open. The GM looks at the Strength Table to find that 13 STR would lift 150 kg, so he rules that is more than enough to push aside the door. The door creaks wide and Baran continues his flight without wasting a step.*

SEGMENTED MOVEMENT

Some types of movement don't work realistically by uneven Phases. The movement can be split into Segment by Segment movement. This can be used to show the way that people fall and similar situations where the character's SPD doesn't directly affect his velocity. If a character is using Segmented Movement, he should be moved on every *Segment,* instead of every Phase. The GM can multiply the character's velocity per Phase x SPD to determine his velocity per turn, and work from there.

The Velocity Conversions table shows the relationship between kph, mph, inches per Segment and inches per turn. The numbers have been rounded off for easy calculation.

NORMAL MOVEMENT

RUNNING

Running is the standard form of movement that characters normally possess. All characters start with 6" of movement; this can be increased by +1" for 2 Character Points. For heroic campaigns, the the maximum for Running is 10" per Phase. After this maximum, the cost is doubled (just like Characteristics). There is no maximum for superheroic campaigns. Running has no turn mode; a character can turn as often as he wants over the course of a move. The GM may require characters to use a turn mode if the footing is especially treacherous. (For more information on turn rates, see *Flight*, below).

SWIMMING

Most characters can swim a base distance of 2" per Phase. The Swimming rate can be increased by +1" for 2 Character Points. The maximum Swimming rate in heroic campaigns is 4"; after this maximum the cost is doubled (just like Characteristics). There is no maximum for superheroic campaigns. Swimming has no Turn Mode; a character can make as many turns as he wants.

According to their conceptions, some Characters do not naturally swim, although this doesn't mean that they cannot learn. For example, Dwajmi the desert nomad has never seen water except in a well. He cannot swim at all until he actually buys 1" of Swimming. Until he has bought at least 1" of swimming, he cannot even stay afloat. Once he has bought 1" swimming, then he may buy extra inches of swimming. The GM may rule that some aliens (like Heavyworlders) can't swim at all.

POWERED MOVEMENT

FLIGHT

A character with Flight has a base Flight speed based on how many points have been spent on Flight. A character who is flying is not as maneuverable as someone on the ground. Characters who are flying have a "Turn Mode" which defines how often the character may make a 60˚ turn (or a one hex shift on a hex grid). The character's Turn Mode is defined by the formula:

Current Turn Mode = Total Flight Distance/5

The character can make his first 60˚ turn any time after the start of his move. Once the character has turned, he shouldn't turn again until he's moved his Turn Mode in inches forward. As a simple rule, a character making a combat move should make a maximum of 5 evenly spaced turns during a movement. If the character is moving noncombat, he can make 2 evenly spaced turns. If the character has any Skill Levels that apply to Flight, he may use his Levels to lower his Turn Mode by one for each Skill Level applied.
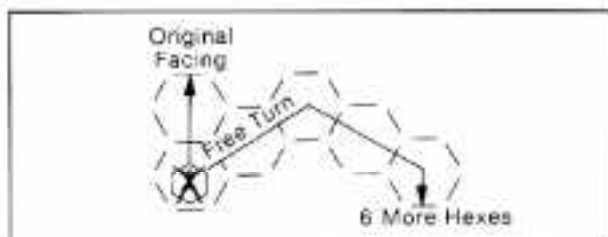
Example: *Dragonfly is using 10" of Flight per Phase. Using the formula, he has a Turn Mode of 10/5 = 2". Dragonfly wants to turn around, so he turns 60°, moves 2", turns 60°, moves 2", turns a final 60° and completes his move by flying 6" (see illustration).*

A flyer must use 2" of Flight distance to gain 1" of altitude. A flyer can dive 1" of altitude free for every 1" of Flight distance he has. To pull out of such a dive, the character should dive his Turn Mode in inches. If the character is diving straight down (his Flight distance in inches free, plus his Flight distance down) then he must dive twice his Turn Mode. When a character has pulled out of a dive, he's considered to be flying level and can continue flying whatever direction he wants.

GLIDING

The GM should regulate how rapidly a gliding character can climb. Climbing is relatively easy when there are thermals or good winds; a glider can generally gain 1d6" of altitude per Phase. The turn mode and dive rate of a gliding character are the same as for Flight.

LEAPING

All characters have a base forward leap of 1" for every 5 STR points. Every character can leap straight up 1" for every 10 STR points. It is impossible to change direction once a leap has started — there's no way to leap around a corner. A leap is considered to include a short run to get some velocity. A standing leap is only half as far. It is possible to perform a half-distance leap as a half Phase action.

TELEPORT

A character can't remove velocity by Teleporting. For instance, a character falling at 30" per Segment would still have that velocity no matter where he teleports to.

Teleporting Blind

When a character cannot see his target location and doesn't have it memorized, any attempt to Teleport is considered "blind". The character makes an Attack Roll to hit the hex, with normal penalties for range. If the roll misses, the character will end up in a different hex, using the standard rules for attacks that miss a hex. If the hex is occupied, then the character will take damage.

Teleporting Into a Solid Object

If the character is unlucky enough to Teleport into a solid object (for whatever reason), the teleporter's natural safety system kicks in, getting the character to the closest space from the target hex where he will fit. The system shock is terrible, and may be fatal. To determine damage, use the following table:

DAMAGE TABLE	
2d6 Roll	**Effect**
2-7	3d6 of d6 of STUN Only Damage
8-11	2d6 of d6 Normal Damage
9-12	1d6 of d6 Killing Damage

If the safe hex is further than normal Teleport range, +2 to effect roll; if safe hex is more than double Teleport range, +4 to effect roll.

The Teleporting character gets no defenses of any kind against this damage. The damage is applied directly against the character's STUN and BODY, just like an NND attack. (This is one of the cases where an NND can do BODY damage). It is impossible for a character to teleport another character into a solid object.

Example: *Cheshire Cat has a base Teleport of 30". He is placed in a cell deep within the earth. Although he can't see his way out, he decides to try to escape by Teleporting straight up. Cheshire Cat declares his target hex, and makes a successful roll to hit (including range penalties). Unfortunately for Cheshire Cat, the cell is buried 100" underground, so the nearest safe location is the cell. Cheshire Cat's Teleportation shifts him back to the cell automatically. Cat rolls 2d6 for the effect; he rolls a 9, which means that he will take 2d6 of d6 of Normal Damage. He rolls a 8, so he will take 8d6 of damage.*

VEHICLE MOVEMENT

Vehicles can move just like characters: they have a SPD, combat velocity, and a noncombat velocity. However, all vehicles must use the rules for Turn Mode. For more details on Turn Mode, see *Flight,* above.

FIGHTING

This section deals with all aspects of fighting, starting with how to hit a target. Different modifiers to combat are discussed next. The following sections describe how to determine damage, how to take damage, and the effects of taking damage. Finally, the Endurance cost for fighting is explained.

There are many optional rules for fighting that can be used. Ignore these when you're just learning the game and concentrate on the basic rules. Also, the more players you have, the fewer optional rules the GM should use (combat goes faster). With six or more players (unless they're very familiar with the rules), no optional rules should be used.

HOW COMBAT WORKS

Combat in the HERO System is really quite simple. The player decides what action to perform on the character's Phase. To hit someone or something, the character rolls an Attack Roll. If the Attack Roll is missed, the character's Phase is over. The GM goes on to the next character's action Phase. If the character makes the Attack Roll, then the damage to the target is determined. Then the character's Phase is over, and the GM goes on to the next character's action Phase.

Below is the checklist of events to follow for combat. If a character attacks someone, these steps take place in that Phase. The steps are explained in the following sections.

COMBAT SEQUENCE CHECKLIST

1) Determine the attacker's Offensive Combat Value (OCV).

2) Determine the defender's Defensive Combat Value (DCV).

3) Attacker makes an Attack Roll (3d6). To hit, the character must roll less than or equal to 11 + attacker's OCV - defender's DCV.

4) If the Attack Roll is missed, the attacker's Action Phase is over. Go to the next character's Phase.

5) If the attacker hits, determine the damage and any effects of damage. Then go to the next character's Phase.

Optional rules add to this Combat Sequence. The GM may use any or all of the Optional rules. If the GM does use all of them, combat goes much slower, but is much more realistic. Normally, the GM would only want to do this for very special battles — like a "trial by combat" or a one-on-one battle.

OPTIONAL COMBAT SEQUENCE CHECKLIST

1) Determine the attacker's OCV.

2) Determine the defender's DCV.

3) Attacker makes an Attack Roll (3d6). The roll required is 11 + attacker's OCV - defender's DCV.

4) Pay the END cost for the attack.

5) If the Attack Roll is missed, the attacker's action Phase is over. Go to the next character's Phase.

6) If the attacker hits, determine the damage and any effects of damage. Then go to the next character's Phase.

7) To determine the additional effects of the damage:

a) Roll on the Hit Location table to find where the attack hit (this will affect the damage result).

b) Check for Knockback: target may be knocked back or down.

c) Check for a Wounded result; target makes Ego Roll to keep fighting next Phase.

d) Target may be Bleeding; keep track of blood loss.

e) Check for severity of wound; target may be Impaired or Disabled.

COMBAT VALUE AND ATTACK ROLLS

Whether or not an attack actually hits a target is determined by an Attack Roll of 3d6. If the character is attacking with punches, swords, or such — any attack where he is actually trying to hit his opponent — the Attack Roll is determined as follows:

Attack Roll = 11 + Attacker's OCV - Defender's DCV

Where OCV means Offensive Combat Value (Attacker's DEX/3). DCV means Defensive Combat Value (Defender's DEX/3).

The Attack Roll is determined by adding 11 plus the attacker's OCV and subtracting the defender's DCV.

Example*: If the attacker's OCV is 8 and the defender's DCV is 6, then the Attack Roll is 11 + 8 - 6 = 13 or less. If the attacker has an OCV of 7 and the defender has a DCV of 10, then the Attack Roll is 11 + 7 - 10 = 8 or less.*

Whenever a character attempts any roll of 3d6, a roll of 3 always hits or succeeds; a roll of 18 on 3d6 always misses or fails. This applies not only to Attack Rolls, but also to Skill Rolls, Perception Rolls, and Characteristic Rolls. The GM should consider giving a character some advantage for rolling a 3 (perhaps some extra dice of damage), and some disadvantage for rolling an 18 (perhaps reducing the character's DCV for a Phase).

FIGURING OCV AND DCV

Base OCV and DCV are figured as follows:

Base OCV = Attacker's DEX/3

Base DCV = Defender's DEX/3

It's called **Base** OCV and DCV because OCV and DCV can be modified by Skill Levels, Range, Combat Modifiers, and Combat Maneuvers. If the result of the formula is a fraction, round to the nearest whole number (for a DEX of 20, OCV is 20/3 = 6.66, which rounds to 7).

COMBAT VALUE (CV)

Sometimes a general term "Combat Value" or CV, is used. CV reflects how good the character is at combat. CV = DEX/3. The term CV may be used to discuss modifiers to OCV and DCV.

The steps in determining a character's OCV and DCV are given on the following checklist. It may look complex but actually figuring OCV and DCV is quite easy. These steps will be explained in the following sections.

OCV CHECKLIST

1) Determine base OCV (character's DEX/3).

2) Add any applicable Skill Levels.

3) Apply any modifiers for the particular weapon or armor being used.

4) Apply any modifiers for the particular Combat Maneuver being used.

5) Apply any Combat Modifiers.

6) Apply any Range Modifiers.

DCV CHECKLIST

1) Determine base DCV (character's DEX/3).

2) Add any applicable Skill Levels.

3) Apply any modifiers for the particular weapon being used.

4) Apply any modifiers for the particular Combat Maneuver being used.

5) Apply any Combat Modifiers (any halving occurs here).

COMBAT LEVELS

Combat Levels can modify the character's OCV, DCV or both. Combat Levels are bought with Character Points, and are listed and described in the Skill List. Combat Levels may increase the character's OCV, DCV, Damage, or BODY done in an attack. Usually, one Combat Level adds +1 to a character's OCV (and sometimes DCV). The player must state how the Combat Levels are being applied before making the Attack Roll. See *Combat Levels*.

Combat Levels with melee weapons may also be used to increase damage. Two Combat Levels can be used to increase the weapon's damage one Damage Class (see *Added Damage*), up to the maximum damage of the weapon (see *Weapons*).

As an optional rule, GMs can decide that Combat Levels do not apply to DCV in all cases. Combat Levels with ranged attacks (like small arms) can't be used for defense, and only the 8 point Combat Levels with All Combat can be used for DCV against ranged attacks. Five point Combat Levels with melee combat may be applied to DCV only against hand-to-hand attacks, not against ranged attacks. Any DCV modifiers from Combat Modifiers also apply to DCV versus all attacks.

RANGE MODIFIERS

When a character attacks a target at a distance, the attack is given a Range Modifier. This is intended to reflect the fact that it is harder to hit a target that is far away than one that is close up. This is because (among other reasons) the target appears smaller at range — there is "less" of it to hit. Thus a target which is half man-sized will be just as hard to hit as one which is man-sized, but twice as far away.

There is no range penalty out to 4". This means that any attack made at a target at 4" will be as easy to hit as an adjacent target. After 4", any attack is made with a -2 OCV Penalty (remember that an inch on a small scale map represents 2 meters or 6 1/2 feet). There is an additional -2 OCV Penalty for each doubling of the range thereafter: -4 OCV at 16", -6 OCV at 32 ", and so on.

RANGE MODIFIERS	
Range	**Modifier**
Adjacent	0
2-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
33"-64"	-8
65"-128"	-10
etc.	etc.
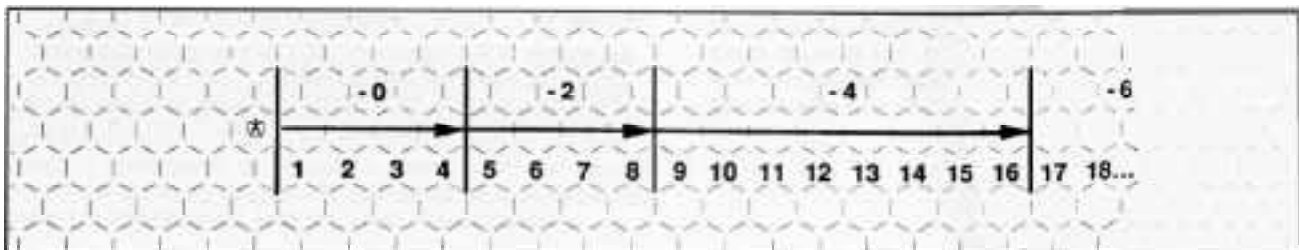
GMs who want additional detail can use the optional range modifier in between steps.

OPTIONAL RANGE MODIFIERS	
Range	Modifier
Adjacent	0
2-4"	-0
5-6"	-1
7-8"	-2
9-12"	-3
13-16"	-4
17-24"	-5
etc.	etc.

Example: *If the target were 15" away, the attacker would suffer an OCV penalty of -4, making it harder to hit.*

The Range modifier is easiest to calculate by counting the distance in multiples of two, starting at eight, and counting until the number s greater to or equal to the range. Then multiply the total by -2 OCV.

Example: *The attacker is standing 31" away from the target. The GM starts counting the distance "8, 16 32 — that's three levels, so your total penalty is -6 OCV."*

Skill Levels with a ranged attack (like a pistol) can be added directly to OCV (see *Skill Levels*), which will help offset the range penalty. Range Skill levels can only be used to offset range penalties. This is also used for weapons that have especially good or bad performance over range. These bonuses or penalties have no effect on adjacent targets.

Example: *Assume a derringer has a Range Modifier of -2. When Randall fires his derringer at an opponent 12" away, the total range modifier is -4 for range, plus -2 for the derringer, giving a total modifier of -6. If Randall were using a rifle (with a Range Modifier of +2), then the total OCV modifier would be -4 for range, +2 for the gun, giving a total of -2. Neither gun would get any bonus or penalty when adjacent, and Range Skill Levels never add to a character's OCV — they just offset Range penalties.*

MENTAL COMBAT

Almost all attacks use the ordinary Attack Rolls and CV that have already been described. However, the Mental Powers use Ego Combat Value instead of the normal Combat Value. The Powers that use Ego Combat Value (or ECV) are Ego Attack, Mental Illusions, Mind Control, Mind Link, Mind Scanning, and Telepathy. Ego Combat is also used for Powers bought with the Power Advantage *Based on ECV*. Ego Combat Value is determined using the following formula:

Ego Combat Value = EGO/3

Substituting ECV for CV, Mental Combat works just the same as normal combat. The Attack Roll is 11 + Offensive ECV - Defensive ECV on 3d6. Apply any modifiers for Skill Levels, just as normal. However, Mental Combat works on a line-of-sight basis; if an attacker can see the target, he can affect him with no Range Modifier. None of the Combat Modifiers apply, either. A character using a Mental Power uses EGO instead of DEX to determine when the character moves in the Phase.

COMBAT MODIFIERS

Where and how combat takes place should affect the characters' Attack Rolls. Combat Modifiers are used to describe situations when a character attacks someone by surprise or ducks behind cover. The table on the next page describes the situation where each Combat Modifier is used, and exactly how it works.

During play, many situations will occur that aren't covered in the Combat Modifiers, like firing upside down from a helicopter at midnight during a thunderstorm. In such cases, the GM should apply a modifier that seems reasonable. He should find similar things on the Combat Modifiers Table to compare with the unusual situation. He should always remember, though, that this is a game that simulates fiction, and incredible feats are often possible. In fact, he should give players a bonus for especially creative and exciting maneuvers, since they make things more fun for everybody.

The Combat Modifiers table summarizes the information about the Combat Modifiers. A dash on the table means that there is no change in the indicated value.

EXPLANATION OF THE COMBAT MODIFIERS

AREA EFFECT ATTACKS

This section covers not only Area Effect Attacks, but any attack directed against a point on the ground (in other words, a hex) rather than a person or an upright object. Area Effect Attacks may be made at either a hex or at the target's normal DCV. Generally, it's easier to hit the hex the target is standing in.

The DCV of a hex is 3, or 0 if the hex is adjacent. Attacks aimed at a hex suffer normal penalties for range. To use an Area Effect Attack, the character picks the hex he's aiming for; this will be the central hex of his Area Effect. If the character fails his Attack Roll, the center of the Area Effect misses the target hex by 1" for every 1 point that the Attack Roll is missed by; the maximum miss distance is half the distance to the target. To determine direction, the character should roll 1d6 and look at the picture below.

Everything in the area of the Area Effect attack usually is affected without requiring a separate Attack Roll on each target. Note that even if the center of the Area Effect misses the target hex, the attacker may still catch his target with one of the hexes in the Area Effect, depending on how far the Area Effect misses by and in what direction.

AUTOFIRE

Automatic weapons and Powers bought with the Power Advantage *Autofire* can fire a stream of attacks with a single attack roll. Thus, they can hit one target several times, or several targets with one attack. A character making an Autofire attack chooses how many "shots" he would like to use, up to his maximum (see the Power Advantage *Autofire*). The attacker then makes a normal Attack Roll. For every 2 points the Attack Roll is made by, the attacker hits the target one time. A single target can never be hit more times than "shots" were used.

Example: *Andarra fires her Autofire blaster at an alien agent standing next to her. Andarra has a base OCV of 7, and the agent has a DCV of 5. Because the attack is point-blank, there is no range penalty.*

Andarra's Attack Roll is 11 + 7 - 5 = 13 or less. She rolls a 9, hitting the agent three times (at 13, 11, and 9).

A character may spray a Autofire attack at several targets. When doing this, there is a -1 OCV penalty for each hex fired into. Each target can only get hit once. The attacker declares the targets and counts the number of continuous target hexes. He must fire a minimum of one shot into each hex, even if there is no target there (so a character with a 5 shot maximum could affect a maximum of 5 hexes).

Example: *Later, Andarra fires at two rock creatures 4 hexes apart. She takes a -5 on her OCV for firing at each target (-1 for the hex of the first target and -4 for the other hexes). Andarra has an OCV of 6. Each rock creature has a DCV of 4. Andarra's Attack Roll is 11 + 6 - 4 - 5 = 8 or less. Andarra rolls a 5. One rock creature gets hit once. Andarra rolls to hit the second rock creature and gets a 9, missing it altogether.*

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

BOUNCING AN ATTACK

This rule is usually only used in superheroic campaigns. A character with a ranged attack and Combat Levels that apply to that ranged attack can bounce the attack off the right surface. The GM will have to decide what surfaces are appropriate to bounce a given type of attack. For each "bounce" that the character wants the attack to perform, the character must use one Combat Level to bounce. The Range Modifier for an attack that bounces is counted along the entire path of the attack. A bounce can give the character a Surprise Maneuver bonus (+1 to +3) if the target is not expecting this type of attack.

BRACED

This allows a character to Brace himself in order to steady his aim and improve his accuracy over range. To Brace, a character must take a 0 Phase action to steady himself; this gives him a +2 OCV which can only be used to offset range penalties. The drawback is that the character's DCV is halved, because he is standing still in order to Brace. A character can combine Bracing with Set in the same Phase, and get both bonuses together. He will have a +1 OCV and +2 OCV only to offset range penalties, but this will take an entire Phase, and the character will be $^1/_2$ DCV. For more information, see *Set*.

CONCEALMENT

Targets that are partly concealed are harder to hit from a distance. If a target is half concealed (like a person behind a table or leaning around a corner), the attacker receives a -2 OCV. If only a person's head is showing (like someone peering out of a door), the attacker receives a -4 OCV. This affects all attacks — ranged and hand-to-hand.

If the optional Hit Location table is being used, Concealment may be determined differently. If a character has some cover from an opponent, the GM should decide what Hit Locations are covered. For example, a character standing behind a desk would have his feet, legs, and (perhaps) abdomen covered; similarly a character firing a pistol around a corner would only be exposing his head and one hand, arm, and shoulder. Once the GM has determined cover, combat is handled normally, but any attack that would have struck the Covered section of the target strikes the cover instead. This usually means that the target takes no damage, although if the cover was lightweight or the attack was large, then the attack can blow through the cover and do damage to the target anyway.

Example: *Andarra has just drawn her blaster on a squad of Imperial Star Marines. Not liking the odds, she drops prone and fires her blaster. The well-trained marines return fire. But because Andarra is prone and the marines are 20 hexes away, the GM decides that they can only shoot her in the head, hand, arms, and shoulders. If one of them was standing next to her, she would of course get no cover.*

COORDINATED ATTACKS

This allows two or more characters to coordinate their attacks against a single opponent. To coordinate attacks, the two attackers must have fought together in the past and trained in working together. This "training" could occur in a Danger Room for superheroes, or over the course of numerous combats for other characters.

To coordinate their attacks, the characters must attack on the same DEX on the same Phase. This might require faster characters to wait for comrades that have a lower DEX. If the combat is particularly confusing or noisy, the GM might require the characters to make a PER Roll to notice the cue to attack.

Coordinated attacks can make the target easier to hit (see *Multiple Attackers Bonus*, below). It also increases the probability that the target will be Stunned. When two attackers successfully coordinate their attacks, the damage is rolled normally. However, any STUN that gets through the target's defenses is added together from both attacks for the purposes of determining whether the target is Stunned. If the Knockback rule is being used, Knockback is determined normally, then added together.

Example: *Arkelos the mage and Chiron the rogue are attacking a Dragon. Arkelos is SPD 3, DEX 18; Chiron is SPD 4; DEX 20. Since the Dragon just incinerated the paladin, the pair decide to coordinate their attacks. On Segment 6, Chiron holds his attack. On Segment 8, Arkelos gets a Phase, and at DEX 18, they both attack (Chiron uses his Held Action). Chiron's sword does 15 STUN after defenses, Arkelos' flame bolt does 18 STUN after defenses. The damage is totalled for the purposes of seeing whether the Dragon is Stunned. since 15 + 18 = 33 STUN is greater than the Dragon's 28 CON, the Dragon is Stunned. Whew.*

ENCUMBRANCE

This rule reflects the fact that a character who is carrying around heavy equipment will be *encumbered,* and therefore won't be able to fight as well. The character will also find it difficult to perform acts requiring agility (a DEX Roll). The Encumbrance rules should only be used in heroic campaigns.

To determine Encumbrance, the character should calculate the total weight of all the items that the character is carrying. This total will include the character's armor, backpack, and weapons. It **does** include items carried in the character's hands. Since a character will often be carrying around a fair number of miscellaneous items, he should probably add one or two kilograms to the total. The GM must decide the weight of any items not listed. This total encumbrance is then compared to the Encumbrance Table.

ENCUMBRANCE TABLE		
Total Weight Carried (kg)	**DCV/ DEX Roll**	**END cost/Turn**
0-3.2	0	0
4.9-6.4	-1	0
6.5-12.5	-2	1
12.6-25	-3	2
25.1-50	-4	3
50.1	-5	4
etc.		

The END cost can be modified according to the STR of the character (strong individuals do not feel the weight as much). To determine the modified END cost, compare the character's STR to the following table. This can also be used with the Long Term Endurance optional rule.

MODIFIED ENCUMBRANCE TABLE	
STR	**END cost/Turn**
0-4	x2
5-9	x1 $\frac{1}{2}$
10-14	x1
15-19	-1
20-24	-2
25-29	-3
30-34	-4
35	-5

Encumbrance keeps the characters from carrying around outrageous amounts of equipment; it also discourages characters from wearing weighty armor. However, it does require additional bookkeeping.

EXPLOSION

Explosion attacks are aimed at a hex, and the Attack Roll is handled identically to an Area Effect attack (see *Area Effect,* above). Explosions do full damage to the center hex; they lose 1 DC per hex distant from the center hex. The largest dice are always subtracted first. Anyone standing in the blast radius can attempt to Dive for Cover. For more information, see the Power Advantage *Explosion*.

MULTIPLE ATTACKERS BONUS

This optional rule reflects the facts that the more attackers there are fighting a single defender, the harder it is for the defender to evade their blows. To gain a multiple attacker bonus, the attackers must coordinate their attacks (see *Coordinated Attacks*, above). If the attackers coordinate, the defender suffers a -1 DCV for every attacker after the first, down to a minimum of $\frac{1}{2}$ DCV. The attackers can be fighting at range, hand-to-hand, or a combination of both.

A defender who is being attacked by multiple attackers can choose to ignore some of them to concentrate on a more dangerous opponent. In this case the character gets his full DCV against the single opponent, and $\frac{1}{2}$ DCV against all the other Multiple Attackers. The DCV penalty applies only against those opponents who coordinate their attacks; the character's DCV against other attacks is determined normally.

Multiple attackers bonus is an optional rule. It can be particularly inappropriate for a Martial Arts campaign or one based on the swashbuckling exploits of the Three Musketeers.

Example: *Seeker is being attacked by 5 VIPER agents. Because they are finding Seeker almost impossible to hit, the agents decide to try and get a Multiple Attacker Bonus. (This is made simpler because all VIPER agents have DEX 14 and SPD 3.) On Segment 4, the Agents all attack as one. Seeker receives a -4 to his DCV, and will probably be hit. Poor Seeker.*

OFF HAND

This optional rule is usually used in heroic campaigns. A weapon used in the character's "off" hand will take a -3 OCV penalty. If the character is right-handed, this applies to weapons held in the left hand, vice-versa for left handed characters. The Talent *Ambidexterity* eliminates this penalty.

SPREADING ENERGY BLASTS

This optional rule is usually used only in superheroic campaigns. A character may "spread" his Energy Blast in order to get a better chance to hit. Effectively, he's widening the beam at the cost of doing less damage. The character does 1d6 less damage for every +1 OCV he wants. The END cost must still be paid for all the dice, even though some of the dice are not doing damage.

A character may also spread his Energy Blast to be able to hit more than one target. The character loses 1d6 of damage for each hex he wants to fill with his Energy Blast. The hexes must be adjacent. The attack could therefore hit a hex, and the hexes on either side, but not the hex behind. The character rolls a separate Attack Roll against each target. The END cost is paid on all the dice, even though some of them aren't doing damage.

Only Energy Blasts can be spread; if a character wants to "spread" a different attack, he should buy the power with the Power Advantage *Area Effect*.

Example: *Starburst has 10d6 of Energy Blast. He decides to spread his attack to get a better chance to hit his target. He spreads his attack by 2d6. This gives him a +2 OCV, and he will only do 8d6 if he hits. However, he pays the full 5 END that his Energy Blast normally costs.*

Starburst now wants to try to hit several agents with one shot. The agents, not being extraordinarily clever, have conveniently lined up shoulder to shoulder, six agents in three adjacent hexes. Starburst spreads his attack by 3d6, thus filling up all three hexes. Starburst must now roll his Attack Roll against each agent. Each agent he hits will take 7d6 damage. Starburst pays the full 5 END for his Energy Blast.

SET

This allows a character to take extra time to aim at a target, thereby improving his accuracy. A character must Set on a specific target (either individual or object); he can't just Set until a target presents itself. An attacker who wants to Set must spend an entire Phase tracking the target; during this time he cannot perform any action other than 0 Phase Actions. A character who has Set on a target receives a +1 OCV to all attacks against that target until he loses his Set.

A character who has Set can attack on a Phase, then track his target for several Phases, and then attack again, all without losing his Set bonus. However, the character will lose the Set bonus if he doesn't attack or track the target. A character will also lose the Set bonus if the target moves out of sight. Of course, a character can regain the Set bonus by spending a Phase Setting on the target.

A character can Set and Brace in a single Phase, thereby getting both bonuses. However, the character will have to fulfill the requirements for both Modifiers — he will have to take an entire Phase, and will be $1/2$ DCV.

SURPRISED

This Modifier applies when the character is attacked from behind, above, by an invisible attacker, and so forth. A character who is surprised while not in combat has $1/2$ DCV and takes 2x STUN from the attack; moreover, the penalty for any Placed shots are halved (see *Optional Effects of Damage*). For an attacker to receive this bonus, the target must be not be expecting any attacks. For example, a character who's running at noncombat speed toward a fight is expecting trouble, and isn't totally unaware. In this situation the character wouldn't take 2x STUN, although would have a DCV penalty because of using noncombat speed. Conversely, a character who is unconscious or asleep will take 2x STUN. The STUN is doubled before any defenses are applied.

The DCV of a character who is in combat and is attacked by surprise is halved; the damage he takes is normal.

SURPRISE MOVE

A Surprise Move is any maneuver where a character startles an opponent (by smashing a control panel, faking unconsciousness, swinging from a chandelier, etc.). The GM should reward such inventiveness on the part of the players with a bonus, for this type of playing adds great interest to the game. Of course, the villains also get their chance to pull Surprise Moves on the characters. The Bonus for a Surprise Move is +1, +2, or +3 OCV (sometimes even greater).

TARGET SIZE

Targets larger or smaller than normal human size affect the chance to hit. Big objects are easier to hit: a target 2x human size is +2; a target 4x human size is +4, and so on. Targets smaller than human size are harder to hit: $1/2$ human Size is -2, $1/4$ human size is -4, etc.

THROWING OBJECTS

Throwing an unbalanced, unaerodynamic object like an unwilling character, a duck, or a building has a -4 Range Modifier. Throwing a balanced or aerodynamic objects like a willing character, a rock, or a jetpack has a -2 Range Modifier. Objects that are balanced and aerodynamic, like a spear or throwing knife, can be thrown with normal range penalties. The penalties only apply at range; a character can still use the device in Hand-to-hand with no penalty. The Throwing Table in the Characteristic Rolls section describes how far a character can throw different types of objects.

If a character is throwing something that fills one hex or more, the GM should treat it like an Area Effect Attack. That is, the character can target it at a hex, rather than at a specific character. This method should also be used for thrown objects that are not targeted at an individual (like grenades).

UNFAMILIAR WEAPONS

This optional rule is usually only used in heroic campaigns. A character must buy Familiarity with a weapon to use it, otherwise the character has a -3 OCV penalty when using the unfamiliar weapon.

COMBAT MANEUVERS

Although the number of different ways to strike someone in combat is nearly infinite, the differences between the vast majority of these maneuvers — **in game terms** — are minimal. Combat maneuvers have been reduced to several maneuvers that cover most of the possibilities. These basic combat maneuvers can be used by any character, provided the character has the necessary weapon (if any) or meets other special conditions listed. Alternatively, Martial Arts maneuvers cost Character Points to learn; these are listed in the *Skills* section.

A few definitions are in order before we begin:

Hand-to-hand (H-to-H) combat in the game means fighting without ranged weapons. Melee is included in hand-to-hand combat. Melee combat refers to fighting with weapons close-up, without using missile weapons.

Missile weapons are hand weapons used at a distance (like thrown daggers, or arrows).

Small Arms refers to guns such as rifles, lasers, tasers, and pistols.

Other weapons include things like grenades or heavy artillery.

Combat maneuvers can modify the character's OCV, DCV, damage done, or other qualities. Any modifiers from the maneuver are in effect when the character performs the maneuver until the beginning of the character's next Phase. A character can elect to use any of these combat maneuvers, according to the restrictions listed on the combat maneuvers Table. However, the player must state what combat maneuver the character is using before rolling the dice. Attacking ends the character's Phase. Any combat maneuver (except Brace) takes either a half Phase or a full Phase action; in either case, it must be the last action the character performs in a Phase. A character can half move and Strike, but cannot Strike and then half move.

Characters are free to try any action they want, even if it's not listed on the Combat Maneuvers Table. The GM should interpret this action in relation to the combat maneuvers listed. If the action is sufficiently odd, the GM should give the character a Surprise Move bonus.

Usually actions players suggest consist of several parts, and may take them more than one Phase to accomplish.

Example: *Andarra says: "I'll pull out my pistol, shoot the guard, smash the window, and leap outside!" Analyzing this action, it consists of: half Phase (draw weapon), half Phase (shoot the guard, which is a Strike maneuver), half Phase (smash the window; treat as a Strike maneuver, but it's an easy target, so no Attack Roll needed) and half Phase (leap out of the window). Since Andarra can use her Casual STR to smash the window (by jumping through it), the GM decides that she can jump through the window in a half Phase.*

EXPLANATION OF STANDARD MANEUVERS

BLOCK

This action blocks a hand-to-hand opponent's attack and sets the blocking character up to deliver the next blow. A character who wants to Block must declare his intention before his attacker attempts an Attack Roll. To attempt the block, the character must roll against his opponent's OCV (not DCV). If the character successfully Blocks, he takes no damage (and no Knockdown or Knockback). If these two characters both have their next action Phases in the same Segment, the character who blocked automatically gets to strike first, regardless of relative DEX (his opponent is delayed until the defenders DEX). Blocks have no effect on ranged attacks.

The GM can assign a penalty (-1 to -3) to Block if one character is armed and the other is not. This penalty should only be used for heroic campaigns.

Example: *Ogre tries to punch Seeker. Seeker attempts to Block. Ogre's OCV is 6, and Seeker's OCV is 11. Seeker needs an 11 + 11 - 6 = 16 or less. Seeker rolls a 10, and successfully Blocks. Next Phase, Seeker gets to strike first.*

A character who has successfully blocked can block additional attacks made against him. Each additional roll is made at -2 cumulative, and if the character misses any of his rolls he cannot block further attacks.

Example: *Ogre, frustrated, brings a group of friends to pound on Seeker. Seeker blocks Ogre's punch as before, but now must also block two more attacks. His roll to Block this second attack is determined as described above, but with an additional -2 penalty to Seeker's OCV. He makes this roll, but fails against the third attack (he had a -4 penalty, after all). Because he has failed to Block an attack, Seeker cannot try to Block any more attacks until his next Phase.*

BRACE

This allows the character to improve his accuracy against ranged opponents. For a full description, see *Combat Modifiers*.

DISARM

A character who successfully performs a Disarm maneuver can try to knock a weapon or other hand-held device from an opponent's grasp. If the Attack Roll is successful, Disarm functions as a Grab. Both characters roll 1d6 for each 5 STR, then count the total BODY. If the defender's BODY total is higher, then he retains a grip on his weapon — the Disarm failed. However, if the attacker rolls a higher BODY total, then the Disarm was successful. The Disarmed character's object goes flying $\frac{1}{2}$d6 hexes in the direction of the strike (player's choice, within reason). The GM may want to assign additional penalties (-1 to -3) if one character is fighting with a much shorter weapon — it's hard for a bare-handed fighter to disarm someone with a sword!

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Standard Maneuvers				
Block	1/2	—	+0	stops attacks, abort
Brace	0	+2	1/2	+2 to offset Range Penalties only
Disarm	1/2	-2	0	can disarm target; attacker gets STR vs. STR Roll
Dodge	1/2	—	+3	vs. all attacks, abort
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2 †	0	-5	x1 1/2 STR before Pushing
Move By	1/2	-2	-2	STR/2 + v/5; attacker takes 1/3 damage
Move Through	1/2	-v/5	-3	STR + v/3; attacker takes 1/2 or full damage
Set	1	+1	+0	
Strike	1/2	+0	+0	STR or by weapon type
Other Attacks	1/2	+0	+0	
Optional Maneuvers				
Covered	*1/2*	*-2**	*+0*	*target held at gunpoint*
Dive for Cover	*1/2*	*+0*	*+0*	*moves character, abort*
Pulling a Punch	*1/2*	*-1 / 3d6*	*0*	*strike, normal STUN damage, 1/2 BODY damage*
Rolling with Punch	*1/2*	*-2*	*-2*	*roll after being hit, take 1/2 STUN and BODY, abort*
Snap Shot	*1*	*-1*	*+0*	*lets character duck back behind cover*
Suppression	*1*	*-2*	*+0*	*continuous fire on hex(es), must be autofire*
Sweep	*1*	*-2*	*x1/2*	*hits multiple targets in hand-to-hand*

Maneuver	Phase	OCV	DCV	Cost	Damage/Effect
Martial Maneuvers					
Defensive Strike	1/2	+1	+3	5 pts.	STR strike
Martial Strike	1/2	0	+2	4 pts.	STR +2d6, strike
Offensive Strike	1/2	-2	+1	5 pts.	STR +4d6, strike
Martial Block	1/2	+2	+2	4 pts.	Block, abort
Martial Dodge	1/2	——	+5	4 pts.	Dodge, affects all attacks, abort
Martial Throw	1/2	+0	+1	3 pts.	STR + v/5; target falls
Nerve Strike	1/2	-1	+1	4 pts.	2d6 NND1
Choke Hold	1/2	-2	0	5 pts.	Grab, 2d6 NND2
Killing Strike	1/2	-2	0	4 pts.	1/2d6 HKA
Sacrifice Throw	1/2	+2	+1	3 pts.	STR; you fall and target falls
Martial Disarm	1/2	-1	+1	4 pts.	Disarm, +10 STR to Roll
Martial Escape	var	0	0	4 pts.	+15 STR vs. Grabs
Martial Grab	1/2	-1	-1	4 pts.	Grab, +10 to STR for hold only (not damage)

* Also use OCV mod for Hit Location

† This maneuver takes one extra Segment to perform

EXPLANATION OF TERMS:

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

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

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

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

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

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

DODGE

A character performing a Dodge can't attack, but is much harder to hit. The dodging character adds +3 DCV against all attacks. It is possible to abort to a Dodge.

GRAB

A character who successfully performs a Grab maneuver can catch hold of an opponent.To Grab an opponent, a character must make a successful Attack Roll, with appropriate modifiers. If successful, the character has grabbed his opponent; he can now squeeze him or throw him. These maneuvers do the attacker's normal STR damage (STR/5 in d6). The attacker and defender both occupy the same hex when Grabbed.

When a character tries to escape from being grabbed, both characters 1d6 for each 5 STR. Both sides count the amount of BODY done on the dice, and the higher total wins. Ties go to the attacker, so to break out of a Grab a character must roll more BODY than his attacker. Of course, Casual STR means that very strong characters can effectively ignore Grabs performed by much weaker foes. The Casual STR should be rolled immediately when a Grab is made; if BODY rolled by the casual STR overcomes the BODY done by the attacker's STR, then the Grab has no effect. Trying to break out of a Grab does no damage.

A character who has been Grabbed has $1/2$ DCV, and most handheld weapons and accessible foci will be rendered useless. He will also have his arms immobilized.

A character performing a Grab can choose to grab a target's weapon, instead of the target himself. Such attacks must be performed with a -2 OCV penalty in addition to all other modifiers. If the attacker successfully makes the Grab, then he has his hands on the target's weapon, and can attempt to wrench it away. In this case, use normal Grab rules to see if the attacker is successful. Until one character gains control of the weapon, neither character can use it.

As an optional rule, the GM may want to assign additional penalties (-1 to -3) if one character is fighting with a much shorter weapon.

HAYMAKER

This is basically an all-out punch, and takes an extra Segment to execute. If a character states on Segment 6 that he wants to do a Haymaker, the blow won't land until the very end of Segment 7, after all characters in Segment 7 have taken their action. This extra Segment can even allow the target to move out of the way if he has an action. In this case, the Haymaker misses altogether.

MOVE BY

This particular maneuver is most appropriate for superheroic campaigns; the GM may allow it in heroic campaigns for certain circumstances (such as a horseman with a sword). This action allows a character to attack while doing a full move. The character simply thrusts out an arm, leg, tail, or other appendage and hits his opponent as he moves by. The character plots his entire movement path and then makes his Attack Roll. The target can be at any point along the hero's intended path. Hit or miss, the character will end up at the end of his movement path. The character does $1/2$ normal damage for STR plus (Velocity/5)d6 normal damage to the target. The character also takes one third of the STUN and BODY damage done to the target. Since the character gets his PD against this damage, he normally won't feel it; for practical purposes this can be ignored most of the time.

Example: *Starburst is using 15" of Flight and is 5" away from Ogre. Starburst does a Move By on the villain and ends up 10" away from Ogre at the end of the Maneuver. The villain takes $1/2$ of Starburst's STR damage plus $15/5 = 3d6$ for the Starburst's velocity. Starburst has a 15 STR, so the villain takes $(1/2 \times 3d6) + 3d6 = 4 \ 1/2d6$ of damage. Starburst will take one third of the damage himself, but this will bounce off of his PD.*

A character can also perform more than one Move-By in a Phase. A character can do a Multiple Move-By on one target or on several different ones. A Multiple Move-By takes a cumulative -2 OCV for **all** the attacks that the character makes that Phase. Thus, when a character decides to do a Multiple Move-By on 4 agents, he takes a -8 when attacking each agent. Once the attacker misses one of his Move-Bys, he gets no chance to hit with any of his subsequent Move-Bys. The character uses END for STR once for the Phase, plus the END for movement.

If a character performs a Multiple Move-By upon one target (by running in a circle and hitting him repeatedly), the character can only make an attack each time he returns to the first hex he attacked from. If an attacker was running in a tight circle around a target, the target would have to travel through 5 hexes before he returned to his original hex. The attacker could only attack the target each time he came back to the original hex.

MOVE THROUGH

This particular maneuver is most appropriate for super-heroic campaigns; the GM may allow it in heroic campaigns for certain circumstances. A Move Through allows the character to attack at the end of a full move; the character simply runs right into his opponent. To perform a Move Through, the attacker must make an Attack Roll against his target, modified for velocity. If the attacker misses his target, he'll travel in a straight line through the hex the target was standing in (and he may hit something else if he can't stop in time). A character who has missed his target can decelerate, or continue going as far as his movement allows.

If the attacker hits the target, he does normal damage for STR + (Velocity/3)d6 normal damage. The character then applies half of the STUN and BODY to his own PD. If the attack did no Knockdown or Knockback, then the attacker takes **full** damage (it is like running into a wall). If the attacker hits the target and doesn't do Knockdown or Knockback, he is stopped in the hex directly in front of the target. If he hits and does do Knockdown or Knockback, he can travel with the target, and can decelerate or end up in the hex in front of the target, continue to move up to his remaining inches of movement or the inches of Knockback, or remain in the hex where he hit the target.

> **Example:** *Starburst does a Move Through on Ogre. Starburst does 3d6 for STR, and 15/3 = 5d6 for velocity, for a total of 8d6. Starburst rolls the damage, and applies half the STUN and BODY versus his own PD. If he had rolled no Knockback, he would have taken full damage. Yes, it's possible to knock yourself out with a Move Through!*

The character doesn't have to travel his full move to get the damage for his velocity. A character can accelerate 5" in velocity for every 1" moved, so in the example Starburst would only have to move 3" to get his full velocity against the villain.

SET

This allows a character to take extra time to aim at a target, thereby improving his accuracy. For more information, see *Combat Modifiers.*

STRIKE

This is the basic attack maneuver, and includes attacks such as punches and kicks. The OCV modifier and the damage may vary by weapon type. A Strike performed with a fist (or foot, elbow, or knee, for that matter) has an OCV modifier of +0, and the damage is the character's STR/5 in normal dice (1d6 for every 5 STR). A STR 20 person could do up to 4d6 normal damage with a Strike. The GM may well award a particularly creative Strike with a Surprise Move bonus. For instance, a sudden head butt or back kick may be worth an OCV bonus.

OTHER ATTACKS

This Maneuver applies to any other attack not listed, like Energy Blast, Entangle, Flash, Power Drain, and so on. To attack, the character should just make a normal Attack Roll with any particular modifiers for the Power, Skill Levels, or Combat Modifiers.

EXPLANATION OF OPTIONAL COMBAT MANEUVERS

These maneuvers add more flavor to combat, but require more work by the GM. They shouldn't be used if the GM is just learning the HERO System, or if there are a tremendous number of players.

COVERED

This maneuver allows the character to aim an attack at an opponent, but not actually fire. It can be used to simulate the common situation of holding someone at gunpoint or at bowpoint. To Cover an opponent, the character must declare his intention and then make an Attack Roll. This roll is made with all normal modifiers; in addition, it takes a -2 Penalty to make an attack roll with the modifiers for that location. If the attacker makes the roll (but doesn't shoot) the target is covered.

> **Example**: *Defender shouts "Freeze!" at Pulsar and tries to cover him. Defender has a 7 OCV and Pulsar has a 8 DCV. Pulsar is standing 5" from Defender, so Defender's final roll is 11 + 7 - 8 - 1 - 2 (for the Maneuver) = 7. He rolls a 6, and successfully covers Pulsar.*

If the target attempts to escape, the attacker automatically gets to do damage to the target (since, in essence, the attacker has already successfully made the Attack Roll).

How does the defender get out? He waits for (or arranges for) a distraction. Any Presence Attack that equals the Covering character's PRE will do the trick, but note that the defender is at -3d6 for any Presence Attack he makes (after all, he is at a big disadvantage). If the attacker is successfully distracted, then make a DEX versus DEX Roll (target first). If the attacker wins, the defender is Covered again. If the attacker fails, then the target is no longer Covered.

Covered is usually limited to ranged attacks, although a GM could decide that certain hand-to-hand attacks could be used to Cover a target. (A thief could hold a dagger against a character's neck, for instance). Covered is often per-formed with a placed shot (the attacker aims the gun at the target's head, for example). In this case the attacker should add the modifier for Covered to the modifier for the placed shot.

DIVE FOR COVER

This maneuver enables the character to get out of the way of explosions and area effect attacks. The character chooses a hex to dive to, and attempts to make a DEX Roll at -1/1" of distance. If the roll is successful, the character will be in the designated hex when the attack goes off. If the roll is not made, the character is considered to be in the air in his starting hex. A character can only Dive for Cover up to half his maximum movement.

Diving for Cover can also be used by a character to protect another character from an attack. The character must Dive for Cover to a point between the attacker and the victim. The Dive for Cover Roll is attempted normally. If successful, the character who Dove for Cover takes full damage for the attack — no Attack Roll is necessary. If the Dive for Cover Roll fails, the attack has a normal chance to hit the target.

A character Diving for Cover may not perform any other maneuver (like Dodge or Block). A character can abort his next Phase in order to Dive for Cover, assuming that he hasn't already had an action in the Segment.

PULLING A PUNCH

This maneuver allows an attacker to knock out his opponent without permanently injuring him. A Punch that has been pulled does half the BODY that the attack would do normally, and Knockdown and Knockback are calculated from this BODY. To Pull a Punch, an attacker takes a -1 OCV penalty for every 3d6 in the attack. If the attacker makes his attack roll exactly, he does full damage to his target.

Example: *Obsidian wants to incapacitate a youth-gang member without hurting him. He does a 9d6 Punch, and declares that he is Pulling his Punch. He is -3 OCV for the attack, giving him a final OCV of 3, the same as the gang member's DCV. Obsidian must roll an 11- to hit; if he rolls an 11 exactly the kid will take full damage (and probably land in the hospital).*

ROLLING WITH A PUNCH

This combat maneuver allows the character to take less damage from a hand-to-hand attack. This maneuver is unique because it may be performed after the character has been struck by an opponent's attack has succeeded (but before he rolls damage). A Block or Dodge must be performed before the character's opponent has made an Attack Roll.

To Roll with a Punch, the character must make an Attack Roll against his attacker's OCV (like Block); this roll has a a -2 OCV penalty. If successful the character takes only half the STUN and BODY that the attack would have normally done. (The total is halved after defenses have been applied). The attacker also rolls -1d6 for Knockback. This maneuver is most appropriate for superheroic campaigns, though the GM may allow in heroic campaigns.

SNAP SHOT

This maneuver allows a character to move after making an attack (which is normally not allowed). Using this maneuver, a character ducks out from concealment, makes an attack, and then ducks back under cover.

To make a Snap Shot, the character must start fully concealed near a corner, edge, or opening in whatever the character is hiding behind. The opening or edge must be in the same hex as the character. The character ducks out (on the character's Phase and DEX) and shoots, using the modifiers for Snap Shot in addition to whatever other Combat Modifiers there might be.

The character may only fire at a target that he is aware of, although he may make a Perception Roll to spot previously unknown targets. After this combat action, the character is exposed to enemy fire for one full Segment. On the Segment after the Snap Shot the character may duck back under cover (at the same DEX that the character made his Snap Shot).

A character performing a Snap Shot takes a -1 OCV, and gets his full DCV plus a bonus for cover.

SUPPRESSION FIRE

This is a combat maneuver that may only be used with weapons capable of Autofire. Basically, a character uses this maneuver to "hose down" an area with bullets so that anyone coming into that area is automatically attacked.

To use Suppression Fire, the player defines a hex or group of hexes that the character firing at. Find the character's OCV at that hex, or hexes, taking into account all of the normal modifiers for Range, and using Autofire against a group of hexes (if the character is firing at more than one hex). Remember that for each hex fired into there is a -1 OCV (see *Combat Modifiers*). Also, there is a -2 OCV penalty to the character's OCV for performing Suppression Fire.

The Suppression Fire maneuver takes a half Phase and is a combat action. The Suppression Fire can last until the character's next action Phase. The character must shoot the same number of bullets in every Segment that he will be using Suppression Fire.

Anyone (or anything) that enters the area covered by Suppression Fire is automatically attacked. There is no way to "sneak" through the hex, move through the hex on the character's off Phase, or run through the hex without getting attacked. Note that several targets may take damage, even if they enter the area on different Segments. The target's DCV is normal, and each target can only be hit once per Segment. The number of hexes being fired into determine the character's OCV, as explained above, (plus the -2 OCV maneuver penalty).

This maneuver also simulates the classic "Cover me!" situation in movies, where one character sprays a hail of bullets at the enemy in order to give another character a chance to move.

SWEEP

This maneuver allow the character to attack more than one target with a hand-to-hand attack. To perform a Sweep is a full-Phase action, and all the targets must start the Phase in hexes adjacent to the attacker. For each target after the first, the Sweep takes a cumulative -2 OCV for **all** the attacks that the character makes that Phase. For instance, if a character tried to hit 3 opponents with one mighty swing, his OCV would be -4 for each roll. If a character misses any of the Attack Rolls, he can't hit any of the following targets.

Sweep is usually performed with some sort of (large) hand-to-hand weapon such as a two-handed sword, but it may be done bare-handed.

EXPLANATION OF
MARTIAL COMBAT MANEUVERS

All the Martial Maneuvers require that the character purchase some form of Martial Arts in order to use the Maneuvers. These Maneuvers are usually based on the standard combat maneuvers, but are somewhat better. Martial Arts maneuvers often do additional damage, bought separately. For a longer description of the maneuvers, see *Martial Arts.*

DEFENSIVE STRIKE, MARTIAL STRIKE, OFFENSIVE STRIKE

These function identically to a normal strike, but with the different modifiers to OCV, DCV, and damage.

MARTIAL BLOCK

This maneuver functions identically to a normal block, but with different modifiers to OCV and DCV. Like a normal Block, a Martial Block must be declared before the attacker rolls his Attack Roll.

MARTIAL DODGE

This maneuver functions identically to a normal dodge, but with a better DCV bonus.

MARTIAL THROW

This maneuver allows an attacker to throw an opponent to the ground. A character using this maneuver does his STR damage to the target plus 1d6 for every 5" of velocity that the target has. The target ends up prone in an adjacent hex.

NERVE STRIKE

This maneuver allows the attacker to do an NND attack to his target. The nerve strike is handled as a normal attack, but the target gets no defense against the attack. However, if the target has rigid armor, a Force Field, or Lack of Weakness, he takes no damage.

CHOKE HOLD

This maneuver allows the character to Grab an opponent and inflict NND damage. A Choke Hold is handled exactly like a normal Grab in terms of seeing whether the victim escapes. However, the victim of a Choke Hold takes the listed NND damage. This NND is applied directly to the victim's STUN — he doesn't get any defense against the attack. However, if he has Force Field, rigid neck armor, or Life Support so that he doesn't have to breathe, then he takes no damage.

KILLING BLOW

This maneuver allows the character to do killing damage to the target without using a weapon. It includes things like breaking bones, throat punches, kidney strikes, and so on. Like any other killing attack (such as bullets or knives), the character struck by a Killing Blow does not subtract PD from the BODY or STUN damage done, unless he has some resistant defense.

SACRIFICE THROW

This is identical to a Martial Throw, except that the attacker end up prone in his own hex.

MARTIAL DISARM

This maneuver is identical to a normal Disarm, except that the character receives a bonus to his STR, for determining the outcome of the Disarm only. The character has his normal STR for all other purposes. The character also receives a bonus to his DCV.

ESCAPE

This maneuver helps the character escape from a character who has Grabbed him. The character adds the STR from this maneuver to his own STR when rolling BODY to break out from a Grab, the additional STR has no other effect.

MARTIAL GRAB

This maneuver is identical to a normal Grab, except that the character receives a bonus to his STR. This bonus only helps the character hold the target; it does not add to damage.

COMBAT SPECIAL EFFECTS

Combat in the HERO system has been fully explained in game terms. But no system, however complex, can include every possible combination of punch, kick, and energy blast. The Combat Maneuvers have names simply to represent the general form of an attack. How a character actually performs the attack shouldn't be held back by the names of the Maneuvers.

Many different Maneuvers fit under the styles of attack Maneuvers listed. Snap kicks and elbow smashes are Maneuvers that aren't listed because they fit the same general game modifiers as a strike. A character may use a snap kick against a fallen foe, or an elbow smash when infighting, but these can all be used with the OCV, DCV, and STR Multiple of a strike.

Other Maneuvers can have flexible effects also. A haymaker can be a double handed smash, a kick, or a full uppercut. A Throw can be as simple as a foot thrust in the way of a running opponent.

Players should get creative with their actions in combat and then find the maneuver that best represents their actions. On the other hand, GMs should be careful not to give out bonuses for a fancy maneuver unless it's truly unusual. The listed maneuvers assume that both the attacker and defender are fighting intelligently. Only very surprising, risky, or exciting maneuvers should get additional bonuses.

DETERMINING DAMAGE

Attacks may do damage; the amount is determined by rolling dice. This means that the damage done by any attack is variable. The variation in damage from rolling dice makes combat more interesting. And of course it's fun to roll dice.

There are two different types of attacks: Normal attacks and Killing attacks. This is explained in more detail below, but basically, a normal attack, like a punch, is intended to stun an opponent, while a killing attack, like a knife or a bullet, is intended to kill the victim.

HOW MANY DICE DO I ROLL?

For characters with natural Powers that they use to attack, the amount of damage is determined by the number of Character Points that the character has spent on the Power. For weapons, the number of dice of damage is based on the weapon type. For unarmed combat, the number of dice of damage is determined by the character's STR (strength), plus any extra damage for the maneuver. Divide the character's STR by 5 to get the base number of dice of normal damage done by the character. A character with a STR of 20 could roll up to 20 / 5 = 4d6 of damage.

Of course, STR can be bought in totals that are not multiples of 5. If the hero's STR is over half way to the next multiple of 5 (3 or 4; 8 or 9) then the character can add $\frac{1}{2}$d6 of effect. For instance, someone with a STR of 23 would do 4 $\frac{1}{2}$d6 of damage with a punch (23/5 = 4.6).

A character is not required to use full Strength damage in an attack.

DAMAGE CLASS

Of course, different dice of damage are not the same. A 1d6 Killing Attack is much more damaging to the victim than a 1d6 normal attack. The "Damage Class" of an attack is intended to overcome this obstacle. A Damage Class is based on the number of Active Points in an attack divided by 5. Thus, 15 Active Points is equal to Damage Class 3, and could either be 3d6 normal damage or 1d6 Killing damage, both of which will be equally bad (on the average) for the victim.

To determine the Damage Classes for an attack with Power Advantages is a little more difficult. One Damage Class will always be equivalent to 5 Active Points of the Power. To determine how much a certain attack gains or loses with each Damage Class, the character should determine how much the attack would gain if it had 5 Active Points added to it. When calculating this, the character should **only** count those Advantages that have an effect on how the victim takes damage. Thus the Power Advantages "No Normal Defense" and "Armor Piercing" would be applied, while "Reduced END Cost" or "Indirect" would not.

Example: *To determine the Damage Class of a NND attack, start with the base (Energy Blast), which has 1d6 per DC. The NND is a +1 Power Advantage, so each 5 Active Points would only add $\frac{1}{2}$6d NND.*

Now something trickier. Assume that a character had a Transformation bought with the Power Advantages "Cumulative". Each d6 of Transformation costs 15 Character Points, so the base is 3 DCs per 1d6 of Transform. Cumulative is a +$\frac{1}{2}$Advantage, so the total number of Character Points per d6 is 22. Each DC would add 5 Active Points to this, so it would take 4 DCs to add 1d6. Adding or subtracting 1 DC would therefore have no effect, and a change in 2 DCs would only change the Transformation by $\frac{1}{2}$d6.

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

NORMAL ATTACKS

Punches, weapons like clubs, and concussion explosions are "normal attacks". This type of damage tends to knock an opponent out (by causing STUN damage) rather than kill him (by causing BODY damage). For normal damage, the total of the dice rolled is the number of STUN done to the target. Each die also does some BODY damage: any die that rolls a "1" does 0 BODY, any die that rolls "2 to 5" does 1 BODY, and any die that rolls a "6" does 2 BODY. The number of BODY done are thus usually close to the number of dice rolled.

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

Example: *Randall Irons uses his 25 STR to hit the nefarious Professor Wong. Because Wong is irredeemably evil, Randall decides to do his full damage. Randall rolls 25 / 5 = 5d6 for damage. He rolls the dice and the following numbers come up: 2, 6, 3, 5, 4. The total of the dice is 20, so 20 STUN are applied to Wong. The 2, 3, 5 and 4 do 1 BODY each, for a total of 4 BODY; and a single "6" among the dice, which does 2 BODY. The total BODY damage is 4 + 2 = 6 BODY.*

If a character needs to roll a $\frac{1}{2}$d6 then damage is determined differently. The half die should be rolled separately or separated by color or size to identify it as the $\frac{1}{2}$d6. The face value of the die is multiplied by one half and rounded up to get the number of STUN done. The $\frac{1}{2}$d6 does 1 BODY if the roll is a 4, 5, or 6.

KILLING ATTACKS

Damage for Killing Attacks (most weapons, or a Killing Blow) is determined differently from normal attacks. The total of the dice is the number of BODY applied to the target. To determine the STUN done, the character then rolls 1d6-1 (called a STUN Multiple), and multiplies the result by the amount of BODY done. The minimum STUN multiplier is 1.

If the GM is using the Hit Location Table, use the STUN Multiplier listed on the table, instead of rolling 1d6-1. Certain Killing Attacks will have a different STUN multiplier, to indicate a Killing Attack that does more or less STUN than usual.

Example: *Armadillo slashes a policeman with his claws, doing a 2d6 Killing Attack. The dice rolled are 4 and 1, for a total of 5 BODY. Armadillo then rolls 1d6, rolling a 5. Since Armadillo has a standard Killing Attack, the multiplier is 1d6-1. He rolled a 5, so the STUN Multiplier is 5-1 = 4. The total STUN damage done is 5 x 4 = 20 STUN.*

ADDING DAMAGE

Several different combat maneuvers and circumstances can increase the amount of damage done by an attack. Martial Arts maneuvers and Haymakers add to the damage a character can normally do with his STR, as do Move Bys and Move Throughs. The GM can also sometimes give a player bonus damage dice for extraordinary circumstances or Maneuvers.

Maneuvers that multiply a character's STR increase damage without increasing END cost. A character performing a Haymaker multiplies his STR by x 1 $\frac{1}{2}$. He then divides his multiplied STR by 5 to get the number of dice of damage he rolls.

Example: *Obsidian has a STR of 60, so his Haymaker is equal to a 90 STR. When he does a Haymaker, he has 18d6 of attack.*

The Character only pays END for the STR he used, before multiplying. If a character Pushes his STR by expending extra END, the extra dice are added after multiplying his base STR. A 30 STR character who Pushed for 10 STR and performed a Haymaker would do a total of 30 STR x 1 $\frac{1}{2}$ + 10 STR = 55 STR = 11d6.

Other maneuvers that add extra damage to a character's STR represent bonuses for movement (Move Bys and Move Throughs) or circumstance. The character must pay END for any movement and for the STR involved. The extra dice of normal damage can exceed the number of dice a character has for STR. If a character has bought his STR as Armor Piercing he only adds 1d6 for every 1 $\frac{1}{2}$d6 of damage bonus.

If a character has a Hand to Hand Killing Attack he can add 1DC for every 1d6 of bonus normal dice. These bonus dice can come from a Move By, a Move Through, or a Haymaker. As always, the total DC of damage bonus for STR, Velocity, and circumstances cannot exceed the number of DC in the original attack.

TAKING DAMAGE

Now that you know how to dish out damage, we'll show how to take it.

NORMAL ATTACKS

A character's PD (plus any special defenses) protects the character from damage done by normal physical attacks (punches, kicks, falling, clubs, concussion explosions or other normal attacks). The character's PD (plus any special defenses) is subtracted from the total STUN done by the attack, and again from the total BODY done by the attack.

Example: *Chiron is hit with a club; the attack does 6 BODY and 23 STUN. He has a PD of 4 plus leather armor with a Defense of 3, so he takes 23 - 7= 16 STUN and 6 - 7 = -1 or 0 BODY.*

KILLING ATTACKS

Killing Attacks are applied differently from normal attacks. First, find the BODY, apply the STUN multiple to determine the STUN done by the attack, then apply the character's relevant defenses. A character's PD or ED does not subtract from either the STUN or the BODY damage done by a Killing Attack (like a bullet), unless the character has resistant defenses. Resistant defenses in a superheroic campaign can be natural, like a Force Field or Armored Skin. In a heroic campaign, resistant defenses are more likely to be some form of body armor (bought with money), although some characters might have personal defenses.

The character gets the resistant defense against the BODY of the Killing attack. The character gets his resistant defense plus his nonresistant PD against the STUN of the Killing Attack. However, a character takes a minimum of 1 STUN for every 1 BODY that gets through his defenses.

ENERGY ATTACKS

A character's ED works the same way as his PD, but against energy attacks (electricity, lasers, fire, or other such attacks). Body armor and resistant defenses work for Killing energy attacks the same way.

Example: *A Vegan hauls out its maser (which does a 2d6 K) and shoots Andarra. The GM uses the optional Hit Location rules, and finds that Andarra was hit in an area not covered by her body armor. The Vegan rolls 6 BODY and 12 STUN. Since Andarra has no body armor in that area, she takes 6 BODY and 12 STUN.*

The Vegan, flushed with victory, tries again. This time its maser blast does 8 BODY and 24 STUN. Unfortunately for the creature, it hit Andarra' body armor. Andarra subtracts her body armor's ED of 6 from the BODY done: 8 - 6 = 2 BODY gets through. Andarra totals her ED of 3 and the body armor ED of 6 and subtracts that from the STUN: 24 - 9 = 15 STUN gets through.

ATTACK MODIFIERS

Some Power Advantages enable attacks to partially or fully ignore a character's defenses. These Advantages include Armor Piercing (AP), Attack vs. Limited Defenses, No Normal Defense, Penetrating, etc. Similarly, there are a number of Power Limitations (like Reduced Penetration) that affect the amount of damage the attack does. For a full description of these Modifiers, see *Power Modifiers.*

EFFECTS OF DAMAGE

There are three major effects of damage: in order of severity, they are Stunning, Knockout, and Death.

STUNNING

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

A Stunned character's DCV instantly drops to to $\frac{1}{2}$. At the end of the Segment, any Powers that are not Persistent turn off. The character remains Stunned and can take no action until the next Phase. A character who is Stunned or recovering from being Stunned can take no action, take no Recoveries (except a free post-Segment 12 Recovery), and is unable to move.

Recovering from being Stunned requires 1 full Phase. The character must lose one full Phase to recover. If Andarra, a SPD 3 character, was Stunned by an attack on Segment 6, she would use her Phase on Segment 8 to recover. Andarra wouldn't be able to take any action until her next Phase on Segment 12. Immediately after the character's DEX rank, the character recovers from being Stunned, regaining his full DCV, even though the character can't act until his next action Phase. The character can act normally the Phase after recovering from being Stunned. There is no limit to the number of times that a character can be Stunned and recover.

KNOCKOUT

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

A character who is Knocked Out is lying on the ground. The character's OCV and DCV are instantly reduced to zero, and any attack that hits the character will do 2x STUN, just as if the character were Surprised while not in combat. At the end of the Segment, any Powers that are not Persistent turn off. The unconscious character has his normal ECV, however, and can be affected normally by Mental Powers.

If he is only barely Knocked Out (down to -10 STUN), the character is aware of what is going on around him, but is too woozy to take any action or maintain any Power. The character can make a PER Roll to hear something really important, but otherwise he cannot interact with the world, is unable to move, etc. If the character has been Knocked Out further (below -10 STUN), then he cannot have any contact with the outside world — he's out cold.

Regardless of how severely the character has been Knocked Out, he cannot do anything except recover. Characters who are Knocked Out take recoveries until their STUN total is greater than zero. When the STUN total is positive, the character wakes up.

The body of an unconscious character puts its entire energy reserve into waking up. Because of this, upon waking, the character's END equals his current STUN total.

Example: *Andarra was Knocked Out by a plant creature with a stun rod; she was taken to -4 STUN. She has a REC of 7, so she'll have 3 STUN at the end of her next Phase (when unconscious, the body automatically tries to recover, since it can't do anything else). Since Andarra was Knocked Out, she awakens with the same END total as STUN, so she wakes up with only 3 END.*

A character who is both Stunned and Knocked Out by the same attack spends the next Phase recovering from being Stunned and does not get a Recovery that Phase, even if he would have normally.

A character who is Knocked Out by a lot won't get to Recover every Phase. Compare the Knocked Out character's STUN total to the Recovery Time Chart below to find out how often the character Recovers.

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

A character can Recover one level better on the table if someone is helping by slapping the his face, splashing water on the him, or offering similar aid. Helping someone requires a full Phase, and the unconscious character only gets the Recovery benefit as long as someone is helping.

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

DEATH

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

Example: *If a character who normally has 10 BODY reaches negative 10 BODY, he is dead. Characters with a lower BODY, say 8, would only have to reach -8 BODY to die. Characters with higher BODY, like 12, would not be dead until they reached -12 BODY.*

SAVING A DYING CHARACTER

This unpleasant fate is not inevitable. A character can be saved from 0 or negative BODY with a successful Paramedic Skill Roll, -1 for every negative 2 BODY. This doesn't give the wounded character back any BODY; it just stabilizes the patient's condition so that the character doesn't lose any more BODY. The GM should modify this number for circumstances. With good medical care, good food, rest, and warm and dry conditions, the character's chances are greatly improved. Poor conditions, such as dirt, additional shocks, and extreme cold would be a -1 to -3 penalty.

OPTIONAL EFFECTS OF DAMAGE

The rules in this section are all optional. They all take more time and effort to use during play, and thus add realism at the expense of slowing down the action. It's a good idea to avoid using these rules if there are a lot of players (more than five or six). If the GM and players are just learning the game, then it's an even better idea to leave these optional rules for later.

WOUNDING

This useful option prevents characters from totally ignoring wounds. A character who takes BODY damage for any reason should try to make an EGO Roll (9 + EGO/5), -1 for every 2 BODY done to the character. Since the roll is always rounded in favor of the character, a 1 BODY wound would be no minus to the EGO Roll.

If the character makes the roll, then there's no effect beyond whatever damage is normally done by the injury. If the EGO Roll is failed, the character can't take any offensive action in the next Phase (the character can't shoot, strike back, or use any offensive Combat Maneuver). The character may still move to cover, dodge, or use any other neutral or defensive Combat Maneuver. This is intended to simulate the instinctive response to being wounded (saying "ouch!", clutching the wound, and perhaps ducking back behind a wall).

This rule is more applicable to NPCs than to player characters. Player characters are assumed to be tough. Sometimes the NPCs don't have the drive or motivation that the players have.

HIT LOCATION

The Hit Location optional rule can be used to determine where a particular weapon or blow hits a character. There are two ways to use Hit Location (if the optional rule is used at all). GMs can just use the table to see where an attack hit the target, but this location will have no effect on the amount of damage the victim takes. Thus a blow to the head will do the same amount of damage as a blow to the arm, and so forth. This gives combat some extra color, but does not actually affect it in the least. This is the recommended way to use Hit Locations in superheroic campaigns.

For heroic campaigns, the GM might want to use the Hit Location table in full — that is, to help determine both the location of the attack *and* how much damage the attack does. To use the Hit Location table for Killing attacks, do the following: Once an attacker has hit the target, roll 3d6. Consult the first and second columns of the Hit Location table to find out where the character's blow struck the target. Then roll the BODY damage done (for Killing Attacks, the total on the dice). Multiply the BODY done by the STUNx instead of rolling a STUN multiplier. The result is the amount of STUN the target receives.

Subtract the target's resistant PD or ED, whichever is appropriate, from the BODY of the attack to determine the BODY done. Then multiply the BODY total by the BODYx to find the number of BODY the target receives.

For normal (nonkilling) attacks, STUN should be rolled as usual. The attacker should then multiply the STUN by the N STUN to determine how much STUN is inflicted. BODY is determined as for Killing attacks: subtract relevant defenses and then multiply by the BODYx to determine the total.

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

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

PLACED SHOTS

Use the To Hit column to determine the OCV modifier for trying to hit a particular area. If a character made an Attack Roll even with the OCV modifier, the character hit the area listed, doing the BODYx and STUNx listed, plus any of the special effects possible.

Example: *Randall Irons wants to shoot Professor Wong in the arms. He will take a -5 on his OCV to hit, including any other modifiers for range, concealment, and so on.*

If applicable, the character can even choose the precise number that he would have rolled on the hit location dice. (This can be important if the defender is has sectional defenses.) If the character misses the adjusted Attack Roll, then he missed the target altogether.

Example: *Chiron is fighting an armored knight. Chiron aims at the knight's head, which applies a -8 OCV to Chiron's OCV. Amazingly, Chiron hits anyway. He can choose whether he hit in "location" 3, 4, or 5. Since the knight has armor covering locations 4 and 5, Chiron chooses "location" 3, thereby avoiding the armor.*

Important Note: Whenever the target is not "in combat" (he is taken by total surprise), the placed shot modifiers are halved. For instance, shooting at the head becomes a -4 OCV shot instead of a -8 OCV shot.

A character may place a weapon against some specific portion of a completely immobile body by taking an extra Phase. In such a case, the attacker does not need to make an attack roll to hit the target in a specific location.

SPECIAL HIT LOCATIONS

Sometimes a character may want to take a placed shot at a group of areas on the target, and not just one area. Or perhaps the target is partly concealed, and only certain areas of his or her body could be hit. In such circumstances, the attacker should use Special Hit Location tables. These tables list the different circumstances, the OCV modifier of the attacker, and the dice roll to consult the main Hit Location Table.

SPECIAL HIT LOCATION		
Circumstances	**OCV**	**Dice Roll**
Head Shot (Head-Shoulders)	-4	1d6+3
High Shot (Head-Vitals)	-2	2d6+1
Body Shot (Hands-Legs)	-1	2d6+4
Low Shot* (Shoulders-Feet)	-2	2d6+7
Leg Shot (Vitals-Feet)	-4	1d6+12
* Count 19 as Feet		

Consult the Hit Location table normally. Use the number from the dice roll (indicated in the third column) as the number on the first column of the Hit Location Table.

SECTIONAL DEFENSES

If the GM is using the Hit Location optional rule, then defenses can be sectional — that is, they only protect certain Hit Locations. This can be used to reflect a bullet-proof vest (that only protects the chest), or a riot helmet. If the GM is using sectional defenses, characters should keep track of the armor that they have for each location (if any). The defense against an attack will be based on that location's armor.

Example: *Andarra has bought a vest of reflective armor that provides 5 points of resistant ED against lasers and the like. The vest covers the chest, stomach, and vitals, so it protects Locations 10-13 on the table. Any Energy Attack that strikes these locations is applied to the armor; the armor has no effect on attacks hitting other Locations.*

If the GM would like to use this option in a superheroic campaign, he has two options. First, he can simply use the Power Limitation *Activation*; this can be used to reflect defenses that don't always protect their user. If the GM would like to use the Hit Location rules, then he should use the Power Limitation *Activation* to determine the Limitation for the sectional defense. For example:

Defense Activates on	Protects Locations	Example
8-	12-13	Short Vest
9-	11-13	Standard Vest
10-	5, 10-13	Cap, Long Vest
11-	4-5, 9-13,	helmet, jacket
12-	3-5, 9-14, 16-18	full coverage helmet, long jacket, high boots
14-	3-5, 7-14, 16-18	full coverage helmet, long jacket with sleeves, high boots
15-	3-14, 16-18	full coverage helmet, long jacket with gauntlets, high boots

The GM can modify these numbers as he sees fit. However, in superheroic campaigns, the GM should be careful to make sure that the character is not getting too much protection for his points.

IMPAIRING

Whenever the BODY damage done to an area (before or after the BODYx) is more than half the character's total BODY, that area is considered impaired. Consult the following table to determine the effects of impairment on different areas. The impairment effect for head and torso areas should occur if the character fails to make a CON Roll (see *Characteristic Rolls*), or at the GM's discretion.

These effects are optional, and the GM should use judgement concerning the nature of the attack that caused the wound and the situation. Sometimes using these effects strictly is not the way to have the most fun. Feel free to alter the effects according to specific circumstances.

Each area is listed, and possible effects of impairment are discussed after each listing.

IMPAIRMENT TIME	
1d6	**Time condition lasts**
1	1 turn
2	1 minute
3	5 minutes
4	1 hour
5	5 hours
6	1 day

HEAD: The character may be unconscious at the GM's discretion, and upon waking could suffer from temporary amnesia, dizziness, double vision, or impaired speech. The GM could apply a -1 to -3 penalty on the character's CV, Perception, and all Skill Rolls to reflect this. Roll 1d6 on the Impairment Time Chart to see how long this condition lasts.

The GM may also decide that an NPC who has taken an impairing shot to the head is dead, dying, or at the very least out of the fight. This is a good tool for getting unimportant ruffians out of the way. Used wisely, this rule can add to the drama of an adventure. Player characters would almost never be killed by an impairing blow to the head. The GM should only do that to a player character in extreme circumstances (for example, if a PC is trying to commit suicide with a small dagger).

HANDS, ARMS, AND SHOULDERS: The character loses the ability to perform delicate actions with that hand. He suffers a -3 OCV with any attacks using that arm, and -3 with any Skills involving that arm. Striking someone with that arm would cause the character to take 2d6 STUN; no defense.

CHEST, STOMACH, AND VITALS: The character no longer receives his post-Segment 12 Recoveries (see *Recovery*). An impairing shot to the vitals may leave an NPC dead or dying, if the GM so decides (as for head wounds).

THIGHS, LEGS, AND FEET: The character's movement is cut in half, and he is -2 DCV because of this reduced mobility.

DISABLING

Whenever the BODY damage done to an area (before or after the BODYx) is more than the character's total BODY, that area is considered disabled. Consult the following list to determine the effects of disabling on different areas.

The disabling effects should occur at the GM's discretion. Generally, unimportant ruffians and NPCs could be considered dead for the sake of faster game play. Player characters should be given the benefit of the doubt; after all, they're the important ones.

If the character makes a CON Roll, the long term effects should be less severe, and possibly only temporary in nature (roll on the Impairment Time Chart). A character who fails a CON Roll may have to buy back any lost Characteristics, movement, or Perception, depending on the GM. All these are bought back at the normal price.

The GM should apply disabling effects as plot devices. The roleplaying possibilities are legion for characters who are suddenly blinded, lose an arm, or become paralyzed. Remember, though, don't spoil the players' fun for the sake of rules. Keep in mind that technology or magic can often fix any disability a character has. Bionics might be used, or a new body part regrown, depending on the campaign.

Each area is listed below with the possible effects of Disabling.

HEAD: The character will probably suffer a long term effect such as amnesia, impaired speech, some partial paralysis, hearing loss, or impaired vision. The GM may decide to reduce some characteristics such as INT, EGO, or COM to reflect this. Roll 1d6 on the Head Disabling Table to determine the type of damage. This could be a useful plot twist. Perhaps the character forgets which side he was working on!

HEAD DISABLING	
1d6	**Effect**
1	Lose 1d6 EGO
2	Lose 1d6 INT (amnesia, impaired speech)
3	Lose 1d6 COM
4	-$\frac{1}{2}$d6 to Perception Rolls (hearing or vision loss)
5	-$\frac{1}{2}$d6 to all Skill Rolls
6	Limb paralyzed (see next listing)

HANDS, ARMS, AND SHOULDERS: The character may have decreased STR or DEX in that limb (-1d6 of STR or DEX to that limb only). The arm may be totally severed depending upon the nature of the attack and the GM's judgement. If the limb is ruled to be still attached, the character may try to make a CON Roll. If the character fails the roll, the arm is permanently impaired, with the same effects as Impairment. A character who makes a CON Roll can retrain the arm to normal by taking several months of therapy, and possibly paying character points.

CHEST, STOMACH, AND VITALS: Long term effects could be loss of various Characteristics. Roll on the Chest Disabling Table.

CHEST DISABLING	
1d6	**Effect**
1	Lose 1d6 STR
2	Lose 1d6 CON
3	Lose $\frac{1}{2}$d6 BODY
4	Lose $\frac{1}{2}$d6 REC
5	Lose 2d6 END
6	Lose 1d6 STUN

THIGHS, LEGS, AND FEET: The character may have decreased movement and/or a distinctive limp. The limb may be totally severed depending on the nature of the attack and the GM's judgement. If the limb is ruled to be still attached, the character may try to make a CON Roll. If the character fails the roll, the limb will be permanently impaired, with the same effects as Impairment. A character who makes a CON Roll can retrain the arm to normal by taking several months of therapy, and possibly paying character points.

KNOCKDOWN

Weapons, especially big ones, can knock people down. This knockdown system works with the Hit Location Table. Whenever a character takes an impairing wound (the weapon does half the character's BODY before or after the BODYx is calculated), the character must retreat one hex and make a DEX Roll. If the roll is failed, the character falls down. Whenever the character takes a disabling wound (the weapon does the defender's full BODY before or after the BODYx is calculated), then the character is automatically knocked down, going back one hex for every 2 BODY over the character's BODY total. A character who is knocked down must spend a half-Phase action on his next Phase getting to his feet (if the target was in midair, he must spend a half Phase regaining his equilibrium).

Example: *Lem, a giant amoeba with a 2d6K blaster, does 12 BODY to Zil, who only has 8 BODY. Zil goes flying back two hexes.*

Knockdown is recommended only for use in heroic campaigns. Superheroic campaigns should use Knockback (see below).

BLEEDING

This optional rule means that a character can continue to take damage after a blow because of blood loss. Primarily, this rule allows the GM to state that NPCs may bleed to death if untended (sometimes useful for plot purposes). In situations where the characters can get immediate medical care, there's no need to use the Bleeding rules. Generally, this rule should be applied when a character gets shot and yet wants to keep going.

Whenever a character loses BODY, he will bleed, therefore losing STUN and occasionally some extra BODY. The table below lists bleeding damage. The column marked "No. of Dice/Turn" is the number of dice of STUN the wounded character takes. Wounded characters should roll the dice on Segment 1 of each new turn. The STUN lost from bleeding

may be recovered normally (see *Recovery*). Whenever the character rolls a six on any of the dice, he will lose an additional 1 BODY. This may push the character over into a higher rate of bleeding. However, even if several sixes are rolled, the maximum BODY lost from bleeding is 1 BODY per turn.

The following table shows the STUN taken each turn by a wounded character:

BLEEDING		
BODY Lost	**No. of Dice/Turn**	**Stop Bleeding**
1-5	1d6	1
6-10	2d6	2-5
11-15	3d6	3-9
16-20	4d6	4-13
21-25	5d6	5-16
26 and up	6d6	6-20

Thus, a character who has lost 3 BODY due to a wound would lose 1d6 STUN every turn.

However, there is a chance for the bleeding to stop on its own accord. The character must be unconscious or resting — he cannot engage in hand-to-hand combat or make a full move in any Phase of that Turn. If these conditions are met, the bleeding will stop if the character rolls the number shown in the third column. This is the total of the dice rolled to determine how much STUN damage the character took. Characters will still take the indicated STUN damage on the Segment the bleeding stops.

Characters with Paramedic Skill may attempt to stop the bleeding. All characters have Paramedic Skill with an 8 or less roll, so anyone may try to stop the bleeding from a wound. Note that appropriate tools (bandages, pressure packs, antiseptics) can add up to +3 to the roll, as can taking additional time. Extremely poor conditions or medical techniques ("bleeding's good for you") can warrant a penalty (-1 to -3). The bleeding stops if a successful Paramedic roll is made as per the rules in the section "Death".

Wounds that have stopped bleeding can reopen if the character exerts energy. The GM should check on Segment 1 if the character exerted STR or made a full move in the previous turn. Roll 9 + (No. of dice character would bleed), minus the amount the Paramedic Roll was made by (if indeed a Paramedic Roll was made to stop the bleeding). If that number or less is rolled, the wound reopens.

Example: *Andarra has lost 6 BODY. She will take 2d6 of STUN per Turn. Andarra stops to rest. On Segment 1, she rolls the 2d6 of STUN and gets a 2 and a 1, totalling 3. Because she did not exert herself, and rolled within the numbers listed under the "Stop Bleeding" column, she stops bleeding.*

Andarra stops resting and runs toward the villain's spaceship. To check to see if her wound reopens, she rolls 3d6. She rolls a 13. Since the chance for her wound to reopen was 9+2 = 11, she doesn't start bleeding again.

Blunt weapons or normal damage are less likely to induce bleeding. Such damage is -1 level on the bleeding table. Thus, a character who has taken up to 5 BODY from normal damage only will not bleed; 6-10 BODY, 1d6 per Phase, and so on.

KNOCKBACK

Such mighty blows are delivered in some types of combat that heroes and villains are knocked all over the battlefield. To reflect this, characters can do Knockback (KB). Knockback should usually be used in superheroic campaigns; most heroic campaigns should use Knockdown (see above).

Of course, not all attacks do Knockback. Knockback should be limited to those attacks that do damage by striking the target, that is, punches, Energy Blasts, Killing Attacks, etc. Attacks that don't damage the target through direct force do not do Knockback. This second category includes Energy Powers like Drain and Transfer, Flashes, NND and AVLD attacks, and Transform.

DETERMINING KNOCKBACK

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

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

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

So if the target was flying, only 1d6 would be rolled to check for Knockback. If the target was underwater, 3d6 would be rolled. If the attacker used a martial Killing Attack on an underwater opponent, the attacker would subtract a grand total of 5d6 from his BODY to determine Knockback. Shrinking, Density Increase, and Growth will affect the total Knockback that a character takes. The GM can add other modifiers as he sees fit.

Example: *Howler flies up and tags Green Dragon with an Energy Blast, doing 31 STUN and 9 BODY worth of damage. Rolling 2d6, Howler rolls a 5. Green Dragon is Knocked Back away from Howler 9 - 5 = 4".*

Green Dragon gets up and hits Howler with a Martial Kick for 29 STUN and 8 BODY worth of damage. He rolls 2d6 -1d6 (because Howler is flying) +1d6 (because it is a Martial Attack) = 2d6 and rolls a 10. Since 8 - 10 = -2, Howler isn't Knocked Back at all.

KNOCKBACK DAMAGE

Knockback can also cause damage to the target. A character who is Knocked back into a wall (or other upright structure) takes 1d6 normal damage for every 1 inch of Knockback taken. For instance, a character who was Knocked back 4 inches into a wall would take 4d6 damage. A character Knocked Back into another character will damage himself and the character he hits; both heroes take 1d6 damage per 1 inch of Knockback. To see if a character hits a structure, the GM should apply the Knockback in the opposite direction from the direction of the attack.

If a character hits a structure, both he and the structure will take damage. The character takes a maximum of 1d6 per Defense and BODY total of the structure. If the character is being Knocked back for more inches than the wall has Defense and BODY, the wall shatters, and the character continues through the hole. For every Defense and BODY total worth of wall a character is Knocked back through, he flies back 1 inch less. (See *Breaking Things*).

Example: *Mechanon is Knocked back 11 inches by an attack. Two inches behind Mechanon is a 6 Defense, 2 BODY wall. Mechanon flies back 2 inches and blows through the wall (because he has been Knocked back further than 8"). Mechanon takes 8d6 damage, blows through the wall, and flies 11-2-8 = 1 more inch.*

If a Knocked back character does not hit an upright surface and impacts into the ground, he takes 1d6 damage for every 2 inches he was Knocked back. The character may take less damage if he hits something soft, or more damage if he hits something with jagged edges. If he flies into something that is particularly sharp, the GM can convert the damage to a Killing Attack of an equal Damage Class.

A character with Breakfall skill may attempt to avoid taking damage from Knockback. A conscious character may attempt an Breakfall Roll, -1 per 2" of Knockback; if the roll is successful the character may land on the ground and take no damage. The character who makes the roll will also land on his feet, and will not have to waste a half-Phase action to re-orient himself. Breakfall doesn't help a character who will impact into a wall, however.

An attacker can, if he chooses, knock an opponent downward into the earth. This can usually only be performed in hand-to-hand combat, but could also be performed at range by attackers who were able to get above their opponent. To use this option, the attacker must declare his intention before he attacks. He then attacks and rolls Knockback normally. If he rolls any Knockback, the character is knocked prone in his hex. In addition, the character takes 1d6 damage for every 2 inches of Knockback rolled (just as if the target had been Knocked back). A character who has been Knocked downward can use Breakfall to stay on his feet and avoid damage.

Knockback is reduced by 1 inch for every 2x human mass (100 kg) the target masses, and increased by +1 to the BODY for the purpose of calculating Knockback for every x$^1/_2$ human mass (100 kg). These and other modifiers don't affect the damage done by the Knockback, just the distance (although this might change the likelihood of the character hitting a structure). If a character who massed 800 kg was Knocked back 10" by an attack, he'd only go back 7"; but if he hit a wall at that point, he'd take 10d6 of damage.

A character with Flight may declare that part of his Flight is being used to root himself to a single spot. For every 1 inch of Flight expended to stabilize the hero, he takes 1 less inch of Knockback. The character must declare this before he is hit, and must declare which direction he is bracing against. If he's hit from an unexpected direction, he takes normal Knockback. Resisting Knockback requires a half Phase action.

A nonflyer can say that he's using his STR to prevent Knockback from a given direction. Each 5 points of STR reduces the Knockback by 1". This requires a reasonably stable ground surface in order for the character to "dig in". The character only has to pay END for STR once in a Phase; he could resist Knockback and punch an opponent without paying twice. This is a half Phase action, and the character's becomes $\frac{1}{2}$ DCV.

If the Knockback exceeds the resistance of a character who is trying to resist Knockback, he takes full Knockback, just as if he had done nothing.

RECOVERY

During a battle, a character may temporarily lose both STUN and END. To reflect the body's recuperative capacity, each character has a Recovery (REC) Characteristic. After Segment 12 each turn, all characters get to Recover. This Segment 12 Recovery is free, and places no requirements on the character. When a character Recovers, add his or her REC to current STUN and END totals.

Example: *At the end of Segment 12 Chiron has 4 END and 13 STUN left. Chiron has a REC of 5, so after he recovers he ends up with 13 + 5 = 18 STUN. Chiron also recovers 5 END, and now has 4 + 5 = 9 END pips. At the end of the turn, Chiron has 18 STUN and 9 END.*

A character may also Recover during any of his or her action Phases. A character who takes a Recovery during an action Phases may do nothing else. The character may do nothing that costs END while Recovering, and has $\frac{1}{2}$ DCV. However, a character cannot hold his action and then Recover. It is also impossible to abort to a Recovery.

The character may be hit while taking a Recovery. If any STUN or BODY gets past the character's defenses, the character does not get to Recover (he does not get back END or STUN). A character who Recovers during Segment 12 also gets the post Segment 12 Recovery.

HOLDING BREATH AND DROWNING

A character holding his or her breath does not get to recover, even after Segment 12. The character also expends a minimum of 1 END per Phase. A character may lower his or her SPD to 2, and only act as SPD 2, thus reducing the amount of END used. The player may only declare the SPD change at the end of Segment 12.

A character who runs out of Endurance while not breathing expends STUN as END (see *Endurance*). A character who runs out of STUN then loses BODY, drowning at -1 BODY/ Phase.

All characters drown at a minimum SPD of 2; so even a 1 SPD character must expend 2 END per turn. (Low SPD individuals think more slowly, but they still have to breathe!)

RECOVERING BODY

Generally, a character will recover a number of BODY in one month equal to his or her REC characteristic. The GM can proportion this BODY over the course of the month. For instance, Chiron of the preceding example could recover 5 BODY in a month, or approximately 1 BODY every 6 days. This rate of healing assumes that the character is taking it easy.

If the character is running around, fighting, traveling, and so forth, the healing rate is halved. If the conditions are very poor, unsanitary, overly cold or hot (in jail, perhaps), then the healing rate is also halved. Hospital care can halve the time needed to heal. Impairing or disabling wounds can mean double the normal healing time, at the GM's discretion.

Of course, modern (or even more advanced) medicine may greatly speed up the character's healing rate. If the campaign is high-tech, then the GM may want to adjust the healing rate for characters receiving medical attention.

ENDURANCE

Action requires some energy, and this is reflected in the game by requiring characters to use Endurance (END) to perform physical feats. The general rule is that 10 Character Points of an action cost 1 END each Phase to use. Of course, if a Power comes from the character (it is not self-powered), then the character must pay END for that as well. Thus, a character using a 2d6 Energy Blast would use 1 END. A character does not have to use full STR. Some actions don't have a STR listed; in such cases, a character will spend 1 END. This includes such maneuvers as Block, Dodge, or firing a weapon. Characters also expend END for movement (see *Movement*), at the rate of 1 END per 5" traveled.

END that has been expended is partially regained whenever a character gets to Recover (see *Recovery*). A character who runs out of END and still wishes to take action may use STUN as END. The character takes 1d6 STUN damage for every 2 END used, and no defense is allowed against this damage. Yes, characters can knock themselves out using this rule. Isn't it wonderful to be heroic?

ENDURANCE IN SUPERHEROIC CAMPAIGNS

Using 10 Active Points costs 1 END per Phase.

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

ENDURANCE IN HEROIC CAMPAIGNS

Using 5 Points of STR costs 1 END per Phase.

Using 10 Active Points costs 1 END per Phase.

The importance of END varies greatly from campaign to campaign. In most modern and science-fiction, heroic campaigns, the characters will be using weapons and devices that are self-powered, and thus the characters will rarely run out of END. In sword and sorcery fantasy, the character will likely engage in more hand-to-hand combat, so END will be more important. In heroic campaigns, the END cost should be 1 END for every 5 points of STR. This simulates the use of hand weapons and hand-to-hand combat better. Magic should cost 1 END per 10 Active Points, to give wizards a chance to throw more than one or two spells before they are exhausted.

GMs should feel free to adjust, or even ignore, END costs. The GM should never require the characters to keep track of END unless it will be important.

OPTIONAL LONG TERM ENDURANCE LOSS

This optional rule involves the use of Endurance over long time periods, and reflects the fact that characters will become more and more fatigued if forced to continuously exert END. The rule is complicated, and should only be used when the GM feels that it will enhance the adventure. This rule is particularly useful to keep magic users from casting spells too frequently.

To use calculate Long Term END (LTE) Loss, the character should compare the amount of END used in a Turn to the character's REC. If the END used in a turn is less than half the character's REC, then the character loses no Long Term END. If the character uses greater than half his REC, then he begins losing Long Term END.

LONG TERM ENDURANCE	
(END in turn)/REC	END lost to Long Term
$1/2$	1 per 5 Minutes
1	1 per Minute
2	1 per Turn
3	2 per Turn
4	4 per Turn
5	8 per Turn

A character does not recover Long Term END losses with normal recoveries. However, with resting, a character can slowly recover the END. A character will recover his REC in Long Term Endurance every five hours of rest; if the character is not resting, then he only gets back his REC in Long Term END once per day. The GM can proportion this over the course of the day if he wants.

Example: *Pulsar is trying to use his Energy Blast to blow his way out of his Prison Cell. Since this is going to take a long time, the GM decides to use the LTE rules. Pulsar's Energy Blast is 12d6, so it costs 6 END to use. Pulsar has a 5 SPD, so he uses 30 END per turn, assuming that he doesn't use any other Powers. 30 is 3x Pulsar's 9 REC, so Pulsar loses 2 LTE each Turn. He will be able to recover 10 Long Term END per day, or approximately 1 every 2 hours, assuming he stays active. If he rests, he can recover 10 LTE every 5 hours, or 2 LTE per hour.*

PUSHING

Occasionally a character may need to exceed the normal limits of his abilities to perform a heroic action. This is called Pushing.

PUSHING IN HEROIC CAMPAIGNS

A character in a heroic campaign may push his STR up to 5 points with a successful EGO Roll. Also, the character may Push 1 point more than 5 for every 1 point the EGO roll is made by. The character expends 1 extra END for every 1 point the STR is pushed in additional to the normal END expenditure.

The GM may provide a bonus or a minus to the character's EGO Roll, depending on how important the Push is. If Andarra is trying to pull a lever that will save the planet Theris from being devoured by the giant amoeba, the GM should give her a bonus to her EGO roll. However, casual use of Pushing should be discouraged by applying a minus to the character's EGO Roll.

The player must declare that the character is Pushing before attempting to make an Attack Roll, not after. If the Attack Roll is missed, the character must still expend the END.

PUSHING IN SUPERHEROIC CAMPAIGNS

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

Example: *Jaguar is trying to stop a wall from falling down on a helpless old lady. The GM determines that his STR of 30 is not strong enough to hold up the wall. Jaguar Pushes his STR 10 Character Points up to 40 STR. The GM says that a 40 STR will allow Jaguar to hold up the wall long enough to allow the lady to escape. The END cost for this heroic feat was 3 for a 30 STR and 10 for Pushing the STR to 40 for a total of 3 + 10 = 13 END.*

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

PRESENCE ATTACKS

Powerful individuals are impressive. Some can be so overwhelming as to cause others to stop and listen, or even obey commands. A Presence Attack is an attempt to influence the targets, and can have very useful effects.

Presence Attacks affect all people that can hear (or sometimes just see, depending on the Presence Attack) the character performing the attack. However, the Presence Attack is reduced one level of effect for those the attack isn't directed against. If one member of a group of player characters performs a Presence Attack on some villains, the other PCs are not as affected as the villains.

To perform a Presence Attack, a character rolls 1d6 for every 5 points of PRE he has. The total of the Presence Attack is compared to the defender's PRE or EGO (whichever is higher), and is then checked according to the Presence Attack table.

PRESENCE ATTACK

Presence Attack is	Effect of Attack
Target's (PRE or EGO)	Target is impressed; will hesitate enough so that the attacker may act before the target this Phase.
Target's (PRE or EGO) + 10	Target is very impressed; will hesitate as above, and only performs a half Phase during the next Phase. The target will consider very deeply what the attacker says.
Target's (PRE or EGO) + 20	Target is awed; will hesitate for 1 full Phase. Target has ½ DCV, and will possibly do as the attacker commands. If target is friendly, he is inspired and will follow character into danger.
Target's (PRE or EGO) + 30	Target is cowed; and may surrender, run away, or faint. Target has DCV 0, and will nearly always follow commands. If target is friendly, he is inflamed, and will follow character into any danger.

GMs should modify this roll heavily, according to the exact circumstances. The Presence Attack Modifiers table lists some modifiers the GM can apply.

PRESENCE ATTACK MODIFIERS

Modifier	Situation
-1d6	Inappropriate setting
-2d6	Very inappropriate setting
-1d6	In combat
-1d6	At a disadvantage
-1d6	Reputation weak
-1d6 to -3d6	PRE Attack runs against existing moods
+1d6	Reputation strong
+1d6	Surprise
+1d6	Exhibiting a Power or superior technology
+1d6	Violent Action
+2d6	Extremely violent action
+3d6	Incredibly violent action
+1d6	Good soliloquy
+2d6	Excellent soliloquy
+3d6	Incredible soliloquy
+1d6	Appropriate setting
+2d6	Very appropriate setting
+2d6	Targets in partial retreat
+4d6	Targets in full retreat

In addition, characters should receive a 1d6 bonus if they make a roll for an appropriate PRE based skill (Bureaucratics, High Society, Streetwise, etc.).

Example: *Arkelos the mage, surrounded by 4 giant trolls, shouts "Surrender or die!" and shatters a tree with an Energy Blast spell. Arkelos has a PRE of 15 (15/5 = 3d6). He is exhibiting a violent action (+1d6), but is at a combat disadvantage with 4 opponents (-1d6). Arkelos has a previous reputation of being a powerful sorcerer (+1d6). He gets a total of 3 + 1 - 1 + 1 = 4d6 for a Presence attack. Arkelos rolls, and gets a total of 17. The trolls all have PRE of 15. Arkelos' PRE Attack equals their base PRE, so the trolls hesitate and Arkelos can act first.*

Presence Attacks can represent emotions other than fear. A character could use a PRE Attack to command respect, impress an onlooker, or get a crowd's attention. A character could also use a PRE Attack to inspire friendly listeners, thereby improving their morale.

Example: *Howler and her thugs are losing a firefight to some UNTIL agents. Her demoralized thugs are about to run. Howler, not wanting to face the agents alone, attempts to improve her thugs' morale.*

"Don't worry, we can beat them" Howler says. She turns on one of the UNTIL agents and screams, knocking him through a window and into the street.

This is a combat situation (-1d6), and one of the thugs has been hurt (-1d6). However, Howler has a strong reputation with being able to deal with agents (+1d6) and she did exhibit her powers (+1d6) in a violent manner (+1d6). Howler, with her 18 presence, adds a total of 1d6 to her natural 3$\frac{1}{2}$d6 to achieve a 4$\frac{1}{2}$d6 Presence attack. Howler rolls a 21. As this number is equal to the Thugs' PRE +10, they are inspired and return to the fight.

Presence Attacks shouldn't be overused by the players or the GM. Repeated Presence Attacks against the same targets is less effective. Each time a character repeats a Presence Attack, he gets -1d6 of effect (-1d6 on the second attack, -2d6 on the third attack, etc.)

CHARACTERISTIC ROLLS

In certain situations, it may not be clear whether or not a character can perform a given action. For example, Andarra is falling out of a building and tries to grab for a passing ledge. Will she make it? The GM asks the character to make a DEX Roll. Generally, Characteristic Rolls are equal to 9 plus the Characteristic divided by 5. The roll is made on 3d6.

Characteristic Rolls = 9 + (Characteristic/5)

A DEX Roll would be, therefore, 9 + (Dexterity/5) or less. For example, Chiron with a DEX of 20 would have a base DEX Roll of 9 + 20/5 = 13. He would be successful if he rolled a total of 13 or less on 3d6.

Characteristic Rolls should not be required too often; they tend to slow the pace of play. Be careful that the characteristic rolls do not rob the player of control over his character.

DEX ROLLS

These are used when an individual is trying to perform a major feat of physical agility. DEX Rolls can also be used when a character is attempting a feat that requires a very fine touch and a steady hand. DEX Rolls can be affected by Encumbrance, if this rule is being used.

CON ROLLS

A character should make a CON Roll whenever he has to make a feat of physical hardiness (mental hardiness would require an EGO Roll). The GM could require the character to make a CON Roll to resist disease, poison, and so forth.

INT ROLLS

These are used when the character tries to use knowledge not specifically represented by a skill, or when attempting to remember something. INT Rolls can also be used to see if a character is able to figure something out that the player cannot. This can be particularly important if the character is substantially smarter than the player.

EGO ROLLS

These might be made when a character has a test of will. An individual may have to make an EGO Roll to keep going against the odds, to resist temptation, or to overcome a

THE STRENGTH TABLE

The Strength characteristic determines how much the character can lift (in kilograms, in the table below), damage done in Hand-to-Hand combat, and how far the character can jump (the table below is in meters and presumes a running broad jump). The last column in the table gives examples of items for the weights listed. For example, if Tessa has a Strength of 10, she may under most circumstances pick up a human.

A character has a Casual STR equal to one half his normal STR. This is the STR that the character can exert without conscious effort or wasting an action; he can use this to barge through crowds, lift objects, etc. Using casual STR takes no time, and allows strong characters to ignore the effects of small entangles, weak Grabs, etc. The character must still pay END for the STR used, although he need only pay for END once each Phase.

Example: *Ogre is walking through a subway station when a normal policeman Grabs him. Ogre has a STR of 60, so his Casual STR is 30; the policeman has a STR of 15. Ogre immediately gets to try to break out of the Grab, using his Casual STR. He rolls 6 BODY to the policeman's 3, and thus breaks the Grab without breaking stride.*

A human-sized character needs at least a Strength of 0 to stand up and walk around. Characters may exceed their Strength scores to perform remarkable deeds by "pushing" their Strength.

JUMPING

The leaping distances in the STR Table above are based on the running broad jump. A character takes a step or two and leaps. This leap can either be a full move or a half move. In heroic campaigns, fast-moving characters may leap further: For every +1" of Running skill a character has, add +1 meter ($1/2$ inch in game terms) to the jump distance. A character who has the Power *Superleap* can also jump further. A character who cannot get a running start (and therefore has to take a standing jump) leaps only half the listed distance, and running bonuses don't count. A character may leap straight upward $1/4$ of the distance he may jump forward. Remember that the game scale is one hex equals 2 meters, so a character who can jump 2 hexes will actually be jumping 4 meters.

As an optional rule, GMs can base the total Jumping distance on the character's mass — after all, a heavier character has more mass to lift when he jumps. To determine jumping distance, the GM should move down 5 STR on the table for every $x1/2$ mass of the jumping character. Heavier characters should move up 5 STR on the table for every 2x mass. This rule, if used, will mean that characters with Growth or Density Increase will not intrinsically be able to jump any further than characters without these Powers. It will also mean that characters with Shrinking will be able to leap further (+3" for every +2 DCV of Shrinking), unless they buy back their STR..

	Lift		Jump	
Strength	**(kg)**	**Damage**	**(hexes)**	**Example**
-25	.8	—	—	Grenade, Football
-23	1.0	—	—	
-20	1.6	—	—	Pineapple
-18	2.0	—	—	
-15	3.2	—	—	One-handed sword
-13	4.0	—	—	Rifle
-10	6.4	—	—	
-8	8.0	—	—	Shotput
-5	12.5	—	—	
-3	16.0	—	—	
0	25.0	—	—	Full Suitcase
3	37.0	$^1/_2$d6	$^1/_2$	
5	50.0	1d6	1	
8	75.0	1 $^1/_2$d6	1 $^1/_2$	
10	100.0	2d6	2	Man
13	150.0	2 $^1/_2$d6	2 $^1/_2$	
15	200.0	3d6	3	2 Men
18	300.0	3 $^1/_2$d6	3 $^1/_2$	
20	400.0	4d6	4	Motorcycle
23	600.0	4 $^1/_2$d6	4 $^1/_2$	
25	800.0	5d6	5	
28	1200.0	5 $^1/_2$d6	5 $^1/_2$	
30	1600.0	6d6	6"	Small car
35	3200.0	7d6	7"	Truck
40	6400.0	8d6	8"	
45	12.5 ton	9d6	9"	Jet Fighter
50	25 ton	10d6	10"	
55	50 ton	11d6	11"	Tank
60	100 ton	12d6	12"	
65	200 ton	13d6	13"	Large Plane
70	400 ton	14d6	14"	
75	800 ton	15d6	15"	Trawler
80	1.6 kton	16d6	16"	
85	3.2 kton	17d6	17"	
90	6.4 kton	18d6	18"	Destroyer
95	12.5 kton	19d6	19"	
100	25 kton	20d6	20"	Cruiser

STRENGTH TABLE

Jump: Running broad jump distance in hexes.

Lift: Lift capacity in kilograms. This assumes solid ground.

Damage: Normal damage in hand to hand combat.

Note: 1Kg = 2.2 pounds

Example: *A small puppy isn't very strong; by the table it only has a STR of -15. This would normally mean that it can't jump. However, the puppy only weighs 6.25 kg. Since this is 1/16 human mass, the puppy gets a +20 STR for determining Jump distance. The puppy can jump one hex with a running start.*

Now it's Leadboy's turn. Leadboy has a 60 STR, but all the STR (above 10) is because of Density Increase. Leadboy weighs 25 tons. He can only jump 2 hexes with a running start.

THROWING THINGS AROUND

Characters are forever throwing things. Fantasy characters throw beer mugs in a barroom brawl just as superheroes throw cars up and down a street. When they're not throwing grenades and rocks at each other, they will be throwing each other off cliffs or tossing car keys across a yawning chasm. Frequently, an improvised thrown weapon will be the only way a character can attack an opponent at range.

To determine how far a character can throw something, the GM should consider three factors: how strong the character is; how heavy the object is; and how the character throws the object.

Find the character's Strength (STR), compare this to the STR necessary for the character to pick up the object. Subtract the latter from the former; the result is used with the Throwing Table.

The Extra Strength the character has (the amount the character's STR exceeds the STR needed to pick up the object) determines how far the character can throw the object (see the Throwing Table on this page).

Example: *Sgt. Barnes, with STR 15, throws a grenade. (a balanced, but not aerodynamic, object) The grenade requires a STR of -25 to pick it up. Therefore, Barnes has 40 STR more than he needs to pick up the grenade. Consulting the table above, he finds out that if he performs a running throw (i.e., he runs half his movement score and then lobs the device) he can toss the grenade 32", or 56 meters. If he is merely standing and throwing it, he can lob it 16", or 32 meters. If he's lying on his stomach, he obviously can't throw at optimum performance, and so can only heave the thing 8", or 16 meters.*

HOW AN OBJECT'S SHAPE AFFECTS THE RANGE MODIFIER

The shape of an object affects the range modifier for throwing it. If the object is both balanced and aerodynamic (such as a boomerang or spear), it takes normal penalties for range. Items that are merely balanced or aerodynamic, but not both (balanced: tomahawks, rocks; aerodynamic: paper planes, jetpacks) suffer a -2" modifier. The penalties only apply at range; a character can still use the device in Hand-to-hand with no penalty Thus, at range two to four inches, there is a -2 penalty; at 4 to 8" the character takes a -4; at range 8 to 16", -6, and so on. Items that are both singularly unbalanced and unaerodynamic (such as struggling ducks, bales of hay, tentacled horrors from the planet Indus, etc.) receive a -4. The GM is the final arbiter of whether a particular object is balanced or aerodynamic.

RANGE MODIFIER FOR THROWN OBJECTS	
Object is:	**Range Modifier**
Balanced and aerodynamic	normal
Balanced only	-2
Aerodynamic only	-2
Neither balanced nor aerodynamic	-4

THROWING TABLE			
Extra Strength	**Running Throw**	**Standing Throw**	**Prone Throw**
0	0"	0"	0"
3	2"	1"	1/2"
5	4"	2"	1"
8	6"	3"	1 1/2"
10	8"	4"	2"
13	10"	5"	2 1/2"
15	12"	6"	3"
18	14"	7"	3 1/2"
20	16"	8"	4"
23	18"	9"	4 1/2"
25	20"	10"	5"
28	22"	11"	5 1/2"
30	24"	12"	6"
35	28"	14"	7"
40	32"	16"	8"
45	36"	18"	9"
50	40"	20"	10"
55	44"	22"	11"
60	48"	24"	12"
65	52"	26"	13"
70	56"	28"	14"
75	60"	30"	15"
80	64"	32"	16"
85	68"	34"	17"
90	72"	36"	18"
95	76"	38"	19"
100	80"	40"	20"

THE ENVIRONMENT

The environment is often a source of danger for daring characters. The perils of falling are discussed in this section in some detail. How characters affect the environment is also detailed here. It's not possible to cover all the objects and circumstances that could occur in a campaign. The GM should compare the situation to the tables provided.

FALLING

Occasionally a character may suffer the misfortune of falling from a great height. Falling itself does no damage whatsoever to a character, but hitting the ground can be extremely painful.

Falling objects have a velocity down and move every Segment, at the DEX that they started to fall. The object falls its velocity in inches each Segment. On planets with a gravity near Earth's, an object's velocity increases by +5" each Segment due to the acceleration of gravity. The object accelerates, and then moves. Hence, when an object begins to fall, it starts with a velocity of 5".

FALLING TABLE		
Segments since fall began	Current Velocity	Total Distance fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135"
8	30"	165"
9	30"	195"
10	30"	225"
11	30"	255"
12	30"	285"
etc.		

SHORT FALLS

A character who falls 10" or less takes 1d6 damage per 1" fallen. For example, a character falling off a 4 story building 8" high would take 8d6 normal physical damage.

LONG FALLS

Characters who fall 10" or more take 1d6 normal physical damage for every 1"/Segment of velocity they have at the time they strike the ground. The speed is shown in the Falling table. For example, a character hitting the ground at a velocity of 25" takes 25d6 of damage.

The damage taken by a fall may be considered killing damage if the character falls on jagged stones or similar broken ground. The damage would then be 1d6 of killing attack for every 3" of velocity. Conversely, falling into softer surfaces such as tree branches or snowbanks could decrease the damage done to the character by several or many dice.

GMs who are using the Hit Location optional rule could use the Hit Location Table to find out what part of the character's body strikes the ground first, and give the majority of the damage to that body part.

This horrible fate need not be inevitable. A character with Breakfall can use this Skill to reduce or eliminate the damage (see *Breakfall*). A falling character can also try to lower his falling velocity by grabbing or falling through something. If a falling character grabs something he subtracts from his falling velocity a number of inches equal to the total DEF and BODY in the object he grabbed. The object breaks if it takes all of its BODY. A normal flagpole has DEF 4, 2 BODY, while a standard awning has DEF 3, 1 BODY. A character may have to make an Acrobatics Skill Roll to swing on difficult or inaccessible objects.

Example: *Voyager is falling from an airplane when he spies a flagpole. He tell the GM that he would like to use it to break his fall. Voyager makes an Acrobatics Roll, and catches the flagpole. The flagpole snaps (after taking 6 BODY), but slows Voyagers descent by 6". He slams into the ground taking 24d6. Ouch.*

One way to attempt to save a falling character is to catch him. The character who is attempting the catch subtracts 1d6 from the damage taken for every 5 points of STR he has. Both the falling character and the character catching him take the amount of dice left.

As an optional rule, GMs can allow conscious characters to use their STR or Superleap to reduce the damage they take from a fall. The character must Hold an Action, and then leap "upwards" at the same time that he hits the ground (this simulates a character absorbing the damage when he lands). For every 1" of vertical leap the character can subtract 1" of velocity. A character that can leap 120" (30" Vertically) thus takes no damage from a landing that he can prepare for.

FALLING ON OTHER PLANETS

If a planet has a different gravity than earth's, the falling speed will be higher or lower proportionally. Similarly, the maximum falling velocity is affected by the density of the planet's atmosphere. Since few characters survive a long fall in any case, GMs should set the value that seems to fit the situation.

Example: *While skulking about Alpha Talos VII, Andarra is pushed off a kilometer-high atmosphere reprocessing center. Since the planet has an extremely high gravity, the GM decides that Andarra will accelerate downwards at 6" per Segment. Moreover, since the atmosphere is very thin, the GM declares that Andarra's maximum velocity will be 40" per Segment (which would inflict 40d6 if Andarra hit the ground). Andarra earnestly hopes she remembered to recharge the battery on her jet pack.*

BREAKING THINGS

Many fights inevitably involve property damage. What would a barroom brawl be without smashed chairs? The following section describes how to determine when things are broken.

Each object has a Defense value and a Body total. The object's DEF works like a character's PD and ED. When an attack is made against the object, the Defense value is subtracted from the BODY done (regardless of whether the attack was physical or energy). This DEF is considered to be resistant, except in special cases. If the remainder is 0 or less, no damage is done to the object; any amount left is subtracted from the Body total.

Only the BODY done matters in breaking an object; objects don't have STUN, so attackers can ignore it.

OBJECT BODY TABLE				
Mass		**Living or vehicle**	**Unliving**	**Complex**
200g		1	0	0
400g		2	0	0
800g	(grenade)	3	0	0
1.6kg		4	1	0
3.2kg		5	2	0
6.4kg	(shotput)	6	3	1
12.5kg		7	4	2
25kg	(TV Set)	8	5	3
50kg		9	6	4
100kg	(man)	10	7	5
200kg	(piano)	11	8	6
400kg	(sail boat)	12	9	7
800kg	(small trailer)	13	10	8
1.6t	(van)	14	11	9
3.2t	(garbage truck)	15	12	10
6.4t	(small jet)	16	13	11
12.5t	(subway car)	17	14	12
25t	(small rocket)	18	15	13
50t	(tank)	19	16	14
100t	(space shuttle)	20	17	15
200t	(Cargo plane: C-5A)	21	18	16
400t	(trawler)	22	19	17
800t	(drilling rig)	23	20	18
1.6kt	(small bridge)	24	21	19
3.2kt	(destroyer)	25	22	20
6.4kt	(large Submarine)	26	23	21
12.5kt	(freighter: unloaded)	27	24	22
25kt	(freighter: loaded)	28	25	23
50kt	(battleship)	29	26	24
100kt	(large bridge)	30	27	25
g = gram				
kg = kilogram				
t = ton, 1000 kg				
kt = kiloton, 1000 t, 1,000,000 kg				

OBJECT LIST					
Material or Object	**DEF**	**BODY**	**Material or Object**	**DEF**	**BODY**
Bushes	2	3	**Trees:**		
Control console (per hex)	4	4	Small tree (less than 1")	4	5
Dirt (per hex)	0	16	Medium tree (less than 5")	5	8
Doors:			Large tree (5" or more)	5	11
Airlock door	8	7	**Vehicles:**		
Interior wood door	2	3	Armored car	10	15
Interior Spaceship door	6	4	Automobile	3	14
Exterior wood door	4	3	Bicycle	3	2
Metal fire door	7	5	Helicopter	4	15
Safe door	10	9	Hovercraft	5	14
Large vault door	16	9	Jetpack	4	4
Flag pole (breakaway)	4	2	Motorcycle	3	11
Furniture:			Light plane	3	13
Light wood furniture	3	3	Twin engine plane	3	15
Heavy wood furniture	4	5	Multi-engine plane	3	19
Plastic furniture	2	3	Submarine	10	20
Steel reinforced furniture	5	5	Tank (front armor)	20	
Glass	1	1	(side, top, rear, bottom)	16	19
Lamp post (breakaway)	5	3	Truck or bus	4	17
Locks:			**Walls:**		
House door lock	3	2	Armored wall	13	7
Magnetic lock	5	3	Brick wall	5	3
Padlock	4	3	Concrete wall	6	5
Machinery:			Home inside wall	3	3
Light machinery	5	4	Home outside wall	4	3
Medium machinery	7	6	Reinforced concrete wall	8	5
Heavy machinery	9	8	Spaceship interior wall	8	6
Rock	5	3	**Weapons:**		
Boulder	5	13	Heavy weapon	6	8 or 9
Spacesuit	2	3	Pistol	4	3 or 4
Telephone pole(wooden)	5	4	Rifle	4	5 to 7
			Very large heavy weapon	6	12

Example: *Chiron tries to cut through a wall with a sword. He slices into a DEF 5, 6 BODY wall, and rolls 10 BODY of damage. The wall's DEF of 5 is subtracted from the 10 BODY, yielding 5 BODY. The wall takes 5 BODY. Since the wall has a total of 6 BODY, it is still standing, and not yet cut through.*

The number of BODY an object has is dependent upon how much the object weighs and how fragile it is. A machine can have a heavy steel casing but weak insides, so it would have a large DEF but few BODY.

The BODY and DEF of an object can change depending on the level of technology. Generally, the higher the technology, the more BODY and DEF the object has. This shows that more materials are available, and high-tech worlds avoid fragile materials for the practicality of sturdier ones.

The Object List covers some common items that characters will try to break. This list just suggests DEF and BODY for these items; the GM should change them to fit a particular adventure. The BODY refers to the amount of damage necessary to break the device; to fully destroy it would take twice as much. The same type of object may have different DEF and BODY. For example, Altarian spacesuits are sturdier than Denebian ones. They have 1 more DEF and BODY.

Note that if characters use an object as a weapon, the maximum amount of damage that can be done with the object is equal to the combined DEF and BODY — any additional damage and the object simply breaks.

DETERMINING THE BODY AND DEFENSE OF AN OBJECT

To determine the BODY and DEF of an object, the GM should compare it to the objects listed on the previous page. Alternatively, the GM can determine the DEF and BODY by using the tables in this section. An object's BODY is based on its total mass; each doubling of mass is +1 BODY.

The Defense of an object is based on the material it's made from. Find the weakest material that is an important part of the object. The Object Defense table will give the DEF of the object.

OBJECT DEFENSE TABLE	
Substance	**DEF**
Wood	
Thin board	2
Plywood	3
Heavy wood	4
Very heavy wood	5
Metal	
Sheet metal	4
Chain or heavy tube	5
Heavy bar	6
Plate	7
Casting	8
Hardened casting	9
Light armor	10
Medium armor	13
Vault doors	16
Heavy armor	19
Stone	
Brick	5
Concrete	6
Reinforced brick	7
Reinforced concrete	8
Plastic	
Light plastic	1
Plastic castings	2
Light fiberglass	4
Heavy fiberglass	6
Armored plastics	8

When determining the DEF and BODY of an object, the GM should first look at the object's function. If the function comes from several different parts of the object then each part should be figured out separately.

Example: *Howler hits a large automated drill press with an Area Effect attack. The attack does 6 BODY to each portion of the machine. The computer control is a 50 kg complex machine that is wrapped in a cast plastic casing. It would have DEF 2 and 4 BODY. The attack destroys the machine beyond any possibility of repair. The drill press is a 200 kg simple machine — the weakest part is sheet metal. It is DEF 4 and has 8 BODY. It takes 2 BODY and is only partially damaged.*

BROKEN MACHINERY

An object that takes more damage than it has BODY is broken. However, partially damaged objects have the possibility of not functioning perfectly, even before they are completely disabled. GMs should decide whether the device works, or roll on the following optional table.

DEVICE MALFUNCTION	
Damage	**Chance to work properly**
Less than $1/4$ BODY damage	14 or less
$1/4$ to $1/2$ BODY damage	11 or less
Greater than $1/2$ BODY damage	8 or less

WALL BODY

Of course, with walls and similar structures, a character doesn't have to completely destroy the object — he just wants to blow a hole through it. In this case, use the wall's thickness, according to the following table. A character who exceeds the wall's body has created a human-sized hole in it. The size of the hole doubles for every +1 BODY inflicted over the wall's base BODY.

WALL BODY										
Thickness (millimeters)										
Material	**4**	**8**	**16**	**32**	**64**	**125**	**250**	**500**	**1m**	**2m**
Wood	—	1	2	3	4	5	6	7	8	9
Stone	—	—	—	1	3	5	7	9	11	13
Metal	1	3	5	7	9	11	13	15	17	19
Plastic	1	3	4	6	7	9	10	12	13	15

CONCEALMENT

There are many things that a character might want to conceal: weapons, equipment, papers, microfilm. A character uses the Concealment Skill to hide objects in a room or on his or her body. The Concealment Skill is used vs. searcher's Concealment Roll in a Skill vs. Skill. First the character makes a Concealment Roll, then the other individual makes a Concealment Roll at minus whatever the first character made the Concealment roll by.

Modifiers may be applied to Conceal an object. The size and shape of an object affects the ability to hide it, in addition to the clothing the character is wearing. Whatever hiding space is chosen must be large enough to hide the device; otherwise the device cannot be hidden there regardless of the Concealment Skill Roll. (No one can hide an assault rifle under a baseball cap.)

OTHER MODIFIERS FOR CONCEALING AN OBJECT ON THE BODY	
Situation Concealment	**Roll Mod.**
Object is built into clothes (belt buckle or bracelet)	+2
Object is bulky or an awkward shape (telescope, helmet)	-2
Object is malleable (putty, plastique)	+1 or +2
Object is grenade sized	-0
Object is pistol-sized	-2
Object is submachinegun-sized	-4
Object is rifle-sized	-6
etc.	

A successful Perception Roll tells an observer that someone's carrying an object, but it won't tell him what the object is. So long as clothing still covers an object, the object's exact identity remains hidden. However, some information about the object should be available. If the observer has noticed a bulge under the character's left armpit, it's probably a gun. But the exact type of gun wouldn't be known until the object comes out into view.

SEARCHING A PERSON

Whenever a character gets captured, he will probably get searched. There are three kinds of searches: a Fast Patdown, a Thorough Patdown, and a Strip Search. All work on the Concealment Roll vs. Concealment Roll system.

A Fast Patdown only takes 1 Phase and finds most large items hidden on a character's torso. The searcher rolls a Concealment Roll. The searcher finds each item if he makes a Concealment Roll, taking into account the minuses for the victim's successful Concealment Roll. The chance is pretty good for the searcher to find a gun, but there's still a small chance to miss one.

A Thorough Patdown takes a full turn and finds most large items hidden all over a character's body. The searcher still must make a Concealment Roll with +2, and can now find objects hidden anywhere on a character.

A Strip Search is exactly what it sounds like. It takes at least one minute and often five or ten minutes, or even longer. The searcher removes all of a character's clothing, sometimes even systematically destroying the clothing to make sure everything is found. The searcher can then search the character's clothing at leisure and finds anything not hidden with Concealment Skill. The searcher has a good chance to spot items hidden under fake skin, in the character's hair or in a bionic appendage. A Strip search gives +3 to +5 the searcher's Concealment Roll.

VEHICLE COMBAT

Vehicle movement and combat is handled similarly to character movement and combat. It is possible to have a combat between several characters with vehicles; or a mixed group of vehicles and pedestrians, all without breaking a sweat. These rules apply mainly to modern and futuristic campaigns.

VEHICLE MOVEMENT

Vehicles have a base movement in inches. This movement is the number of inches that the vehicle can move at combat velocity in a single Phase; a vehicle can move more quickly if the driver (or pilot) is willing to move noncombat. The Phases that a vehicle can move is based on its SPD, just like a character. A vehicle with a SPD 4 could move on Segments 3, 6, 9, 12. (For details on noncombat movement and acceleration, see *Combat.*)

A vehicle's effective combat SPD is equal to the vehicles SPD, or the driver's SPD, whichever is lower. If the vehicle is driven at this SPD or lower, then it has normal turn modes. In addition, the vehicle could receive a DCV bonus if the driver has Combat Piloting or Combat Driving. In this case, the driver should act at the same time as the vehicle, or Hold his Action so that he always has an action ready to direct the vehicle's movement.

If the driver wants to drive the vehicle at a SPD higher than his own, then the vehicle is considered to be noncombat. This means that it is harder to turn, and may well be easier to hit. The driver can only adjust the vehicle's direction or velocity when he has an action. On Segments when only the vehicle has an action, it repeats the driver's last action. Of course, the vehicle can only attack when the driver has an action.

A vehicle can never move at a SPD higher than its own (a vehicle can only be so responsive).

> **Example:** *Fast Eddie has a SPD 2 and Combat Driving, and is driving a Corvette (SPD 4). Eddie can drive the vehicle at SPD 2, thus driving it at combat velocity. Alternatively, he can really open it up and drive the vehicle at SPD 4. In this case the 'vette will be traveling at noncombat speed, and will have only half DCV. In addition, Eddie will only be able to adjust his course on Segments 6 and 12 (although the car will move on Segments 3, 6, 9, and 12.)*

HITTING A VEHICLE

Vehicles have an effective DEX equal to their DEX or their driver's DEX, whichever is lower. Vehicles are normally driven noncombat; hence their base DCV is half normal DCV for the vehicle's DEX. Optionally, this base DCV can also be determined by the vehicle's velocity (see *Movement).* This DCV is affected by the vehicle's size, range modifiers, etc. If the vehicle's driver does not have the Skills Combat Driving or Combat Piloting, then the vehicle's DCV is half normal, regardless of whether the vehicle is traveling at combat or noncombat velocity. (The only advantage of traveling at combat velocity is that the vehicle is easier to turn).

If the vehicle's driver has Combat Driving or Combat Piloting (whichever is appropriate to the vehicle), then the vehicle receives its full DCV against incoming attacks. This usually makes it much harder to hit.

The driver for a vehicle does not have to be human; it could also be a sentient computer or AI. In any case, the vehicle's DCV is determined as above.

DAMAGE TO VEHICLES

Vehicles that take damage slowly fall apart. Each time takes BODY from an attack, it should roll on the damage results table:

d6	Vehicle Loses
1	2x noncombat movement
2	5" of combat movement
3	Vehicle's largest Power
4	10 STR
5	5 DEX
6	1 SPD

When a vehicle has lost all of its BODY it falls apart, or blows up, at the GM's option.

SENTIENT VEHICLES

Of course, some vehicles do not need a driver; such "vehicles" can include can include living animals or vehicles with computer drivers. In this case, any passengers should be treated as just that — passengers. A sentient vehicle controls its own movements according to its DEX and SPD; any characters onboard can act on their own Phases.

OPTIONAL NON-MAPPED COMBAT

It is not always best to play out vehicular combat on a hex map. This is because vehicles move extremely quickly, and are often "off the map" in only a matter of Segments. Similarly, a running chase between two vehicles can be extremely tedious to manage using a map.

GMs who want to simplify combat can keep track of the distance between the two vehicles. An important value for this is MAX, or the total distance a vehicle could cover in a Turn.

MAX = Vehicle's SPD x
Maximum Noncombat Movement

A driver would be able to change the distance between the cars or lose a pursuer by making a Skill vs. Skill Roll. Two examples of non-mapped combat follow.
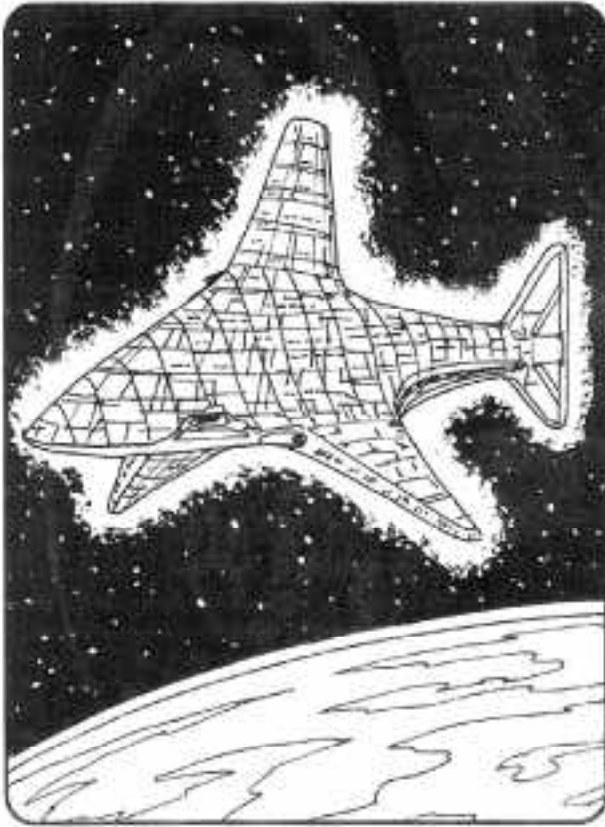
DOGFIGHT COMBAT

Whenever vehicles are at at close range, the GM can use Dogfight Combat. You can enter a Dogfight whenever the range between two vehicles is less than their combined MAX (for aerial dogfights) or when 2x their combined combat movement and their combined current velocity is less than 2x their combined combat movement.

A "dogfight" is a pilot's term to describe close-in air combat where the planes circle like fighting dogs trying to snap at each other's backs. Dogfight combat simplifies all of the combat maneuvering of two circling opponents down to several die rolls. Vehicles fighting at long range using noncombat movement will use the rules for Intercept Combat (see below).

Dogfights are conducted in full Turns; each dogfight Turn is equal to one full Turn on the ground. All you need to keep track of in a dogfight is the number of Turns needed to Escape (discussed later), each vehicle's current velocity, and, most important, the relative positions of the vehicles. There are four different positions in a dogfight: neutral, head on, side on, and tail chase.

When a dogfight starts, the GM can set the initial position of all the vehicles, or it can be rolled randomly. During a dogfight, each player rolls his Combat Piloting Roll. If no pilot makes their roll, the vehicles are in a neutral position and the next Turn is started.

If at least one pilot made his roll, the pilot who made his Combat Piloting Roll by the greater amount is considered the attacker. Subtract the amount the defender made his roll by (this can be negative) from the amount the attacker made his roll by. This number gives you the relative positions of the aircraft from the Dogfight Table.

Each pilot's roll is modified by several factors, listed below.

PILOTING ROLL MODIFIERS	
Bonus	**Condition**
+1	If the number of attackers outnumber the defenders.
+1	For every 2x the attackers outnumber the defenders.
+1	If your vehicle's current velocity is faster than your opponent's vehicle's current velocity.
+1	For every 2x your vehicle's current speed is faster than your opponent's vehicle's current speed.
+1	If you were the attacker in a side on position last Turn
+2	If you were the attacker in a tail chase last Turn
+1	If you are surprising your opponent
-2	If you are attempting to Escape
-2	If the other pilot has successfully executed an Escape

DOGFIGHT TABLE	
Attacker - Defender	**Relative Position**
+0 to +1	Both vehicles neutral; neither may fire.
+2 to +3	Both vehicles are head on; both may fire once.
+4 to +5	Attacker faces Defender's side; both may fire once.
+6 or +7	Attacker is tail chasing the Defender. Attacker may fire once.
+8 or more	Attacker is tail chasing the Defender. Attacker may fire as often as his SPD.

The Dogfight Table assumes that both vehicles can only fire in their front 180 degree arc; the GM can make special allowances for vehicles that can attack to the rear. Also, in a head on position, the attacker may elect to fire, in which case the defender gets to fire back at him that Turn. Alternately, the attacker may elect to evade, in which case neither pilot gets to fire that Turn.

The most important part of a dogfight is shooting the other vehicle down. Normal combat rules are used, except that range is determined by the vehicle's velocities and special To-hit modifiers are applied to represent the high speed fleeting shots that are available in a dogfight.

Each position in Dogfight combat has an OCV modifier and a range between targets figured as a multiple of the attacking vehicle's current velocity. To find the range, multiply the attacking vehicle's current velocity by the number listed in the Range column of the Gunnery Modifiers table, relative to the position. The Gunnery Modifiers Table will also list any special OCV modifiers for either side.

GUNNERY MODIFIERS			
Relative Position	**Attacker's OCV Modifier**	**Defender's OCV Modifier**	**Range**
Head on	-2	-4	x1
Side on	-4	-4	x2
Tail chase +6, +7	-4*	-4*	x2
Tail chase +8	-4*	-4*	x1
Tail chase +9 or more	-0	-4*	x½
* Only guns mounted to the rear only, or with 360 degree field of fire, may fire at an attacker in a tail chase.			

LEAVING A DOGFIGHT

There are several ways out of a dogfight. If both pilots break off, the dogfight is over. If one pilot wishes to break off and the other doesn't, it's more complicated. The pilot who wants to leave must execute one or more Escapes.

Cover of some kind can normally be found, even in an aerial battle. Clouds, the sun, large trees, or friendly fire can all help a pilot escape. In space, ducking into the nearest meteor swarm is always a good move. Before the dogfight

begins, the GM should determine how many Turns of Escape are necessary for a vehicle to leave the dogfight. The more cluttered the battlefield, the fewer Escapes needed. If the GM doesn't want to decide, he can roll 1d6 and use that as the number of Escapes necessary to break off combat.

A pilot executes an Escape by declaring "Escape" before the Turn begins. Both pilots roll normally. If the Escaping pilot wins the roll or has a tie, he has successfully made one Escape. If the other pilot wins, combat proceeds normally. If the Escaping pilot has a higher current velocity, he gets credit for an Escape even if he lost the roll. Losing does not force the pilot to take a minus on his Combat Piloting Roll next Turn, and has no effect on the fire directed at him.

After the pilot executes his required number of Escapes, the dogfight is over. Depending on the GM, the fight may move on to an Intercept Combat. The number of Escapes that a pilot has executed is cumulative; that is, a pilot may execute an Escape early in a fight, and then execute another Escape later in the fight and have credit for two Escapes.

INTERCEPT COMBAT

Intercept combat is only used when two vehicles are at long range. Intercept Combat is executed in full Turns. Range, target position, and target velocity are the important things to keep track of in Intercept Combat.

There are two conditions where vehicles may be in Intercept Combat. First, two vehicles flying at each other but still at a range greater than their combined MAX can engage in intercept combat. Second, two vehicles may engage in intercept combat after Escaping from a dogfight; in that case, the range starts at the vehicle's combined velocities.

Intercept Combat starts by defining the range between targets. The quality of the spotting equipment (usually radar) carried on the vehicles will determine the range at which in intercept Combat begins (or ends). So long as the vehicles could theoretically spot each other they are within range, and if one wishes to fight, they are in Intercept Combat.

Next the GM must define the vehicles' Intercept Velocities. Positive Intercept Velocities represent moving towards the enemy, negative Intercept Velocities represent moving away from the enemy. In aerial combat the vehicle's Intercept Velocity is equal to plus or minus its MAX.

In Aerial Intercept Combat, follow these steps:

(1) Declare maneuver (close, jink, or disengage). Close means to fly towards the enemy, Jink means to circle to deny the enemy a shot, and Disengage means to fly away from the enemy. The Intercept Velocity of a closing vehicle is equal to its MAX, the Intercept Velocity of a jinking vehicle is 0, and the Intercept Velocity of a disengaging vehicle is minus its MAX Speed.

(2) Determine the facing of the vehicles. Each vehicle's maneuver determines which face he shows to the enemy. Closing vehicles show their front to the enemy. Disengaging vehicles show their rear to the enemy. Jinking vehicles roll on the Facing Table to determine their facing.

FACING TABLE	
1d6 Roll	**Facing**
1-2	Front
3-4	Side
5-6	Rear

(3) Determine Range between enemy vehicles. Subtract each vehicle's Intercept Velocity form the Range. Remember that subtracting a negative number is equal to adding. If the range becomes negative the vehicles have passed. Multiply the range by -1 to make it positive again.

(4) Make Attack Rolls. Each player can fire any or all of his weapons once per Turn. Be sure to check the maximum range of a weapon to see if the enemy is in range.

(5) Repeat steps 1-4 until both vehicles break off, or the vehicles are out of radar range.

A vehicle may only attack if it is showing its front or side to the enemy. If the vehicle is showing its side it takes a -4 OCV because of the difficulty of the shot. This assumes the vehicle can only fire in the front 180 degrees. The GM must make allowances for vehicles that can fire behind themselves.

Unless the vehicles have very special weapons with long range mods the GM may normally dispense with intercept Combat and go right into dogfighting. If a vehicle is specially equipped for long range combat it can use Intercept Combat to take advantage of its weapons.

VEHICLE LIST

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	MOVE	MAX	Notes
Standard Ground Vehicles											
Motorcycle											
(Kawasaki Ninja)	1.25x.64	0	200 kg (-1)	15	3	11	20	3	33x4	396	—
Porsche 928S	2x1	-2	800 kg (-3)	25	3	13	20	4	24x4	384	—
Honda Prelude	2.5x1.25	-2	1.6 ton (-4)	30	3	14	15	3	24x4	300	—
Cadillac Fleetwood	3.2x1.6	-3	3.2 ton (-5)	35	3	15	10	2	36x4	288	—
GMC Panel Truck	4x2	-4	6.4 ton (-6)	40	4	16	10	2	15x8	240	—
Semi-Truck	5x2.5	-4	12.5 ton (-7)	45	4	17	10	2	14x8	224	—
Special Ground Vehicles											
Indy Car	2x1	-2	800 kg (-3)	25	2	13	25	5	40x4	800	—
Military Jeep[1]	2x1	-2	800 kg (-3)	25	4	13	10	2	20x4	160	—
M113 APC[1]	5x2.5	-4	12.5 ton (-7)	45	9/6	17	10	2	7x8	112	—
M-1 MBT[2]	8x4	-6	50 ton (-9)	55	[20/16]	19	10	2	9x8	144	—
Airplanes											
Cessna Skyhawk	2x1	-2	800 kg (-3)	25	3	13	15	3	34x4	408	Stall Velocity 34"
Learjet Century III	4x2	-4	6.4 ton (-6)	40	3	16	20	4	48x8	1536	Stall Velocity 48"
Boeing 747	8x4	-6	50 ton (-9)	55	3	19	15	3	50x8	1200	Stall Velocity 50"
F-15 Eagle	5x2.5	-4	12.5 ton (-7)	45	3	17	25	5	110x8	4400	Stall Velocity 55"
Helicopters											
Jet Ranger III	3.2x1.6	-3	3.2 ton (-5)	35	3	15	20	4	23x4	368	—
AH-1 Huey Cobra[3]	4x2	-4	6.4 ton (-6)	40	9	16	20	4	42x4	672	—

[1] Armed with 1x .50 Cal HMG
[2] Armed with 1x 120mm Tank Cannon, 1x .50 Cal HMG
[3] Armed with 8x TOW Missile, and 2x .50 Cal HMG

Size: This is the length and width of the vehicle. This does not include the wings on airplanes or the rotors of helicopters.

DCV: This is the DCV Mod of the vehicle for its size.

Mass (KB): This is the mass of the fully loaded vehicle and its Knockback modifier. Vehicles can generally carry half their fully loaded weight in passengers and cargo.

STR: This is the maximum lifting Strength of the vehicle.

DEF: This is the Resistant Defense of the vehicle. If the defense is listed as #/#, then the first number is the defense from the front, the second number is the defense from the sides, bottom, top, and rear. If the defense is in brackets then it is hardened.

BODY: This is the amount of BODY the vehicle can take before it stops running.

DEX: This is the maximum effective DEX that can be used when driving the vehicle.

SPD: This is the maximum effective SPD that can be used when driving the vehicle.

MOVE: This is listed as #x#; the first number is the vehicle's maximum combat move, and the second number is the vehicle's noncombat multiple.

MAX: This is the maximum noncombat movement the vehicle can travel in 1 full turn.

Notes: This includes any other information.

WEAPONS AND ARMOR

This section covers weapons and armor. Characters will use weapons for a variety of purposes, from hurting an opponent to breaking out of a prison cell. Weapons can improve a character's ability to do damage, his accuracy, or both. Armor, of course, will help keep the character from getting hurt in the first place.

WEAPONS

The way weapons are handled will vary according to the nature of the campaign. In heroic campaigns, most characters will use weapons of some kind. The characters buy weapons with money, and can change weapons as often as they wish. Characters will have to buy Weapon Familiarity with the weapons in question; otherwise they will suffer an OCV penalty.

In a superheroic campaign, characters will have to pay Character Points for any weapons they possess. They cannot easily change weapons, since the "weapons" are just the special effect of some power. Additionally, a character cannot buy a weapon with money and then regularly use it — unless he's willing to pay the Character Points for the weapon. However, a character in a superheroic campaign doesn't have to buy Weapon Familiarity with the weapon; it's considered to be part of the character.

The weapons listed are described as realistically as possible. They are also listed with a point total for characters who want to build them for use in a superheroic campaign.
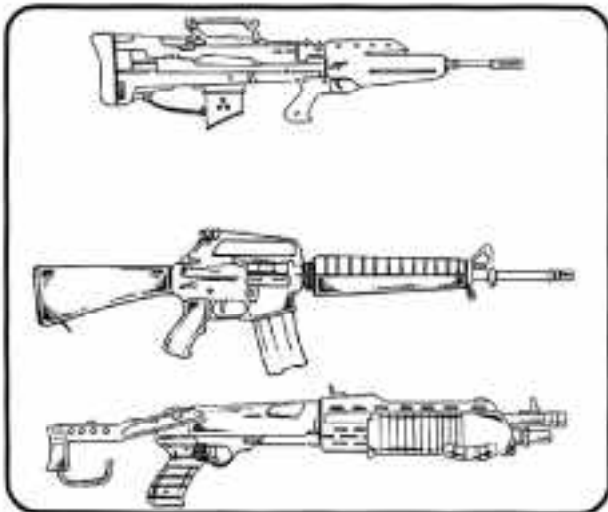
RANGED WEAPONS

This section covers guns, bows, rockets, and other devices of ranged destruction. Most ranged attacks do Physical Killing Damage, although some do Energy Damage. Some weapons could do STUN only attacks (sonics, for example). A weapon should be defined as doing either killing, normal, or STUN only damage.

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

OPTIONAL GUN MALFUNCTIONS

This optional rule can be used to make gun combat more exciting. It won't come into play very often, but when it does, the effects can be devastating. Besides, IT GIVes the characters a reason to take care of their weapons. These rules should only be used with gunpowder firearms, and should only be used in heroic campaigns.

There are several ways that a firearm can malfunction. The two main types of problems are jamming and misfiring. In addition, autofire weapons are subject to runaway fire. Whenever a character rolls a Attack Roll, the roll should be compared to the following table.

WEAPON MALFUNCTION	
Attack Roll	Problem
18 (17-18)	Misfire
17 (16)	Jam
16 (15)	Runaway (only for weapons with autofire)

The numbers in parentheses should be used if the weapon is is dirty, has gone without maintenance, or is otherwise in less than perfect condition.

MISFIRE

Rounds which are damaged or improperly loaded can fail to fire when the character pulls the trigger. This is very dangerous, since the round is still live. The gun will not fire until the round has been removed from the chamber. A character with an appropriate Weaponsmith Skill can clear a misfire with a successful Skill Roll in a half Phase. If he fails his Skill Roll, clearing the misfire will take a full Phase.

A character without an appropriate Weaponsmith Skill can try to make a DEX Roll to clear the misfire in only one Phase. If he makes the DEX Roll, then the misfire will be cleared after one full Phase. If he fails the roll, then the round will explode,

doing damage to the character's hand (half the round's normal damage). If the character is willing to take two full Phases, he can clear the round without making a DEX Roll, and therefore without having a chance of blowing up his hand.

JAMMING

Sometimes a round can fail to feed properly into the firing chamber. When this happens, the gun will not fire until the jam is cleared. It takes one full Phase for a character to clear a jam. A character with Weaponsmith Skill for the weapon can clear the jam in a half Phase. Once the jam has been cleared, the weapon can fire normally. Revolvers and single-shot bolt action weapons will not jam.

RUNAWAY

Weapons with autofire can "runaway" when firing more than one bullet. A runaway gun will continue to fire even after the trigger has been released, and will expend all its rounds in one Phase. This does not affect the character's chance to hit, and when the gun has been reloaded it will fire normally.

SIGHTS

Science has made possible mechanical aids that allow anyone to shoot more accurately. Special vision devices can allow a gunman to work in very low light or total darkness. The attacker must first be Brace and be sighted in to use most of the sights listed on the chart. The sights are listed with their OCV and Range Modifiers, and any special bonus. If a gun has no sights, the character using it receives only +1 OCV while Bracing, at the GM's option (see Brace).

SIGHTS		
Name	**OCV**	**R Mod**
Iron Sights (normal)	+0	+0
Micrometer Sights	+1	—
Scope	+1	+1
Hi Power Scope	+1	+2
Laser Spotting Sight*	+1	+1
Infrared Sighting	—	—
Ultraviolet Sighting	—	—

* Need not brace to use, only good for shots to 64", may not be usable against brightly colored back-grounds, through fog, or in other conditions.

MELEE WEAPONS

This section covers knives, clubs, sword, and other weapons that a character can use in hand-to-hand. These rules are also used for thrown weapons, and any other weapon which does increased damage according to the actual STR of the wielder. The character's chance to hit with a melee weapon is the same as with his fists (11 + OCV - TARGET'S DCV), PLUS ANY APPROPRIATE modifiers. Some melee weapons add or subtract from the attacker's OCV or DCV.

DAMAGE OF MELEE WEAPON

Each weapon does the amount of damage listed next to it on the chart. This damage can be physical or energy, and can be normal damage or killing damage. This damage can be increased, according to the character's STR.

SUPERHEROIC CAMPAIGNS

In superheroic campaigns, the character should build the weapons using Character Points, just like any other attack. Weapons are normally built as an Hand-to-Hand Attack or Killing Attack (Hand-to-hand), along with the Power Limitations Focus and Reduced Endurance. For Killing Attacks, the character can add one DC per 5 points of STR, up to double the damage of the weapon (just like a regular HKA). For attacks that do normal damage, the character adds the damage to his STR damage. In either case, the END cost is determined normally for the weapon, and the character must also pay END for the STR used to wield it.

Characters in superheroic campaigns cannot usually carry a weapon around with them unless they pay the points for it. They can, of course, pick up a normal weapon and use it in combat. In this case, the GM should use the rules for heroic campaigns, below.

HEROIC CAMPAIGNS

In heroic campaigns, weapons have a STR Minimum to wield. The character takes -1 OCV for every 5 points below the STR Minimum. A character can also add 1 Damage Class for every 5 STR above the STR Minimum, up to a maximum of twice the weapon's Damage Class. This rule applies to weapons that do normal damage and to weapons that do killing damage.

To wield these weapons costs END (endurance): 1 END for every 5 STR.

Example: Drak the Barbarian has a 18 STR, and wields a dagger. The dagger has a STR Min of 8, so Drak takes no penalty for using the weapon. In addition, he can add up to 2 DC to the dagger's damage, raising its DC from 1d6-1 to 1d6+1. He could not raise the damage any higher (by doing a haymaker, for example) because he is already at twice the weapon's Damage Class.

HUGE WEAPONS

Extremely strong characters, especially those in superheroic campaigns, can wield huge weapons, like trees or automobiles. When using a weapon of this size, the character can make a Area Effect To-hit Roll, based on the size of the object. (This is made instead of a normal AtTACK Roll). This Area Effect rule can be used for huge weapons used in hand-to-hand, and those that are thrown.

Example: Ogre is fighting Seeker outside Fort Knox. Unable to hit the marital artist with his fists, Ogre grabs an armored car and swings it. Because the armored car fills 4 hexes, Ogre can use it as an Area Effect attack (by swinging it where Seeker is, rather than at Seeker himself). Ogre successfully hits the hex, walloping Seeker broadside.

RANGED WEAPONS							
Name	**OCV**	**R Mod**	**Damage**	**STUNx**	**STR Min**	**Shots**	**Notes**
Muscle-Powered							
Light Bow	0	0	1d6K	0	8	1 §	
Medium Bow	0	0	1d6+1K	0	10	1 §	
Heavy Bow	0	0	1 ½d6K	0	13	1 §	
Light Long Bow	0	+1	1d6+1K	0	12	1 §	
Medium Long Bow	0	+1	1 ½d6K	0	14	1 §	
Heavy Long Bow	0	+1	2d6K	0	17	1 §	
Light Crossbow	0	+1	1d6+1K	0	12	1 §	1 Phase to reload
Heavy Crossbow	0	+1	1 ½d6K	0	14	1 §	1 Phase to reload
Arbalest	0	+2	2d6K	0	16	1 §	2 Phases to reload, x½ DCV while Reloading
Sling	0	-1	1d6+1K	+1	19	1 §	
Staff Sling	0	0	1 ½d6K	+1	14	1 §	
Revolvers							
Derringer	0	-2	1d6-1K	0	5	2	
.38 Special (S&W Mod 10)	0	0	1d6+1K	0	7	6	
.357 Magnum (Colt Python)	0	0	1 ½d6K	0	8	6	
.41 Magnum (S&W Mod 57)	-1	0	1 ½d6K	+1	1	6	
.44 Magnum (Super Comanche)	-1	0	2d6K	+1	13	6	
.445 (Webley)	+1	-1	1d6K	0	7	6	
.45 (Colt Peacemaker)	+1	0	1d6+1K	+1	12	6	
Automatic Pistols							
.22 LR (Hi Standard)	+2	-1	1d6-1K	0	6	10	
.30 (Luger P-08)	+1	0	1d6+1K	0	8	8	
.380 A (Walther PPK S)	+1	-1	1d6K	0	6	7	
9mm R (Makarov PM)	0	-1	1d6K	0	4	8	
9mm (Browning HP)	0	0	1d6+1K	0	7	14	
.45 Automatic (M1911A1)	+1	0	1d6+1K	+1	12	7	
.44 Magnum (Wildey)	0	0	2d6K	+1	15	8	
Submachine Guns							
.223 (Bushmaster)	+1	+1	2d6-1K	0	12	30	Autofire up to 5 shots
.32 A (Skorpion Model 61)	+1	-1	1d6K	0	5	20	Autofire up to 5 shots
9mm (Uzi)	+2	0	1d6+1K	0	12	40	Autofire up to 5 shots
9mm (Heckler&Koch HK 54)	+2	0	1d6+1K	0	12	30	Autofire up to 5 shots
.45 A (Ingram MAC 10)	+1	0	1d6+1K	+1	12	30	Autofire up to 5 shots
.45 A (M3A1 Grease Gun)	0	0	1d6+1K	+1	12	30	Autofire up to 5 shots
.45 A (Thompson SMG)	+2	0	1d6+1K	+1	12	50	Autofire up to 5 shots
Rifles							
7.62 RL (SVD Sniper Rifle)	+1	+2	2d6+1K	+1	17	10	
.30-06 (Springfield M1903)	+1	+2	2d6+1K	+1	17	5	
.30-06 (M-1 Garand)	+1	+2	2d6+1K	+1	17	8	
.450 M Nitro (H&H African)	0	+2	2d6 ½ K	+1	18	2	
Assault Rifles							
.30 C (M-2 Carbine)	+2	+1	1 ½d6 K	0	14	30	Autofire up to 5 shots
.223 (M16A1)	+2	+1	2d6-1K	0	14	30	Autofire up to 5 shots
5.54 R (AK-74)	+2	+1	2d6-1K	0	14	30	Autofire up to 5 shots
7.62 R (AK47/AKM)	+2	+1	2d6K	0	17	30	Autofire up to 5 shots
7.62 N (FN-FAL)	+1	+2	2d6+1K	+1	21	20	Autofire up to 5 shots
Shotguns †							
.410 full choke	+1	+2	2d6 K	+1	9	5	See below
.410 open choke	+2	0	2d6 K	+1	8	5	See below
.410 sawed off	+3	-2	2d6 K	+1	8	5	See below
12 gauge full choke	0	+2	2 ½d6K	+1	12	5	See below
12 gauge open choke	+1	0	2 ½d6K	+1	12	5	See below
12 gauge sawed off	+2	-2	2 ½d6K	+1	11	5	See below

Name	OCV	R Mod	Damage	STUNx	STR Min	Shots	Notes
Heavy Weapons							
7.62 (M-60 LMG)	+1	+2	2d6+1K	+1	17	100	Used w/ Bipod, No STR Min w/Tri-Pod
.50 Cal (M2 HB HMG) *	+1	+4	3d6 K	+1	—	200	Mounted
Light Anti-tank Weapon (LAW)	0	+1	4d6K AP	+1	—	1	May Not Reload
Wire Guided Missile (TOW) * ‡	0	—	6d6K AP	+1	—	1	No Range Mods, ½ DCV
Recoilless Rifle (57mm) *	-1	+3	4d6K AP	+1	—	1	
SAM (Stinger) ¥	+2	—	14d6 EX	0	—	1	No Range Mods
Science Fiction Pistols							
Blaster Pistol	+1	0	9d6N E	—	8	32	
Laser Pistol	+1	0	2d6K AP E	+0	9	32	
Neutron Pistol	+1	0	4d6 NND	—	7	32	
Gyrojet Pistol	+2	-1	2d6K	+1	7	16	
Science Fiction Rifles							
Blaster Auto Rifle	+1	+2	9d6N E	—		16	
Laser Auto Rifle	+1	+2	2d6K AP E	+0	15	64	
Neutron Auto Rifle	+1	+2	4 ½d6 NND	—	10	64	
Gyrojet Auto Rifle	+2	+1	2d6K	+1	13	32	
Science Fiction Special Weapons							
Micro-rocket Launcher	0	0	3d6K	0	5	6	1 Handed
Bolo Gun	0	0	6d6 Entangle	—	10	6	Entangles Target, 2 Handed
Special Handguns							
Taser	-1	-2	5d6 NND	—	8	1 §	
Grenades							
Concussion	—	—	6d6N EX	—		—	Must Be Thrown

EXPLANATION OF TERMS

All ranged weapons are defined by 7 statistics. Any special notes about the weapons is also listed.

OCV: This reflects the intrinsic accuracy of the weapon; and is applied as a bonus or penalty to all attacks made with the weapon.

R Mod: This stands for Range Modifier, which describes how quickly a weapon loses accuracy at range. The modifier is only applied for attacks made at targets more than 1" away. For negative values, the penalty is applied to all attacks; positive values can only be used to offset Range Penalties. A character can never raise his Base OCV due to a weapon's Range Modifier, the R Mod can only negate penalties.

Damage: This is the damage that the target will take from a successful attack. If the damage is normal, then the d6 are listed as "d6N". Killing Attacks are listed as d6K. All attacks do Physical damage, unless listed with an "E", in which case they do energy damage. Armor Piercing is abbreviated AP; Explosion is abbreviated EX; No Normal Defense NND. For a complete description of how these work, see *Power Advantages*.

STUN x: This is the STUN Multiplier, and should only be used for Killing Attacks. When the STUN Multiplier d6-1 is rolled, the character should apply the weapon's STUNx modifier. If the Hit Location optional rule is being used, the character should determine the STUNx according to the Hit Location, and then add the weapon's STUNx. For example, if a character with a .44 Magnum (STUNx = +1) hit an opponent in the head, the total STUNx would be +6.

Fragmentation		—	—
2d6K EX		0	—	1
Must Be Thrown			

* Weapon must be mounted on a tripod or vehicle

§ Recoverable Charge

‡ No Range mods so long as attacker tracks target

¥ Locks on; missile suffers no range penalties

† All shotguns have the reduced Penetration and

STR Min: STR Min stands for Strength Minimum, which is the minimum amount of STR necessary to fully control the weapon when firing. If the character has less STR than the STR Min, he takes a -1 OCV when firing for every 5 STR his STR is below the STR Min. Pistols are rated for one-handed firing; the STR Min should be reduced by 3 if the pistol is fired with two hands. Similarly, the rifles are rated for two-handed firing; the STR Min should be increased by +5 if they are fired with one hand. All autofire attacks add +5 to the STR Min.

STR Min is an optional statistic, and the GM shouldn't use it if he doesn't want to. It should not be used in superheroic campaigns.

Shots: This is the number of times that the weapon can be fired without reloading. Reloading can range from inserting another magazine to nocking another arrow.

MELEE WEAPONS					
Melee Weapon	**OCV**	**Damage**	**STUNx**	**STR Min**	**Notes**
Axes & Maces					
Great Axe	0	2d6+1K	0	18	2 Handed
Battle Axe	-1	2d6K	0	13	1 ¹/₂ Handed
Francisca	0	1 ¹/₂d6K	0	13	Can Be Thrown
Hand Axe	0	1d6+1K	0	10	Can Be Thrown
Small Axe	0	1d6K	0	8	
Maul	0	1 ¹/₂d6K	+1	19	2 Handed †
War Hammer	-1	1d6+1K	+1	13	1 ¹/₂ Handed †
Hammer	0	1d6K	+1	11	†
Small Hammer	0	1d6-1K	+1	8	†
Great Mace	0	2d6K	0	15	2 Handed
Morningstar	0	1 ¹/₂d6K	0	10	1 ¹/₂ Handed
Mace	0	1d6+1K	0	10	
Small Mace	0	1d6K	0	8	
Great Pick	0	1 ¹/₂d6K AP	0	19	2 Handed †
Military Pick	0	1d6+1K AP	0	13	1 ¹/₂ Handed †
Pick	0	1d6K AP	0	11	†
Small Pick	0	1d6-1K AP	0	8	†
Clubs (Do Not Require Weapon Familiarity)					
Great Club	0	6d6N	0	15	2 Handed
War Club	0	5d6N	0	10	1 ¹/₂ Handed
Club	0	4d6N	0	10	
Baton	0	3d6N	0	8	
Stick	0	2d6	0	5	
Swords and Knives					
Great Sword	+1	2d6K	0	18	2 Handed
Bastard Sword	0	1 ¹/₂d6	0	13	1 ¹/₂ Handed
Broad Sword	+1	1d6+1K	0	13	
Short Sword	+1	1d6	0	10	
Dagger	+1	1d6-1	0	8	Can Be Thrown
Knife	+1	¹/₂d6	0	6	Can Be Thrown
Stiletto	+1	¹/₂d6K AP	0	8	Can be thrown
Pole Arms (Long Weapons)					
Pole Arm	-1	2d6K	0	13	2 Handed
Long Spear	-1	2d6K	0	13	2 Handed
Medium Spear	-1	1 ¹/₂d6	0	10	1 ¹/₂ Handed
Javelin	0	1d6K+1	0	8	Can Be Thrown
Uncommon Melee Weapons (Flails ignore +DCV for Shields)					
Battle Flail	0	2d6K	0	19	2 Handed §
Military Flail	-1	1 ¹/₂d6K	0	13	1 ¹/₂ Handed §
Bladed Flail	0	1d6+1K	0	13	§
Flail	0	1d6K	0	9	§
War Flail	0	1d6K	+1	13	§
Unusual Melee Weapons					
Quarterstaff	+1	4d6N	—	13	
Lance	0	1 ¹/₂d6K	0	13	Long Weapon
Shuriken/Darts	0	¹/₂d6K	0	4	Can Be Thrown
Whip	0	1d6K	0	9	Range of 3"; can Grab
Science Fiction Melee Weapons					
Electric Whip	0	1d6K Energy	0	9	Range of 3"; can Grab
Shock Prod	0	3d6 N E	0	6	
Vibro-blade	+1	1 ¹/₂d6K AP	0	11	†
Energy Saber	+1	1 ¹/₂d6K E	+1	11	†
† +2 DC per 15 STR over STR Min					
§ +2 DC per 12.5 STR over STR Min					

EXPLANATION OF TERMS FOR MELEE WEAPONS

OCV: This is applied as a bonus or penalty against all attacks made with the weapon.

Damage: This is the damage that the target will take from a successful attack. If the damage is normal, then the d6 are listed as "d6N". Killing Attacks are listed as d6K. All attacks do Physical damage, unless listed with an "E", in which case they do energy damage. Armor Piercing is abbreviated AP; Explosion is abbreviated EX; No Normal Defense NND. For a complete description of how these work, see Power Advantages.

STUN x: This is the STUN Multiplier, and should only be used for Killing Attacks. When the STUN Multiplier d6-1 is rolled, the character should apply the weapon's STUNx modifier. If the Hit Location optional rule is being used, the character should determine the STUNx according to the Hit Location, and then add the weapon's STUNx. For example, if a character with a War Flail (STUNx = +1) hit an opponent in the head, the total STUNx would be +6.

STR Min: STR Minimum. For STR Min, see above.

Notes: This catch-all category includes any statistics that aren't listed elsewhere.

EXPLOSIVES

Characters in HERO games may occasionally (or frequently) want to use explosives: blowing up a dam, rescuing innocents trapped under a rockslide, blowing the alien invader into the stratosphere — the possibilities are limitless.

The following is a list of common explosives that might be found in a HERO universe. To hit with an explosive, the attacker need only hit the target hex — not the target himself. Each explosive is listed below with the amount of damage, type of damage, cost, and weight. These are only estimates; the exact damage would vary according to the shaping of the charge, nearby structures, etc. The type of explosive can also affect the damage: Black Powder is a less efficient explosive than dynamite, which is itself outperformed by Plastique. GMs should add or subtract damage if the explosive being used is somehow extraordinary.

EXPLOSIVES

Explosive	Damage	Notes
Fragmentation Grenade	2d6K EX	
Concussion Grenade	6d6 EX	
Dynamite (1 stick)	5d6 EX	
Dynamite (2 sticks)	7d6 EX	
Dynamite (4 sticks)	9d6 EX	
Nitroglycerine (1 Liter)	12d6 EX	
Gas Tank (12 Liters)	15d6 EX	
Mortar Round	4d6K EX	
Howitzer Round	5d6K EX	Loses 1 DC per 2 hexes
Heavy Bomb	6d6K EX	Loses 1 DC per 3 hexes

ARMOR

Characters may want to wear armor to partially or wholly protect themselves from damage. Personal armor can range from a policeman's kevlar vest to a knight's plate hauberk. Most armor functions as both PD and ED, although it is possible for armor to protect only against one category of attacks. All the body armor shown is fully resistant, although a character could have armor that was nonresistant (like a padded suit).

The protective value of armor is based on the material it is constructed from, and the skill with which it was put together. Armor is often heavy, although high-tech armor can be lightweight. Most armor only covers a portion of the body, so it is only effective some of the time (see Sectional Defenses).

Fantasy Armor	Defense
Cloth	1
Leather	2
Boiled Leather	3
Brigandine	4
Scale	5
Chain	6
Plate and Chain	7
Full Plate	8

Modern Armor	Defense
Light Kevlar	3 †
Kevlar	5 †
Heavy Kevlar	7 †

Science fiction Armor	Defense
Light Reflect	+3 ED §
Full Reflect	+6 ED §
Advanced Polymers	9 †
Hardened Ceramics	10 †

† x1/2 Listed Mass
§ x1/4 Listed Mass

SHIELDS

Shields protect a character by raising his DCV from attacks to the front. A shield is assumed to be "in the way" even when a character isn't doing a Block maneuver. If a character does a Block maneuver he can add his Shield DCV bonus to his OCV.

Shield	DCV	Weight	STR Min
Small Shield	+1	2	5
Normal Shield	+2	4	13
Large Shield	+3	7	18

ARMOR WEIGHT CHART (KG)								
Defense	**8-**	**9-**	**10-**	**11-**	**12-**	**14-**	**15-**	**Full coverage**
1	.9	1.3	1.8	2.2	2.6	3.1	3.3	3.5
2	1.3	1.9	2.5	3.1	3.8	4.4	4.8	5.0
3	1.8	2.6	3.5	4.4	5.3	6.1	6.7	7.0
4	2.5	3.8	5.0	6.3	7.5	8.8	9.5	10.0
5	3.5	5.3	7.0	8.8	10.5	12.3	13.3	14.0
6	5.0	7.5	10.0	12.5	15.0	17.5	19.0	20.0
7	7.0	10.5	14.0	17.5	21.0	24.5	26.6	28.0
8	10.0	15.0	20.0	25.0	30.0	35.0	38.0	40.0
9	14.0	21.0	28.0	35.0	42.0	49.0	53.2	56.0
10	20.0	30.0	40.0	50.0	60.0	70.0	76.0	80.0

BUYING WEAPONS AND ARMOR

SUPERHEROIC CAMPAIGNS

In superheroic campaigns, weapons and armor are simply special effects for Powers, and must be bought with Character Points, like any other Powers. If a character wants to simulate a specific type of weapon or armor, he should buy it with Limitations and Advantages so that it performs identically to the weapon or armor on the weapon chart. Most guns are Ranged Killing Attacks, with the Limitations Charges and Focus. Similarly, armor is simply Armor with the Limitation Focus, and perhaps Activation. If the character wants to improve the accuracy of the weapon, he should buy Combat Skill Levels or Range Skill Levels with the appropriate Limitations (see Skills). Either weapons or armor can be built with the Limitation Independent, but in this case the points are gone forever, and if the character loses the weapon or armor he will have to pay the points again (see Independent). For more information on appropriate Limitations and Advantages, see Power Modifiers.

Example: The supervillain Sniper wants to have a M16 Assault Rifle with one clip of ammunition. Looking at the M16 on the weapon list, the M16 is a 2d6-1 Killing Attack, +2 OCV, +1 vs. Range Mods, with a 30 shot clip and the Advantage "Autofire". To determine the price for this, Sniper simply determines what it would cost to buy an identical Power. The 2d6-1 RKA costs 25 points. To receive +2 OCV is the same as buying 2 Combat Levels. Since these Combat Levels will have Limitations, they must be 5 point levels, so they cost 10 points. The Range Level costs 3 points. Thus the base cost is 25 + 10 + 3 = 38. The M16 has the Advantage of 30 Charges (+1/4). The Active Cost is 38 x (1 + 1/4) = 47. Sniper now applies Limitations. The gun will be an Obvious Accessible Focus (-1). Sniper doesn't want the Independent Limitation, so the Real Cost is 47 / (1 + 1) = 23.

HEROIC CAMPAIGNS

In Heroic Campaigns, characters can buy normal weapons with money. This includes all the weapons on the charts above, although some weapons may be hard to locate. (Or impossible, a character couldn't find a Taser in a fantasy setting, for example.)

Heroic characters who want to build special weapons or armor, like magic weapons, will have to pay Character Points. What follow are some guidelines for building special weapons in a heroic campaign. GMs should note that none of these Limitations necessarily apply in all cases. For example, a wizard could enchant a suit of armor so that it could never be removed from its wearer against his will. Such a suit would not be bought with the Limitation Focus.

SPECIAL LIMITATIONS

These are Limitations that characters in heroic campaigns can use when constructing special weapons. They should not be used in superheroic campaigns.

WEAPON LIMITATIONS		
STR Min	**Limitation**	
Base STR Min = (Active Points/3)		-3/4
Base STR Min = (Active Points/2)		-1
Limitation Modifiers	**Limitation**	
STR Min -10	+1	
STR Min -5	+1/2	
Base STR Min	-0	
STR Min +5	-1/2	
STR Min Can't add damage	-1/2	
Weapon Type	**Limitation**	
1 Handed Weapon	-0	
1 1/2 Handed Weapon	-1/4	
2 Handed Weapon	-1/2	

ARMOR LIMITATIONS	
Mass	Limitation
No Mass	-0
Half Mass	-1/2
Normal Mass	-1
Double Listed Mass	-1 1/2
Real Armor	-1/4

MELEE WEAPONS

Most melee weapons are built from with the OAF, Independent, and Has a STR Min (Active Pts./2) Limitations. The final value for the limitations are modified, however, by the weapon's actual STR Min, Weapon Type, and if the weapon can be thrown.

To build a melee weapon, find the Active Cost of the attack and apply the following modifiers.

Base Limitations: OAF (-1), Independent (-2), and Has a STR Min (-1).
Choose one of each Limitation:
STR Min: STR Min -10 (1 less Limitation), STR Min -5 (1/2 less Limitation), STR Min as calculated (0), STR Min +5 (-1/2).
Weapon Type: 1 Handed Weapon: (0), 1 1/2 Weapon (-1/4), 2 Handed Weapon (-1/2).
Weapon can be thrown: +1/2 Advantage (Melee only Weapon is +0).

The STR Min of a 1 1/2 Handed Weapon is -2 less than calculated when used in 2 hands. A character may add 1 Damage Class to a melee weapon for every 5 points his STR exceeds the weapon's STR Min. The DamaGE CLASS OF THE weapon may never be more than doubled for excess STR, Combat Levels, and Maneuver Bonuses.

MUSCLE-POWERED RANGED WEAPONS

Most muscle-powered ranged weapons are built with the OAF, Independent, 2 Handed Weapon, 1 Recoverable Charge, Concentrate at 1/2 DCV, and Has a STR Min (Active Pts./2) and Can't add damage with STR Min Limitations. The final value for the limitations are modified, however, by the weapon's actual STR Min.

To build a muscle-powered ranged weapon, find the Active Cost of the attack and apply the following modifiers.

Some muscle-powered weapons (like crossbows) take a full phase to load and use the Extra Time Limitation; but, since a Crossbow can be carried loaded the Limitation is halved.

Base Limitations: OAF (-1), Independent (-2), 2 Handed Weapon (-1/2), 1 Recoverable Charge (-1 1/4),
Concentrate to 1/2 DCV (-1/2), Has a STR Min (-1), and Can't add damage with STR Min (-1/2).
Choose one of each Limitation:
STR Min: STR Min -10 (1 less Limitation), STR Min -5 (1/2 less Limitation), STR Min as calculated (0), STR Min +5 (-1/2)
May also have: Takes a Full Phase (-1/2)

A character may not use a muscle-powered ranged weapon unless his STR equals or exceeds the STR Min of the weapon.

GUNS

Most guns are built with the OAF, Independent, Charges (to represent the size of the clip), Has a STR Min (Active Pts./3) and Can't add damage with STR Min Limitations. The final value for the limitations are modified, however, by the gun's actual STR Min.

To build a gun find the Active Cost of the attack and apply the following modifiers.

Base Limitations: OAF (-1), Independent (-2), Has a STR Min (-3/4), and Can't add damage with STR Min (-1/2).
Choose one of each Limitation:
STR Min: STR Min -10 (1 less Limitation), STR Min -5 (1/2 less Limitation), STR Min as calculated (0), STR Min +5 (-1/2)
Charges: (Limitation to define size of clip)
Weapon Type: 1 Handed Weapon: Pistols (0), 1 1/2 Handed Weapon (-1/4), 2 Handed Weapon: Rifle (-1/2)

The STR Min is defined for a weapon using all of its Advantages. Autofire Weapons are -5 STR Min fired single shot. A 2 handed weapon has a -5 STR Min. A 1 1/2 Handed Weapon has a +2 STR Min when used with 1 hand. A 1 handed weapon is -3 STR Min when used with 2 hands. A Braced Weapon is -5 STR Min. A weapon on a Bi-Pod is -10 STR Min. A weapon on a tripod or mount should not buy STR Min.

The character takes a -1 OCV for every 5 pts. the STR Min exceeds the character's STR. The Character takes a 1d6 Normal attack for every 10 pts. the STR Min exceeds the character's STR.

ARMOR

Most armor is built with the OIF, Independent, Real Armor, and Mass Limitations. The final value for the Limitations are modified by the Armor's actual mass and coverage.

ARMOR COVERAGE			
Protects Locations	**Limitation**	**Weight (kg)**	**Example**
12-13	-2	10	Short Vest
11-13	-1 1/2	15	Standard Vest
10-13	-1 1/4	20	Cap, Long Vest
4-5, 9-13	-1	25	Helmet, Jacket
3-5, 9-14,16-18	-3/4	30	Full Coverage Helmet,Long Jacket, High Boots
3-5, 7-14,16-18	-1/2	35	Full Coverage Helmet, Long Jacket with Sleeves, High Boots
3-14, 16-18	-1/4	38	Full Coverage Helmet, Long Jacket with Gauntlets, High Boots

The Real Armor Limitation means that the armor must be put on and taken off like real armor, it may restrict the wearer's ability to swim, it will get muggy in a hot climate, etc.

The Mass Limitation means that a full coverage suit of armor has a mass based on the armor's largest defense. The base mass is equal to 2.5 kg. at DEF 2, and doubles for every +2 DEF. If the defense is an odd number then use a base mass of 3.5 kg. at DEF 3, and doubles for every +2 DEF.

To build armor, find the Active Cost of the defense and apply the following modifiers.

Base Limitations: OIF (-$\frac{1}{2}$), Independent (-2), Real Armor (-$\frac{1}{4}$), and Mass (-1).

Choose one of each Limitation:

Mass: No Mass (1 less Limitation), x$\frac{1}{2}$ Mass ($\frac{1}{2}$ less Limitation), x1 Mass (0), x2 Mass (-$\frac{1}{2}$)

Coverage: See above

SHIELDS

Most shields are built from with the OAF, Independent, and Has a STR Min (3 + 5x the DCV bonus) Limitations. The final value for the Limitations are modified, however, by the shield's actual STR Min.

To build a shield find the Active Cost of the Levels on DCV (5 pts. per +1 DCV) and apply the following modifiers.

Base Limitations: OAF (-1), Independent (-2), and Has a STR Min (-1).

Choose one of each Limitation:

STR Min: STR Min -5 ($\frac{1}{2}$ less Limitation), STR Min as calculated (0), STR Min +5 (-$\frac{1}{2}$)

EXPERIENCE

As the characters play in the campaign, they improve by learning from their experiences. The GM should give each character Experience Points to reflect the time the character spent improving his physical condition, learning new Skills, improving old ones, or buying off Disadvantages.

Experience Points work like Character Points in all ways. Experience Points are just Character Points that the character obtains from adventuring.

A character usually spend Experience points between adventures. However, the GM may allow a character to learn a new skill during an adventure. For example, Randall could "just figure out" how to fly a DC 3 as it's spiraling downward into the ocean. Some skills may require a fair amount of time in the campaign to learn, while others would require that the character be trained under an instructor. The character may have to go off the beaten path to find a teacher in some of the more esoteric Skills or Talents.

The GM must carefully consider how many Experience Points to give out after each adventure. If the GM gives out too few points, then the characters and the campaign be-

EXPERIENCE POINTS	
Situation	**Experience**
Base experience points for being in a scenario	1 point
Characters were on a very long, involved adventure	2 points
Adventure ran more than one session	+1 point
The adventure was difficult	+1 point
Characters heavily outnumbered	+1 point
Optional Guidelines:	
Characters were clever, inventive, subtle, or roleplayed well	+1 point
Characters solved a mystery	+1 point
The adventure was a resounding success	+1 point
Characters role played very poorly	-1 point
The adventure was a terrible failure	-1 point

Name: _____

Player: _____

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

Character Cost: _____

CHA Roll=9+CHA/5
STR Roll: _____ **DEX Roll:** _____
INT Roll: _____ **EGO Roll:** _____
PER Roll (9+INT/5): ___ _____

Run(6"): _____ Swim(2"): _____
Jump(L/H): _____

Disadvantages   **Base (__)+Pts.**

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_____ _____

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

Name	**OCV/RMod**	**Dmg/Stunx**	**STR Min**	**Notes**
_____	___/___	_____	_____	_____
_____	___/___	_____	_____	_____
_____	___/___	_____	_____	_____
_____	___/___	_____	_____	_____

Pts.	Skill/Talent/ Perk/Power	END/Roll
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____

_____ **:Skills Cost**
_____ **+Char Cost**
_____ **=Total Cost**

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	—	+0	stops attacks, abort
Brace	0	+2	1/2	+2 to offset Range Penalties only
Disarm	1/2	-2	0	can disarm target; attacker gets STR vs. STR Roll
Dodge	1/2	—	+3	vs. all attacks, abort
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2$	0	-5	x1 1/2STR before Pushing
Move By	1/2	-2	-2	STR/2 + v/5; attacker takes 1/3 damage
Move Through	1/2	-v/5	-3	STR + v/3; attacker takes 1/2 or full dmge
Set	1	+1	+0	
Strike	1/2	+0	+0	STR or weapon type
Other Attacks	1/2	+0	+0	
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____
_____	___	___	___	_____

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

BaseOCV(DEX/3): ___   BaseDCV(DEX/3): ___
Adjustment +___   Adjustment +___
Final OCV =___   Final DCV = ___
Levels: _____

DEX: ___   SPD: ___   ECV(EGO/3): ___
Phases: 1 2 3 4 5 6 7 8 9 10 11
PD/rPD: _____   ED/rED: _____
END: _____   STUN: _____   BODY: _____

3d6	Loc	StunX	NStun	Bodyx	CV	Arm
3-5	Head	x5	x2	x2	-8	__
6	Hands	x1	x1/2	x1/2	-6	__
7-8	Arms	x2	x1/2	x1/2	-5	__
9	Shlders	x3	x1	x1	-5	__
10-11	Chest	x3	x1	x1	-3	__
12	Stomach	x4	x1 1/2	x1	-7	__
13	Vitals	x4	x1 1/2	x2	-8	__
14	Thighs	x2	x1	x1	-4	__
15-16	Legs	x2	x1/2	x1/2	-6	__
17-18	Feet	x1	x1/2	x1/2	-8	__

Height: _____ Race: _____ Weight: _____
Age: _____ Sex: _____

Description: _____
_____
_____
_____
_____